

## SPECIAL MESSAGE SECTION

This product utilizes batteries or an external power supply (adapter). DO NOT connect this product to any power supply or adapter other than one described in the manual, on the name plate, or specifically recommended by Yamaha.

**WARNING:** Do not place this product in a position where anyone could walk on, trip over, or roll anything over power or connecting cords of any kind. The use of an extension cord is not recommended! If you must use an extension cord, the minimum wire size for a 25' cord (or less) is 18 AWG. NOTE: The smaller the AWG number, the larger the current handling capacity. For longer extension cords, consult a local electrician.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.

#### SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.

IMPORTANT: The louder the sound, the shorter the time period before damage occurs.

Some Yamaha products may have benches and / or accessory mounting fixtures that are either supplied with the product or as optional accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using.

Benches supplied by Yamaha are designed for seating only. No other uses are recommended.

#### NOTICE:

Service charges incurred due to a lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.

#### ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

92-BP (bottom)

#### **Battery Notice:**

This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, never mix old batteries with new ones, and never mix different types of batteries. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

#### Warning:

Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

#### **Disposal Notice:**

Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

#### NAME PLATE LOCATION:

The name plate is located on the bottom of the product. The model number, serial number, power requirements, etc., are located on this plate. You should record the model number, serial number, and the date of purchase in the spaces provided below and retain this manual as a permanent record of your purchase.

Model

Serial No.

**Purchase Date** 

## PLEASE KEEP THIS MANUAL

## FCC INFORMATION (U.S.A.)

#### 1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT! This product, when installed as indicated in the instructions con-

tained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

- IMPORTANT: When connecting this product to accessories and/ or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.
- 3. NOTE: This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference with FCC regulations does of other electronic devices. Compliance with FCC regulations does

not guarantee that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

Relocate either this product or the device that is being affected by the interference.

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you can not locate the appropriate retailer, please contact Yamaha Corporation of America, Electronic Service Division, 6600 Orangethorpe Ave, Buena Park, CA90620

The above statements apply ONLY to those products distributed by Yamaha Corporation of America or its subsidiaries.

This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

#### **OBSERVERA!**

Apparaten kopplas inte ur växelströmskällan (nätet) så länge som den ar ansluten till vägguttaget, även om själva apparaten har stängts av.

**ADVARSEL:** Netspændingen til dette apparat er IKKE afbrudt, sålænge netledningen sidder i en stikkontakt, som er tændt — også selvom der er slukket på apparatets afbryder.

VAROITUS: Laitteen toisiopiiriin kytketty käyttökytkin ei irroita koko laitetta verkosta.

(standby)

The name plate of this product may be found on the bottom of the unit. The serial number of this product may be found on or near the name plate. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

Model No.

Serial No.

(bottom\_en)

#### COMPLIANCE INFORMATION STATEMENT (DECLARATION OF CONFORMITY PROCEDURE)

Responsible Party :	Yamaha Corporation of America
Address :	6600 Orangethorpe Ave., Buena Park,
	Calif. 90620
Telephone :	714-522-9011
Type of Equipment :	Digital Keyboard
Model Name :	EZ-220
	with Part 15 of the FCC Rules.

Operation is subject to the following two conditions: 1) this device may not cause harmful interference, and

 2) this device may not cause named interference, and interference must accept any interference received including interference that may cause undesired operation.

See user manual instructions if interference to radio reception is suspected.

This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

(FCC DoC)

#### Information for Users on Collection and Disposal of Old Equipment and used Batteries

	These symbols on the products, packaging, and/or accompanying documents mean that used electrical and electronic products and batteries should not be mixed with general household waste.
X	For proper treatment, recovery and recycling of old products and used batteries, please take them to applicable collection points, in accordance with your national legislation and the Directives 2002/96/EC and 2006/66/EC.
	By disposing of these products and batteries correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.
	For more information about collection and recycling of old products and batteries, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.
X	[For business users in the European Union] If you wish to discard electrical and electronic equipment, please contact your dealer or supplier for further information.
F	[Information on Disposal in other Countries outside the European Union] These symbols are only valid in the European Union. If you wish to discard these items, please contact your local authorities or dealer and ask for the correct method of disposal.
Cd	Note for the battery symbol (bottom two symbol examples): This symbol might be used in combination with a chemical symbol. In this case it complies with the requirement set by the Directive for the chemical involved.

# PRECAUTIONS

## PLEASE READ CAREFULLY BEFORE PROCEEDING

Please keep this manual in a safe and handy place for future reference.

## 

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

#### Power supply/AC power adaptor

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use the specified adaptor (page 54) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.

#### Do not open

This instrument contains no user-serviceable parts. Do not open the instrument
or attempt to disassemble or modify the internal components in any way. If it
should appear to be malfunctioning, discontinue use immediately and have it
inspected by qualified Yamaha service personnel.

#### Water warning

- Do not expose the instrument to rain, use it near water or in damp or wet conditions, place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the instrument, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- Never insert or remove an electric plug with wet hands.

#### **Fire warning**

 Do not put burning items, such as candles, on the unit. A burning item may fall over and cause a fire.

#### Battery

- Follow the precautions below. Failure to do so might result in explosion, fire, overheating or battery fluid leakage.
- Do not tamper with or disassemble batteries.
- Do not dispose of batteries in fire.
- Do not attempt to recharge batteries that are not designed to be charged.
- Keep the batteries separate from metallic objects such as necklaces, hairpins, coins, and keys.
- Use the specified battery type (page 54) only.
- Use new batteries, all of which are the same type, same model, and made by the same manufacturer.
- Always make sure all batteries are inserted in conformity with the +/- polarity markings.
- When the batteries run out, or if the instrument is not to be used for a long time, remove the batteries from the instrument.
- When using Ni-MH batteries, follow the instructions that came with the batteries. Use only the specified charger device when charging.
- · Keep batteries away from small children who might accidentally swallow them.
- If the batteries do leak, avoid contact with the leaked fluid. If the battery fluid should come in contact with your eyes, mouth, or skin, wash immediately with water and consult a doctor. Battery fluid is corrosive and may possibly cause loss of sight or chemical burns.

#### If you notice any abnormality

- When one of the following problems occur, immediately turn off the power switch and disconnect the electric plug from the outlet. (If you are using batteries, remove all batteries from the instrument.) Then have the device inspected by Yamaha service personnel.
  - The power cord or plug becomes frayed or damaged.
  - It emits unusual smells or smoke.
  - Some object has been dropped into the instrument.
  - There is a sudden loss of sound during use of the instrument.

# 

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:

#### Power supply/AC power adaptor

- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord. Pulling by the cord can damage it.
- Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

#### Location

- Do not place the instrument in an unstable position where it might accidentally fall over.
- Before moving the instrument, remove all connected cables, to prevent damage to the cables or injury to anyone who might trip over them.
- When setting up the product, make sure that the AC outlet you are using is easily
  accessible. If some trouble or malfunction occurs, immediately turn off the power
  switch and disconnect the plug from the outlet. Even when the power switch is
  turned off, electricity is still flowing to the product at the minimum level. When
  you are not using the product for a long time, make sure to unplug the power
  cord from the wall AC outlet.
- Use only the stand specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

#### Connections

- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum.
- Be sure to set the volumes of all components at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.

#### Handling caution

- Do not insert a finger or hand in any gaps on the instrument.
- Never insert or drop paper, metallic, or other objects into the gaps on the panel or keyboard. This could cause physical injury to you or others, damage to the instrument or other property, or operational failure.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Do not use the instrument/device or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

Even when the  $[ ]_{O} ]$  (Standby/On) switch is in standby status (display is off), electricity is still flowing to the instrument at the minimum level. When you are not using the instrument for a long time, make sure you unplug the power cord from the wall AC outlet. Make sure to discard used batteries according to local regulations.

#### NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

#### Handling and Maintenance

- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration, damage to the internal components or unstable operation. (Verified operating temperature range: 5° 40°C, or 41° 104°F.)
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- . When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

#### Information

#### About copyrights

Copying of the commercially available musical data including but not limited to MIDI data and/or audio data is strictly prohibited except for your personal use.
 This product incorporates and bundles computer programs and contents in which Yamaha owns copyrights or with respect to which it has license to use others' copyrights. Such copyrighted materials include, without limitation, all computer software, style files, MIDI files, WAVE data, musical scores and sound recordings. Any unauthorized use of such programs and contents outside of personal use is not permitted under relevant laws. Any violation of copyright has legal consequences. DON'T MAKE, DISTRIBUTE OR USE ILLEGAL COPIES.

#### About functions/data bundled with the instrument

Some of the preset songs have been edited for length or arrangement, and may not be exactly the same as the original.

#### About this manual

- The illustrations and LCD screens as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
- Apple, Mac, Macintosh and iPad are trademarks of Apple Inc., registered in the U.S. and other countries.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

# Contents

#### About the Manuals

#### Included Documents



#### Owner's Manual (this book) This document explains how to use the instru-

ment.



#### Song Book

You can refer to the music scores in the Song Book.



#### **MIDI Reference**

This document contains both the MIDI Data Format and the MIDI Implementation Chart.



PDF

#### MIDI Basics (only in English, French, German and Spanish)

If you want to know more about MIDI and how to use it, refer to this introductory book.

The online materials above are available for downloading from the Yamaha website.

#### Yamaha Manual Library

http://www.yamaha.co.jp/manual/

Access the Yamaha Manual Library, then enter your model name (EZ-220, for example) in the Model Name area to search the manuals.

#### **Supplied Accessories**

Clip

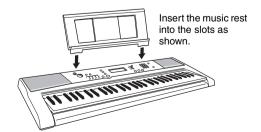
(page 42)

- Owner's manual (this book)
- Song Book
- Music rest
- Clip



- AC Power Adaptor
- \* May not be included depending on your particular area. Please check with your Yamaha dealer.
- My Yamaha Product User Registration
- \* You will need the PRODUCT ID on the sheet in order to fill out the User Registration form.

### Using the Music Rest



# Playing the Keyboard

# **Basic Section**

# Try out various functions

## **Computer/iPad**

# **Appendix**

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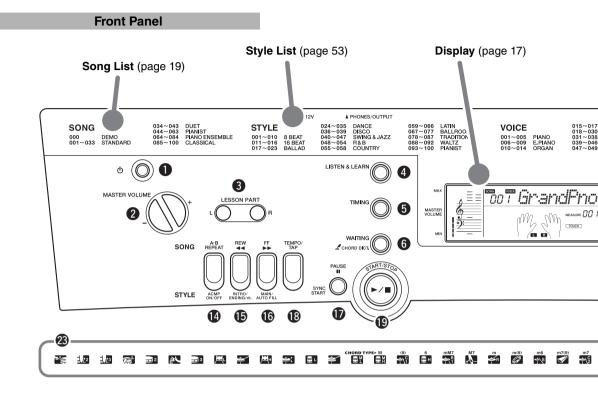
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## Panel Controls and Terminals



- **MASTER VOLUME [+], [-] buttons**...... page 12 Adjusts the overall volume.
- **3** LESSON PART [L], [R] buttons ... pages 22, 25 Selects a Lesson Part or a Part for muting in the current Song.
- **(4)** [LISTEN & LEARN] button.....page 24 Starts the Song with the Lesson 1 mode.
- **5 [TIMING] button**.....page 24 Starts the Song with the Lesson 2 mode.
- **() [WAITING] button** ..... pages 24, 38(**∠**) Starts the Song with the Lesson 3 mode.
- [FUNCTION] button ...... page 15 Pressing this repeatedly calls up various parameters in sequence.
- [SONG] button ......pages 18, 22( ∠) Enters the Song mode, allowing you to select a Song.
- **[STYLE] button**..... pages 34, 39(ℤ) Enters the Style mode, allowing you to select a Style.
- [VOICE] button .....pages 18( ), 26 Calls up the Voice selection display.
- Number buttons [0]–[9], [+], [-] ......... page 16 Selects the setting value for items such as Voice, Style, Song and Tempo.
- [DEMO] button.....page 18( ) Starts/stops playback of all the preset Songs in numerical order.

#### (METRONOME ON/OFF) button

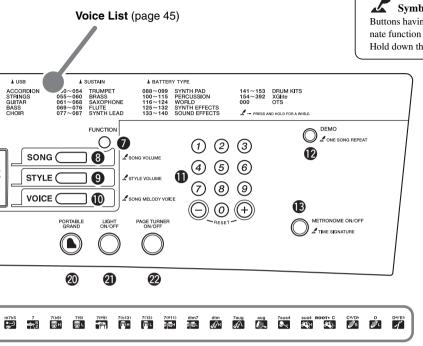
.....pages 32, 33( **/** ) Starts/stops the metronome.

#### In the Song mode

- [FF] button.....page 20 Rapidly skips ahead to a later point in the song.

#### In the Style mode

- [INTRO/ENDING/rit.] button.....page 36 By pressing this when the Style is stopped, you can start playback from the Intro. By pressing this during Style playback, you can switch playback to the Ending. By pressing this during Ending playback, you can apply a tempo ritardando to playback.



#### **Rear Panel**



- [SYNC START] button ...... pages 35, 36 Enables/disables the ability to start playback by simply playing the keyboard.
- [TEMPO/TAP] button.....page 20 Calls up the Tempo display. With this status, use the Number buttons to set the tempo of the Song, Style and metronome. You can set the tempo also by tapping this button several times at the desired tempo.
- [START/STOP] button ...... pages 18, 35 Starts/stops Song or Style playback.
- [LIGHT ON/OFF] button ......page 23 Turns on/off the Light Guide. When turned on, the keys you press or those specified by Song data light.
- [PAGE TURNER ON/OFF] button ...... page 42 Turns on/off the Page Turner function. When turned on, the notation score of the Preset Songs are shown

on the iPad screen and the page turns automatically according to Song playback.

DRUM KIT icons......page 27 Indicates drum instruments assigned to each key when the Standard Kit 1 is selected.

#### **Rear Panel**

- BATTERY TYPE switch...... page 10 For selecting battery type.
   SUSTAIN jack ...... page 27 For connecting an optional Footswitch.
   USB TO HOST terminal ...... page 40 For connecting a computer.
   PHONES/OUTPUT jack..... page 11 For connecting headphones and external audio equipment.
- DC IN 12V jack...... page 10 For connecting the power adaptor.

## The "PRESS AND HOLD FOR A WHILE" Symbol

Buttons having this indication can be used to call up an alternate function when the relevant button is pressed and held. Hold down this button until the function is called up.

#### • Formats



GM System Level 1 "GM System Level 1" is an addition to the MIDI standard which

ensures that any GM-compatible music data can be accurately played by any GM compatible tone generator, regardless of manufacturer. The GM mark is affixed to all software and hardware products that support GM System Level.

XGlite



## As its name implies, "XGlite" is a simplified version of Yamaha's

high-quality XG tone generation format. Naturally, you can play back any XG song data using an XGlite tone generator. However, keep in mind that some songs may play back differently compared to the original data, due to the reduced set of control parameters and effects.

### **Power requirements**

Although the instrument will run either from an optional AC adaptor or batteries, Yamaha recommends use of an AC adaptor whenever possible. An AC adaptor is more environmentally friendly than batteries and does not deplete resources.

#### ■ Using an AC Power Adaptor

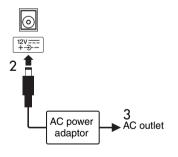
1 Make sure that the power of the instrument is off (display is blank, except for notation staff).

#### \land WARNING

- Use the specified adaptor (page 54) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- 2 Connect the AC adaptor to the DC IN 12V jack.
- **3** Plug the AC adaptor into an AC outlet.

#### A CAUTION

 When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.



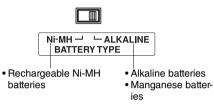
#### ■ Using Batteries

This instrument requires six "AA" size, Alkaline (LR6)/Manganese (R6) batteries, or rechargeable nickel-metal hydride batteries (rechargeable Ni-MH batteries). The Alkaline batteries or rechargeable Ni-MH batteries are recommended for this instrument, since other types may result in poorer battery performance.

#### \land WARNING

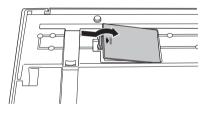
- When using Ni-MH batteries, follow the instructions that came with the batteries. Use only the specified charger device when charging.
- 1 Make sure that the power of the instrument is off (display is blank, except for notation staff).

2 Set the [BATTERY TYPE] switch on the rear panel to "Ni-MH" or "ALKALINE" depending on the battery type you are using.

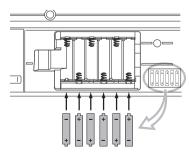


#### NOTICE

- The rechargeable battery may be damaged or the battery life may be shortened if you set the [BATTERY TYPE] switch to a position different from the actual battery type.
- **3** Open the battery compartment cover located on the instrument's bottom panel.



**4** Insert the six new batteries, being careful to follow the polarity markings on the side of the compartment.



5 Replace the compartment cover, making sure that it locks firmly in place.

#### NOTICE

• Never connect or disconnect the AC power adaptor when the batteries are installed and the power is on. Doing so will turn the power off, and may cause the settings to be initialized. When battery power becomes too low for proper operation, the volume may be reduced, the sound may be distorted, and other problems may occur.

When this happens, make sure to replace all batteries with new ones or already-recharged ones.

#### NOTE

• This instrument cannot charge the batteries. Use only the specified charger device when charging.

#### NOTE

• Power will be automatically drawn from the AC adaptor if an AC adaptor is connected while batteries are installed in the instrument.

## Turning the power on/off

# \* (Tm

#### \land CAUTION

 Even when the power switch is turned off (the display is blank), electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet, and remove all the batteries from the instrument.

## **Auto Power Off**

To prevent unnecessary power consumption, this instrument features an Auto Power Off function that automatically turns the power off if the instrument is not operated for approximately 30 minutes. If you do not want to use the Auto Power Off function, disable the function as described below. Please note that the setting will be restored to the default setting of "on" whenever the power is turned on.

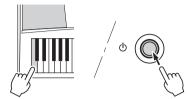
#### Disabling or enabling the Auto Power Off Setting

- 1 Press the [FUNCTION] button repeatedly until "AutoOff" appears in the display.
- 2 Set the value "oFF" (disable) or "on" (enable) by pressing the [+] and [-] buttons.

Default setting: on

#### Disabling Auto Power Off (simple method)

Turn the power on while holding down the lowest key on the keyboard. An "oFF AutoOff" indication appears briefly and Auto Power Off is disabled.



#### NOTICE

- Depending on the instrument status, the power may not turn off automatically, even after the specified period of time elapses. Always turn off the power manually when the instrument is not in use.
- When the instrument is not operated for a specified period
  of time while connected to an external device such as an
  amplifier, speaker or computer, make sure to follow the
  instructions in the Owner's Manual for turning off the
  power to the instrument and the connected devices, in
  order to protect the devices from damage. If you do not
  want the power to turn off automatically when a device is
  connected, disable Auto Power Off.

