YAMAHA

PORTATONE

PSR-E303
YPT-300

Owner's Manual

GENERAL **MIDI** | **XG** XGlite | **S**TEREO **S**AMPLED **P**IANO | **Y**AMAHA **E**DUCATION **S**UITE 5 | **T**OUCH **R**ESPONSE

EN

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.

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.

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:

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, do not mix batteries with new, or with batteries of a different type. 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

92-BP (bottom)

FCC INFORMATION (U.S.A.)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

2. 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 harmful to the operation 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.   (class B)

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, sålæenge netledningen siddr i en stikkontakt, som er t endt — også selvom der or slukket på apparatets afbryder.

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

(standby)

Entsorgung leerer Batterien (nur innerhalb Deutschlands)

Leisten Sie einen Beitrag zum Umweltschutz. Verbrauchte Batterien oder Akkumulatoren dürfen nicht in den Hausmüll. Sie können bei einer Sammelstelle für Altbatterien bzw. Sondermüll abgegeben werden. Informieren Sie sich bei Ihrer Kommune.

(battery)

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

⚠ *WARNING*

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

- 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 (PA-3B, PA-3C or an equivalent recommended by Yamaha) 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 place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.

Do not open

- Do not open the instrument or attempt to disassemble the internal parts or modify them in any way. The instrument contains no user-serviceable parts. 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, or place containers on it containing liquids which might spill into any openings.
- 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.

If you notice any abnormality

- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.

⚠ *CAUTION*

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

- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.
- Unplug the AC power adaptor when not using the instrument, or during electrical storms.
- 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.

Battery

- Always make sure all batteries are inserted in conformity with the +/- polarity markings. Failure to do so might result in overheating, fire, or battery fluid leakage.
- Always replace all batteries at the same time. Do not use new batteries together with old ones. Also, do not mix battery types, such as alkaline batteries with manganese batteries, or batteries from different makers, or different types of batteries from the same maker, since this can cause overheating, fire, or battery fluid leakage.
- Do not dispose of batteries in fire.

- Do not attempt to recharge batteries that are not intended to be charged.
- When the batteries run out, or if the instrument is not to be used for a long time, remove the batteries from the instrument to prevent possible leakage of the battery fluid.
- Keep batteries away from children.
- 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.

Location

- 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 or damage to the internal components.
- 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 place the instrument in an unstable position where it might accidentally fall over.

(4)-9 1/2

- Before moving the instrument, remove all connected adaptor and other cables.
- 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. Also, 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.

Maintenance

- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

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. If this happens, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- 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 operate the instrument 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.

Saving data

Saving and backing up your data

- The panel settings and some other types of data will be lost if the power is turned off before they are saved. Be sure to save data you want to keep to the internal Flash Memory (page 29) before turning off the power. Saved data may be lost due to malfunction or incorrect operation. Save the important data to your computer. For information on sending the data, see page 63.

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.

When using a power adaptor, even when the power 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 AC power adaptor from the wall AC outlet.

Make sure to discard used batteries according to local regulations.

- The illustrations and LCD screens as shown in this owner's manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
- Unless otherwise indicated, the example panel control illustrations, Keyboard illustrations and LCD screenshots are taken from the PSR-E303.

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*Congratulations and thank you for purchasing
the Yamaha PSR-E303/YPT-300 PORTATONE!*

*Please read this owner's manual carefully before using the instrument
in order to take full advantage of its various features.
Make sure to keep this manual in a safe and handy place even after you finish reading,
and refer to it often when you need to better understand an operation or function.*

Panel logos

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.

Stereo Sampled Piano

The instrument has a special Portable Grand Piano Voice—created by state-of-the-art stereo sampling technology and using Yamaha's sophisticated AWM (Advanced Wave memory) tone generation system.

Yamaha Education Suite 5

The instrument features the new Yamaha Education Suite—a set of learning tools that utilize the latest technology to make studying and practicing music more fun and fulfilling than ever before!
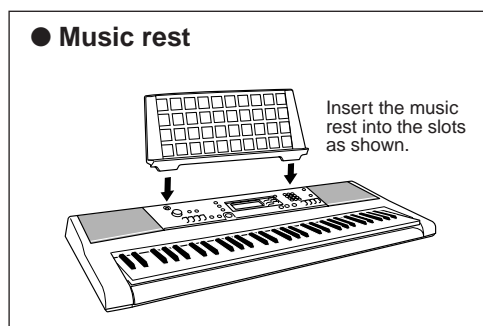
Touch Response

The exceptionally natural Touch Response feature, with a convenient front panel on/off switch, gives you maximum expressive level control over the voices.

Supplied Accessories

The PSR-E303/YPT-300 package includes the following items. Please check that you have them all.

• **Music rest**   • **Owner's manual (this book)**

● **Music rest**

Insert the music rest into the slots as shown.

Contents

Setting Up

Be sure to do the following operations BEFORE turning on the power.

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

❶ Make sure that the power of the instrument is off (the backlit display is off).

> ⚠ **WARNING**
>
> *• Use ONLY a Yamaha PA-3B or PA-3C AC Power Adaptor (or other adaptor specifically recommended by Yamaha) to power your instrument from the AC mains. The use of other adaptors may result in irreparable damage to both the adaptor and the instrument.*

❷ Connect the AC adaptor (PA-3B, PA-3C or other adaptor specifically recommended by Yamaha) to the power supply jack.

❸ Plug the AC adaptor into an AC outlet.

> ⚠ **CAUTION**
>
> *• Unplug the AC Power Adaptor when not using the instrument, or during electrical storms.*
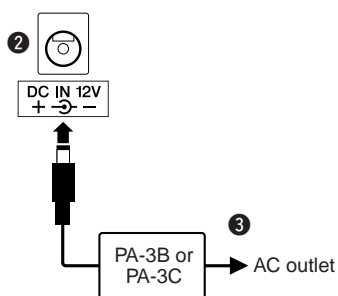
■ Using Batteries

❶ Open the battery compartment cover located on the instrument's bottom panel.
❷ Insert the six new alkaline batteries, being careful to follow the polarity markings on the side of the compartment.
❸ Replace the compartment cover, making sure that it locks firmly in place.

> ⚠ **CAUTION**
>
> *• Never connect or disconnect the AC power adaptor when the batteries are installed in the instrument and the power is on. Doing so will turn the power off, possibly resulting in loss of the data being transferred and the data currently in the transfer destination during transferring or recording a data.*
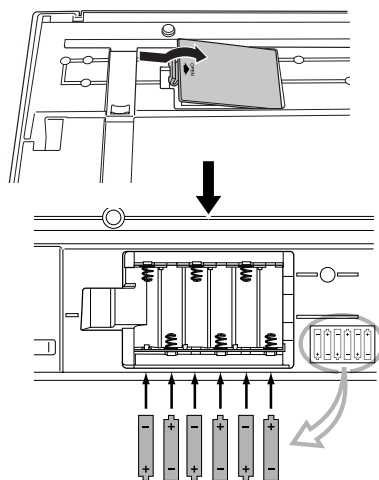
For battery operation the instrument requires six 1.5V "AA" size, LR6 or equivalent batteries. (Alkaline batteries are recommended.) When battery power becomes too low for proper operation, the volume may be reduced, the sound may be distorted, and other problems may occur. When this happens, make sure to replace all batteries, following the precautions listed below.
If necessary, also make sure to save all important User data (see page 29), since custom panel settings are lost when the batteries are removed.

> ⚠ **CAUTION**
>
> *• Use alkaline batteries for this instrument. Other types of batteries (including rechargeable batteries) may have sudden drops of power when battery power becomes low, possibly resulting in loss of data in the flash memory.*
>
> *• Make sure to install the batteries with the proper orientation, maintaining the correct polarity (as shown). Incorrect battery installation may result in heat, fire and/or leaking of corrosive chemicals.*
>
> *• When the batteries run down, replace them with a complete set of six new batteries. NEVER mix old and new batteries. Do not use different kinds of batteries (e.g. alkaline and manganese) at the same time.*
>
> *• If the instrument is not to be in use for a long time, remove the batteries from it, in order to prevent possible fluid leakage from the battery.*
>
> *• Please use the power adaptor when transferring data to flash memory. Batteries (including rechargeable types) can be drained rapidly by this type of operation. If the batteries do become drained during a data transfer, both the data being transferred and the data currently in the transfer destination will be lost.*

Make all necessary connections BEFORE turning the power on.

Connecting headphones (PHONES/OUTPUT Jack)
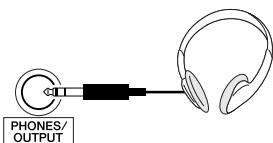
The PSR-E303/YPT-300 speakers are automatically shut off when a plug is inserted into this jack. The PHONES/OUTPUT jack also functions as an external output.

You can connect the PHONES/OUTPUT jack to a keyboard amplifier, stereo system, mixer, tape recorder, or other line-level audio device to send the instrument's output signal to that device.

⚠ **WARNING**

- *Avoid listening with the headphones at high volume for long periods of time; doing so may not only result in ear fatigue, it may be damaging to your hearing.*

⚠ **CAUTION**

- *To prevent damage to the speakers, set the volume of the external devices at the minimum setting and turn power off the devices before connecting them. Failure to observe these precautions may result in electric shock or equipment damage. Also, be sure to set the volumes of all devices at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.*

Connecting a footswitch (SUSTAIN Jack)
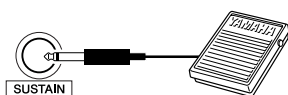
The sustain function lets you produce a natural sustain as you play by pressing an optional footswitch. Plug the Yamaha FC4 or FC5 footswitch into this jack and use it to switch sustain on and off.

📝 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.*

Using the MIDI Terminals
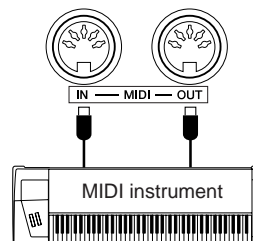
The instrument also features MIDI terminals, allowing you to interface the instrument with other MIDI instruments or computers. (For more information, see page 58.)

📝 NOTE

- *MIDI cables (sold separately) must be used for connecting to MIDI devices. They can be bought at music stores, etc.*

Turn on the power

Turn down the volume by turning the [MASTER VOLUME] control to the left and press the [STANDBY/ON] switch to turn on the power. Pressing the switch again turns the power off.
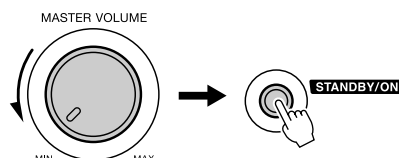
Backup data in the flash memory (page 29) is loaded to the instrument when the power is turned on. If no backup data exists on flash memory, all instrument settings are restored to the initial factory defaults when the power is turned on.

⚠ **CAUTION**

- *When using a power adaptor, even when the power is off, a small amount of electricity is still being consumed by the instrument. When you are not using the instrument for a long time, make sure to unplug the AC power adaptor from the wall AC outlet, and/or remove the batteries from the instrument.*

⚠ **CAUTION**

- *Never attempt to turn the power off when a "Writing!" message is shown in the display. Doing so can damage the flash memory and result in a loss of data.*

Panel Controls and Terminals

■ Front Panel

■ Front Panel

Song List (page 21)

Style List (page 74)

Display (page 32)

Voice List (page 65)

■ **Rear Panel**

— **Quick Guide** —

Changing the Voices

Try playing a variety of instrument Voices

In addition to the piano Voice, a wide variety of other instrument Voices can be selected and played, including guitar, trumpet and flute. The Voice selected here becomes the Main Voice.

1 Press the [VOICE] button.

The Voice number and name are displayed.

Voice number   Voice name

SONG

STYLE

VOICE

[001]   GrandPno

REVERB
TOUCH
MEASURE 001
C3

VOICE — Appears when the Voice mode.
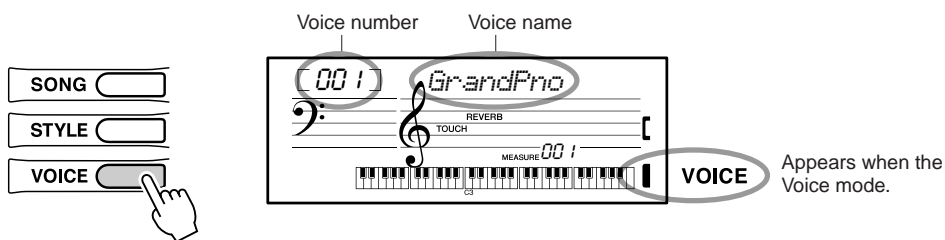
2 Select a Voice.

Select the desired Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 65.

[084]   Flute — The Voice shown here becomes the Main Voice for the instrument.
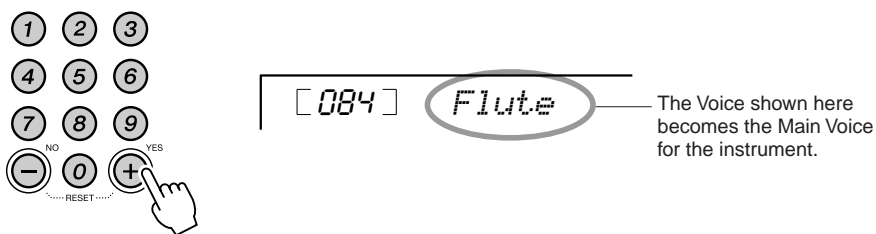
3 Play the keyboard.
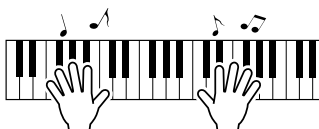
Try selecting and playing different Voices.

Playing Two Voices Simultaneously—Dual

You can select a second Voice which will play in addition to the Main Voice selected on the previous page. This second Voice is known as the Dual Voice.
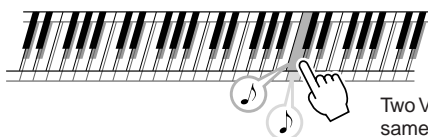
Two Voices sound at the same time

Play the Dual Voice

Press the [DUAL ON/OFF] button to turn the Dual function on.

When Dual is on, you can play a Dual Voice in a layer with the Main Voice.
To turn the Dual Voice off and play only the Main Voice, press the [DUAL ON/OFF] button again.

Appears when Dual is on.
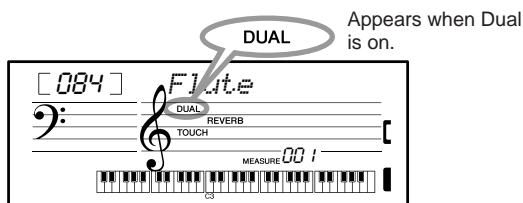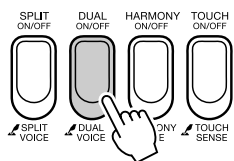
Selecting a Dual Voice

The best-suited Dual Voice is automatically selected whenever you turn Dual on, but you can select any of the available Dual Voices.

1 Press and hold the [DUAL ON/OFF] button for longer than a second.

"D. Voice" appears in the display for a few seconds, then the Dual Voice will appear.

Currently selected Dual Voice
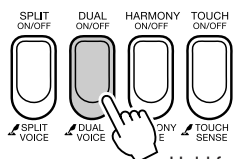
Hold for longer than a second.
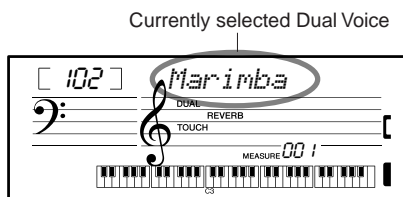
📝 **NOTE**

• You can also access the Dual Voice setting display by pressing the [FUNCTION] button several times, then selecting Dual Voice.

2 Select a Dual Voice.

Select the desired Dual Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 65.

Playing Different Voices with the Left and Right Hands—Split

In the Split mode you can play different Voices to the left and right of the keyboard "Split Point." The main and Dual Voices can be played to the right of the Split Point, while the Voice played to the left of the Split Point is known as the "Split Voice"

Split Point

Split Voice

Main Voice and Dual Voice
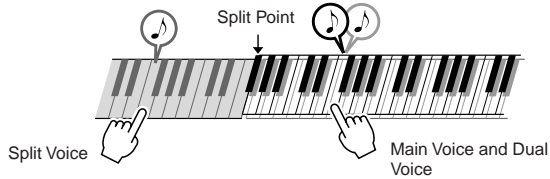
Play the Split Voice

Press the [SPLIT ON/OFF] button to turn the Split function on.

When Split is on you can play a Split Voice to the left of the Split Point.

When you don't want to play a Split Voice, press the [SPLIT ON/OFF] button to turn Split off.

SPLIT

Appears when Split is on.

SPLIT
ON/OFF

DUAL
ON/OFF

HARMONY
ON/OFF

TOUCH
ON/OFF

SPLIT
VOICE

HARMONY
TYPE

TOUCH
SENSE

[059] Choir
SPLIT REVERB
TOUCH
MEASURE 001
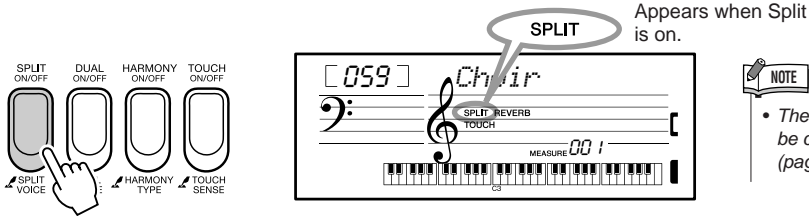
NOTE
• The Split Point setting can be changed as required (page 44).

Select a Split Voice

You can select a different Split Voice by following the procedure outlined below.

1 Press and hold the [SPLIT ON/OFF] button for longer than a second.

"S. Voice" appears in the display for a few seconds, then the Split Voice will appear.

The currently selected Split Voice
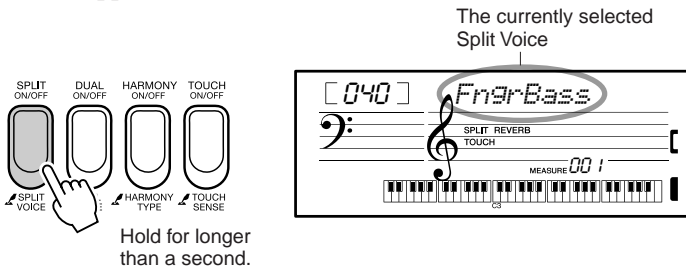
NOTE
• You can also access the Split Voice setting display by pressing the [FUNCTION] button several times, then selecting the Split Voice.

SPLIT
ON/OFF

DUAL
ON/OFF

HARMONY
ON/OFF

TOUCH
ON/OFF

SPLIT
VOICE

HARMONY
TYPE

TOUCH
SENSE

Hold for longer than a second.

[040] FngrBass
SPLIT REVERB
TOUCH
MEASURE 001

2 Select a Split Voice

Select the desired Split Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 65.

Playing the Grand Piano Voice

When you simply want to play a piano Voice, all you have to do is press one convenient button.

Press the [PORTABLE GRAND] button.

The Voice "Grand Piano 001" will automatically be selected as the Main Voice.

PORTABLE
GRAND

Drum kits

Drum kits are collections of drum and percussion instruments.
When drum kits (Voice number 109-121) are selected, you can play different percussion sounds directly from the keyboard.

1 **Press the [VOICE] button.**

SONG

STYLE
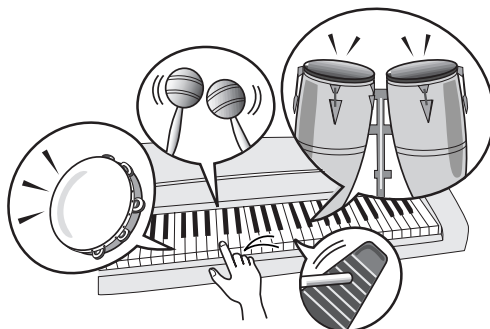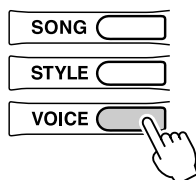
VOICE

2 **Select the desired Drum kit.**

Select one of the Voice numbers from 109-121 by using the number buttons [0]-[9], [+], [-].

1 2 3
4 5 6
7 8 9
NO   YES
− 0 +
RESET
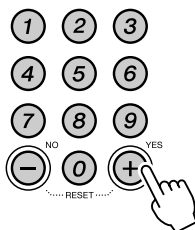
Example: 109 Standard Kit 1

[109]   Std.Kit1

3 Try out each key.
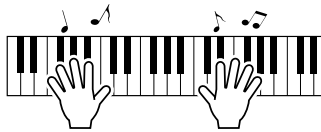
You'll hear bongo drums, congas, maracas, and more—a comprehensive variety of drum and percussion sounds.
Details on the instruments and key assignments of each drum kit can be found in the Drum Kit List on page 71.

● Drum Kit List

109	Standard Kit 1		116	Jazz Kit
110	Standard Kit 2		117	Brush Kit
111	Room Kit		118	Symphony Kit
112	Rock Kit		119	SFX Kit 1
113	Electronic Kit		120	SFX Kit 2
114	Analog Kit		121	Sound Effect Kit
115	Dance Kit			

— Quick Guide —
Fun Sounds

● ●

This instrument also includes a wide range of unique sound effects. Try out each key and enjoy the sounds! As you try out the various keys you'll hear the sound of a dog barking, running water, a creaking door and many other unique effects.

Press the [SOUND EFFECT KIT] button.
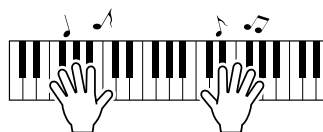
SOUND
EFFECT KIT

Try out each key and enjoy the sounds. Don't forget the black keys!
You'll be able to play various sound effects from the keyboard: barking, braying, yelling, and much more.

After trying out these sounds, press the [PORTABLE GRAND] button to reset the instrument Voice to the default setting of Voice "001 Grand Piano."