## **Connecting headphones and external audio equipment**

Any pair of stereo headphones with a 1/4" stereo phone plug can be plugged in here for convenient monitoring. The speakers are automatically shut off when a plug is inserted into this jack.

The PHONES/OUTPUT jack also functions as an external output. You can connect the PHONES/OUT-PUT jack to a keyboard amplifier, stereo system or other line-level audio device to send the instrument's output signal to that device.



#### A CAUTION

- Do not use the instrument/device or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.
- Before connecting the instrument to other electronic components, turn off the power for all components.
   Before turning the power on or off for all components, set all volume levels to minimum.

#### NOTICE

 When the instrument's sound is output to an external device, first turn on the power to the instrument, then to the external device. Reverse this order when you turn the power off.

# Playing the Keyboard

The number designations  $\mathbf{0} - \mathbf{0}$  match those described in "Panel Controls and Terminals" on page 8.

## Turn the power on



Press the [ $\bigcirc$ ] (Standby/On) switch  $\bigcirc$  to turn on the power.

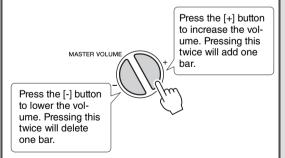
## Adjust the volume

After the power is turned on, the default volume level is shown at the left end in the display.



The more bars shown, the higher the volume level.

While checking this bar indication, use the [MAS-TER VOLUME] buttons ② to adjust the entire volume of this instrument.



The default volume value is "12" (6 bars on the display).

NOTE

• The Volume setting is reset to the default value whenever the power is turned off.

## Play the keyboard

After the power is turned on, playing the keyboard will produce the Piano sound.



## Select a Voice

#### → Page 26

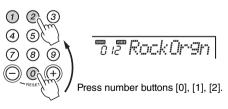
Although the grand piano Voice is automatically selected whenever the power is turned on, you can easily change this to guitar, drums, or any of an extensive range of Voices.

### Press the [VOICE] <sup>(1)</sup> button.



# 2 Use the number buttons **①** to select a Voice.

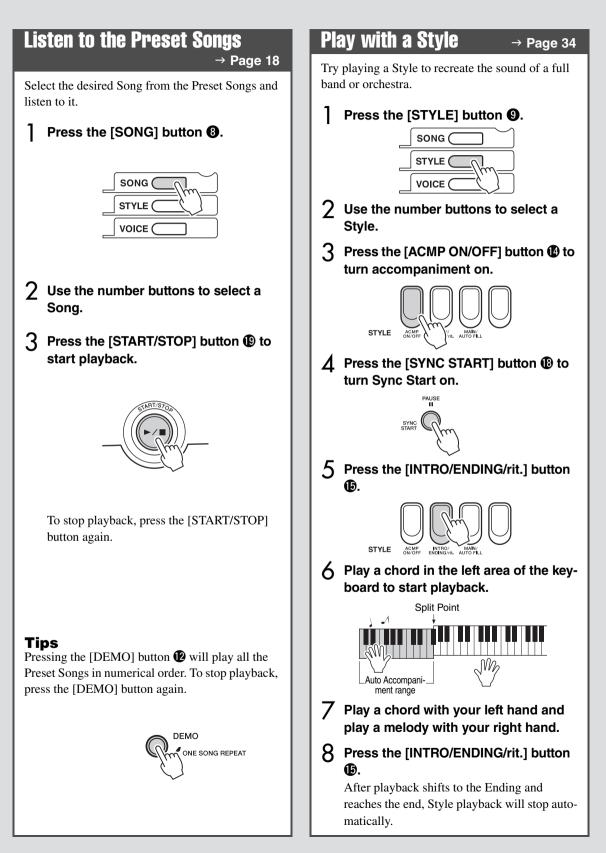
Example: Selecting Voice 012, Rock Organ.



#### Tips

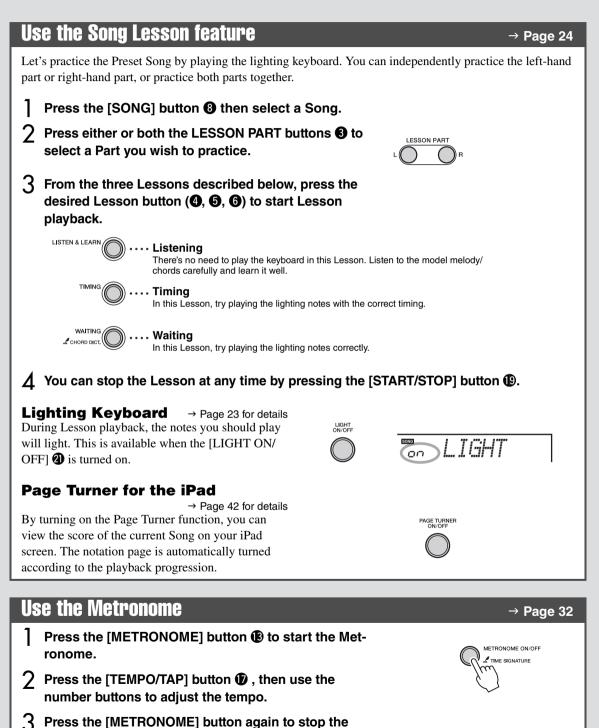
Pressing the [PORTABLE GRAND] button **(2)** will reset the Voice setting to Grand Piano.





# **Practicing and Learning**

## The number designations $\mathbf{0} - \mathbf{0}$ match those described in "Panel Controls and Terminals" on page 8.



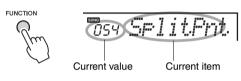
Metronome.

## Make detailed settings

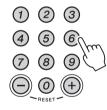
After learning how to use this instrument, use the [FUNCTION] button to set various parameters such as Tuning and Metronome Volume.

## Find the desired item from the Function List, then press the [FUNCTION] button several times until the desired item appears.

By pressing the [-] button **(1)** while holding down the [FUNCTION] button, you can reverse the items.



## 2 Use the number buttons to select the value.



When the selected item can be set only to ON or OFF, pressing [+] selects "ON" while pressing [-] selects "OFF." Depending on the selected item, pressing [+] and [-] simultaneously resets the value to the default one.

#### NOTE

 When Initial Send is selected, pressing [+] will transmit the panel settings to the connected computer as MIDI events.

#### **Function List**

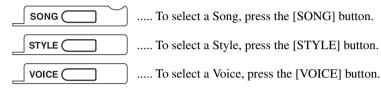
Item	Display	Range	Descriptions / Reference page
Style Volume	StyleVol	000 – 127	Page 39
Song Volume	SongVol	000 – 127	Page 22
Transpose	TransPos	-12 - 00 - 12	Page 30
Tuning	Tuning	427.0Hz – 440.0Hz – 453.0Hz	Page 30
Split Point	SplitPnt	000 – 127 (C-2 – G8)	Page 39
Touch Sensi- tivity	TouchSns	1 – 4	Page 31
Reverb On/ Off	on Reverb	ON, OFF	Page 28
Reverb Type	Reverb	01 – 10	Page 28
Reverb Level	RevLevel	000 – 127	Page 29
Panel Sus- tain	Sustain	ON, OFF	Page 29
Keyboard Volume	M.Volume	000 – 127	Adjusts the vol- ume of your key- board performance.
Keyboard Octave	M.Octave	-2-0-2	Adjust the octave setting of the key- board Voice.
Local Control	Local	ON, OFF	Page 41
External Clock	ExtClock	ON, OFF	Page 41
Initial Send	InitSend	-	Page 41
Metronome Time Signa- ture 1	TimeSigN	00 - 60	Page 33
Metronome Time Signa- ture 2	TimeSigD	02, 04, 08, 16	Page 33
Metronome Volume	MetroVol	000 – 127	Adjust the Metro- nome Volume.
Your Tempo	YourTemp	ON, OFF	Page 24
Demo Can- cel	D-Cancel	ON, OFF	When set to ON, pressing [DEMO] produces no sound, and vice versa.
Auto Power Off	AutoOff	ON, OFF	Page 11

# **Basic Operation and Displays**

## **Basic Operation**

This instrument features three basic functions: Song, Style and Voice. This section shows you how to use these three functions and how to use the number buttons which are useful for various functions.

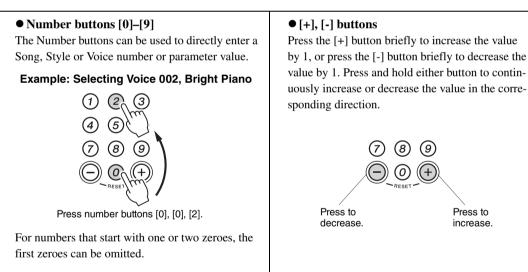
#### Select a basic function.



The above operation calls up the name and number of the current Song, Style or Voice, and shows it in the display.

#### $2\,$ Select a Song, Style or Voice by using the number buttons [0]–[9], [+], [-].

For detailed lists of the Songs, Styles and Voices indicated on the front panel, see page 19 and pages 45-53.



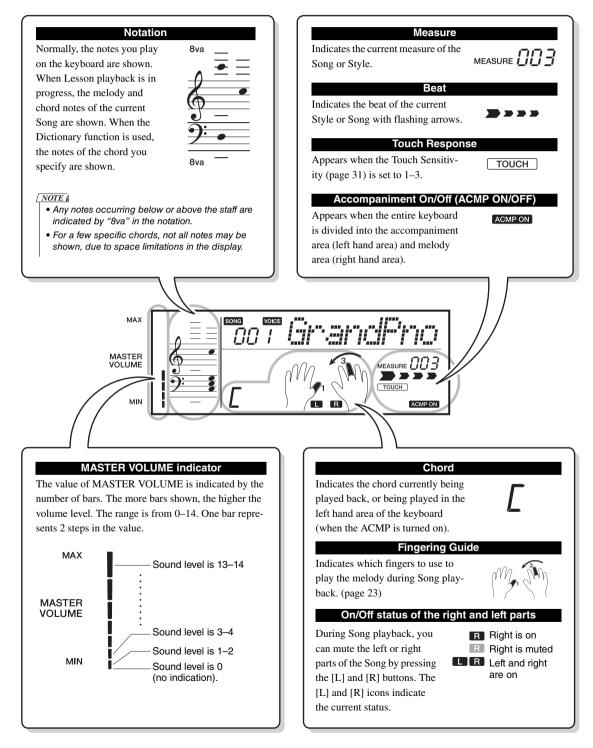
## 3 Start playing.

- After selecting a Song or Style, press the [START/STOP] button to start/stop playback.
- After selecting a Voice, play the keyboard.



## **Display**

The display shows various items described below as well as the current Song, Style or Voice. It also includes a range of indicators that show the on/off status for various functions.

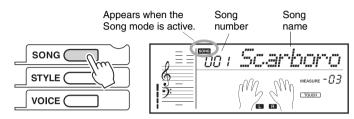


## Selecting and listening to a specific Song

This instrument features a wide variety of preset Songs including traditional and classical.

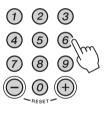
#### Press the [SONG] button.

The Song number and name are shown on the display.



#### 2 Use the number buttons to select a Song.

Refer to the Song List on the next page.



#### ${f 3}$ Press the [START/STOP] button to start playback.

Playback automatically stops when the Song reaches the end. To stop playback at any time, press the [START/STOP] button again.



## Changing the Melody Voice $(\cancel{A})$

 You can change the Melody Voice of the current Song during playback. To do this, select the desired Voice (page 26) then hold down the [VOICE] button for longer than a second.

#### • Repeat Playback of all Songs

Pressing the [DEMO] button will play all the preset Songs in sequence. This playback will continue repeatedly starting again from the first Song. To stop playback at any time, press the [DEMO] or [START/STOP] button.

#### • Repeat Playback of a specific Song (

Pressing the [DEMO] button for longer than a second repeatedly plays Song 000. During playback, you can change the Song via the Number buttons. The selected Song will play repeatedly until pressing the [DEMO] or [START/ STOP] button.

## Song List

Song No.	Song Name	Song No.	Song Name
	Demo	050	Melodie (Album für die Jugend) (R. Schumann)
000	Demo (Original)	051	Fröhlicher Landmann (Album für die Jugend) (R. Schumann)
	Standard	052	Träumerei (Kinderszenen) (R. Schumann)
001	Scarborough Fair (Traditional)	053	Thema (Impromptus D.935-3) (F. Schubert)
002	Three Blind Mice (Traditional)	054	Invention Nr.1 (J. S. Bach)
003	O du lieber Augustin (Traditional)	055	Gavotte/J. S. Bach (J. S. Bach)
004	London Bridge (Traditional)	056	Arietta/Grieg (E. Grieg)
005	Believe Me If All Those Endearing Young Charms (Traditional)	057	La Chevaleresque (J. F. Burgmüller)
006	Ave Maria (F.Schubert)	058	Prelude (Wohltemperierte Klavier 1-1) (J.S. Bach)
007	Grandfather's Clock (H.C. Work)	059	Annie Laurie (Traditional)
008	Twinkle Twinkle Little Star (Traditional)	060	Moments Musicaux op.94-3 (F. Schubert)
009	I've Been Working On The Railroad (Traditional)	061	La Viollette (Streabbog)
010	Little Brown Jug (Traditional)	062	Menuett (L. Boccherini)
011	When The Saints Go Marchin' In (Traditional)	063	The Entertainer (S. Joplin)
012	Aloha Oe (Q.Liliuokalani)		Piano Ensemble
013	Home Sweet Home (H. Bishop)	064	Nocturne op.9-2 (F. Chopin)
014	Loch Lomond (Traditional)	065	Ave Maria/J. S. Bach – Gounod (J. S. Bach/C. F. Gounod)
015	Bill Bailey (Won't You Please Come Home) (H. Cannon)	066	Piano Concerto No.21 2nd mov. (W. A. Mozart)
016	Down By The Riverside (Traditional)	067	Romanze (Serenade K.525) (W. A. Mozart)
017	Aura Lee (G. Poulton)	068	Die Schlittenfahrt K.605-3 (W. A. Mozart)
018	Greensleeves (Traditional)	069	Ave Verum Corpus (W. A. Mozart)
019	My Bonnie (H.J Fulmer)	070	Piano Sonate op.27-2 "Mondschein" (L.v. Beethoven)
020	Funiculi-Funicula (L. Denza)	071	Ode to Joy (L.v. Beethoven)
021	Die Lorelei (F. Silcher)	072	Canon (J. Pachelbel)
022	Wenn ich ein Vöglein wär (Traditional)	073	Air de Toreador "Carmen" (G. Bizet)
023	Turkey In The Straw (Traditional)	074	The SurpriseSymphony (F.J. Haydn)
024	Old Folks At Home (S.C. Foster)	075	Gavotte (F.J. Gossec)
025	Londonderry Air (Traditional)	076	Menuett (J.S. Bach)
026	When Irish Eyes Are Smiling (E.R. Ball)	077	String Quartet No.17 2nd mov. "Serenade" (F.J. Haydn)
027	Muss I Denn (F. Silcher)	078	Song Of The Pearl Fisher (G. Bizet)
028	America The Beautiful (S.A. Ward)	079	Jesu, Joy Of Man's Desiring (J.S. Bach)
029	O Christmas Tree (Traditional)	080	Der Vogelfänger bin ich ja (W. A. Mozart)
030	Jingle Bells (J.S. Pierpont)	081	The Danube Waves (I. Ivanovici)
031	Silent Night (F. Gruber)	082	O Mio Babbino Caro (From "Gianni Schicchi") (G. Puccini)
032	Deck The Halls (Traditional)	083	Liebesträume Nr.3 (F. Liszt)
033	Amazing Grace (Traditional)	084	To A Wild Rose (E.A. MacDowell)
	Duet		Classical
034	We Wishi You A Merry Christmas (Traditional)	085	Waltz (The Sleeping Beauty) (P. I. Tchaikovsky)
035	Im Mai (Traditional)	086	Air (Orchestral Suite) (J. S. Bach)
036	Mary Had a Little Lamb (Traditional)	087	Siciliano/J. S. Bach (J. S. Bach)
037	Yankee Doodle (Traditional)	088	Menuet (L'Arlésienne) (G. Bizet)
038	Ten Little Indians (Septimus Winner)	089	Largo (From the New World) (A. Dvořák)
039	Battle Hymn of the Republic (Traditional)	090	Pizzicato Polka (J. Strauss II)
040	My Darling Clementine (Percy Montrose)	091	Frühlingslied (F. Mendelssohn)
040	The Cuckoo (Traditional)	092	La Primavera (From Le Quattro Stagioni) (A. Vivaldi)
041	Close Your Hands, Open Your Hands (J.J. Rousseau)	092	Orphée Aux Enfers Ouverture (J. Offenbach)
042	On Top of Old Smoky (Traditional)	094	Danse Des Mirlitons From "The Nutcracker" (P. I. Tchaikovsky)
010	Pianist	094	Slavonic Dances No.10 (A. Dvořák)
044	Für Elise (L.v. Beethoven)	096	Guillaume Tell (G. Rossini)
044	Etude op. 10-3 "Chanson De L'adieu" (F. Chopin)	090	Méditation De Thais (J. Massenet)
045	Turkish March (W.A. Mozart)	097	Ungarische Tänze Nr.5 (J. Brahms)
046	Valse op.64-1 "Petit Chien" (F. Chopin)	098	Valse Des Fleurs (From "The Nutcracker") (P. I. Tchaikovsky)
048	Menuett/Beethoven (L.v. Beethoven)	100	Frühlingsstimmen (J. Strauss II)
049	24 Preludes op.28-7 (F. Chopin)		

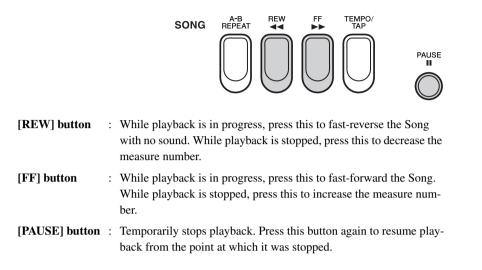
• Refer to the included Song Booklet for details.

• Some of the Preset Songs have been edited for length or arrangement, and may not be exactly the same as the original.

• Depending on the Song arrangement, a left-hand part may not be available.

# **Song Playback Settings**

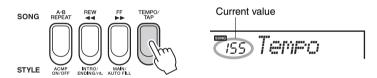
## Song Fast Forward, Fast Reverse, and Pause



## **Adjusting the Tempo**

The tempo of the Song and Style can be set over a range of 11 to 280.

## Press the [TEMPO/TAP] button to call up the current tempo value.



#### 2 Use the Number buttons to set the tempo over a range of 11 to 280.

#### Tap Start

You can supply a count-in at any tempo you like to start playback. Simply tap the [TEMPO/TAP] button at any tempo—four times for time signatures in 4, and three times for time signatures in 3—and the selected Song or Style (Rhythm part only) will start at the tapped tempo.