Step

3

Play With The Metronome

Start the metronome

The instrument includes a metronome with adjustable tempo and time signature. Play and set the tempo that is most comfortable for you.

Starting the metronome

Turn the metronome on and start it by pressing the [METRONOME ON/OFF] button.

To stop the metronome, press the [METRONOME ON/OFF] button again.

METRONOME
ON/OFF

TIME SIGNAT.

[001]   GrandPno

REVERB
TOUCH
MEASURE

C3
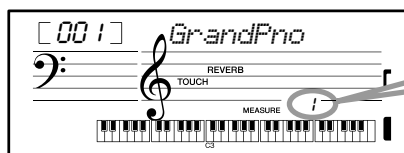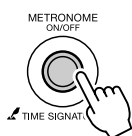
Displays the
current beat.

Setting the metronome tempo

1 **Press the [TEMPO/TAP] button to display the tempo.**

TEMPO/TAP

Tempo value

[090]   Tempo
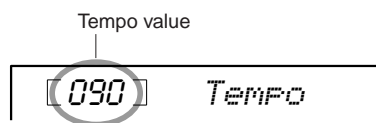
2 **Set the metronome tempo by using the number buttons [0]-[9], [+], [-].**

The tempo can be adjusted between 32-280.

1   2   3
4   5   6
7   8   9
NO   YES
—   0   +
········ RESET ········
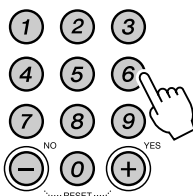
Setting the Metronome Time Signature

A chime will sound on the first beat of each measure, while a metronome click will sound on all others. You can also set the time signature to "00," in which case the chime will not sound and the click sound will be heard on all beats.

1 Press and hold the [METRONOME ON/OFF] button for longer than a second

The time signature appears in the display.

Time signature

METRONOME
ON/OFF

TIME SIGNATURE
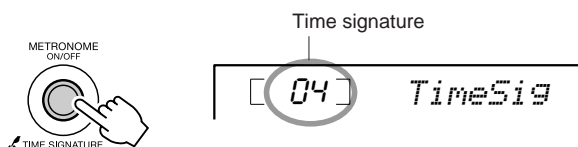
Hold for longer than a second.

$$\boxed{04}\quad TimeSig$$

2 Set the time signature by using the number buttons [0]-[9], [+], [-].

The metronome can be set for time signatures of 0 to 15 beats.

NOTE

- *The time signature cannot be changed for Songs and Styles, because each has a fixed time signature.*

Setting the Metronome Volume

1 Press the [FUNCTION] button a number of times until "MetroVol" appears.

FUNCTION
BACKUP

$$\boxed{100}\quad MetroVol$$
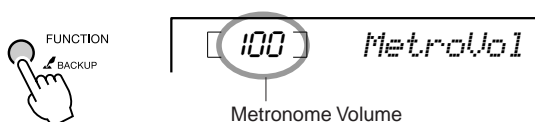
Metronome Volume

2 Set the metronome volume by using the number buttons [0]-[9], [+], [-].

— Quick Guide —

Playing Songs

• •

Select and Listen to a Specific Song

This instrument has 102 built-in Songs.
Listening to a Song

1 Press the [SONG] button.

The Song number and name are displayed.

Song number   Song name

SONG
STYLE
VOICE

001   *Castaway*   SONG

REVERB
TOUCH
MEASURE *001*   L R
C3
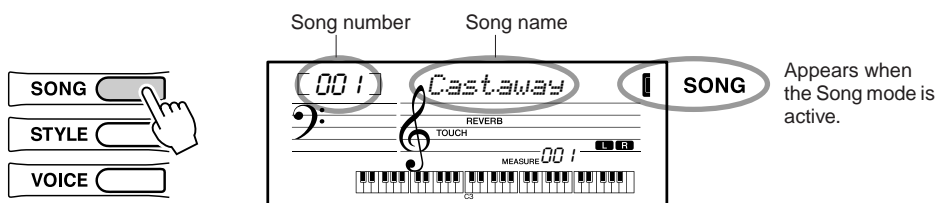
Appears when
the Song mode is
active.

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

Refer to the Song List on next page.

1 2 3
4 5 6
7 8 9
(NO) −   0   + (YES)
······ RESET ······
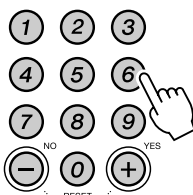
001-102	Built in Songs (see next page)
103-107	User Songs (Songs you record yourself).
108-	Songs transferred from a computer on page 63

NOTE

• *You can play Songs recorded from the instrument or transferred from a computer. The procedure for playing these Songs is the same as that of the built-in Songs.*

3 Press the [START/STOP] button.

The Song will begin playing.
You can stop playback at any time by pressing the [START/STOP] button.

START/STOP
►/■

● **Other Operations**

SONG A–B REPEAT REW FF TEMPO/TAP   REC   PAUSE
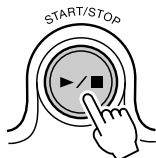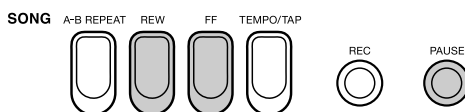
[REW] button .... Fast-reverses the Song if pressed during playback (no sound is heard during fast reverse). Decreases the measure number if pressed while playback is stopped.

[FF] button .... Fast-forwards the Song if pressed during playback. Increases the measure number if pressed while playback is stopped.

[PAUSE] button .... Temporarily stops playback. Press this button a second time to resume playback from the point at which it was stopped.

● **Using the [DEMO] button**

Press the [DEMO] button to play Songs 001, 002, 003, 004, 025, 041, 064, 084, 081 in sequence, and playback will continue repeatedly starting again from the first Song 001.

You can stop playback at any time by pressing the [DEMO] button.

DEMO
PC
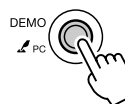
● **Song List**

No.	Song Name
	TOP PICKS
001	Castaway
002	Can You Feel the Love Tonight (The Lion King) (Elton John)
003*	CLUBWORK
	CLASSICAL MELODIES
004*	Waltz (The Sleeping Beauty) (P. I. Tchaikovsky)
005*	Air (Orchestral Suite) (J. S. Bach)
006*	Minuetto/Boccherini (L. Boccherini)
007*	Siciliano/J. S. Bach (J. S. Bach)
008*	Menuet (L'Arlésienne) (G. Bizet)
009*	Slavonic Dances op.72-2 (A. Dvořák)
010*	Largo (From the New World) (A. Dvořák)
011*	Pizzicato Polka (J. Strauss II)
012*	Romanze/Beethoven (L. v. Beethoven)
013*	Swan Lake (P. I. Tchaikovsky)
014*	Sicilienne/Fauré (G. Fauré)
015*	Méditation (Thaïs) (J. Massenet)
016*	Serenade/Haydn (F. J. Haydn)
017*	Grand March (Aida) (G. Verdi)
018*	Danza dell'Ore (La Gioconda) (A. Ponchielli)
019*	Le Cygne (Le Carnaval des Animaux) (C. Saint-Saëns)
020*	L'éléphant (Le Carnaval des Animaux) (C. Saint-Saëns)
021*	Fossiles (Le Carnaval des Animaux) (C. Saint-Saëns)
022*	Wachet auf, ruft uns die Stimme BWV. 645 (J. S. Bach)
	TRADITIONAL MELODIES
023*	Greensleeves (Traditional)
024*	Beautiful Dreamer (S. C. Foster)
025*	Amazing Grace (Traditional)
026*	Ring de Banjo (S. C. Foster)
027*	O du lieber Augustin (Traditional)
028*	London Bridge (Traditional)
029*	Aura Lee (Traditional)
030*	Aloha Oe (Q. Liliuokalani)
031	Turkey in the Straw (Traditional)
032	On Top of Old Smoky (Traditional)
033	Grandfather's Clock (H. C. Work)
034	Pop Goes the Weasel (Traditional)
035	Mary Had a Little Lamb (Traditional)

No.	Song Name
036	Yankee Doodle (Traditional)
037	Muffin Man (Traditional)
038	Ten Little Indians (Traditional)
039	When the Saints Go Marching In (Traditional)
040	Little Brown Jug (Traditional)
041	Down by the Riverside (Traditional)
042	When Irish Eyes Are Smiling (E. R. Ball)
043	Oh! Susanna (S. C. Foster)
044	Battle Hymn of the Republic (Traditional)
045	American Patrol (F. W. Meacham)
046	I've Been Working on the Railroad (Traditional)
047	My Darling Clementine (Traditional)
048	Camptown Races (S. C. Foster)
049	Red River Valley (Traditional)
050	Jingle Bells (J. S. Pierpont)
	PIANO SOLO
051	Für Elise (L. v. Beethoven)
052	Valse op.64-1 "Petit Chien" (F. Chopin)
053	Menuett/Beethoven (L. v. Beethoven)
054	Andante grazioso (Sonate K.331) (W. A. Mozart)
055	24 Preludes op.28-7 (F. Chopin)
056	Melodie (Album für die Jugend) (R. Schumann)
057	Fröhlicher Landmann (Album für die Jugend) (R. Schumann)
058	Von fremden Ländern und Menschen (Kinderszenen) (R. Schumann)
059	Träumerei (Kinderszenen) (R. Schumann)
060	Thema (Impromptus D.935-3) (F. Schubert)
061	Menuett BWV. Anh.116 (J. S. Bach)
062	Invention Nr.1 (J. S. Bach)
063	Gavotte/J. S. Bach (J. S. Bach)
064	Arietta/Grieg (E. Grieg)
065	To a Wild Rose (E. A. MacDowell)
066	Tango/Albeniz (I. Albéniz)
067	La Fille aux Cheveux de Lin (C. A. Debussy)
068	La Chevaleresque (J. F. Burgmüller)

| No.	Song Name
069	Pastorale (J. F. Burgmüller)
070	The Last Rose of Summer (Traditional)
071	Annie Laurie (Traditional)
072	Jeanie with the Light Brown Hair (S. C. Foster)
073	The Entertainer (S. Joplin)
	PIANO ENSEMBLE
074	Londonderry Air (Traditional)
075	Die Lorelei (F. Silcher)
076	Home Sweet Home (H. R. Bishop)
077	Old Folks at Home (S. C. Foster)
078	Scarborough Fair (Traditional)
079	Loch Lomond (Traditional)
080	Twinkle Twinkle Little Star (Traditional)
081	Three Blind Mice (Traditional)
082	Wenn ich ein Vöglein wär (Traditional)
083	Believe Me If All Those Endearing Young Charms (Traditional)
084	Funiculi Funicula (L. Denza)
085	Nocturne op.9-2 (F. Chopin)
086	Etude op.10-3 "Chanson de L'adieu" (F. Chopin)
087	Ave Maria/J. S. Bach - Gounod (J. S. Bach/C. F. Gounod)
088	Jesus bleibet meine Freude (J. S. Bach)
089	Menuett BWV. Anh.114 (J. S. Bach)
090	Piano Concerto No.21 2nd mov. (W. A. Mozart)
091	Der Vogelfänger bin ich ja (W. A. Mozart)
092	Romanze (Serenade K.525) (W. A. Mozart)
093	Die Schlittenfahrt K.605-3 (W. A. Mozart)
094	Ave Verum Corpus (W. A. Mozart)
095	Liebesträume Nr.3 (F. Liszt)
096	O Mio Babbino Caro (G. Puccini)
097	Chanson du Toreador (G. Bizet)
098	Frühlingslied (F. Mendelssohn)
099	Ode to Joy (L. v. Beethoven)
100	O Christmas Tree (Traditional)
101	Deck the Halls (Traditional)
102	Silent Night (F. Gruber)

• *Songs with an asterisk mark (*) are ones which do not have a left part. Therefore, the lesson is applicable only for the right hand.*
• *Some of the classic and/or traditional songs have been edited for length or for ease in learning, and may not be exactly the same as the original.*

Play with a Style

Selecting a rhythm of a Style

The Style feature provides backing and rhythm parts in a wide variety of musical categories, including rock, blues, techno and much more. Here's how to play a rhythm of a Style. The rhythm sound consists of percussion instruments.

1 Press the [STYLE] button.

The Style number and name are displayed.

Style number   Style name

SONG

STYLE

VOICE

┌─────────────────────────┐
│ [001]   8BtModrn   │
│   REVERB   │
│   TOUCH   │
│   MEASURE 001 [STYLE] │
└─────────────────────────┘

Appears when the Style mode is active.
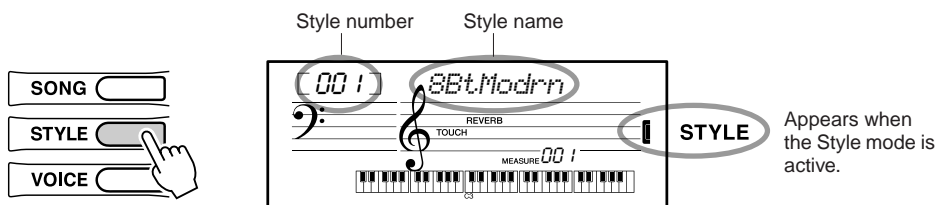
2 Select a Style.

Select the desired Style by using the number buttons [0]-[9], [+], [-].
Refer to the Style List on page 74.

┌──────────────────────┐
│ [016]   HH Light   │
└──────────────────────┘

(1) (2) (3)
(4) (5) (6)
(7) (8) (9)
(−) NO (0) (+) YES
······ RESET ······
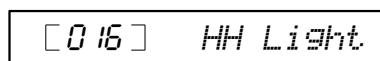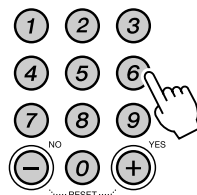
3 Press the [START/STOP] button.

The Style rhythm will start.
You can stop playback at any time by pressing the [START/STOP] button.

START/STOP
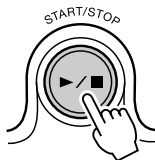
NOTE

• *Since the Pianist category Styles (098-106) have no rhythm parts, no sound will be produced if you start rhythm-only playback. To use these Styles, turn on the auto accompaniment and play the keyboard as described on pages 23-24. (The bass and chord accompaniment parts will sound.)*

Playing with a Style

On the previous page, you've learned how to select your favorite rhythm of a Style. Here, you'll learn how to expand on that rhythm with bass and chord backing, and use all of it as your accompaniment as you play.

1 Press the [STYLE] button and then select a Style.

2 Turn auto accompaniment on.

Press the [ACMP ON/OFF] button.
Press the [ACMP ON/OFF] button again to turn the auto accompaniment off.

STYLE   ACMP ON/OFF   /rit.   MAIN/ AUTO FILL

ACMP ON ◄ — Appears when auto accompaniment is on
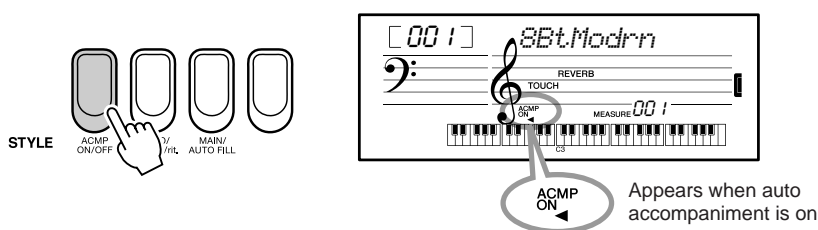
● **When auto accompaniment is on ...**
The keys to the left of the Split Point (54; F♯2) will play only chords.
This is known as the "Auto Accompaniment range."

Split Point (54; F♯2)

Auto Accompaniment range

NOTE
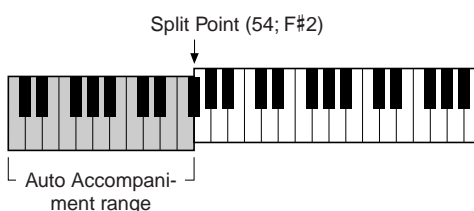
• *You can change the Split Point. Refer to "Setting the Split Point" on page 44.*

3 Turn SYNC START on.

Press the [SYNC START] button.

PAUSE
SYNC START

Flashes when Sync Start is on.
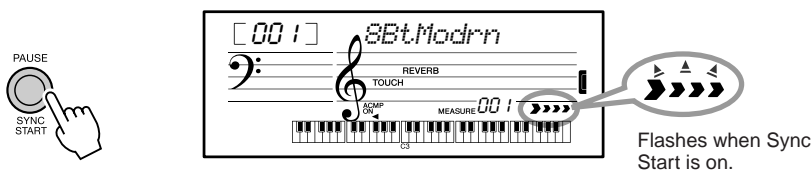
When the Sync Start standby mode is engaged, Style playback will begin as soon as you play a chord in the accompaniment range of the keyboard. You can turn off Sync Start standby mode by pressing the [SYNC START] button.

4 The Style will begin playing as soon as you play a chord in the accompaniment range of the keyboard.

Not sure how to play chords? No problem! This instrument is capable of playing chords even if you only play one key. Try playing one, two or three keys (any notes will do) in the auto accompaniment range of the keyboard. Different keys will produce different results.

Refer to page 52 for detailed instructions for playing chords.

Split Point

Auto Accompaniment range
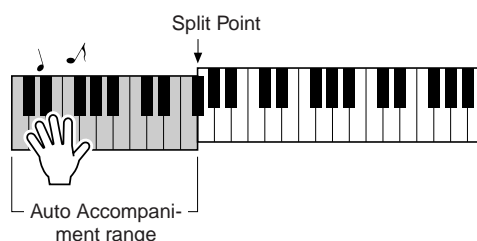
5 Try playing other chords with your left hand and play a melody with your right hand.

Split Point

Auto Accompaniment range

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

START/STOP

Step

6

— Quick Guide —
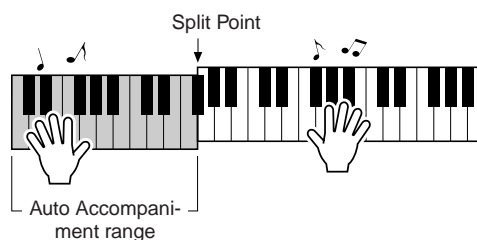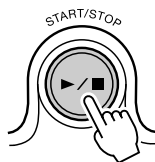
Record your own performance

Recording Your Performance

You can record up to five of your own performances as User Songs (User 1-5: Song numbers 103-107). Think of each User Song as a kind of basket or drawer for storing your recording. Remember that you can also record a Style (containing chord changes) along with your own performance.

1 Press the [REC] button.

Flashes

The lowest-numbered unrecorded User Song (Song numbers 103-107) available for recording is displayed. If you want to select the Song you will be recording, select the desired Song number by using the [+] and [-] buttons.
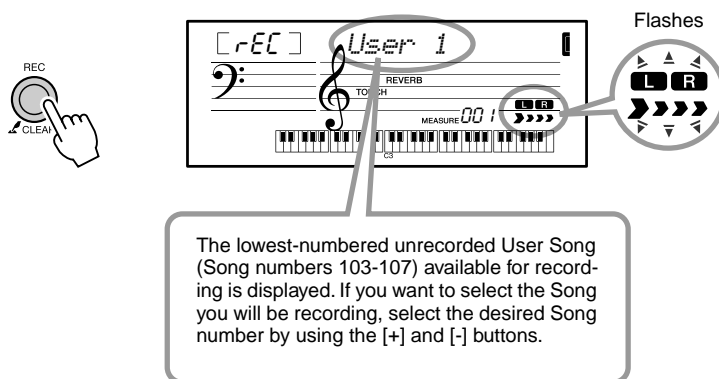
📝 **NOTE**

• A total of approximately 10,000 notes or 5,500 chord changes can be recorded to the five User Songs.

📝 **NOTE**

• Accompaniment cannot be turned on or off once the [REC] button is pressed.

After you've selected the desired User Song for recording, you can select a Style to be recorded as well. To do this, press the [STYLE] button and select the Style number while the ACMP indication is on.

You can turn off the Record mode by pressing the [REC] button again (L and R stop flashing).

2 Start recording.

When you play the keyboard, recording will begin.
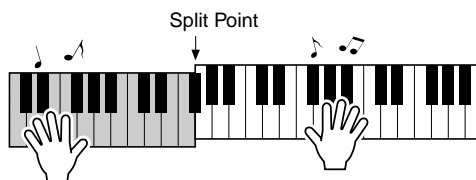
Split Point

By playing keys to the left of the Split Point when the Auto Accompaniment is set to on, the Style starts sounding and is recorded with your performance.
When Auto Accompaniment is set to off, only your keyboard performance is recorded.

⚠️ **CAUTION**

• **If all User Songs (Song numbers 103-107) contain recorded data, Song 103 will automatically be selected. In this case, you will record over and erase any previous data in Song 103, so be careful that you won't be erasing any material you want to keep!**

3 Stop recording.

Pressing the [START/STOP] button stops recording and writes the data to the User Song. (A "Writing!" message is shown.)

To playback the newly recorded performance, press the [START/STOP] button.

- **In order to record with the Style, turn the Auto Accompaniment to on (see Steps 1-2 on page 23), and then record according to the instructions.**

  ACMP
  ON ◄   (The "ACMP ON" lights.)

- **In order to record only your performance, turn the Auto Accompaniment to off and record according to the normal steps.**

  ACMP
  ON ◄   (The "ACMP ON" is unlit.)

📝 **NOTE**

- *Use the Musicsoft Downloader to backup the User Songs to a computer (page 62).*

Recording to a specified track

The User Songs are organized into two tracks: Track 1 and Track 2. You can specify the track you want to record to.

About track recording

If you start recording by specifying a track, the track will be overwritten (existing data in the track is deleted and replaced with the new recording).