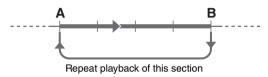


NOTE

 Press the [+] and [-] buttons simultaneously to instantly reset the value to the default tempo of the current Style or Song.

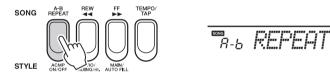
## **Repeat Playback**

This function lets repeatedly practice sections in a Song that you find difficult to play. It lets you play back only a specific section of the Song repeatedly by setting the A point (Start point) and B point (End point), in one-measure increments.



#### To start Repeat Playback:

When playback reaches the point you want to specify as the Start point, press the [A-B REPEAT] button to set Point A. When playback reaches the point you want to specify as the End Point, press the [A-B REPEAT] button again to set Point B. The specified A-B section of the song will now play repeatedly.



#### NOTE

 You can also set the A-B Repeat function when the Song is stopped. Simply use the [REW] and [FF] buttons to select the desired measures, pressing the [A-B REPEAT] button for each point, then start playback.

#### **To cancel Repeat Playback:**

Press the [A-B REPEAT] button. "oFF REPEAT" will appear on the display and normal playback of the Song will continue.

#### NOTE

• Selecting another Song or Style mode will cancel the A-B Repeat points.

#### • To specify the beginning of the Song as Point A:

Before starting playback, press the [A-B REPEAT] button to set Point A at the beginning of the Song.

#### • To specify the end of the Song as Point B:

After Point A is specified during playback, let the Song play back normally until the end.

1

## **Adjusting the Song Volume**

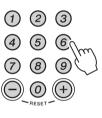
This procedure lets you adjust the volume balance between Song playback and your keyboard performance.

#### Hold down the [SONG] button for longer than a second.

The current Song volume is shown in the display.



 $2\,$  Use the number buttons to set the Song Volume.

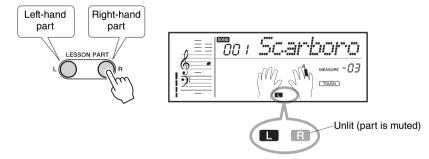




• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (100).

## **Muting a Part**

The Song consists of several Parts, from which you can mute the L part or R part on the panel.



During Song playback, pressing the [R] button will mute the right-hand part while pressing the [L] button will mute the left-hand part.

To cancel the mute status, press the corresponding Part buttons, [R] or [L] again during Song playback, or select a different Song.

Two convenient functions—Lighting Keyboard and Fingering Guide—are provided for ease in using the Song Lesson feature. Before starting the Song Lesson (page 24), read this page.

## **Lighting Keyboard**

This instrument features 61 individual lighting keys, which light when played. When using the Song Lesson function, keys that you should press next will light in succession. Although this Light function is turned on by default, you can turn this function on or off by pressing the [LIGHT ON/OFF] button.

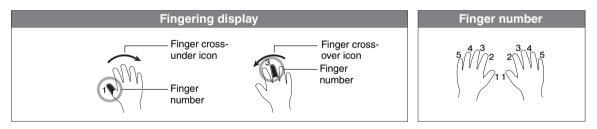


#### 1 CAUTION

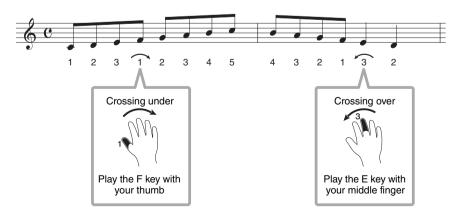
 Playing while looking at the lights for a long period of time may cause eyestrain or stiffness in your neck and shoulders. For your health and comfort, we recommend that you take a ten-minute break after every hour of playing.

## **Fingering Guide**

When the Song is started, the fingering guide appears on the display and shows you which fingers you should use while playing.



• Examples of crossing under and over



\* This function does not apply to the Song 000.

# **Using the Lesson feature**

This function lets you use the desired Song for a left-hand, right-hand, or both-hands lesson via three easy steps.

You can refer to the music scores in the Song Book.

## **Three types of Lessons**

#### Lesson 1—Listen

In this Lesson, you need not play the keyboard. The model melody/chords of the part you selected will sound. Listen to it carefully and remember it well.





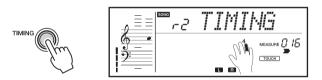
The notation of the model melody is shown.

NOTE

 When the melody Voice of the Song is changed, the key position shown in the display may be shifted (in octave units), depending on the selected Voice.

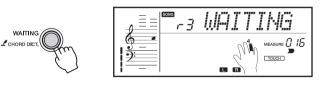
#### ■ Lesson 2—Timing

In this mode, simply concentrate on playing the notes with the correct timing. Even if you play wrong notes, the correct notes shown in the display will sound.



#### ■ Lesson 3—Waiting

In this Lesson, try playing the correct notes shown on the display. The Song pauses until you play the right note, and playback tempo changes to match the speed at which you are playing.



#### Your Tempo

• By default, playback tempo will change to match the speed at which you are playing. This is because the "Your Tempo" parameter (page 15) is set to ON. If you want to disable this function, or you want to learn using the original tempo, set Your Tempo to OFF.

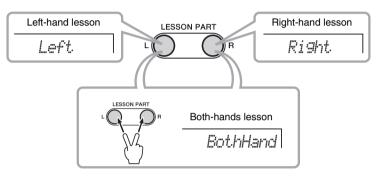
## **Trying the Song Lesson**

#### Select the desired Song for your lesson (page 18).

Song 000 cannot be used with the Song Lesson feature.

#### 2 Turn off the part you want to practice.

For the right-hand lesson, press the [RIGHT] button to turn off the right-hand part. For the left-hand lesson, press the [LEFT] button to turn off the left-hand part. For the lesson of both hands, press both buttons simultaneously.



#### NOTE

- A "No LPart" message is shown in the display if you select the left part in Songs which does not have left part data. These Songs cannot be used for left-hand or both-hands lessons.
- If a Song is being played back via the [START/STOP] button, stop playback then select the part.

#### **3** Select the Lesson type.

Referring to page 24, press the [LISTEN & LEARN], [WAITING] or [TIM-ING] button to start Lesson playback.

#### A Start the Lesson.

Practice the selected Song according to the selected Lesson type.

#### 5 Stop the Lesson.

You can stop the Lesson at any time by pressing the [START/STOP] button.

#### Grade

When playback of Timing and Waiting reaches to the end, you can confirm your Grade on the display.

OK Good Very Good Excellent NOTE

- You can change the Lesson type during Lesson playback by pressing the corresponding button.
- You can change the Lesson part during Lesson playback.
- The Split Point is fixed and it cannot be changed. For the left-hand lesson, it is fixed at 59 or B2; for the left-hand chord lesson, it is fixed at 54 or F#2.

# **Changing the Voice for the Keyboard**

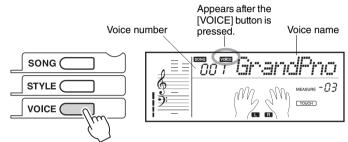
## **Selecting a Voice**

In addition to piano, organ, and other conventional keyboard instruments, this instrument has a large range of voices that includes guitar, bass, strings, sax, trumpet, drums and percussion, and even sound effects—giving you a wide variety of musical sounds.

#### Press the [VOICE] button.

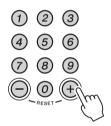
1

The Voice number and name are shown.



#### 2 Select the desired Voice.

Use the Number buttons [0]–[9], [+] and [-]. Refer to the Voice List on page 45.





#### One Touch Setting

 Selecting Voice number 000 (One Touch Setting) automatically calls up the most suitable voice for the currently selected Style or Song.

3 Play the keyboard.



## Keyboard Volume and Octave settings

• Can be set using the [FUNCTION] button.(page 15).

Try selecting and playing different Voices

## **Playing the "Grand Piano"**

When you want to reset various settings to default and simply play a Piano sound, press the [PORTABLE GRAND] button.

The Voice for the entire keyboard will be set to "001 Grand Piano 1."



## **Using a Footswitch**

You can produce a natural sustain as you play by pressing an optional Footswitch plugged into the [SUSTAIN] jack.

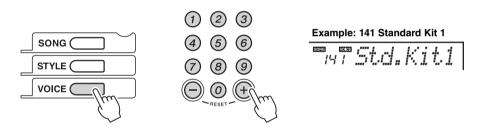


NOTE

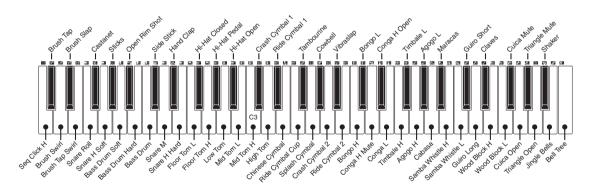
- Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.
- Do not press the footswitch while turning the power on. Doing this changes the recognized polarity of the footswitch, resulting in reversed footswitch operation.

## **Playing a Drum Kit**

Drum kits are collections of drum and percussion instruments. When drum kits (Voice numbers 141–153) are selected, you can play different percussion sounds directly from the keyboard. For details, refer to the Drum Kit List on page 49.



To reset the Voice to the Grand Piano, press the [PORTABLE GRAND] button.



\* When Voice number 141 is selected, the icons printed above the keyboard indicates the instruments assigned to each key.

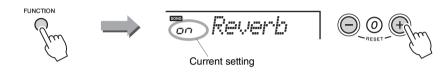
# **Playing With a Variety of Effects**

## **Adding Reverb**

Reverb adds the ambience of a room or concert hall to the sound that you play on the keyboard.

### **Reverb On/Off**

Press the [FUNCTION] button several times until "on Reverb" or "oFF Reverb" appears. The default setting is on. Set this to on or off by using the [+] and [-] buttons.

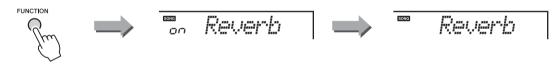


#### Selecting a Reverb type

The ideal type is automatically selected whenever you select a Song or Style, but you can select any of the available Reverb Types.

## Press the [FUNCTION] button several times until "Reverb" appears.

"Reverb" is located next to the "on Reverb" or "oFF Reverb" indications.



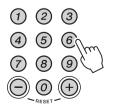
The current Reverb type appears after the "Reverb" indication.



Current Reverb type

2 Select the desired Reverb Type by using the number buttons [0]– [9], [+], [-].

Refer to the Reverb Type list on page 52 for details.



### Adjusting the Reverb depth

Press the [FUNCTION] button several times until "RevLevel" appears.





2 Set the desired Reverb depth by using the number buttons [0]–[9], [+], [-].

The range is from 0–127.





• Press the [+] and [-] buttons simultaneously to instantly reset the value to the default of "64."

## **Adding Panel Sustain**

This function adds a fixed sustain to the keyboard Voices.

Press the [FUNCTION] button several times until "Sustain" appears.





#### 2 Press the [+] button to turn Panel Sustain on.

Panel Sustain will be added to the notes you play on the keyboard. To turn it off, press the [-] button.



#### NOTE

- You can apply Sustain to the keyboard sound by pressing an optional Footswitch. For details, refer to page 27.
- For certain Voices, the sustain effect may not be obvious or audible, even when Panel Sustain is turned on.

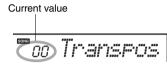
# **Controlling the Pitch**

## **Transposing the Pitch in Semitones**

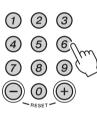
The overall pitch of the instrument can be shifted up or down in semitone increments.

Press the [FUNCTION] button several times until "Transpos" appears on the display.





2 Use the number buttons to set the Transpose value over a range of -12 (down one octave) to 12 (up one octave).



NOTE

 Transpose cannot be applied to Drum Kits 141 and 142 (Voice numbers). However, Transpose can be applied to Drum Kits 143–153; keep in mind, though, that the instrument sounds are not tuned, but simply shifted to different keys.

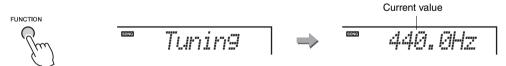
• To call up the default value (0), press the [+] and [-] buttons simultaneously.

## **Fine Tuning the Pitch**

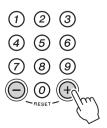
The overall pitch of the instrument can be tuned up or down in roughly 0.2Hz steps.

## Press the [FUNCTION] button several times until "Tuning" appears on the display.

After a while, the current value is shown on the display.



# 2 Use the [+] and [-] buttons to set the Tuning value over a range of 427.0Hz to 453.0Hz.



NOTE

- Tuning cannot be applied to the Drum Kits (Voice numbers 141–153).
- To call up the default value (440.0Hz), press the [+] and [-] buttons simultaneously.

# **Changing the Touch Sensitivity**

You can change the Touch Sensitivity of the keyboard to match your playing preferences—from a maximum dynamic range (which gives you complete expressive control of the volume, from soft to loud), to a fixed setting in which all notes sound at the same volume regardless of your playing strength.

NOTE • The default Touch Sensitivity value is "2".

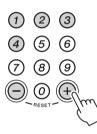
## Press the [FUNCTION] button several times until "TouchSns" appears on the display.

After a while, the current value is shown on the display.

1



#### 2 Use the [1]–[4], [+] and [-] buttons to select the Touch Sensitivity.



Touch Sensitivity	Description
1	The volume level changes very widely from pianis- simo to fortissimo to facilitate dynamic and dramatic expression. You have to hit the keys hard to produce a loud sound.
2	This is the standard piano touch response.
3	The volume level does not change much when you play the keyboard soft or hard.
4 (Off)	The volume level does not change at all regardless of whether you play the keyboard soft or hard.

# **Using the Metronome**

The metronome feature is convenient for practicing with an accurate tempo. This instrument allows you to set both the tempo and the time signature. Set the time signature according to the notation, and set the tempo suitable for your skill level.

## Starting/Stopping the metronome

#### Press the [METRONOME ON/OFF] button to start the metronome.

Only the first beat is accented with a bell sound. To stop the metronome, press this button again.



#### • Metronome volume

This can be set by using the [FUNCTION] button (page 15).

## **Adjusting the Tempo**

Press the [TEMPO/TAP] button to call up the current Tempo value.



Current value

2 Use the number buttons to set the tempo over a range of 11 to 280.



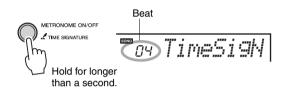
- NOTE
  - The metronome tempo will be automatically changed to the value set in the Song or Style when you select a different Song or Style.

## **Setting the Time Signature**

When this is set to a value other than 0, the first beat is accented with a bell sound. When set to 0, no beat is accented. This instrument allows you to set the denominator of the time signature, as well as the beat (numerator of the time signature).

## Hold down the [METRONOME ON/OFF] button for longer than a second.

The Beat (corresponding to the numerator of the Time Signature) is shown on the display.



Use the number buttons to set the Beat over a range of 0 to 60.

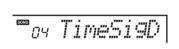
#### NOTE

• The Time Signature settings for a Song or Style will automatically be changed when you select a different Song or Style.

#### **3** Press the [FUNCTION] button.

The denominator of the Time Signature is shown on the display.





#### **4** Use the [+] and [-] buttons to select a note.

The available values are as follows:

Value	Descriptions
02	Half note
04	Quarter note
08	8th note
16	16th note

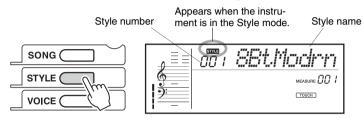
# **Playing with a Style**

The Style puts a full backing band at your fingertips. To use it, all you have to do is play the chords with your left hand as you perform and the selected Style matching your music will automatically play along, instantly following the chords you play.

#### Press the [STYLE] button.

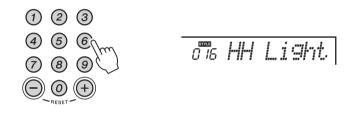
1

The Style number and name are shown on the display.



#### 2 Use the number buttons to select a Style.

Refer to the Style List on page 53.



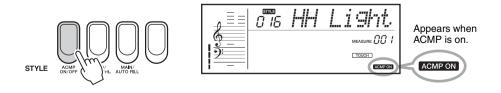
#### • Playing only the Rhythm Part

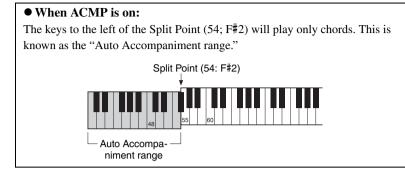
After you've selected a Style, pressing the [START/STOP] button starts playback of the Rhythm part of the Style. To stop playback, press the [START/STOP] button again.

If you select one of the Pianist category Styles (093–100), which have no rhythm parts, no sound is produces even when you press the [START/STOP] button. If this happens, turn ACMP on then play the chord in the Auto Accompaniment range of the keyboard to turn on playback of other accompaniment parts.

#### **3** Press the [ACMP ON/OFF] button to turn on ACMP.

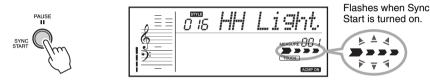
To turn ACMP off, press this button again.





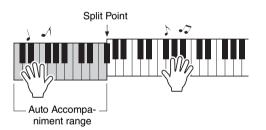
NOTE • You can change the Split Point. Refer to page 39.

#### **A** Press the [SYNC START] button to turn on Sync Start.



When Sync Start is on, you can start Style playback by pressing a chord in the Auto Accompaniment range of the keyboard. To turn Sync Start off, press this button again.

## 5 Play a chord in the Auto Accompaniment range of the keyboard to start Style playback.



#### Adjusting Tempo

• You can adjust the tempo of the Style (page 20).

#### NOTE

 If you press the [SYNC START] button during Style playback, playback stops immediately and Sync Start turns on (beat arrows flash).

Even if you're not sure how to play chords, you can still easily create full chords by simply playing one key. Try playing one, two or three keys (any adjacent notes will do) in the Auto Accompaniment range of the keyboard. Different keys will produce different results.

For instructions playing chords, refer to page 37 or use the special Chord Dictionary function (page 38) which shows you how to play specific chords on the display and with the key lamps.

Play a variety of left-hand chords while playing a melody with your right hand.

#### 6 To stop playback, press the [START/STOP] button.

You can stop playback also by pressing the [INTRO/ENDING/rit.] button (page 36) so that the Ending of the current Style will play and then Style playback will stop.



# **Using the Style Sections**

The instrument features a wide variety of Style "Sections" that allow you to vary the arrangement of the accompaniment to match the music you are playing.

#### • INTRO

This is used for the beginning of your performance. When the Intro finishes, Style playback shifts to the Main section. The length of the Intro (in measures) differs depending on the selected Style.

#### • ENDING

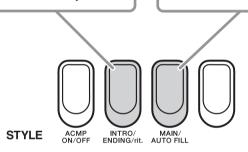
This is used for the ending of your performance. When the Ending finishes, Style playback stops automatically. The length of the Ending (in measures) differs depending on the selected Style.