User Song

Data that can be recorded to Track 2	Data that can be recorded to Track 1
Style playback* (including chord changes) or your own keyboard performance	Your own keyboard performance only

* When playing the Style

LESSON PART
L   R

REC TRACK
2   1   Recording to the specified track

Only your keyboard performance can be recorded to Track 1. Either a Style or your performance can be recorded to Track 2, resulting in a User Song like that depicted below.

User Song

Track 2	Track 1
Style	Your own keyboard performance

User Song

Track 2	Track 1
Your own keyboard performance	Your own keyboard performance

📝 **NOTE**

- *Record following the steps in the previous page, and your performance will be recorded to Track 1 and the Style (if you are playing one) will be recorded to Track 2.*

📝 **NOTE**

- *You cannot record the metronome click, or the Transpose and Tuning settings.*

- *The settings and buttons below cannot be changed, or if changed, the new settings cannot be recorded if entered during the recording process.*

  ACMP ON/OFF, split point, reverb type, chorus type, harmony type, [FUNCTION] button, [PORTABLE GRAND] button, [SOUND EFFECT KIT] button.

Specifying track recording

1 Turn ACMP (auto accompaniment) on or off, depending on what you want to record.

If you want to record Style playback, turn ACMP on. If you want to record only your own keyboard performance, turn ACMP off.

2 Specify the track you want to record.

Specify the track 2 when you want to record the Style.
When you want to record your own keyboard performance, you can specify either track.

● **Recording to Track 1**

Press the [REC] button and [REC TRACK 1] button simultaneously.
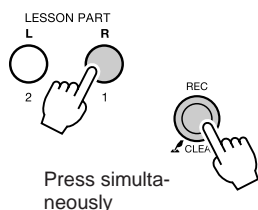
Press simultaneously
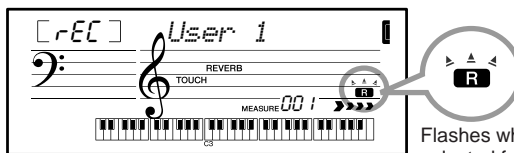
Flashes when track 1 is selected for recording.

● **Recording to Track 2**

Press the [REC] button and [REC TRACK 2] button simultaneously.
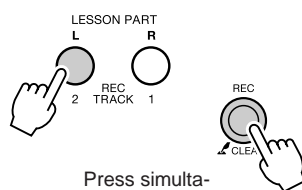
Press simultaneously
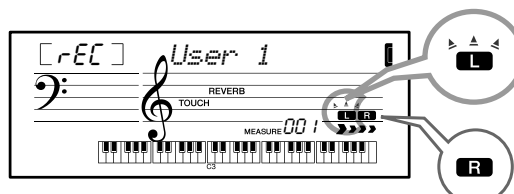
Flashes when track 2 is selected for recording.

Lights when recorded data exists.
Turns off when there is no recorded data, or when Mute is set to on (page 38) to turn off playback of the track.

3 Press the [+], [-] buttons to select the User Song you want to record.

[rEC]   User 3
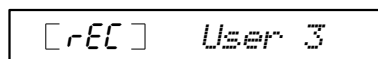
If you want to record Style playback to Track 2, press the [STYLE] button and select the desired Style.

4 Start recording

Perform steps **2** and **3** on pages 25-26.
By playing keys to the left of the Split Point when the Auto Accompaniment is set to on, the Style starts sounding and is recorded. Only your performance is recorded by playing the keyboard (any key is OK) when the Auto Accompaniment is set to off.

📝 NOTE

• You can record a new track while listening to a previously recorded track (the track indication will appear). You can also mute recorded tracks (the track will disappear) while recording a new track by pressing the desired track button.
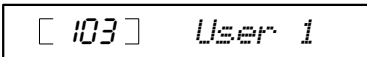
Deleting User Songs

Deleting an entire User Song
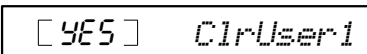
1 **Press the [SONG] button and select the User Song you want to delete by using the number buttons [0]-[9], [+], [-].**

```
[ 103 ]   User 1
```

2 **Press and hold the [REC] button for longer than a second.**

The Song Delete display appears.

REC
CLEAR
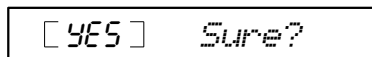
```
[YES]   ClrUser1
```

Hold for longer than a second.

You can cancel the delete operation by pressing the [-/NO] button.

3 **Press the [+/YES] button.**

A confirmation message will appear on the display.

NO   0   YES
RESET
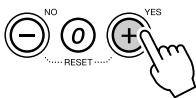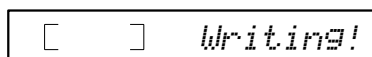
```
[YES]   Sure?
```

You can cancel the delete operation by pressing the [-/NO] button.

4 **Press the [+/YES] button to delete the Song.**

"Writing!" message will appear while the track is being deleted.

NO   0   YES
RESET
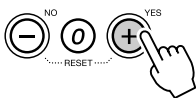
```
[      ]   Writing!
```

Backup and Initialization

Backup

Some internal parameters will revert to their default values if not saved before the power is turned off.

In order to backup these parameters press and hold the [FUNCTION] button for longer than a second.

FUNCTION
BACKUP

Hold for longer than a second.

● **Parameters that are saved in backup:**
• User Songs*
• Touch Response on/off setting
• The following Function settings: Tuning, Split Point, Touch
          Sensitivity, Style Volume, Song Volume, Metronome
          Volume, Demo Cancel, Panel Sustain

* The User Songs are automatically backed up when recording is completed, ensuring that the data is not deleted even when you fail to backup.

Initialization

This function erases all backup data in the instrument's flash memory and restores the initial default settings. The following initialization procedures are provided.

Backup Clear

To clear data backed up to the internal flash memory (described above), turn the power on by pressing the [STANDBY/ON] switch while holding the highest white key on the keyboard. The backed up data will be erased and the default values restored.

STANDBY/ON
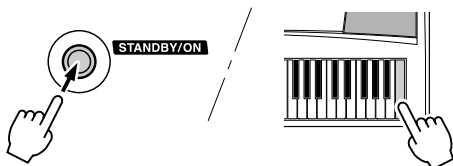
Flash Clear

To clear Song data that has been transferred to the internal flash memory from a computer, simultaneously hold down the highest white key and the three highest black keys on the keyboard and turn the power on by pressing the [STANDBY/ON] switch.

STANDBY/ON
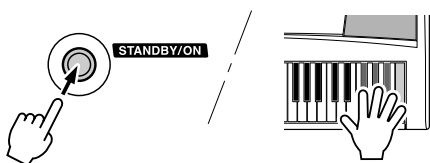
⚠ **CAUTION**
• *When you execute the Backup Clear operation, backup parameters will be cleared. You can save the backup parameters (containing the five User Songs) by using Music-soft Downloader to transfer them to a computer. Refer to the section "Transferring a user file from the PSR-E303/YPT-300 to a computer" on page 63.*

⚠ **CAUTION**
• *When you execute the Flash Clear operation, Song data you have purchased and downloaded will also be cleared. Make sure to save your important data by transferring to a computer using Musicsoft Downloader (page 63).*

Basic Operation and Displays

Basic Operation

Turning the power on

Turn down the volume by turning the [MASTER VOLUME] control to the left and press the [STANDBY/ON] switch to turn on the power.
Press the [STANDBY/ON] switch again to turn the power OFF.

STANDBY/ON

Adjusting the volume

Turn the [MASTER VOLUME] dial.

MASTER VOLUME

Rotate counterclockwise to lower the volume.

Rotate clockwise to increase the volume.

MIN   MAX

STANDBY/ON

MASTER VOLUME

MIN   MAX

SONG A-B REPEAT REW FF TEMPO/TAP

STYLE ACMP ON/OFF INTRO/ENDING/rit. MAIN/AUTO FILL

REC PAUSE

CLEAR SYNC START

START/STOP

LISTEN & LEARN

TIMING

WAITING CHORD DICT.

```
001    GrandPno
               REVERB
        TOUCH
              MEASURE 001
```

SONG
STYLE
VOICE

PORTABLE GRAND

About the [START/STOP] button

Press the [START/STOP] button after pressing the [SONG] or [STYLE] button to start playback of the selected Song or Style (rhythm).

START/STOP
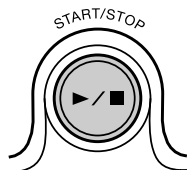
The "Press & Hold" Symbol

The "Press & Hold" symbol that appears next to some buttons indicates that the button can be pressed and held for longer than a second to call up a related or different function.

WAITING CHORD DICT.
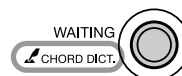
Press a button to select a basic function

SONG ···· ······ Press the [SONG] button to select a Song.

STYLE ···· ······ Press the [STYLE] button to select a Style.

VOICE ···· ······ Press the [VOICE] button to select a Voice.

When you select a basic function, the name and number of the currently selected Song, Style and Voice is shown. From this display, you can select the desired Song, Style or Voice.
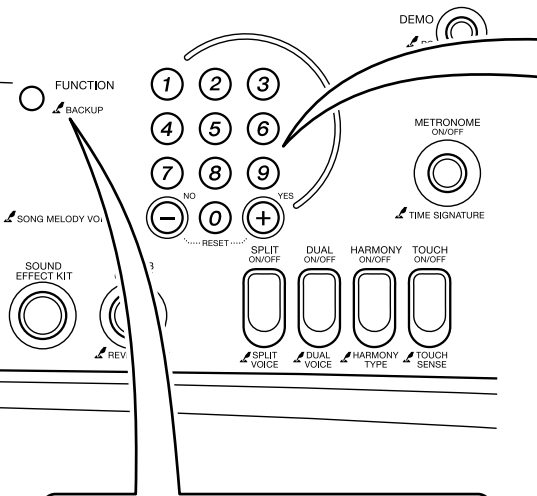
Set the number or value

● Number buttons [0]-[9]

The number buttons can be used to directly enter a Song, Style or Voice number or parameter value.
For numbers that start with one or two zeroes, the first zeroes can be omitted

Example: Selecting Voice 002, Bright Piano.

〔 002 〕　BritePno
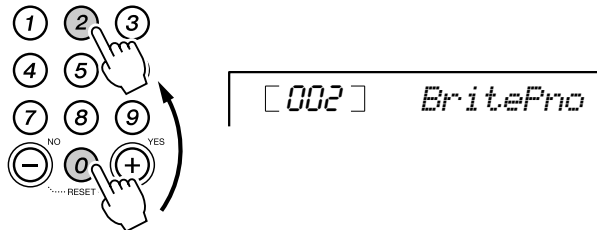
Press number buttons [0], [0], [2].

Function Settings (page 56)

The [FUNCTION] button contains 32 settings.
Each time you press the [FUNC-TION] button, the setting item is selected in sequence, and the value of the selected item can be changed in the display.

FUNCTION
BACKUP

● [+], [-] buttons

Press the [+] button briefly to increase the value by 1, or press the [-] button briefly to decrease the value by 1. Press and hold either button to continuously increase or decrease the value in the corresponding direction.