#### • MAIN

This is used for playing the main part of your performance. Playback of the Main section repeats indefinitely until another Section's button is pressed. There are two variations (A and B), and the Style playback sound changes harmonically based on the chords you play with your left hand.

#### • AUTO FILL

This is automatically added before changing to Main A or B.



#### • Recommended method for using Sections

#### Setup

- 1. Press the [STYLE] button and then select a Style.
- 2. Press the [ACMP ON/OFF] button to turn ACMP on.
- 3. Press the [INTRO/ENDING/rit.] button.
- 4. Press the [MAIN/AUTO FILL] button to select Main A or Main B.
- 5. Press the [SYNC START] button to turn SYNC START on.

You're now ready to play the Intro.

#### Start playing

- 6. As soon as you play a chord with your left hand, the Intro of the selected Style starts.
- 7. Press the [MAIN/AUTO FILL] button. (For switching Main Sections/Adding a Fill-in)

#### Ending

8. Press the [INTRO/ENDING/rit.] button. (For adding an Ending)

An appropriate Ending Section will play and then Style playback will stop. You can have the Ending gradually slow down (ritardando) by pressing the [INTRO/ENDING/rit.] button again during Ending playback.

### **Playing Chords for Style Playback**

### **Basic Chords**

If you are unfamiliar with chords, refer to the chart below which shows common chords for quick reference. Because there are many useful chords and many different ways to use them musically, use the Chord Dictionary function (page 38), or refer to commercially available chord books for further details.

★ Indicates the root note.

				★ Indicates the root note.
Major	Minor	Seventh	Minor Seventh	Major Seventh
С	Cm	C <sub>7</sub>	Cm7	CM7
* • •	<b>↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓</b>	★ • •	★ • • • • • • • • • • • • • • • • • • •	
D	Dm	D7	Dm7	DM7
E	Em	E7	Em7	EM7
F	Fm	F7	Fm7	FM7
			★ •	
G	Gm	G7	Gm7	GM7
Α	Am	A7	Am <sub>7</sub>	AM <sub>7</sub>
В	Bm	B7	Bm7	BM7

 Inversions can be used as well as in "root" position — with the following exceptions: m7, m7 <sup>↓</sup>5, 6, m6, sus4, aug, dim7, 7 <sup>↓</sup>5, 6(9), sus2

• Inversion of the 7sus4 and m7(11) chords are not recognized if the notes are omitted.

• sus2 chords are indicated by the root name only.

• When you play notes which cannot be recognized as a chord, no chord name is shown on the display. In this case, only the Rhythm and Bass parts will be played back.

### • Easy Chords

This method lets you easily play chords in the Auto Accompaniment range of the keyboard using only one, two, or three fingers.

For root "C"



To play a major chord Press the root note  $(\star)$  of the chord.



**To play a minor chord** Press the root note together with the nearest black key to the left of it.



**To play a seventh chord** Press the root note together with the nearest white key to the left of it.



To play a minor seventh chord Press the root note together with the nearest white and black keys to the left of it (three keys altogether).

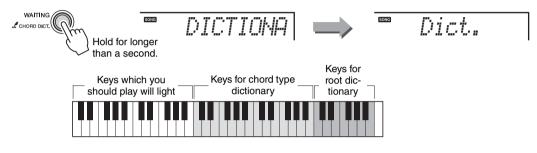
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### Looking up Chords Using the Chord Dictionary

The built-in "Chord Dictionary" shows you the individual notes of chords. This is ideal when you know the name of a certain chord but do not know how to play it.

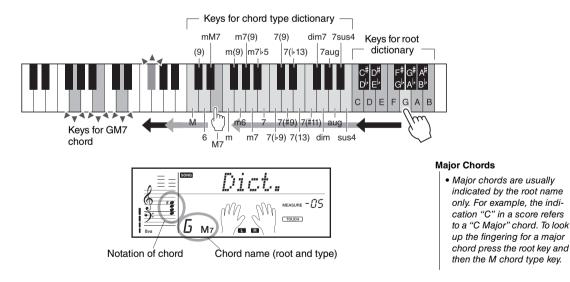
### Hold down the [WAITING] button for longer than a second.

"DICTIONARY" followed by "Dict." will appear in the display, then the keyboard will be divided into three ranges as illustrated below.



2 As an example, try learning how to play a GM7 (G major seventh) chord.

Press "G" in the Keys for Root Dictionary section, then "M7" in the Keys for Chord Type Dictionary section to turn on the key lamps which you should play. On the display, the notes you should play for the specified Chord Type and Root are shown as notation.



### 3 Try playing a chord in the Auto Accompaniment range of the keyboard, checking the indications in the display.

When you've played the chord properly, a bell sound signals your success and the chord name in the display flashes.

To call up possible inversions of the chord, press the [+]/[-] buttons.

### 4 To exit from the Chord Dictionary display, press the [SONG] or [STYLE] button.

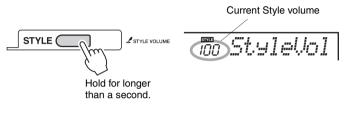
### **Style Playback Settings**

### **Adjusting the Style Volume**

This procedure lets you adjust the volume balance between Style playback and your keyboard performance.

### Hold down the [STYLE] button for longer than a second.

The current Style Volume is shown on the display.



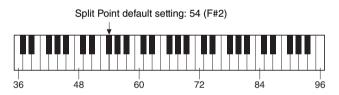
2 Use the number buttons to set the Style Volume.

NOTE

• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (100).

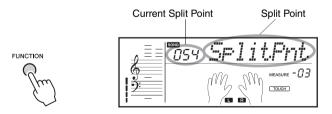
### **Setting the Split Point**

You can change the Split Point which divides the entire keyboard into the Auto Accompaniment range (left-hand area) and Melody range (right-hand area).



The default Split Point is key number 54 (the F#2 key), but you can change it to another key.

### Press the [FUNCTION] button several times until "SplitPnt" appears.



The current Split Point key is lighted.

### 2 Use the Number buttons to set the Split Point.

NOTE

• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (54 or F#2).

### **Connecting to a Computer**

### This instrument is compatible with MIDI (Musical Instrument Digital Interface), For example, you can play Song data (MIDI files you've purchased/downloaded from the Internet) from computer software, using the sound of the Voices of this instrument.

Computer OS: Windows XP (SP3 or later) (32bit), Windows Vista (32bit), Windows 7 (32bit/64bit), Mac OS X Version 10.5.0–10.7.X

### NOTICE

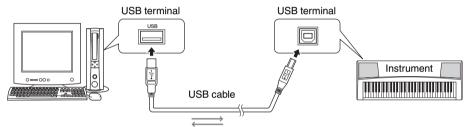
 Connecting a computer which does not satisfy the above OS may cause computer malfunction. Yamaha USB-MIDI Driver is supported only by the above OS.

### On the instrument, turn off the power.

### 2 Turn on the power of the computer.

Quit any open application software on the computer.

3 Connect a USB cable to the [USB TO HOST] terminal of the instrument, then to the USB terminal of the computer.



### **A** Turn on the power of the instrument.

The computer will automatically be set to enable MIDI communication with this instrument.

### ■ Yamaha Standard USB-MIDI driver

When data communication is unstable or some problem occurs with the above operation, download the Yamaha Standard USB-MIDI driver from the following URL:

### http://download.yamaha.com/

By following the Installation Guide in the package file, install the driver to the computer. For OS compatibility information, refer to the above URL.

### ■ Precautions when using the USB TO HOST terminal

When connecting the computer to the [USB TO HOST] terminal, make sure to observe the following points. Failing to do so risks freezing the computer and corrupting or losing the data. If the computer or the instrument freezes, restart the application software or the computer OS, or turn the power to the instrument off then on again.

### NOTICE

- Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.
- Before connecting the computer to the [USB TO HOST] terminal, exit from any power-saving mode of the computer (such as suspend, sleep, standby).
- Before turning on the power to the instrument, connect the computer to the [USB TO HOST] terminal.
- Execute the following before turning the power to the instrument on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.
  - Quit any open application software on the computer.
  - Make sure that data is not being transmitted from the instrument. (Data is transmitted only by playing notes on the keyboard or playing back a song.)
- While the computer is connected to the instrument, you should wait for six seconds or more between these operations: (1) when turning the power of the instrument off then on again, or (2) when alternately connecting/disconnecting the USB cable.

### **MIDI settings**

On this instrument, the following MIDI parameters can be set by using the [FUNC-TION] button (page 15). These are useful when connecting this instrument to a computer, and recording your keyboard performance to music software, for example.

### Local Control

Determines whether or not the internal Voices respond to the notes you play on the keyboard.

- ON......This is the normal default setting in which notes played on this instrument and coming from a computer via a USB cable are sounded by the internal Voices.
- OFF ......Playing notes on this instrument does not sound the internal Voices, but transmits the note data to a computer via a USB cable. The notes coming from a computer via a USB cable are sounded by the internal Voices.

This can be set by using the [FUNCTION] button (page 15).

### External Clock

Determines whether Song/Style/Metronome playback is synchronized to the internal clock of this instrument (OFF), or to the clock signal from a computer connected to the USB TO HOST terminal (ON).

- ON.....Playback will be synchronized to the clock from a computer. While no clock is being received from a computer, playback cannot be done.
- OFF ...... This is the normal default setting in which the instrument uses its own internal clock.

This can be set by using the [FUNCTION] button (page 15).

### ■ Initial Send (Panel Setting Transmission)

Sends the current panel settings of this instrument to a computer. When recording the keyboard performance to a computer, you can use this function to ensure that the original panel settings are automatically restored when the recorded data is played back.

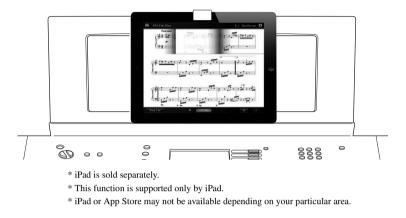
This can be set by using the [FUNCTION] button (page 15).

### Keyboard Lighting via Song Playback on a computer

Receiving data over MIDI channel 1 from a computer lights the corresponding notes on the keyboard. This means that you can use the Song data on a computer for keyboard practice if the melody part to be practiced is assigned to MIDI channel 1.

### Page Turner of the Score on the iPad

By downloading the dedicated application, you can show the scores of the Preset Songs on the iPad screen without connection. Because the score pages are automatically turned according to playback progress, you can concentrate on playing the keyboard while viewing the score.



### Using the Page Turner function with the dedicated application

To use the Page Turner function, download the dedicated application "EZ-220 Page Turner" (free downloadable), attach the music rest (page 6) to this instrument then follow the instructions below.

Install EZ-220 Page Turner to your iPad.

This application can be downloaded from the App Store.

### 2 Attach your iPad to the music rest.

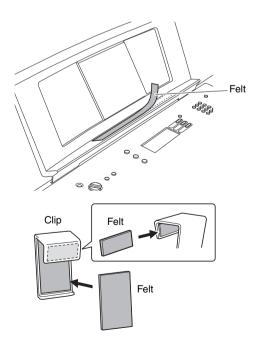
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### 2-1 After removing the backing paper, attach the included long felt to the bottom center of the music rest.

The felt protects the bottom of the music rest.

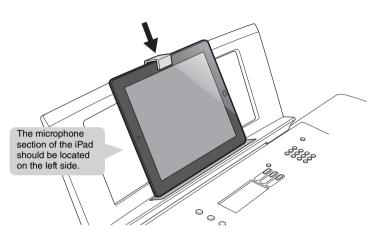
2-2 As necessary, attach the small felts to the clip as shown after removing the backing paper.

Although the clip can be used without felts, it is a good idea to attach the felts when it seems that attaching them would make the iPad more stable on the music rest.



### 2-3 Set your iPad on the music rest so that the microphone section of the iPad is located on the left side, then attach the clip.

The clip is intended for iPads of approximately 10-inch size.



### NOTICE

Never submit the instrument, iPad or keyboard stand to strong shocks. Doing so may
cause the iPad to fall from the music rest even though the iPad is set firmly with the clip
and felt.

### ${f 3}$ On the iPad, start EZ-220 Page Turner to call up the Tutorial.

This operation automatically calls up the Tutorial which describes instructions such as how to confirm whether or not the iPad is properly receiving the Page Turn Signals. Continue operation by following the Tutorial.

**4** On the instrument, press the [PAGE TURNER ON/OFF] button to turn this function on.





Pressing this alternates the on/off status of the Page Turner.

### 5 Use the Page Turner function.

On the instrument, select the desired Song then start the Song Lesson (page 25). While viewing the score shown on the iPad screen, practice the Lesson part.

### 5 Press the [PAGE TURNER ON/OFF] button to turn this function off.

### NOTICE

To prevent the iPad from falling, note the following points:

- Make sure that the music rest is inserted firmly into the instrument.
- Before moving the instrument, make sure to remove the iPad from the music rest.
- Never slide the iPad along the music rest or submit it to strong shock, such as pushing or hitting it when on the music rest.
- Never put anything else on the music rest together with the iPad, such as a song booklet or another iPad. Doing so may make the music rest unstable.
- Never place the instrument with the iPad in an unstable position. When using a keyboard stand, make sure the instrument rests on the stand securely and firmly.

### NOTE

- If the Tutorial is not called up successfully, tap the button at the top right corner of the window then tap "Tutorial" on the pop-up window.
- The [PAGE TURNER ON/ OFF] button is not available when the [PHONES/OUT-PUT] jack is used.
- Since the trigger for the Page Turn function uses audio signals output from the instrument speakers which are received by the iPad microphone, you may in rare instances be able to hear those audio signals.
- During playback started via the [DEMO] button, the audio signals (Page Turn signals) will be output even if the Page Turner function is turned off.

### NOTE

• For details about the Page Turner function, refer to the Help of the EZ-220 Page Turner.

### Troubleshooting

Problem	Possible Cause and Solution
When the instrument is turned on or off, a pop- ping sound is temporarily produced.	This is normal and indicates that the instrument is receiving electrical power.
The power is automatically turned off.	This is normal and due to the Auto Power Off function. If necessary, set the parameter of the Auto Power Off function (page 11).
When using a mobile phone, noise is produced.	Using a mobile phone in close proximity to the instrument may produce inter- ference. To prevent this, turn off the mobile phone or use it further away from the instrument.
There is no sound even when the keyboard is played or when a Song or Style is being played	Check that nothing is connected to the PHONES/OUTPUT jack on the rear panel. When a set of headphones is plugged into this jack, no sound is output.
back.	Check the Local Control on/off. (See page 41.)
Playing keys in the right-hand area of the key- board does not produce any sound.	When using the Chord Dictionary function (page 38), the keys in the right- hand area are used only for entering the chord root and type.
<ul> <li>The volume is too soft.</li> <li>The sound quality is poor.</li> <li>The rhythm stops unexpectedly or will not play.</li> <li>All settings have been restored to their defaults.</li> <li>The Song, etc. does not play correctly.</li> </ul>	The batteries are low or dead. Replace all six batteries with completely new ones or already-recharged ones, or use the optional AC adaptor.
The Style or Song does not play back when the [START/STOP] button is pressed.	Is External Clock set to ON? Make sure External Clock is set to OFF; refer to "External Clock Settings" on page 41.
	Make sure that the Style Volume (page 39) is set to an appropriate level.
The Style does not sound properly	Is the Split Point set at an appropriate key for the cords you are playing? Set the Split Point at an appropriate key (page 39). Is the "ACMP ON" indica- tor showing in the display? If it is not, press the [ACMP ON/OFF] button so that it does show.
No rhythm accompaniment plays when the [START/STOP] button is pressed after selecting one of the Style numbers 093–100 (Pianist).	This is not a malfunction. Style numbers 093–100 (Pianist) have no rhythm parts, so no rhythm will play. The other parts will begin playing when you play a chord in the accompaniment range of the keyboard if Auto Accompaniment is turned on.
Not all of the voices seem to sound, or the sound seems to be cut off.	The instrument is polyphonic up to a maximum of 32 notes. If a style or Song is playing back at the same time, some notes/sounds may be omitted (or "sto-len") from the accompaniment or Song.
The footswitch (for sustain) seems to produce the opposite effect. For example, pressing the foot-switch cuts off the sound and releasing it sustains the sounds.	The polarity of the footswitch is reversed. Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.
The ACMP ON indicator does not appear when the [ACMP ON/OFF] button is pressed.	Always press the [STYLE] button first when you are going to use any style- related function.
The part indications, such as Right, Left and Both Hands, do not appear—even when pressing the [R] or [L] buttons for the Lesson.	Make sure that you are not pressing the [R] or [L] buttons while the Song is playing. If you press one of the part buttons while playing the Song and before starting the Lesson, these buttons serve to mute the corresponding Song parts. Stop the Song first, then select the desired part and start the Lesson.
The sound of the voice changes from note to note.	The AWM tone generation method uses multiple recordings (samples) of an instrument across the range of the keyboard; thus, the actual sound of the voice may be slightly different from note to note.
A faint, high-pitched mosquito-like sound may be heard from the internal speaker.	This is normal. Since the trigger for the Page Turn function uses audio signals (around 18kHz) output from the instrument speakers which are received by the iPad microphone, those audio signals may be heard. When you are not using the Page Turner function, it is a good idea to turn this function off.
When a Style is in use, the Page Turner function	This is normal. The Page Turner function can be used when the Song or Les-
cannot be used even if the button is pressed.	son is in use.

### **Maximum Polyphony**

The instrument has 32-note maximum polyphony. This means that it can play a maximum of up to 32 notes at once, regardless of what functions are used. Auto accompaniment uses a number of the available notes, so when auto accompaniment is used the total number of available notes for playing on the keyboard is correspondingly reduced. The same applies to the Song functions. If the maximum polyphony is exceeded, earlier played notes will be cut off and the most recent notes have priority (last note priority).

### NOTE

- The Voice List includes MIDI program change numbers for each voice. Use these program change numbers when playing the instrument via MIDI from an external device.
- Program change numbers are often specified as numbers "0–127." Since this list uses a "1–128" numbering system, in such cases it is necessary to subtract 1 from the transmitted program change numbers to select the appropriate sound: e.g. to select No. 2 in the list, transmit program change number 1.
- Some voices may sound continuously or have a long decay after the notes have been released while the sustain pedal (footswitch) is held.
- Audio signals of the Page Turner function use one note of polyphony.

	Bank	Select	Program		
Voice No.	MSB	LSB	Numbers	Voice Name	
	(0–127)	(0–127)	(1–128)		
	-		PIANO		
001	0	112	1	Grand Piano1	
002	0	0	2	Bright Piano	
003	0	0	4	Honky-tonk Piano	
004	0	112	3	MIDI Grand Piano	
005	0	0	7 E.PIAN	Harpsichord	
006	0	0	<b>E.PIAN</b>	Electric Piano 1	
008	0	0	5 6	Electric Plano 1 Electric Plano 2	
007	0	0	3	Electric Fland 2	
008	0	0	8	Clavi	
009	0	0	ORGA		
010	0	0	17	Drawbar Organ	
010	0	0	17	Percussive Organ	
012	0	0	10	Rock Organ	
012	0	0	20	Church Organ	
013	0	0	20	Reed Organ	
014	0	Ŭ,	ACCORD		
015	0	0	22	Accordion	
015	0	0	22	Tango Accordion	
010	0	0	24	Harmonica	
017	0	0	STRING		
018	0	112	49	Strings	
019	0	0	50	Strings 2	
020	0	0	51	Synth Strings 1	
021	0	0	52	Synth Strings 2	
022	0	115	50	Marcato Strings	
023	0	112	45	Tremolo Strings	
024	0	0	46	Pizzicato Strings	
025	0	0	41	Violin	
026	0	0	42	Viola	
027	0	0	43	Cello	
028	0	0	44	Contrabass	
029	0	0	47	Orchestral Harp	
030	0	0	56	Orchestra Hit	
	1		GUITA	R	
031	0	0	25	Nylon Guitar	
032	0	0	26	Steel Guitar	
033	0	0	27	Jazz Guitar	
034	0	0	28	Clean Guitar	
035	0	0	29	Muted Guitar	
036	0	0	30	Overdriven Guitar	
037	0	0	31	Distortion Guitar	
038	0	0	32	Guitar Harmonics	

	Bank	Select	Program								
Voice No.	MSB (0–127)	LSB (0–127)	Numbers (1–128)	Voice Name							
-	(0-127)	(0-127)	BASS								
039	0	0	33	Acoustic Bass							
040	0	0	34	Finger Bass							
041	0	0	35	Pick Bass							
042	0	0	36	Fretless Bass							
043	0	0	37	Slap Bass 1							
044	0	0	38	Slap Bass 2							
045	0	0	39	Synth Bass 1							
046	0	0	40	Synth Bass 2							
CHOIR											
047	0	0	53	Choir Aahs							
048	0	0	54	Voice Oohs							
049	0	0	55	Synth Voice							
			TRUMP								
050	0	0	57	Trumpet							
051	0	0	60	Muted Trumpet							
052	0	0	58	Trombone							
053	0	0	61	French Horn							
054	0	0	59	Tuba							
	1	1	BRAS								
055	0	0	62	Brass Section							
056	0	112	63	Synth Brass							
057	0	115	63	Funky Analog							
058	0	114	63	Techno Brass							
059	0	0	63	Synth Brass 1							
060	0	0	64	Synth Brass 2							
			SAXOPH								
061	0	0	67	Tenor Sax							
062	0	0	66	Alto Sax							
063	0	112	65	Soprano Sax							
064	0	0 112	68 69	Baritone Sax Oboe							
065 066	0	0	69 72	Clarinet							
066	0	0	72	English Horn							
067	0	0	70	Bassoon							
000	0	0	FLUT								
069	0	115	74	Flute							
009	0	0	74	Piccolo							
070	0	0	76	Pan Flute							
071	0	0	70	Recorder							
072	0	0	73	Blown Bottle							
073	0	0	78	Shakuhachi							
074	0	0	70	Whistle							
075	0	0	80	Ocarina							
070	0	5	00	oouiniu							

Voice	Dank	Select	Program			
No.	MSB (0–127)	LSB (0–127)	Numbers (1–128)	Voice Name		
	1		SYNTH L			
077	0	121	82	Funky Lead		
078 079	0	112 112	85 88	Portatone UnderHeim		
080	0	0	81	Square Lead		
081	0	0	82	Sawtooth Lead		
082	0	0	83	Calliope Lead		
083	0	0	84	Chiff Lead		
084	0	0	85	Charang Lead		
085	0	0	86	Voice Lead		
086	0	0	87	Fifths Lead		
087	0	0	88	Bass & Lead		
			SYNTH I			
088	0	112	89	Fantasia		
089	0	113	89	Symbiont Sweet Heaven		
090 091	0	118 121	89 89	Dream Heaven		
091	0	0	89	New Age Pad		
093	0	0	90	Warm Pad		
094	0	0	91	Poly Synth Pad		
095	0	0	92	Choir Pad		
096	0	0	93	Bowed Pad		
097	0	0	94	Metallic Pad		
098	0	0	95	Halo Pad		
099	0	0	96	Sweep Pad		
	T	F	PERCUS			
100	0	0	12	Vibraphone		
101	0	0	13	Marimba		
102	0	0	14	Xylophone		
103 104	0	0	115 9	Steel Drums Celesta		
104	0	0	9 11	Music Box		
105	0	0	15	Tubular Bells		
107	0	0	48	Timpani		
108	0	0	10	Glockenspiel		
109	0	0	113	Tinkle Bell		
110	0	0	114	Agogo		
111	0	0	116	Woodblock		
112	0	0	117	Taiko Drum		
113	0	0	118	Melodic Tom		
114	0	0	119	Synth Drum		
115	0	0	120	Reverse Cymbal		
116	0	0	105	<b>D</b> Sitar		
117	0	0	16	Dulcimer		
118	0	0	106	Banjo		
119	0	0	100	Shamisen		
120	0	0	107	Koto		
121	0	0	109	Kalimba		
122	0	0	110	Bagpipe		
123	0	0	111	Fiddle		
124	0	0	112	Shanai		
		SY	NTH EF	FECTS		
125	0	0	97	Rain		
126	0	0	98	Sound Track		
127	0	0	99	Crystal		
	-					
132	U	-	UND EF			
133	0	0	121	Fret Noise		
	U	0	121	Breath Noise		
127 128 129 130 131 132	0 0 0 0 0	0 0 0 0 0	99 100 101 102 103 104	Atmosphere Brightness Goblins Echoes Sci-Fi		

	Bank	Select	Due average	
Voice	MSB	LSB	Program Numbers	Voice Name
No.	(0-127)	(0-127)	(1–128)	
135	0	0	123	Seashore
136	0	0	124	Bird Tweet
137	0	0	125	Telephone Ring
138	0	0	126	Helicopter
139	0	0	127	Applause
140	0	0	128	Gunshot
141	107	0		-
141	127 127	0	1	Standard Kit 1 Standard Kit 2
142	127	0	9	Room Kit
143	127	0	9 17	Rock Kit
145	127	0	25	Electronic Kit
146	127	0	26	Analog Kit
147	127	0	28	Dance Kit
148	127	0	33	Jazz Kit
149	127	0	41	Brush Kit
150	127	0	49	Symphony Kit
151	126	0	1	SFX Kit 1
152	126	0	2	SFX Kit 2
153	126	0	113	Sound Effect Kit
45.5	6	6	XGlite	
154	0	0	1	Grand Piano
155	0	1	1	Grand Piano KSP
156 157	0	40 41	1	Piano Strings Dream
157	0	1	2	Bright Piano KSP
158	0	1	3	Electric Grand Piano KSP
160	0	32	3	Detuned CP80
161	0	1	4	Honky-tonk Piano KSP
162	0	1	5	Electric Piano 1 KSP
163	0	32	5	Chorus Electric Piano 1
164	0	1	6	Electric Piano 2 KSP
165	0	32	6	Chorus Electric Piano 2
166	0	41	6	DX + Analog Electric Piano
167	0	1	7	Harpsichord KSP
168	0	35	7	Harpsichord 2
169	0	1	8	Clavi KSP
170	0	64	11	Orgel
171	0	1	12	Vibraphone KSP Marimba KSP
172 173	0	1 64	13 13	Sine Marimba
173	0	97	13	Balimba
174	0	98	13	Log Drums
175	0	96	15	Church Bells
177	0	97	15	Carillon
178	0	35	16	Dulcimer 2
179	0	96	16	Cimbalom
180	0	97	16	Santur
181	0	32	17	Detuned Drawbar Organ
182	0	33	17	60's Drawbar Organ 1
183	0	34	17	60's Drawbar Organ 2
184	0	35	17	70's Drawbar Organ 1
185	0	37	17	60's Drawbar Organ 3
186	0	40	17	16+2'2/3
187	0	64 65	17	Organ Bass
188 189	0	65 66	17 17	70's Drawbar Organ 2 Cheezy Organ
190	0	67	17	Drawbar Organ 2
190	0	24	17	70's Percussive Organ
191	0	32	18	Detuned Percussive Organ
193	0	33	18	Light Organ
194	0	37	18	Percussive Organ 2
195	0	64	19	Rotary Organ
196	0	65	19	Slow Rotary

	Bank	Select	Drogram	
Voice	MSB	LSB	Program Numbers	Voice Name
No.	(0-127)	(0–127)	(1–128)	
197	0	66	19	Fast Rotary
198	0	32	20	Church Organ 3
199	0	35	20	Church Organ 2
200	0	40	20	Notre Dame
201	0	64	20	Organ Flute
202	0	65	20	Tremolo Organ Flute
203 204	0	40 32	21 23	Puff Organ Harmonica 2
204	0	64	23	Tango Accordion 2
205	0	43	24	Velocity Guitar Harmonics
200	0	96	25	Ukulele
208	0	35	26	12-string Guitar
209	0	40	26	Nylon & Steel Guitar
210	0	41	26	Steel Guitar with Body Sound
211	0	96	26	Mandolin
212	0	32	27	Jazz Amp
213	0	32	28	Chorus Guitar
214	0	40	29	Funk Guitar
215	0	41	29	Muted Steel Guitar
216	0	45	29	Jazz Man
217	0	43	30	Guitar Pinch
218	0	40	31	Feedback Guitar
219 220	0	41 65	31	Feedback Guitar 2 Guitar Feedback
220	0	66	32 32	Guitar Harmonics 2
221	0	40	33	Jazz Rhythm
223	0	45	33	Velocity Crossfade Upright Bass
224	0	18	34	Finger Dark
225	0	40	34	Bass & Distorted Electric Guitar
226	0	43	34	Finger Slap Bass
227	0	45	34	Finger Bass 2
228	0	65	34	Modulated Bass
229	0	28	35	Muted Pick Bass
230	0	32	36	Fretless Bass 2
231	0	33	36	Fretless Bass 3
232	0	34	36	Fretless Bass 4
233	0	32	37	Punch Thumb Bass
234	0	43	38	Velocity Switch Slap
235	0	40	39	Techno Synth Bass
236 237	0	6 12	40 40	Mellow Synth Bass Sequenced Bass
237	0	12	40	Click Synth Bass
239	0	10	40	Synth Bass 2 Dark
240	0	40	40	Modular Synth Bass
241	0	41	40	DX Bass
242	0	8	41	Slow Violin
243	0	0	45	Tremolo Strings
244	0	8	45	Slow Tremolo Strings
245	0	40	45	Suspense Strings
246	0	40	47	Yang Chin
247	0	0	49	Strings 1
248	0	3	49	Stereo Strings
249	0	8	49	Slow Strings
250	0	35	49	60's Strings
251	0	40	49	Orchestra
252	0	41	49	Orchestra 2
253	0	42	49	Tremolo Orchestra
254 255	0	45	49	Velocity Strings
255 256	0	3 8	50 50	Stereo Slow Strings Legato Strings
256	0	40	50 50	Warm Strings
258	0	40	50	Kingdom
259	0	3	53	Stereo Choir
260	0	32	53	Mellow Choir

	Bank	Select	Program	
Voice No.	MSB	LSB	Numbers	Voice Name
NO.	(0-127)	(0–127)	(1–128)	
261	0	40	53	Choir Strings
262	0	40	55	Synth Voice 2
263	0	41	55	Choral
264	0	64	55	Analog Voice
265	0	35	56	Orchestra Hit 2
266 267	0	64 32	56 57	Impact Warm Trumpet
267	0	18	57	Trombone 2
269	0	6	61	French Horn Solo
270	0	32	61	French Horn 2
271	0	37	61	Horn Orchestra
272	0	35	62	Trumpet & Trombone Section
273	0	20	63	Resonant Synth Brass
274	0	18	64	Soft Brass
275	0	41	64	Choir Brass
276	0	0	65	Soprano Sax
277	0	40	66	Sax Section
278	0	40	67	Breathy Tenor Sax
279	0	0	69	Oboe
280	0	0	74	Flute
281 282	0	6 8	81 81	Square Lead 2 LM Square
282	0	18	81	Hollow
284	0	10	81	Shroud
285	0	64	81	Mellow
286	0	65	81	Solo Sine
287	0	66	81	Sine Lead
288	0	6	82	Sawtooth Lead 2
289	0	8	82	Thick Sawtooth
290	0	18	82	Dynamic Sawtooth
291	0	19	82	Digital Sawtooth
292	0	20	82	Big Lead
293	0	96	82	Sequenced Analog
294	0	65	83	Pure Lead
295 296	0	64 35	85 87	Distorted Lead
290	0	16	88	Big Five Big & Low
297	0	64	88	Fat & Perky
299	0	65	88	Soft Whirl
300	0	64	89	Fantasy
301	0	66	92	Itopia
302	0	65	97	African Wind
303	0	66	97	Carib
304	0	27	98	Prologue
305	0	12	99	Synth Drum Comp
306	0	14	99	Popcorn
307	0	18	99	Tiny Bells
308	0	35	99	Round Glockenspiel
309	0	40	99	Glockenspiel Chimes
310 311	0	41 42	99 99	Clear Bells Chorus Bells
312	0	42 65	99	Soft Crystal
312	0	70	99	Air Bells
314	0	70	99	Bell Harp
315	0	72	99	Gamelimba
316	0	18	100	Warm Atmosphere
317	0	19	100	Hollow Release
318	0	40	100	Nylon Electric Piano
319	0	64	100	Nylon Harp
320	0	65	100	Harp Vox
321	0	66	100	Atmosphere Pad
322	0	64	102	Goblins Synth
323	0	65	102	Creeper
324	0	67	102	Ritual

V-:	Bank	Select	Program			
Voice No.	MSB (0–127)	LSB (0–127)	Numbers (1–128)	Voice Name		
325	0	68	102	To Heaven		
326	0	70	102	Night		
327	0	71	102	Glisten		
328	0	96	102	Bell Choir		
329	0	32	105	Detuned Sitar		
330	0	35	105	Sitar 2		
331	0	97	105	Tamboura		
332	0	28	106	Muted Banjo		
333	0	96	106	Rabab		
334	0	97	106	Gopichant		
335	0	98	106	Oud		
336	0	96	108	Taisho-kin		
337	0	97	108	Kanoon		
338	0	96	113	Bonang		
339	0	97	113	Altair		
340	0	98	113	Gamelan Gongs		
341	0	99	113	Stereo Gamelan Gongs		
342	0	100	113	Rama Cymbal		
343	0	97	115	Glass Percussion		
344	0	98	115	Thai Bells		
345	0	96	116	Castanets		
346	0	96	117	Gran Cassa		
347	0	64	118	Melodic Tom 2		
348	0	65	118	Real Tom		
349	0	66	118	Rock Tom		
350	0	64	119	Analog Tom		
351	0	65	119	Electronic Percussion		
352	64	0	1	Cutting Noise		
353	64	0	2	Cutting Noise 2		
354	64	0	4	String Slap		
355	64	0	17	Flute Key Click		
356	64	0	33	Shower		
357	64	0	34	Thunder		
358	64	0	35	Wind		
359	64	0	36	Stream		
360	64	0	37	Bubble		
361	64	0	38	Feed		
362	64	0	49	Dog		
363	64	0	50	Horse		
364	64	0	51	Bird Tweet 2		
365	64	0	56	Maou		
366	64	0	65	Phone Call		
367	64	0	66	Door Squeak		
368	64	0	67	Door Slam		
369	64	0	68	Scratch Cut		
370	64	0	69	Scratch Split		
371	64	0	70	Wind Chime		
372	64	0	71	Telephone Ring 2		
373	64	0	81	Car Engine Ignition		
374	64	0	82	Car Tires Squeal		
375	64	0	83	Car Passing		
376	64	0	84	Car Crash		
377	64	0	85	Siren		
378	64	0	86	Train		
379	64	0	87	Jet Plane		
380	64	0	88	Starship		
	64	0	89	Burst		
381		0	90	Roller Coaster		
381 382	64	<u> </u>				
381 382 383	64	0	91	Submarine		
381 382 383 384	64 64	0	97	Laugh		
381 382 383 384 385	64 64 64	0 0	97 98	Laugh Scream		
381 382 383 384	64 64	0	97	Laugh		

Voice	Bank	Select	Program	
No.	MSB (0–127)	LSB (0–127)	Numbers (1–128)	Voice Name
389	64	0	113	Machine Gun
390	64	0	114	Laser Gun
391	64	0	115	Explosion
392	64	0	116	Firework

### **Drum Kit List**

- " " " indicates that the drum sound is the same as "Standard Kit 1".
- Each percussion voice uses one note.
- The MIDI Note # and Note are actually one octave lower than keyboard Note # and Note. For example, in "Standard Kit 1", the "Seq Click H" (Note# 36/ Note C1) corresponds to (Note# 24/Note C0).
- Key Off: Keys marked "O" stop sounding the instant they are released.
- Voices with the same Alternate Note Number (\*1 ... 4) cannot be played simultaneously. (They are designed to be played alternately with each other.)