Press briefly to decrease. ———— Press briefly to increase.
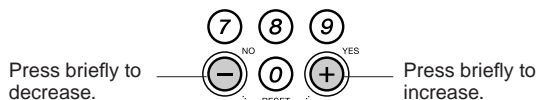
Display

The Main display shows all of the current basic settings for Song, Style and Voice. It also includes a range of indicators that show the on/off status for various functions.

Notation

Displays the melody and chord notes of a Song when the Song lesson function is in use, or the notes of chords you specify when the Dictionary function is in use. At other times the notes you play on the keyboard are displayed.

NOTE

- *Any notes occurring below or above the staff are indicated by "8va" in the notation.*
- *For a few specific chords, not all notes may be shown in the notation section of the display. This is due to space limitations in the display.*

Song/recording track display

Information related to the Song/recording tracks is shown here. (See pages 25 and 38.)

R	**Lit:** Track contains data
R	**Unlit:** Track is muted or contains no data
R	**Flashing:** Track is selected as recording track

Measure

Indicates the current measure during playback of a Song.

MEASURE *003*

Beat Display

Indicates the beat of the current Style or Song with flashing arrows.
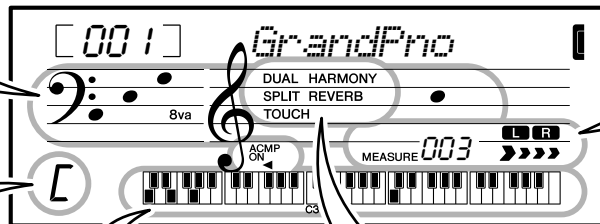
Chord Display

Indicates the name of the chord currently being played back, or the name of the chord being played on the keyboard.

ACMP ON

Appears when the auto accompaniment is on.

Keyboard Display

Indicates notes currently being played.
Indicates the melody and chord notes of a Song when the Song lesson function is in use. Also indicates the notes of a chord—either when playing a chord or when using the Dictionary function.

DUAL

Appears when the Dual function is on (page 13).

HARMONY

Appears when the Harmony function is on (page 40).

SPLIT

Appears when the Split function is on (page 14).

REVERB

Appears when Reverb is on (page 41).

TOUCH RESPONSE

Appears when Touch Response is on (page 43).

Song Lesson

Yamaha Education Suite 5

You can select any Song you like and use it for a left-hand, right-hand, or both-hands lesson. Song Lesson lets you learn how to play Songs in three easy steps. Songs that can be used with the Lesson feature include Songs transferred from a computer to flash memory (SMF Format 0 only; see page 61). The procedure for transferring songs are described on page 63.

■ Lesson Flow

Select a Song for your lesson.	→	Select the part you want to practice.	→	Select the practice method.	→	**Start the Lesson!**
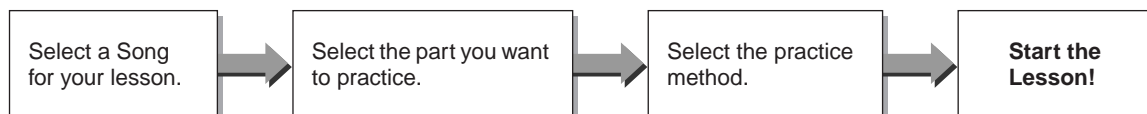
■ The practice methods:

Lesson 1 (Listen & Learn) .... Listen and learn the melody or rhythm of a selected Song.

Lesson 2 (Timing) .... Learn to play the notes at the correct timing along with the Song.

Lesson 3 (Waiting) .... Learn to play the correct notes.

Lesson 1 (Listen & Learn)

There's no need to play the keyboard in Lesson 1.
The model melody/chords (in other words, the musical material you should learn) of the part you selected will sound. Listen to it carefully and learn it well.

> **NOTE**
> • User Songs cannot be used for the lesson.

1 Select the desired Song for your lesson.

Press the [SONG] button, and then select a Song (referring to the Song list on page 21) by using the number buttons [0]-[9], [+] and [-]. If you want to practice a Song you've transferred from a computer, select one of the Songs beginning from Song number 108.

> **NOTE**
> • You cannot select the part during Song playback before Lesson 1 starts. If a Song is currently being played back, stop the Song first, then continue from Step *2*.
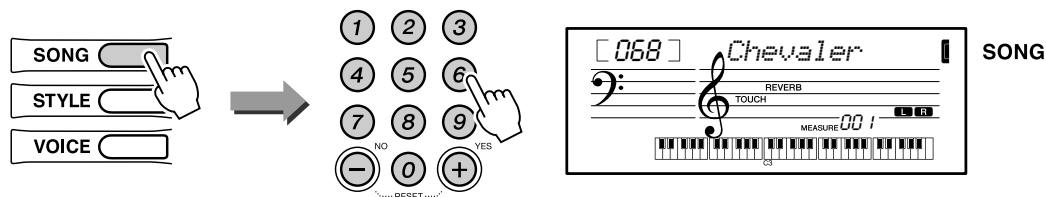
The instrument includes 102 built in Songs. Some Songs (as shown below) are intended for use as right-hand lessons, and cannot be used for left-hand or both-hands lessons.

● **Songs for right-hand lesson**
Song numbers: 003-030

2 Select the part you want to practice.

Press the [R] button for a right-hand lesson, [L] button for a left-hand lesson, or press both the [R] and [L] buttons simultaneously for a both-hands lesson. The selected part is displayed.

Left-hand lesson
LESSON PART
L   R
Right-hand lesson

[   ]   Left

[   ]   Right

LESSON PART
L   R
Both-hands lesson
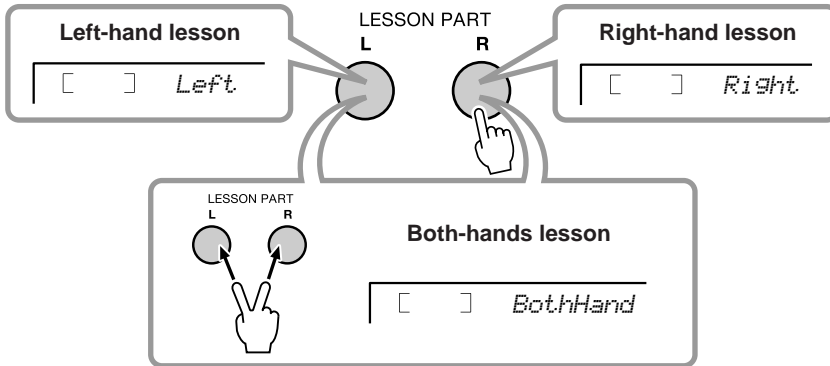
[   ]   BothHand

A "No LPart" message is shown in the display if you select the left part in one of the Songs 003-030, which do not have left part data. These Songs cannot be used for left-hand or both-hands lessons.

[   ]   No LPart

NOTE
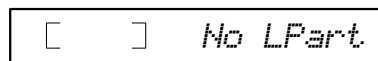
• For songs transferred from a computer, the "No LPart" indication does not appear, even when there is no left hand part in the song.

3 Start Lesson 1.

Press the [LISTEN & LEARN] button to start Lesson 1.
The melody of the part you selected in Step *2* will sound. Listen to it carefully and learn it well.

LISTEN & LEARN

[r1]   LISTEN   [

REVERB
TOUCH

MEASURE 011

F
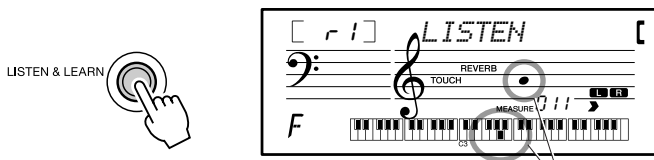
The notation and key positions of the model melody are shown in the display.

NOTE

• Even after Lesson 1 has started and the Song is playing, you can still select the part.

• 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 Voice selected.

• You can select Lessons 1-3 by pressing the [LISTEN & LEARN], [TIMING] and [WAITING] buttons, respectively.

4 Stop the Lesson mode.

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

Lesson 2 (Timing)

In this lesson, try playing the notes with the correct timing. Simply concentrate on playing each note in time with the rhythmic accompaniment. The correct notes sound even if you play wrong notes as long as you play in time with the rhythm.

1 **Select a Song for your lesson.**

2 **Select the part you want to practice.**

3 **Start Lesson 2.**

Press the [TIMING] button to start Lesson 2.

Play the notes shown in the display.
In Lesson 2, simply play each note in time with the music.

4 **Stop the Lesson mode.**

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

Grade

When the lesson Song has played all the way through in Lesson mode 2 or 3, your performance will be evaluated in four levels: OK, Good, Very Good, or Excellent.

```
OK
Good
Very Good
Excellent
```

NOTE

• *You cannot use Dual or Split Voices during lessons.*

• *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.*

NOTE

• *You cannot select the part during Song playback before Lesson 2 starts. If a Song is currently being played back, stop the Song first, then continue from Step* **2***.*

NOTE

• *Even after Lesson 2 has started and the Song is playing, you can still select the part.*

Lesson 3 (Waiting)

In this mode, try playing the correct notes. The notes you should play
appear in the score and the keyboard on the display. The Song pauses until
you play the right note.

1 **Select a Song for your lesson.**

2 **Select the part you want to practice.**

LESSON PART
L   R

REC
2   TRACK   1
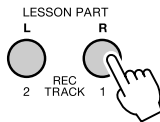
3 **Start Lesson 3.**

Press the [WAITING] button to start Lesson 3.
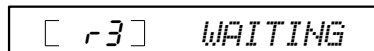
WAITING
CHORD DICT.

[r3]   WAITING

Play the notes shown in the display.
Try playing the correct notes.

4 **Stop the Lesson mode.**

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

START/STOP
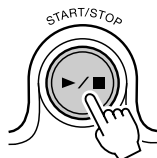
Song settings

Changing the Melody Voice

You can change a Song's melody Voice to any other Voice you prefer.

NOTE

• You cannot change the melody Voice of a User Song.

1 Select the Song and play it.

Refer to the section "Playing Songs" on page 20.

2 Select a desired Voice by using the number buttons [0]-[9], [+], [-].
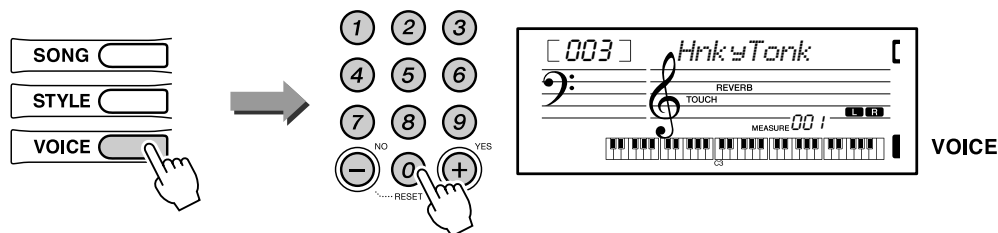
The selected Voice sounds when you play the keyboard.
If a Song has played through and stopped during this procedure, press the [START/STOP] button to start playback again.