	Voice No.						141	142	143	144	145
	MSB (0–127) / LSB (0–127) / PC (1–128) Keyboard MIDI Key Alternate						127/000/001	127/000/002	127/000/009	127/000/017	127/000/025
	Note#	Note	Note#		Key Off	Alternate Group	Standard Kit 1	Standard Kit 2	Room Kit	Rock Kit	Electronic Kit
	25	C# 0	13	C# -1		3	Surdo Mute				
	26 27	D 0 D# 0	14 15	D -1 D# -1		3	Surdo Open Hi Q				-
	28	E 0	16	E -1			Whip Slap				
	29	F 0	17	F -1		4	Scratch Push				
	30	F# 0 G 0	18 19	F# -1		4	Scratch Pull				
	31 32	G 0 G# 0	19 20	G -1 G# -1			Finger Snap Click Noise				
	33	A 0	21	A -1			Metronome Click				
	34	A# 0	22	A# -1			Metronome Bell				
	35 36	B 0 C 1	23 24	B -1 C 0			Seq Click L Seq Click H				
C#1	36	C# 1	24	C# 0			Brush Tap				
	38	D 1	26	D 0			Brush Swirl				
D#1	39	D# 1	27	D# 0			Brush Slap				
_	40 41	E 1 F 1	28 29	E 0 F 0			Brush Tap Swirl Snare Roll				Reverse Cymbal
F≢1	42	F# 1	30	F# 0	Ŭ		Castanet				Hi Q 2
	43	G 1	31	G 0			Snare H Soft	Snare H Soft 2		SD Rock H	Snare L
G≢1	44	G# 1	32	G# 0			Sticks Rose Drum Soft				Roce Drum L
A#1	45 46	A 1 A# 1	33 34	A 0 A# 0			Bass Drum Soft Open Rim Shot	Open Rim Shot 2			Bass Drum H
	47	B 1	35	B 0			Bass Drum Hard			Bass Drum H	BD Rock
O.L.C.	48	C 2	36	C 1			Bass Drum	Bass Drum 2		BD Rock	BD Gate
C#2	49 50	C# 2 D 2	37 38	C# 1 D 1			Side Stick Snare M	Snare M 2	SD Room L	SD Rock L	SD Rock L
D#2	50	D# 2	39	D# 1			Hand Clap	SHOLD WILL	SD HOUTE	OD HOOK L	SD TIOUX L
012	52	E 2	40	E 1			Snare H Hard	Snare H Hard 2	SD Room H	SD Rock Rim	SD Rock H
F#2	53 54	F 2 F# 2	41 42	F 1 F# 1		1	Floor Tom L Hi-Hat Closed		Room Tom 1	Rock Tom 1	E Tom 1
F#2	54	F# 2 G 2	42	F# 1 G 1		1	Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2
G≢2	56	G# 2	44	G# 1		1	Hi-Hat Pedal				
	57	A 2	45	A 1			Low Tom		Room Tom 3	Rock Tom 3	E Tom 3
A#2	58 59	A# 2 B 2	46 47	A# 1 B 1		1	Hi-Hat Open Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4
_	60	C 3	47	C 2			Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5
C#3	61	C# 3	49	C# 2			Crash Cymbal 1				
	62	D 3	50	D 2			High Tom		Room Tom 6	Rock Tom 6	E Tom 6
D#3	63 64	D# 3 E 3	51 52	D# 2 E 2			Ride Cymbal 1 Chinese Cymbal				
	65	F 3	53	F 2			Ride Cymbal Cup				
F#3	66	F# 3	54	F# 2			Tambourine				
OFO	67 68	G 3 G# 3	55 56	G 2 G# 2			Splash Cymbal Cowbell				
G#3	69	A 3	57	A 2			Crash Cymbal 2				
Δ#3	70	A# 3	58	A# 2			Vibraslap				
7410	71	B 3	59	B 2			Ride Cymbal 2				
C#4	72 73	C 4 C# 4	60 61	C 3 C# 3			Bongo H Bongo L				
0#4	74	D 4	62	D 3			Conga H Mute				
D#4	75	D# 4	63	D# 3			Conga H Open				
Dart	76 77	E 4 F 4	64	E 3 F 3			Conga L Timbala H				
F≢4	77	F 4	65 66	F 3 F# 3			Timbale H Timbale L				
	79	G 4	67	G 3			Agogo H				
G≢4	80	G# 4	68	G# 3		1	Agogo L				
A#4	81 82	A 4 A# 4	69 70	A 3 A# 3			Cabasa Maracas				
A#4	83	B 4	70	B 3			Samba Whistle H				
	84	C 5	72	C 4	0		Samba Whistle L				
C#5	85	C# 5	73	C# 4			Guiro Short				
D#5	86 87	D 5 D# 5	74 75	D 4 D# 4			Guiro Long Claves				
543	88	E 5	76	E 4			Wood Block H				
	89	F 5	77	F 4		1	Wood Block L				
F≢5	90 91	F# 5 G 5	78 79	F# 4 G 4			Cuica Mute Cuica Open				Scratch Push Scratch Pull
G≢5	91	G# 5	80	G# 4		2	Triangle Mute				ooratori Full
Cin J	93	A 5	81	A 4		2	Triangle Open				
A#5	94	A# 5	82	A≢ 4			Shaker				
	95 96	B 5 C 6	83 84	B 4 C 5			Jingle Bell Bell Tree				
	96	C# 6	85	C# 5			501 1100				
	98	D 6	86	D 5							
	99	D# 6	87	D# 5							
	100 101	E 6 F 6	88 89	E 5 F 5						+	
	102	F# 6	90	F# 5				1		1	1
	103	G 6	91	G 5							

	Voice No. MSB (0–127) / LSB (0–127) / PC (1–128)				PC (1_	128)	141 127/000/001	146 127/000/026	147 127/000/028	148 127/000/033	149 127/000/041
	Keyb Note#	oard	Mote#	IDI Note	Key Off	Alternate Group	Standard Kit 1	Analog Kit	Dance Kit	Jazz Kit	Brush Kit
	25	C# 0	13	C# -1		3	Surdo Mute				
	26	D 0	14	D -1		3	Surdo Open				
	27 28	D# 0	15 16	D# -1 E -1			Hi Q				
	28	E 0 F 0	10	E -1 F -1		4	Whip Slap Scratch Push				
	30	F# 0		F# -1		4	Scratch Pull				
	31	G 0	19	G -1			Finger Snap				
	32	G# 0	20	G# -1			Click Noise				
	33 34	A 0 A# 0	21 22	A -1 A# -1			Metronome Click Metronome Bell				
	35	B 0	23	B -1			Seq Click L				
C1	36	C 1	24	C 0			Seq Click H				
C#1	37	C# 1	25	C# 0			Brush Tap				
D1 D#1	38 39	D 1 D# 1	26 27	D 0 D# 0	0		Brush Swirl Brush Slap				
E1	40	E 1	27	E 0	0		Brush Tap Swirl	Reverse Cymbal	Reverse Cymbal		
F1	41	F 1	29	F 0	õ		Snare Roll				
F#1	42	F# 1		F# 0			Castanet	Hi Q 2	Hi Q 2		
G1	43 44	G 1 G# 1	31	G 0 G# 0	L		Snare H Soft Sticks	SD Rock H	AnSD Snappy	SD Jazz H Light	Brush Slap L
G≢1 A1	44 45	G# 1 A 1	32 33	G# 0 A 0			Sticks Bass Drum Soft	Bass Drum H	AnBD Dance-1		
A#1	45	A# 1	34	A# 0			Open Rim Shot	Subb Druit H	AnSD OpenRim		
B1	47	B 1	35	B 0			Bass Drum Hard	BD Analog L	AnBD Dance-2		
C2	48	C 2	36	C 1			Bass Drum	BD Analog H	AnBD Dance-3	BD Jazz	BD Jazz
C#2	49 50	C# 2 D 2	37 38	C# 1 D 1			Side Stick Snare M	Analog Side Stick Analog Snare 1	Analog Side Stick AnSD Q	SD Jazz L	Brush Slap
D#2	50	D# 2	39	D# 1			Hand Clap	Analog Share I	ANOD Q	00 Jazz L	Drash Siap
E2	52	E 2	40	E 1			Snare H Hard	Analog Snare 2	AnSD Ana+Acoustic	SD Jazz M	Brush Tap
F2	53	F 2	41	F 1			Floor Tom L	Analog Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1
— F#2	54 55	F# 2 G 2	42 43	F# 1 G 1		1	Hi-Hat Closed Floor Tom H	Analog HH Closed 1	Analog HH Closed 3	lozz Tom 0	Bruch Tem 0
G2 G#2	55	G 2 G# 2	43	G# 1		1	Hi-Hat Pedal	Analog Tom 2 Analog HH Closed 2	Analog Tom 2 Analog HH Closed 4	Jazz Tom 2	Brush Tom 2
A2	57	A 2	45	A 1			Low Tom	Analog Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3
A#2	58	A# 2	46	A≢ 1		1	Hi-Hat Open	Analog HH Open	Analog HH Open 2		
B2	59	B 2	47	B 1			Mid Tom L	Analog Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4
C3 C#3	60 61	C 3 C# 3	48 49	C 2 C# 2			Mid Tom H Crash Cymbal 1	Analog Tom 5 Analog Cymbal	Analog Tom 5 Analog Cymbal	Jazz Tom 5	Brush Tom 5
D3	62	D 3	50	D 2			High Tom	Analog Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6
D#3	63	D# 3	51	D# 2			Ride Cymbal 1				
E3	64	E 3	52	E 2			Chinese Cymbal				
F3 F#3	65 66	F 3 F# 3	53 54	F 2 F# 2			Ride Cymbal Cup Tambourine				
G3	67	G 3	55	G 2			Splash Cymbal				
G#3	68	G# 3	56	G# 2			Cowbell	Analog Cowbell	Analog Cowbell		
A3	69	A 3	57	A 2			Crash Cymbal 2				
B3 A#3	70 71	A# 3 B 3	58 59	A# 2 B 2			Vibraslap Ride Cymbal 2				
	72	C 4	60	C 3			Bongo H				
C4 C#4	73	C# 4	61	C# 3			Bongo L				
D4	74	D 4	62	D 3			Conga H Mute	Analog Conga H	Analog Conga H		
E4 D#4	75 76	D# 4 E 4	63 64	D# 3 E 3			Conga H Open Conga L	Analog Conga M Analog Conga L	Analog Conga M Analog Conga L		
	76	E 4 F 4	65	F 3			Timbale H	, maiog oonga L	, maiog oonga L		
F4 F#4	78	F# 4	66	F# 3			Timbale L				
G4	79	G 4	67	G 3			Agogo H				-
G#4	80 81	G# 4 A 4	68 69	G# 3 A 3			Agogo L Cabasa				
A4 A#4	82	A 4 A# 4	70	A 3			Maracas	Analog Maracas	Analog Maracas		
B4	83	B 4	71	B 3	0		Samba Whistle H				
C5	84	C 5	72	C 4			Samba Whistle L				
C#5	85 86	C# 5 D 5	73 74	C# 4 D 4	0		Guiro Short Guiro Long				
D5 D#5	86	D 5 D# 5	74	D 4 D# 4			Claves	Analog Claves	Analog Claves		
E5	88	E 5	76	E 4			Wood Block H				
F5	89	F 5	77	F 4			Wood Block L				
F#5	90	F# 5	78 79	F# 4 G 4			Cuica Mute	Scratch Push	Scratch Push		
G5 G#5	91 92	G 5 G# 5	79 80	G 4 G# 4		2	Cuica Open Triangle Mute	Scratch Pull	Scratch Pull		
A5	93	A 5	81	A 4		2	Triangle Open				
A#5	94	A# 5	82	A≢ 4			Shaker				
B5	95 96	B 5 C 6	83 84	B 4 C 5			Jingle Bell Bell Tree				
C6	96 97	C 6 C# 6	84 85	C 5 C# 5			Del liee				
	98	D 6	86	D 5					1	1	
	99	D# 6	87	D# 5							
	100	E 6	88	E 5							
	101 102	F 6 F# 6	89 90	F 5 F# 5							
	102	G 6	91	G 5						1	
							-				

			Voic	No			141	150	151	152	153
	MS	B (0–127			PC (1-	128)	127/000/001	127/000/049	126/000/001	126/000/002	126/000/113
	Keyb			IDI		Alternate			SFX Kit 1	SFX Kit 2	Sound Effect Kit
	Note#	Note	Note#	Note	Key Off	Group	Standard Kit 1	Symphony Kit	SFX KIT I	SFX KITZ	Sound Effect Kit
	25	C# 0	13	C# -1		3	Surdo Mute				
	26 27	D 0 D# 0	14 15	D -1 D# -1		3	Surdo Open Hi Q				
	28	E 0	16	E -1			Whip Slap				
	29	F 0	17	F -1		4	Scratch Push				
	30	F# 0	18	F# -1		4	Scratch Pull				
	31	G 0	19	G -1			Finger Snap				
	32	G# 0	20	G# -1			Click Noise				
	33 34	A 0 A# 0	21 22	A -1 A# -1			Metronome Click Metronome Bell				
	35	B 0	23	B -1			Seq Click L				
C1	36	C 1	24	C 0			Seq Click H				
C#1	37	C# 1	25	C# 0			Brush Tap				
D1	38	D 1	26	D 0	0		Brush Swirl				
E1 D#1	39 40	D# 1 E 1	27 28	D# 0 E 0	0		Brush Slap Brush Tap Swirl				-
	40	E 1	20	E 0 F 0	0		Snare Roll		-		-
F1 F#1	42	F≢ 1	30	F# 0			Castanet				Drum Loop
G1	43	G 1	31	G 0			Snare H Soft				
G#1	44	G# 1	32	G# 0	1		Sticks				4
A1	45	A 1	33	A 0	<u> </u>		Bass Drum Soft	Bass Drum L			4
B1 A#1	46 47	A# 1 B 1	34 35	A# 0 B 0			Open Rim Shot Bass Drum Hard	Gran Cassa			4
	47	в I С 2	35	B 0 C 1			Bass Drum Hard Bass Drum	Gran Cassa Gran Cassa Mute	Cutting Noise	Phone Call	Heartbeat
C2 C#2	49	C# 2	37	C# 1			Side Stick	a	Cutting Noise 2	Door Squeak	Footsteps
D2	50	D 2	38	D 1			Snare M	Marching Sn M		Door Slam	Door Squeak
E2 D#2	51	D# 2	39	D# 1			Hand Clap		String Slap	Scratch Cut	Door Slam
	52	E 2 F 2	40	E 1			Snare H Hard	Marching Sn H		Scratch Wind Chime	Applause
F2 F#2	53 54	F 2	41 42	F 1 F# 1		1	Floor Tom L Hi-Hat Closed	Jazz Tom 1		Wind Chime Telephone Ring 2	Camera Horn
G2	55	G 2	42	G 1		1	Floor Tom H	Jazz Tom 2		Telephone Ring 2	Hiccup
G#2	56	G# 2	44	G# 1		1	Hi-Hat Pedal	GULL TOTTL			Cuckoo Clock
A2	57	A 2	45	A 1			Low Tom	Jazz Tom 3			Stream
B2 A#2	58	A# 2	46	A≢ 1		1	Hi-Hat Open				Frog
B2	59	B 2	47	B 1			Mid Tom L	Jazz Tom 4			Rooster
C3 C#3	60 61	C 3 C# 3	48 49	C 2 C# 2			Mid Tom H Crash Cymbal 1	Jazz Tom 5 Hand Cym. L			Dog Cat
D3	62	D 3	50	D 2			High Tom	Jazz Tom 6			Owl
D#3	63	D# 3	51	D# 2			Ride Cymbal 1	Hand Cym.Short L			Horse Gallop
E3	64	E 3	52	E 2			Chinese Cymbal	,	Flute Key Click	Car Engine Ignition	Horse Neigh
F3	65	F 3	53	F 2			Ride Cymbal Cup			Car Tires Squeal	Cow
F3 F#3	65 66	F# 3	54	F 2 F# 2			Ride Cymbal Cup Tambourine			Car Tires Squeal Car Passing	Lion
F≢3 G3	65 66 67	F# 3 G 3	54 55	F 2 F# 2 G 2			Ride Cymbal Cup Tambourine Splash Cymbal			Car Tires Squeal Car Passing Car Crash	Lion Scratch
G3 G#3	65 66 67 68	F# 3 G 3 G# 3	54 55 56	F 2 F# 2 G 2 G# 2			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell	Hand Cym. H		Car Tires Squeal Car Passing Car Crash Siren	Lion Scratch Yo!
F#3 G3 G#3 A3 A#2	65 66 67 68 69	F# 3 G 3 G# 3 A 3	54 55 56 57	F 2 F# 2 G 2 G# 2 A 2			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2	Hand Cym. H		Car Tires Squeal Car Passing Car Crash Siren Train	Lion Scratch Yo! Go!
G3 G#3	65 66 67 68 69 70 71	F# 3 G 3 G# 3 A 3 A# 3 B 3	54 55 56 57 58 59	F 2 F# 2 G 2 G# 2 A 2 A# 2 B 2			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2	Hand Cym. H Hand Cym.Short H		Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship	Lion Scratch Yo!
F#3 G3 G#3 A3 B3 C4	65 66 67 68 69 70 71 72	F#       3         G       3         G#       3         A       3         A#       3         B       3         C       4	54 55 56 57 58 59 60	F         2           F#         2           G         2           G#         2           A         2           A#         2           B         2           C         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst	Lion Scratch Yo! Go! Get up!
F#3 G3 G#3 A3 B3 C4 C#4	65 66 67 68 69 70 71 72 73	F#       3         G       3         G#       3         A       3         A#       3         B       3         C       4         C#       4	54 55 56 57 58 59 60 61	F         2           F#         2           G         2           G#         2           A         2           A#         2           B         2           C         3           C#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster	Lion Scratch Yo! Go! Get up!
F#3 G3 G#3 A3 B3 A#3 B3 C4 C#4 C#4 D4	65 66 67 68 69 70 71 72 73 74	F#       3         G       3         G#       3         A       3         A#       3         C#       4         C#       4         D       4	54 55 56 57 58 59 60 61 62	F         2           F#         2           G         2           G#         2           A         2           A#         2           B         2           C         3           C#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst	Lion Scratch Yo! Go! Get up!
F#3 G3 G#3 A3 B3 C4 C#4	65 66 67 68 69 70 71 72 73 74 75	F#       3         G       3         G#       3         A       3         B       3         C       4         C#       4         D       4         D#       4	54 55 56 57 58 59 60 61 62 63	F         2           F#         2           G         2           G#         2           A         2           A#         2           B         2           C         3           C#         3           D#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Open			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster	Lion Scratch Yo! Go! Get up!
F#3           G3         G#3           A3         A3           B3         C4           C4         C#4           D4         D#4           E4         D#4	65 66 67 68 69 70 71 72 73 74 75 76 77	F#       3         G       3         G#       3         A       3         A#       3         C       4         C#       4         D       4         D#       4         E       4         F       4	54 55 56 57 58 59 60 61 62	F         2           F#         2           G         2           G#         2           A         2           A#         2           B         2           C         3           D#         3           E         3           F         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster	Lion Scratch Yo! Gol Get up! Whoow!
G3         F#3           G43         G#3           A3         A#3           B3         C4           C4         C#4           D4         D#4           E4         F#4           F4         F#4	65         66           67         68           69         70           71         72           73         74           75         76           77         78	F#         3           G         3           G#         3           A         3           A#         3           C         4           C         4           D         4           D#         4           F#         4	54 55 56 57 58 59 60 61 62 63 64 65 66	F         2           F#         2           G#         2           G#         2           A#         2           A#         2           C         3           D#         3           E         3           F#         3           F#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Open Conga H Open Conga L Timbale H Timbale L			Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster	Lion Scratch Yo! Go! Get up!
F#3         G3         G#3         A4         A3         B3         C4         C4         C#4         D4         D4         E4         D4         E4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         79	F#         3           G         3           G#         3           A         3           A#         3           C         4           C#         4           D#         4           F#         4           F#         4           G         4	54 55 56 57 58 59 60 61 62 63 64 65 66 67	F         2           F#         2           G#         2           G#         2           A#         2           A#         2           C         3           D         3           D#         3           F#         3           F#         3           F#         3           G#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H			Car Tires Squeal Car Crash Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine	Lion Scratch Yo! Gol Get up! Whoow!
F#3 G3 G3 B3 A#3 B3 C4 C4 C#4 D4 C#4 D4 E4 F4 F4 F#4 G4 G4 G#4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80	F#         3           G         3           G#         3           A         3           A#         3           B         3           C         4           D#         4           D#         4           F#         4           G         4           G#         4           G#         4           G#         4           G#         4           G#         4           G#         4	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68	F         2           F#         2           G#         2           G#         2           A#         2           C         3           D#         3           F#         3           F         3           G         F           G         3           G#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Open Conga H Mute Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L		Shower	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh	Lion Scratch Yo! Gol Get up! Whoow!
F#3         G3         G#3         A3         B3         C4         C#4         D4         D4         D4         D#4         E4         F4         F4         F4         G4         G#4         G#4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81	F#         3           G         3           G#         3           A#         3           B         3           C         4           D         4           D#         4           F#         4           G#         4           G#         4           G#         4           G#         4           G#         4           A         4	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69	F         2           F#         2           G         2           G#         2           A         2           B         2           C#         3           D#         3           E         3           F#         3           G#         3           G#         3           G#         3           G#         3           A         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa		Shower Thunder	Car Tires Squeal Car Passing Car Cash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream	Lion Scratch Yo! Gol Get up! Whoow!
F#3 G3 G3 B3 A#3 B3 C4 C4 C#4 D4 C#4 D4 E4 F4 F4 F#4 G4 G4 G#4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81         82	F#       3         G       3         G#       3         A#       3         C       4         D       4         C       4         D#       4         F       4         F#       4         G#       4         G#       4         A       4         B       4	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70	F         2           F#         2           G#         2           G#         2           A         2           B         2           C         3           D         3           F#         3           F#         3           G         3           G#         3           G#         3           G#         3           G#         3           G#         3           G#         3           A         3           A#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Open Conga L Timbale L Agogo H Agogo L Cabasa Maracas		Shower Thunder Wind	Car Tires Squeal Car Crash Siren Train Jer Plane Starship Burst Roller Coaster Submarine Laugh Laugh Scream Punch	Lion Scratch Yo! Gol Get up! Whoow!
F#3           G3           G43           A3           B3           C4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69	F         2           F#         2           G#         2           A#         2           A#         2           A#         2           D         3           D#         3           G#         3           D#         3           G#         3			Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo L Cabasa		Shower Thunder	Car Tires Squeal Car Passing Car Cash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream	Lion Scratch Yo! Gol Get up! Whoow!
FE3           G3           G43           A3           B3           A43           C4           G4           G5           C45	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81         82           83         84	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 71 72 73	F         2           F#         2           G#         2           G#         2           A         2           A         2           C#         3           D#         3           F#         3           F#         3           G#         2           C#         3           F         3           G#         3           F#         3           G#         3           A         3           A         3           A         3           C         4	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Mute Conga H Mute Conga H Conga L Timbale L Agogo H Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L		Shower Thunder Wind Stream	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow!
FE3           G3           G43           A3           B3           C4           G4	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81         82           83         84           85         86	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74	F#         2           F#         2           G#         2           G#         2           G#         2           A#         2           C         3           D         3           D#         3           G#         4           D         4	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Open Conga H Mute Conga H Open Conga H Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle L Guiro Short Guiro Long		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow!
FE3           G3           G43           A3           B3           A43           C4           C5           C5           C45           D5           D5	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81         82           83         84           85         86           87	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75	F#         2           G#         2           G#         2           G#         2           A#         2           C         3           D         3           D#         3           G#         3           F#         3           G#         3           G#         3           C         3           G#         3           C         3           G#         3           C         4           D#         4           D#         4	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Bongo H Bongo L Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo H Agogo L Cabasa Samba Whistle H Samba Whistle L Gauro Short Gauro Short Gauro Short Gauro Short		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow!
FE3         G3           G3         GE3           A3         GE3           B3         AE3           B453         GE4           C4         CE4           C4         CE4           G4         GE4           F4         FE4           G4         GE4           G4         GE4           G4         FE4           G4         GE4           G4         GE4           G4         GE4           G4         GE4           G4         GE4           G5         GE4           G5         CE5           DF5         E5	65         66           67         68           69         70           71         72           73         74           75         76           77         78           80         81           82         83           84         85           86         87           87         88	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 68 69 70 71 72 73 74 75 76	F#         2           F#         2           G#         2           G#         2           G#         2           G#         2           C         3           D         3           D#         3           F#         3           F#         3           G#         3           G#         3           G#         3           G#         3           G#         3           A#         3           B         3           C#         4           D#         4           D#         4           D#         4	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Aute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow!
Fi3         G3           G3         G43           A3         G43           B3         A43           C4         G44           D4         D4           C4         G44           G4         G44           G4         G44           C5         C45           D5         D45           E5         D45	65         66           67         67           68         69           70         71           72         73           74         75           76         77           78         79           80         81           82         83           84         85           86         87           88         89	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77	F         2           F#         2           G#         2           G#         2           G#         2           B         2           C#         3           D#         3           F#         3           G#         3           C#         4           D         4           D#         4           E         4           F         4           F         4           F         4           F         4           F         4	0000		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Open Conga H Open Conga H Timbale H Timbale L Agogo L Cabasa Maracas Samba Whistle H Samba Whistle H Guiro Long Cluves Wood Block H		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FE3         G3           G3         G43           B3         A43           B3         C4           C4         C44           C4         C44           F4         F44           G4         A44           B4         A44           B4         A44           B4         C5           D5         D45           E5         F5           F45         F45	65         66           67         68           69         70           71         72           73         74           75         76           77         78           80         81           82         83           84         85           86         87           87         88	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 68 69 70 71 72 73 74 75 76	F#         2           F#         2           G#         2           G#         2           G#         2           G#         2           C         3           D         3           D#         3           F#         3           F#         3           G#         3           G#         3           G#         3           G#         3           G#         3           A#         3           B         3           C#         4           D#         4           D#         4           D#         4	0000		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Aute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow!
Fi3         G3           G3         G43           A3         G43           B3         A43           C4         G44           D4         D4           C4         G44           G4         G44           G4         G44           C5         C45           D5         D5           D5         D55           E5         F5	65         66           67         68           69         70           71         72           73         74           75         76           77         78           79         80           81         82           83         84           85         86           87         88           90         91           92         92	$\begin{array}{c} F^{\sharp} & 3\\ G & 3\\ G^{\sharp} & 3\\ A & 3\\ A^{\sharp} & 3\\ B & 3\\ C & 4\\ C^{\sharp} & 4\\ D^{\sharp} & 4\\ C & 4\\ D^{\sharp} & 4\\ C & 4\\ D^{\sharp} & 4\\ G & 4\\ A & 4\\ C & 5\\ C & 5\\ D & 5\\ E & 5\\ F & 5\\ F & 5\\ G & 5\\ G & 5\\ G & 5\\ G \end{array}$	54 55 57 58 59 60 61 62 63 64 65 66 67 68 970 71 72 73 74 75 76 77 77 80	F         2           F#         2           G#         2           G#         2           A#         2           B         2           C#         3           D         3           D#         3           G#         3           F         3           F         3           G         3           G         3           G         3           C         4           D#         4           F         4           F#         4           F#         4           G#         4           G#         4           G#         4           G#         4	0000	2	Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Marada Conga H Open Conga H Conga H Conga H Conga H Conga H Cabasa Marada Samba Whistle H Samba Whistle H Cabasa Wood Block H Wood Block H Wood Block L Cuica Open Tianajle Mute		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
Fi3         G3           G3         G43           A3         A43           B3         A43           C4         G44           D4         D4           E4         D44           E4         D44           G4         G4           G4         G44           C5         C55           D5         D5           E5         D45           F5         F5           G5         F5	65         66           67         68           69         70           71         73           74         75           76         80           81         82           83         84           86         87           88         89           90         91           92         93	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	54           55           56           57           58           60           61           62           63           64           65           66           67           68           69           70           71           72           73           74           75           76           77           78           79           80           81	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	0	222	Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Mute Conga H Open Conga H Open Conga H Timbale H Timbale H Timbale L Agogo H Agogo L Cabasa Maracas Samba Whistle L Guiro Short Guiro Short Guiro Short Guiros Block H Wood Block H Wood Block H Wood Block H Cuica Open Triangle Mute Triangle Mute		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         GE3           A3         AF3           B3         AF3           C4         CF4           D4         D4           C4         CF4           G4         G4           G4         G4           G4         G4           C5         CF5           D5         DF5           F5         FF5           G5         GF5           A5         GF5           A5         GF5	65 66 67 68 69 70 71 72 73 74 75 76 77 78 80 81 82 83 84 85 86 87 88 89 90 91 92 93	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 63 64 65 66 67 70 71 72 73 74 75 76 77 78 80 82	$\begin{array}{c c} F & 2 \\ F^{\sharp} & 2 \\ G & 2 \\ G^{\sharp} & 2 \\ G^{\sharp} & 2 \\ F^{\sharp} & 2 \\ B & 2 \\ C^{\sharp} & 3 \\ F^{\sharp} & 2 \\ B & 2 \\ C^{\sharp} & 3 \\ C^{\sharp} & 4 \\ F^{\sharp} & 4 \\ A^{\sharp} & 4 \\ F^{\sharp} & 4 \\ A^{\sharp} & 4 \\ A^{\sharp} & 4 \\ F^{\sharp} & 4 \\ F^{\sharp} & 4 \\ A^{\sharp} & 4 \\ F^{\sharp} & 4 \\ F^{\sharp} & 4 \\ A^{\sharp} & 4 \\ F^{\sharp} & 4 \\ A^{\sharp} & 4 \\ F^{\sharp} & 5 \\ F$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Cabasa Wood Block H Wood Block H Wood Block L Cuica Open Tinangle Open Tinangle Open		Shower Thunder Wind Stream Bubble	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Funch Heartbeat	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           G4         G4           E4         D4           E4         D4           E4         G4           G4         G4           G5         G45           D5         D5           F5         F25           G5         G45           B5         A55	65 66 67 68 69 70 72 73 74 75 77 77 78 77 77 78 80 81 82 83 84 83 84 83 84 83 84 83 84 83 84 83 89 90 91 92 93 94 95	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	54           55           56           57           58           59           60           61           62           63           64           65           66           67           70           73           74           75           76           77           78           79           80           81           82	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed	Car Tires Squeal Car Passing Car Crash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Punch Heartbeat Footsteps	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         GE3           A3         AF3           B3         AF3           C4         CF4           D4         D4           C4         CF4           G4         G4           G4         G4           G4         G4           C5         CF5           D5         DF5           F5         FF5           G5         GF5           A5         GF5           A5         GF5	65         66           66         67         68           67         68         69         70           77         73         74         75         77           77         76         77         76         77           78         80         83         84         83           84         85         86         87         88         89         90         91         92         93         93         93         93         93         93         93         95         96	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	54 55 56 57 58 59 60 61 62 63 64 65 66 67 70 71 72 73 74 75 76 80 81 82 83 84	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo H Bongo L Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Timbale H Timbale L Agogo H Agogo H Agogo L Cabasa Maracas Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Samba Whistle H Cabasa Wood Block H Wood Block H Wood Block L Cuica Open Tinangle Open Tinangle Open		Shower Thunder Wind Stream Bubble Feed Dog	Car Tires Squeal Car Passing Car Cash Car Cash Car Cash Siren Train Jet Plane Starship Burst Roiler Coaster Submarine Laugh Scream Punch Heartbeat Footsteps Machine Gun	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           G4         G4           E4         D4           E4         D4           E4         G4           G4         G4           G5         G45           D5         D5           F5         F25           G5         G45           B5         A55	65 66 67 68 69 70 72 73 74 75 77 77 78 77 77 78 80 81 82 83 84 83 84 83 84 83 84 83 84 83 84 83 89 90 91 92 93 94 95	$ \begin{array}{c} FF & 3 \\ G & 3 \\ G & 3 \\ \end{array} \\ \begin{array}{c} 3 \\ A \\ \end{array} \\ \begin{array}{c} 3 \\ B \\ \end{array} \\ \begin{array}{c} 3 \\ A \\ \end{array} \\ \begin{array}{c} 3 \\ B \\ \end{array} \\ \begin{array}{c} 3 \\ C \\ A \\ \end{array} \\ \begin{array}{c} 4 \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array} \\ \end{array} \\ \begin{array}{c} 4 \\ A \\ \end{array} \\ \end{array}$	54           55           56           57           58           59           60           61           62           63           64           65           66           67           70           73           74           75           76           77           78           79           80           81           82	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed Dog Horse	Car Tires Squeal Car Passing Car Crash Siren Train Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Laugh Scream Laugh Scream Laugh Carch Heartbeat Footsteps	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           G4         G4           E4         D4           E4         D4           E4         G4           G4         G4           G5         G45           D5         D5           F5         F25           G5         G45           B5         A55	65         66           66         67           68         69           70         68           77         73           74         75           77         76           77         77           80         81           82         86           84         85           86         87           90         91           92         93           94         95           96         97           98         99	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	54           55           56           57           58           59           60           61           62           63           64           65           66           67           68           69           70           71           72           73           74           76           77           78           80           81           82           83           84           85           86	$\begin{array}{c c} F & 2 \\ F & 2 \\ G \\ F \\ F$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed Dog	Car Tires Squeal Car Passing Car Cash Car Cash Car Cash Siren Train Jet Plane Starship Burst Roiler Coaster Submarine Laugh Scream Punch Heartbeat Footsteps Machine Gun	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           C4         G4           E4         D4           E4         D4           E4         G4           G4         G5           C55         C45           D5         D5           F5         F55           G5         G55           A5         G55           B5         A55	65         66           67         68           69         70           71         72           73         74           75         77           78         76           79         80           81         82           83         84           85         86           87         90           91         92           93         94           95         96           97         98           99         99           90         100	$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	54           55           56           57           58           59           60           61           62           63           64           65           66           67           68           970           71           72           73           775           76           777           78           790           81           82           83           84           85           86           87           88	$\begin{array}{c c} F & 2 \\ G & 2 \\ G \\ F & 2 \\ G \\ G \\ F \\ F$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed Dog Horse	Car Tires Squeal Car Passing Car Cash Car Cash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Laugh Scream Punch Heartbeat Footsteps Machine Gun Laser Gun Explosion	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           C4         G4           E4         D4           E4         D4           E4         G4           G4         G5           C55         C45           D5         D5           F5         F55           G5         G55           A5         G55           B5         A55	65         66           66         69           67         68           69         70           71         73           74         75           77         76           77         78           80         81           82         86           83         84           85         86           90         91           92         93           94         95           97         98           90         91           91         92           93         94           95         96           97         98           901         101	$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	54 55 56 57 8 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 80 81 82 83 84 85 88 88	$\begin{array}{c c} F & 2 \\ F & 2 \\ G & 2 \\ G & 2 \\ G & 2 \\ G & 2 \\ C & 3 \\ C & 3$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed Dog Horse	Car Tires Squeal Car Passing Car Cash Car Cash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Laugh Scream Punch Heartbeat Footsteps Machine Gun Laser Gun Explosion	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!
FF3         G3           G3         G4           G4         G4           C4         G4           E4         D4           E4         D4           E4         G4           G4         G5           C55         C45           D5         D5           F5         F55           G5         G55           A5         G55           B5         A55	65         66           67         68           69         70           71         72           73         74           75         77           78         76           79         80           81         82           83         84           85         86           87         90           91         92           93         94           95         96           97         98           99         99           90         100	$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	54           55           56           57           58           59           60           61           62           63           64           65           66           67           68           970           71           72           73           775           76           777           78           790           81           82           83           84           85           86           87           88	$\begin{array}{c c} F & 2 \\ G & 2 \\ G \\ F & 2 \\ G \\ G \\ F \\ F$	0		Ride Cymbal Cup Tambourine Splash Cymbal Cowbell Crash Cymbal 2 Vibraslap Ride Cymbal 2 Bongo L Conga H Mute Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga H Open Conga L Canga H Open Conga L Cabasa Maracas Samba Whistle L Guiro Short Guiro Long Claves Wood Block H Wood Block H Wood Block H Wood Block H Cuica Mute Triangle Open Shaker Jingle Bell		Shower Thunder Wind Stream Bubble Feed Dog Horse	Car Tires Squeal Car Passing Car Cash Car Cash Siren Train Jet Plane Starship Burst Roller Coaster Submarine Laugh Scream Laugh Scream Punch Heartbeat Footsteps Machine Gun Laser Gun Explosion	Lion Scratch Yo! Gol Get up! Whoow! Huuaah!

### **Effect Type List**

### **Reverb** Types

No.	Reverb Type	Description
01–03	Hall 1–3	Concert hall reverb.
04–05	Room 1–2	Small room reverb.
06–07	Stage 1–2	Reverb for solo instruments.
08–09	Plate 1-2	Simulated steel plate reverb.
10	Off	No effect.