3 Press and hold the [VOICE] button for longer than a second.

"SONG MELODY VOICE" appears in the display for a few seconds, indicating that the Voice selected in Step **2** has replaced the Song's original melody Voice.

Hold for longer than a second.
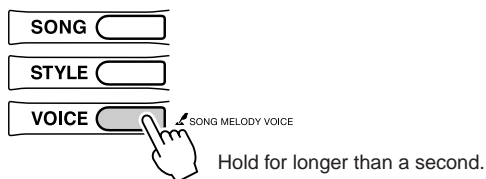
Song Volume

This procedure allows you to adjust the balance between Song playback and the notes you play on the keyboard by setting the volume of the playback sound.

1 Press the [SONG] button.
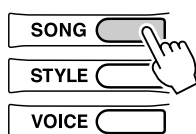
2 **Press the [FUNCTION] button a number of times until "SongVol" appears.**

Current Song Volume   Song Volume

FUNCTION
BACKUP

[100]   SongVol
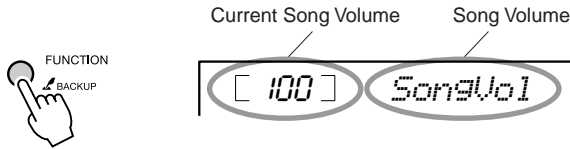
3 **Set the Song Volume by pressing the number buttons [0]-[9], [+], [-].**
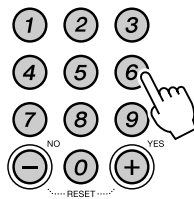
① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
NO ⊖ 0 ⊕ YES
RESET

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

Mute

You can mute Track 1 or Track 2 during Song playback.

- Track 1 can be muted by pressing the [REC TRACK 1] button during Song playback.

- Track 2 can be muted by pressing the [REC TRACK 2] button during Song playback.

You can cancel the mute function by pressing the corresponding track buttons, [TRACK 1] or [TRACK 2] again during Song playback, or by selecting any other Song.

LESSON PART
L   R

REC
TRACK
2   1

[001] Castaway
REVERB
TOUCH
MEASURE 010
L R
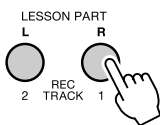
Pressing one of the Track buttons [TRACK 1] or [TRACK 2] will mute the corresponding track during Song playback.
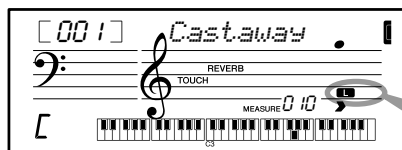
Lit—track contains data.

Unlit—track is muted or contains no data.

Practice Makes Perfect

You can repeatedly practice a section you find difficult. This function lets you specify a section of a Song you want to practice—"A" is the start point and "B" is the end point—for repeat playback.

```
A                          B
```

Repeat playback of this section
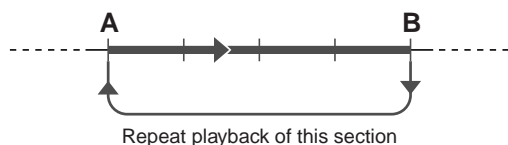
1 Play the Song and press the [A-B REPEAT] button at the beginning of the section you want to repeat (the "A" point).
"A-REPEAT" will be displayed.

SONG A-B REPEAT REW FF TEMPO/TAP

```
[A-  ]   REPEAT
```

2 Press the [A-B REPEAT] button a second time at the end of the section you want to repeat (the "B" point). The specified A-B section of the Song will now play repeatedly, letting you practice the section over and over.

SONG A-B REPEAT REW FF TEMPO/TAP

```
[A-b]   REPEAT
```
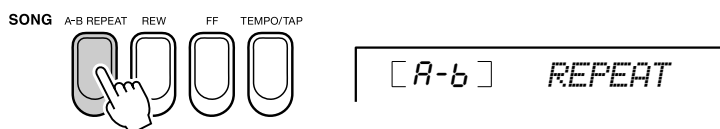
You can stop repeat playback by pressing the [A-B REPEAT] button. The A-B REPEAT mode will be canceled and normal playback of the Song will continue.

SONG A-B REPEAT REW FF TEMPO/TAP

```
[oFF]   REPEAT
```

NOTE

- *The repeat start and end points can be specified in one-measure increments.*
- *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.*
- *If you want to set the start point "A" at the very beginning of the Song press the [A-B REPEAT] button before starting playback of the Song.*

NOTE

- *The A-B Repeat function will be canceled when you select another Song or Style mode.*

Adding Harmony

This feature adds harmony notes as well as tremolo or echo effects to the Main Voice.

1 Press the [HARMONY] button to turn harmony on.
When you don't want to add harmony notes, press the [HARMONY ON/OFF] button again to turn Harmony off.

Appears when harmony is on.

HARMONY

TOUCH
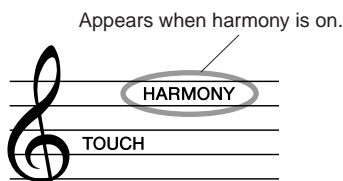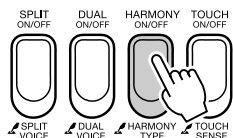
> **NOTE**
>
> • When you press the [HAR-MONY ON/OFF] button to turn this feature on, the appropriate Harmony type for the currently selected Main Voice is automatically selected.

2 Press and hold the [HARMONY ON/OFF] button for longer than a second.
"HarmType" appears in the display for a few seconds, followed by the Harmony Type.

Currently selected
Harmony type

[02] Trio

Hold for longer than a second.
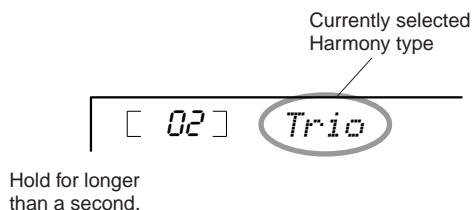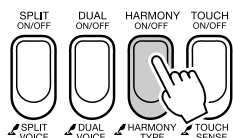
> **NOTE**
>
> • You can also access the Harmony Type setting display by pressing the [FUNCTION] button several times.
>
> • Harmony will be turned off if the Chord Dictionary function is used.

3 Select a desired Harmony Type by using the number buttons [0]-[9], [+], [-].
Refer to the Harmony Type list on page 75.
Try playing the keyboard with the harmony function. The effect and operation of each Harmony Type is different—refer to the section "How to sound each Harmony Type" on the next page as well as the Harmony Type List for details.
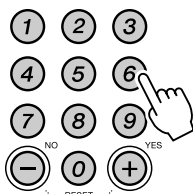
● **How to sound each Harmony Type**

• **Harmony type 01-05**

Press the right-hand keys while playing chords in the auto accompaniment range of the keyboard when the Auto Accompaniment is on (page 23).

• **Harmony type 06-12 (Trill)**

Hold down two keys.

• **Harmony type 13-19 (Tremolo)**
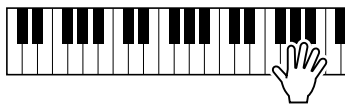
Keep holding down the keys.

• **Harmony type 20-26 (Echo)**
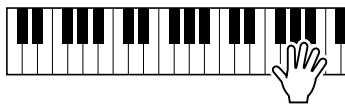
Keep holding down the keys.

You can adjust the Harmony Volume in the Function Settings (page 56).

Adding Reverb

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

To add Reverb

Press the [REVERB ON/OFF] button to turn Reverb on. Reverb is normally on. You can check how the selected Reverb Type sounds by playing the keyboard. To turn Reverb off, press the [REVERB ON/OFF] button again.
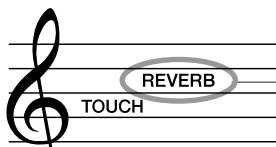
Appears when Reverb is on.

Select 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.

1 Press and hold the [REVERB ON/OFF] button for longer than a second. "REVERB" appears in the display for a few seconds, followed by the Reverb Type.

Hold for longer than a second.

Currently selected Reverb Type

2 Select the desired Reverb Type by using the number buttons [0]-[9], [+], [-].
Refer to the Reverb Type list on page 75 for details.
You can adjust the Reverb depth in the Function Settings (page 56).

📝 **NOTE**
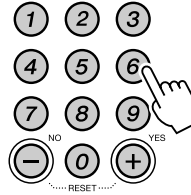
• *You can also access the Reverb Type setting display by pressing the [FUNCTION] button several times.*

Adding Chorus

This effect makes the Voice sound richer, warmer and more spacious. The best-suited Chorus type is automatically selected whenever you select a Voice; however, you can select any of the available types.

1 Press the [FUNCTION] button a number of times until the "Chorus" appears.
"Chorus" appears in the display for a few seconds, followed by the Chorus Type.

FUNCTION
BACKUP

`[ 1 ] Chorus1` ——— Currently selected Chorus Type
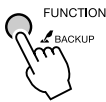
2 Select a desired Chorus Type by using the number buttons [0]-[9], [+], [-].
Refer to the Chorus Type list on page 75 for details.
You can adjust the Chorus depth independently for the Main, Dual and Split Voices in the Function Settings (page 56).

Adding Panel Sustain

This function adds a fixed sustain to the keyboard Voices.

1 Press the [FUNCTION] button a number of times until the "Sustain" item appears.

FUNCTION
BACKUP

`[oFF] Sustain`
Current setting
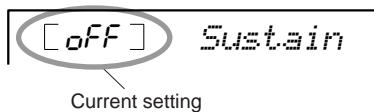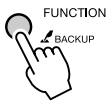
2 Press the [+] button to turn the Panel Sustain on.
Panel Sustain will be added to the notes you play on the keyboard when the Panel Sustain is on. To turn it off, press the [-] button.
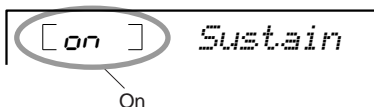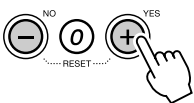
`[on ] Sustain`
On

📝 **NOTE**

• *See the section "Connecting a footswitch (SUSTAIN Jack)" on page 9 for information on applying sustain with the optional footswitch.*

Handy Performance Features

Touch Response Sensitivity

Touch Response

Appears when Touch Response is on.
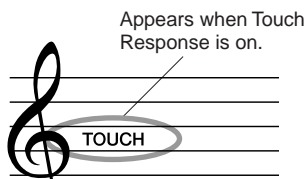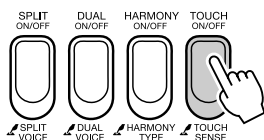
TOUCH

NOTE

- *The Touch Response function cannot be used for some Voices (such as organ), even if the Touch Response icon appears in the display.*

Press the [TOUCH ON/OFF] button to turn Touch Response on. When Touch Response is on, you can control the volume of notes according to how hard you play the keys. Touch Response is normally on. Press the [TOUCH ON/OFF] button again to turn the Touch Response off. When Touch Response is off, the same volume will be produced no matter how hard you play the keys.

Setting the Touch Sensitivity

When Touch Response is on, you can adjust the sensitivity of the keyboard in response to keyboard dynamics in three steps. Higher values produce greater (easier) volume variation in response to keyboard dynamics—in other words, greater sensitivity.