### **Style List**

Style No.	Style Name
	8Beat
001	8BeatModern
002	60sGtrPop
003	8BeatAdria
004	60s8Beat
005	8Beat
006	OffBeat
007	60sRock
008	HardRock
009	RockShuffle
010	8BeatRock
	16Beat
011	16Beat
012	PopShuffle
013	GuitarPop
014	16BtUptempo
015	KoolShuffle
016	HipHopLight
	Ballad
017	PianoBallad
018	LoveSong
019	6/8ModernEP
020	6/8SlowRock
021	OrganBallad
022	PopBallad
023	16BeatBallad
	Dance
024	EuroTrance
025	Ibiza
026	SwingHouse
027	Clubdance
028	ClubLatin
029	Garage1
030	Garage2
031	TechnoParty
032	UKPop
033	HipHopGroove HipShuffle
034	HipShulle
035	Disco
036	70sDisco
037	LatinDisco
038	SaturdayNight
039	DiscoHands
	Swing&Jazz
040	BigBandFast
041	BigBandBallad
042	JazzClub
043	Swing1
044	Swing2
045	Five/Four
046	Dixieland
047	Ragtime
L	

Chula Na Chula Nama						
Style No.	Style Name					
R&B						
048	Soul					
049	DetroitPop					
050	6/8Soul					
051	CrocoTwist					
052	Rock&Roll					
053	ComboBoogie					
054	6/8Blues					
055	Country					
055	CountryPop					
056 057	CountrySwing					
	Country2/4					
058	Bluegrass					
050						
059	BrazilianSamba					
060	BossaNova					
061 062	Tijuana DiscoLatin					
062	Mambo					
	Salsa					
064						
065	Beguine					
066	Reggae					
0.07	Ballroom					
067	VienneseWaltz					
068	EnglishWaltz					
069	Slowfox					
070	Foxtrot					
071	Quickstep					
072	Tango					
073	Pasodoble					
074	Samba					
075	ChaChaCha					
076	Rumba					
077	Jive					
070	Traditional					
078	USMarch 6/8March					
079						
080	GermanMarch					
081	PolkaPop					
082	OberPolka					
083	Tarantella					
084	Showtune					
085	ChristmasSwing					
086	ChristmasWaltz					
087	ScottishReel					
000	Waltz SwingWoltz					
088	SwingWaltz					
089	JazzWaltz					
090	CountryWaltz					
091	OberWalzer					
092	Musette					

Style No.	Style Name			
Pianist				
093	Stride			
094	PianoSwing			
095	Arpeggio			
096	Habanera			
097	SlowRock			
098	8BeatPianoBallad			
099	6/8PianoMarch			
100	PianoWaltz			

### **Specifications**

01	Dimensions	WxDxH	945 x 348 x 111 mm (37-3/16" x 13-11/16" x 4-3/8")
Size/Weight	Weight	1	4.4 kg (9 lbs. 11 oz.) (not including batteries)
	Number of Keys		61
Keyboard	Touch Sensitivity		Yes
-	Light Guide		Yes
D'autou	Туре		LCD display
Display	Language		English
Panel	Language		English
	Tone Generation	Tone Generating Technology	AWM Stereo Sampling
	Polyphony	Number of Polyphony (Max.)	32
Voices	Preset	Number of Voices	392 (Stereo Grand Piano + 361 XGlite voices + 17 XGlite option voices + 12 drum kits + 1 sound effect kit)
	Compatibility		GM/XGlite
Effects		Reverb	9 types
Lifects		Panel Sustain	Yes
		Number of Preset Styles	100
Accompaniment	Preset	Fingering	Multi fingering
Styles		Style Control	ACMP ON/OFF, SYNC START, START/STOP, INTRO/ENDING/rit., MAIN/AUTO FILL
	Other Features	One Touch Setting (OTS)	Yes
Songs	Preset	Number of Preset Songs	100 + Demo
ooliga	Other Features	Page Turner (iPad)	Yes
	Lesson		LISTEN & LEARN, TIMING, WAITING, Chord Dictionary
		Metronome	Yes
Functions	Overall Controls	Tempo Range	11 – 280
i unctions		Transpose	-12 - 0 - +12
		Tuning	427.0 – 440.0 – 453.0 Hz
	Miscellaneous	Portable Grand Button	Yes
Connectivity			USB TO HOST, DC IN 12V, PHONES/OUTPUT, SUSTAIN
Amplifiers and	Amplifiers		2.5W + 2.5W
Speakers	Speakers		12cm x 2
Power Supply	Power Supply		Adaptor: Users within U.S or Europe: PA-130 or an equivalent recommended by Yamaha Others: PA-3C, PA-130 or an equivalent     Batteries: Six batteries (1.5V "AA" size Alkaline/Manganese or 1.2V
			rechargeable Ni-MH)
	Power Consumption		7W (When using PA-130 power adaptor)
	Auto Power Off Fu	nction	Yes
Included Accessories			<ul> <li>Music Rest</li> <li>Owner's Manual</li> <li>Song Book</li> <li>Felt pad</li> <li>Clip</li> <li>My Yamaha Product User Registration</li> <li>AC Power adaptor* (PA-130 or an equivalent recommended by Yamaha)</li> <li>May not be included depending on your particular area. Please check with your Yamaha dealer.</li> </ul>
Optional Accessorie	25		AC Power Adaptor: PA-130 or an equivalent recommended by Yamaha     Footswitch: FC4/FC5     Keyboard Stand: L-2C     Headphones: HPE-150/HPE-30

\* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. Since specifications, equipment or options may not be the same in every locale, please check with your Yamaha dealer.

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<b>mportant Notice: Guarantee Information</b>	for customers in European Economic Area	
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### English Important Notice: Guarantee Information for customers in EEA\* and Switzerland

For detailed guarantee information about this Yamaha product, and Pan-EEA\* and Switzerland warranty service, please either visit the website address below (Printable file is available at our website) or contact the Yamaha representative office for your country. \* EEA: European Economic Area

## Wichtiger Hinweis: Garantie-Information für Kunden in der EWR\* und der Schweiz

Für nähere Garantie-Information über dieses Produkt von Yamaha, sowie über den Pan-EWR\*- und Schweizer Garantieservice, besuchen Sie bitte entweder die folgend angegebene Internetadresse (eine druckfähige Version befindet sich auch auf unserer Webseite), oder wenden Sie sich an den für Ihr Land zuständigen Yamaha-Vertrieb. \*EWR: Europäischer Wirtschaftsraum

## Remarque importante: informations de garantie pour les clients de l'EEE et la Suisse

Pour des informations plus détaillées sur la garantie de ce produit Yamaha et sur le service de garantie applicable dans l'ensemble de l'EEE ainsi qu'en Suisse, consultez notre site Web à l'adresse ci-dessous (le fichier imprimable est disponible sur notre site Web) ou contactez directement Yamaha dans votre pays de résidence. \* EEE : Espace Economique Européen

# Belangrijke mededeling: Garantie-informatie voor klanten in de EER\* en Zwitserland

Vederlands

Español

Voor gedetailleerde garantie-informatie over dit Yamaha-product en de garantieservice in heel de EER\* en Zwitserland, gaat u naar de onderstaande website (u vind een afdrukbaar bestand op onze website) of neemt u contact op met de vertegenwoordiging van Yamaha in uw land. \* EER: Europese Economische Ruimte

## Aviso importante: información sobre la garantía para los clientes del EEE\* y Suiza

Ø dirección web que se incluye más abajo (la version del archivo para imprimir esta disponible en nuestro sitio web) o póngase en Para una información detallada sobre este producto Yamaha y sobre el soporte de garantía en la zona EEE\* y Suiza, visite contacto con el representante de Yamaha en su país. \* EEE: Espacio Económico Europeo

### Per informazioni dettagliate sulla garanzia relativa a questo prodotto Yamaha e l'assistenza in garanzia nei paesi EEA\* e in Italiano Avviso importante: informazioni sulla garanzia per i clienti residenti nell'EEA\* e in Svizzera

Svizzera, potete consultare il sito Web all'indirizzo riportato di seguito (è disponibile il file in formato stampabile) oppure contattare l'ufficio di rappresentanza locale della Yamaha. \* EEA: Area Economica Europea

## Aviso importante: informações sobre as garantias para clientes da AEE\* e da Suíça

visite o site a seguir (o arquivo para impressão está disponível no nosso site) ou entre em contato com o escritório de representa-Para obter uma informação pormenorizada sobre este produto da Yamaha e sobre o serviço de garantia na AEE\* e na Suíça, ção da Yamaha no seu país. \* AEE: Área Econômica Européia

## Σημαντική σημείωση: Πληροφορίες εγγύησης για τους πελάτες στον ΕΟΧ\* και Ελβετία

ΕΟΧ και την Ελβετία, επισκεφτείτε την παρακάτω ιστοσελίδα (Εκτυπώσιμη μορφή είναι διαθέσιμη στην ιστοσελίδα μας) ή Για λεπτομερείς πληροφορίες εγγύησης σχετικά με το παρόν προϊόν της Yamaha και την κάλυψη εγγύησης σε όλες τις χώρες του Ελληνικά απευθυνθείτε στην αντιτροσωτεία της Yamaha στη χώρα σας. \* ΕΟΧ: Ευρωπαϊκός Οικονομικός Χώρος

### Viktigt: Garantiinformation för kunder i EES-området\* och Schweiz

För detaljerad information om denna Yamahaprodukt samt garantiservice i hela EES-området\* och Schweiz kan du antingen besöka nedanstående webbaddress (en utskriftsvänlig fil finns på webbplatsen) eller kontakta Yamahas officiella representant i ditt land. \* EES: Europeiska Ekonomiska Samarbetsområdet

### Viktig merknad: Garantiinformasjon for kunder i EØS\* og Sveits

Detaljert garantiinformasjon om dette Yamaha-produktet og garantiservice for hele EØS-området\* og Sveits kan fås enten ved å besøke nettadressen nedenfor (utskriftsversjon finnes på våre nettsider) eller kontakte Kontakte Yamaha-kontoret i landet der du bor. \*EØS: Det europeiske økonomiske samarbeidsområdet

### Vigtig oplysning: Garantioplysninger til kunder i EØ0\* og Schweiz

De kan finde detaljerede garantioplysninger om dette Yamaha-produkt og den fælles garantiserviceordning for EØO\* (og Schweiz) ved at besøge det websted, der er angivet nedenfor (der findes en fil, som kan udskrives, på vores websted), eller ved at kontakte Y amahas nationale repræsentationskontor i det land, hvor De bor. \* EØO: Det Europæiske Økonomiske Område

## Tärkeä ilmoitus: Takuutiedot Euroopan talousalueen (ETA)\* ja Sveitsin asiakkaille

Suomi

Polski

Tämän Yamaha-tuotteen sekä ETA-alueen ja Sveitsin takuuta koskevat yksityiskohtaiset tiedot saatte alla olevasta nettiosoitteesta. (Tulostettava tiedosto saatavissa sivustollamme.) Voitte myös ottaa yhteyttä paikalliseen Yamaha-edustajaan. \*ETA: Euroopan talousalue

### Ważne: Warunki gwarancyjne obowiązujące w EOG\* i Szwajcarii

Deutsch

Aby dowiedzieć się więcej na temat warunków gwarancyjnych tego produktu firmy Yamaha i serwisu gwarancyjnego w całym EOG\* i Suswiedzień, należy odwiedzie ówstaraj poniziej stornę internétowa (Pik gotową Ok owydunk znajduje istę in asacs Ist skontaktować się z przedstawicietkwem firmy Yamaha w swoim kraju. \* EOG — Europejski Obszar Gospodarzzy

## Důležité oznámení: Záruční informace pro zákazníky v EHS\* a ve Švýcarsku

Français

Podrobné záruční informace o tomto produktu Yamaha a záručním servisu v celém EHS\* a ve Švýcarsku naleznete na níže uvedené webové adrese (soubor k tisku je dostupný na naších webových stránkách) nebo se můžete obrátit na zastoupení firmy Yamaha ve své zemi \* EHS: Evropský hospodářský prostor

Česky

### Magyar Fontos figyelmeztetés: Garancia-információk az EGT\* területén és Svájcban élő vásárlók számára

A jelen Yamaha termékre vonatkozó részletes garancia-információk, valamint az EGT\*-re és Svájcra kiterjedő garanciális szolgáltatás tekintetében keresse fel webhelyünket az alábbi címen (a webhelyen nyomtatható fájlt is talál), vagy pedig lépjen kapcsolatba az országában működő Yamaha képviseleti irodával. \* EGT: Európai Gazdasági Térség

## Oluline märkus: Garantiiteave Euroopa Majanduspiirkonna (EMP)\* ja Šveitsi klientidele

Eesti keel

Latviešu

külastage palun veebisaiti alljärgneval aadressil (meie saidil on saadaval prinditav fail) või pöörduge Teie regiooni Yamaha Täpsema teabe saamiseks selle Yamaha toote garantii ning kogu Euroopa Majanduspiirkonna ja Šveitsi garantiiteeninduse kohta, esinduse poole. \* EMP: Euroopa Majanduspiirkond

### Svarīgs paziņojums: garantijas informācija klientiem EEZ\* un Šveicē

apmeklējiet zemāk norādīto tīmekļa vietnes adresi (tīmekļa vietnē ir pieejams drukājams fails) vai sazinieties ar jūsu valsti Lai saņemtu detalizētu garantijas informāciju par šo Yamaha produktu, kā arī garantijas apkalpošanu EEZ\* un Šveicē, lūdzu, apkalpojošo Yamaha pārstāvniecību. \* EEZ: Eiropas Ekonomikas zona

### Dėmesio: informacija dėl garantijos pirkėjams EEE\* ir Šveicarijoje

Português

Jei reikia išsamios informacijos apie šį. "Yamaha" produktą ir jo techninę priežiūrą visoje EEE\* ir Šveicarijoje, apsilankykite mūsų svetainėje toliau nurodytu adresu (svetainėje yra spausdintinas failas) arba kreipkitės į "Yamaha" atstovybę savo šaliai. \*EEE - Europos ekonominė erdvė

Lietuvių kalba

## Dôležité upozornenie: Informácie o záruke pre zákazníkov v EHP\* a Švajčiarsku

Podrobné informácie o záruke týkajúce sa tohto produktu od spoločnosti Yamaha a garančnom servise v EHP\* a Švajčiarsku nájdete na webovej stránke uvedenej nižšie (na našej webovej stránke je k dispozícii súbor na tlač) alebo sa obrátte na zástupcu spoločnosti Yamaha vo svojej krajine. \* EHP: Európsky hospodársky priestor

## Pomembno obvestilo: Informacije o garanciji za kupce v EGP\* in Švici

Svenska

Norsk

Dansk

spletno mesto, ki je navedeno spodaj (natisljiva datoteka je na voljo na našem spletnem mestu), ali se obrnite na Yamahinega Za podrobnejše informacije o tem Yamahinem izdelku ter garancijskem servisu v celotnem EGP in Švici, obiščite predstavnika v svoji državi. \* EGP: Evropski gospodarski prostor

## Важно съобщение: Информация за гаранцията за клиенти в ЕИП\* и Швейцария

Български език

Slovenščina

Slovenčina

Limba română

За подробна информация за гаранцията за този продукт на Yamaha и гаранционното обслужване в паневропейската зона на ЕИП и Шейцарки или посетение по-смения по-долу чеб сват (на нашину м6 саки) има файл за печат), или се свържете Предиставителния офис на Yamaha във ваната срана. ЕИП: Евроимско имономическо пространство

## Notificare importantă: Informații despre garanție pentru clienții din SEE\* și Elveția

Pentru informații detaliate privind acest produs Yamaha și serviciul de garanție Pan-SEE\* și Elveția, vizitați site-ul la adresa de mai jos (fisierul imprimabil este disponibil pe site-ul nostru) sau contactaji birou reprezentanței Yamaha din țara dumneavoastră \* SEE: Spațiul Economic European

# <u>http://europe.yamaha.com/warranty/</u>

### **EXAMPLE VANAHA** LIMITED 1-YEAR WARRANTY ON PORTABLE KEYBOARDS (NP, NPV, PSRE, EZ, DGX230, DGX530, YPG AND YPT SERIES)

Thank you for selecting a Yamaha product. Yamaha products are designed and manufactured to provide a high level of defect-free performance. Yamaha Corporation of America ("Yamaha") is proud of the experience and craftsmanship that goes into each and every Yamaha product. Yamaha sells its products through a network of reputable, specially authorized dealers and is pleased to offer you, the Original Owner, the following Limited Warranty, which applies only to products that have been (1) directly purchased from Yamaha's authorized dealers in the fifty states of the USA and District of Columbia (the "Warranted Area") and (2) used exclusively in the Warranted Area. Yamaha suggests that you read the Limited Warranty thoroughly, and invites you to contact your authorized Yamaha dealer or Yamaha Customer Service if you have any questions.

**Coverage:** Yamaha will, at its option, repair or replace the product covered by this warranty if it becomes defective, malfunctions or otherwise fails to conform with this warranty under normal use and service during the term of this warranty, without charge for labor or materials. Repairs may be performed using new or refurbished parts that meet or exceed Yamaha specifications for new parts. If Yamaha elects to replace the product, the replacement may be a reconditioned unit. You will be responsible for any initial shipping charges if the product(s) must be shipped for warranty service. However, Yamaha will pay the return shipping charges to any destination within the USA if the repairs are covered by the warranty. This warranty does not cover (a) damage, deterioration or malfunction resulting from accident, negligence, misuse, abuse, improper installation or operation or failure to follow instructions according to the Owner's Manual for this product; any shipment of the product (claims must be presented to the carrier); repair or attempted repair by anyone other than Yamaha or an authorized Yamaha Service Center; (b) any unit which has been altered or on which the serial number has been defaced, modified or removed; (c) normal wear and any periodic maintenance; (d) deterioration due to perspiration, corrosive atmosphere or other external causes such as extremes in temperature or humidity; (e) damages attributable to power line surge or related electrical abnormalities, lightning damage or acts of God; or (f) RFI/EMI (Interference/ noise) caused by improper grounding or the improper use of either certified or uncertified equipment, if applicable. Any evidence of alteration, erasing or forgery of proof-of-purchase documents will cause this warranty to be void. This warranty covers only the Original Owner and is not transferable.

In Order to Obtain Warranty Service: Warranty service will only be provided for defective products within the Warranted Area. Contact your local authorized Yamaha dealer who will advise you of the procedures to be followed. If this is not successful, contact Yamaha at the address, telephone number or website shown below. Yamaha may request that you send the defective product to a local authorized Yamaha, please contact Yamaha's Service Department at the number shown below, or check Yamaha's website at <u>www.Yamaha.com</u>. Product(s) shipped for service should be packed securely and must be accompanied by a detailed explanation of the problem(s) requiring service, together with the original or a machine reproduction of the bill of sale or other dated, proof-of-purchase document describing the product, as evidence of warranty coverage. Should any product submitted for warranty service be found ineligible therefore, an estimate of repair cost will be furnished and the repair will be accomplished only if requested by you and upon receipt of payment or acceptable arrangement for payment.

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If you have any questions about service received or if you need assistance in locating an authorized Yamaha Servicer, please contact:



CUSTOMER SERVICE Yamaha Corporation of America 6600 Orangethorpe Avenue, Buena Park, California 90620-1373 Telephone: 800-854-1569 www.yamaha.com

Do not return any product to the above address without a written Return Authorization issued by YAMAHA.

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For details of products, please contact your nearest Yamaha representative or the authorized distributor listed below.

Pour plus de détails sur les produits, veuillez-vous adresser à Yamaha ou au distributeur le plus proche de vous figurant dans la liste suivante.

Die Einzelheiten zu Produkten sind bei Ihrer unten aufgeführten Niederlassung und bei Yamaha Vertragshändlern in den jeweiligen Bestimmungsländern erhältlich.

Para detalles sobre productos, contacte su tienda Yamaha más cercana o el distribuidor autorizado que se lista debajo.

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C.P. 09300, México, D.F., México Tel: 55-5804-0600 BRAZIL

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GERMANY Yamaha Music Europe GmbH Siemensstraße 22-34, 25462 Rellingen, Germany Tel: 04101-3030

SWITZERLAND/LIECHTENSTEIN Yamaha Music Europe GmbH Branch Switzerland in Zürich Seefeldstrasse 94, 8008 Zürich, Switzerland Tel: 044-387-8080

AUSTRIA Yamaha Music Europe GmbH Branch Austria Schleiergasse 20, A-1100 Wien, Austria Tel: 01-60203900

### CZECH REPUBLIC/HUNGARY/ ROMANIA/SLOVAKIA/SLOVENIA Yamaha Music Europe GmbH

Branch Austria (Central Eastern Europe Office) Schleiergasse 20, A-1100 Wien, Austria Tel: 01-602039025

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### MALTA

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