1 Press and hold the [TOUCH ON/OFF] button for longer than a second. "TouchSns" appears in the display for a few seconds, followed by the current Touch Sensitivity value.

Currently selected Touch Sensitivity

[2] Medium

Hold for longer than a second.
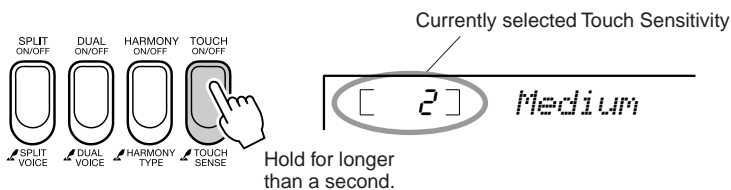
2 Select a Touch Sensitivity setting between 1 and 3 by using the number buttons [0]-[9], [+], [-].
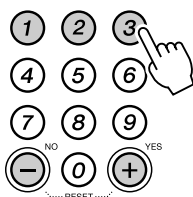
Setting the Split Point

The Split Point setting can be changed as desired.

Split Point—default setting: 54 (F♯2)

```
36        48        60        72        84        96
```
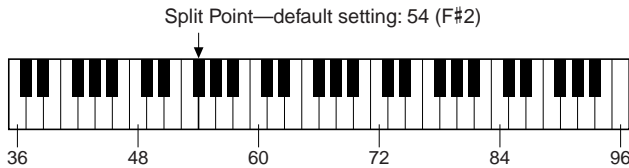
The initial default Split Point is key number 54 (the F♯2 key), but you can change it to another key. When you change the Split Point, the auto accompaniment range also changes.

1 Press the [FUNCTION] button a number of times until "SplitPnt" appears.
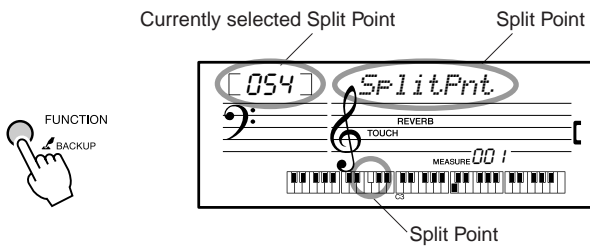
Currently selected Split Point   Split Point

FUNCTION
BACKUP

`054` `SplitPnt`

REVERB
TOUCH
MEASURE `001`

Split Point

2 Set the Split Point by using the number buttons [0]-[9], [+], [-].

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

Transpose

The overall pitch of the instrument can be shifted up or down by a maximum of 1 octave in semitone increments.

1 Press the [FUNCTION] button a number of times until the "Transpos" appears.

Current transpose value

FUNCTION
BACKUP
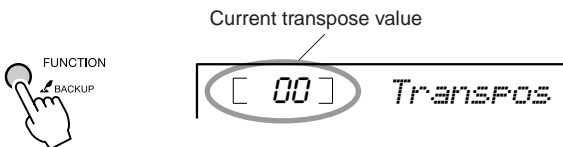
`00` `Transpos`

2 Use the number buttons [0]-[9], [+], [-] to set the Transpose value between -12 and +12 as required.
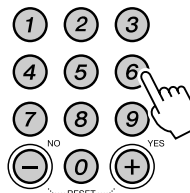
① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
⊖ ⓪ ⊕
NO   YES
RESET

> **NOTE**
> • The pitch of the Drum Kits Voices (Voice numbers 109-121) cannot be changed.
> • Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (00).

Tuning

You can fine tune the pitch of the entire instrument. The overall tuning of the instrument can be shifted up or down by a maximum of 100 cents in 1-cent increments (100 cents = 1 semitone).

1 Press the [FUNCTION] button a number of times until "Tuning" appears.

Currently tuning value

FUNCTION
BACKUP

[000]   Tuning
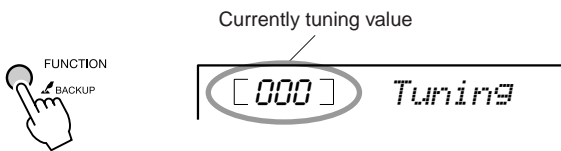
2 Use the number buttons [0]-[9], [+] and [-] to set the Tuning value between -100 and +100 as required.
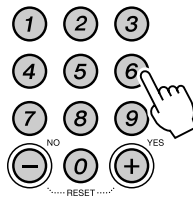
NOTE
• The pitch of the Drum Kits Voices (Voice numbers 109-121) cannot be changed.
• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (000).

One Touch Setting

Sometimes selecting the ideal Voice to play with a Song or Style can be confusing. The One Touch Setting feature automatically selects the most suitable Voice for you when you select a Style or Song. Simply select Voice number "000" to activate this feature.

1 Press the [VOICE] button, and then select Voice number "000" by using the number buttons [0]-[9], [+], [-].

SONG
STYLE
VOICE

Appears when One Touch Setting is on.

[000]   SprnoSax
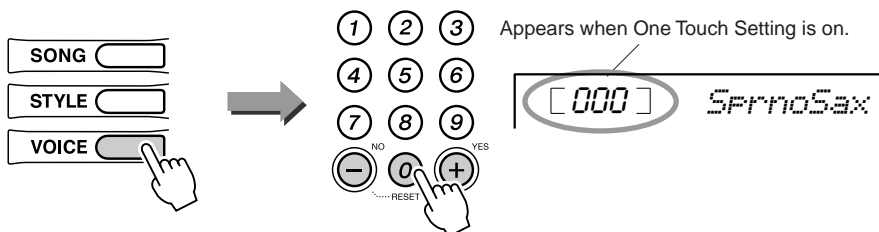
This turns the One Touch Setting feature on. One Touch Setting will be turned off if you select any other Voice number.

Changing the tempo of the Song/Style

Songs and Styles can be played at any tempo you desire—fast or slow.

1 Press the [TEMPO/TAP] button to call up the Tempo setting in the display after selecting a Style/Song.

Current Tempo value
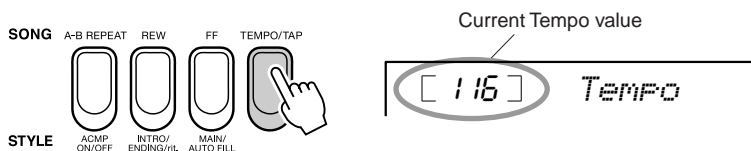
2 Set the Tempo by using the number buttons [0]-[9], [+], [-].

You can also set the Tempo by simply tapping the [TEMPO/TAP] button at the required tempo—four times for time signatures in 4, and three times for time signatures in 3.
You can change the Tempo during Style/Song playback by pressing the [TEMPO/TAP] button just twice.

> **NOTE**
> • *Press the [+] and [-] buttons simultaneously to instantly reset the value to the default tempo of a Style or Song.*
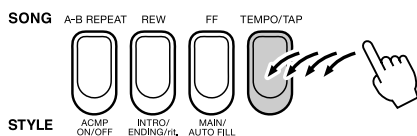
Adjusting the Voice Parameters

The volume, octave (the pitch of the instrument can be shifted by up or down in octaves) and Chorus Send Level can be individually adjusted for the Main, Dual, and Split Voices.

● **Main Voice Parameters (page 57)**
 • Main Voice Volume
 • Main Voice Octave
 • Main Voice Chorus Send Level
● **Dual Voice Parameters (page 57)**
 • Dual Voice Volume
 • Dual Voice Octave
 • Dual Voice Chorus Send Level
● **Split Voice Parameters (page 57)**
 • Split Voice Volume
 • Split Voice Octave
 • Split Voice Chorus Send Level

You can adjust each of the parameters above in the Function settings (page 56).

Style (Auto Accompaniment) Functions

Various ways to start and stop Style playback

Starting Style playback

The following three methods can be used to start Style playback. In all cases you will need to press the [ACMP ON/OFF] button to turn auto accompaniment on before actually starting Style playback. Whichever method you choose, you can press the [INTRO/ENDING/rit.] before starting playback. To begin your performance, an introduction will play automatically, then will automatically switch to the MAIN section when finished.

Appears when the auto accompaniment is on

■ Immediate Start
Press the [START/STOP] button to begin rhythm-only playback of the selected Style.
The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.
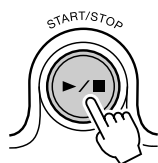
Immediate Start

■ Chord Start
Press the [SYNC START] button and the beat arrows will begin flashing, indicating that the Sync Start "standby" mode has been engaged. The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.

Accompaniment range

Sync Start standby
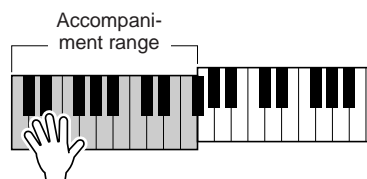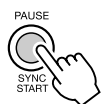
Style playback begins when you play a chord

■ 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—4 times for time signatures in 4, and 3 times for time signatures in 3—and the selected Style rhythm will begin playing at the tapped tempo.
The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.

Start at the tapped tempo
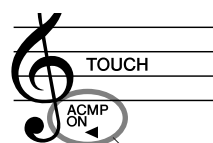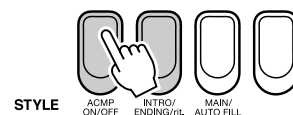
Stopping Style playback

The following three methods can be used to stop Style playback.

■ Immediate Stop
Playback will stop as soon as you press the [START/STOP] button.
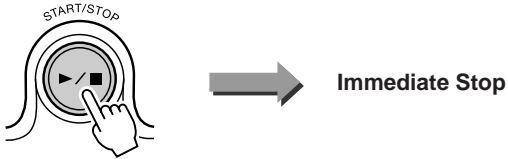
Immediate Stop

■ Stop and Enter Sync Start Mode
If you press the [SYNC START] button during Style playback, playback will stop immediately and the Sync Start standby mode will be engaged (beat arrows will flash).

Stop immediately and enter the Sync Start mode
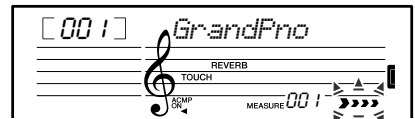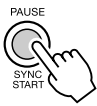
Sync Start standby

■ Play the Ending and Stop
Press the [INTRO/ENDING/rit.] button to begin playing an ending section. Playback will stop when the ending has played all the way through.

Stop after ending plays
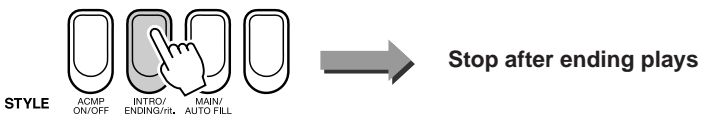
If you press the [INTRO/ENDING/rit.] button a second time (while the ending is playing), the ending will play in ritardando (the tempo will gradually get slower).

Pattern Variation (Sections)

The instrument features a wide variety of Style "sections" (patterns) that allow you to vary the arrangement of the accompaniment to match the Song you are playing.
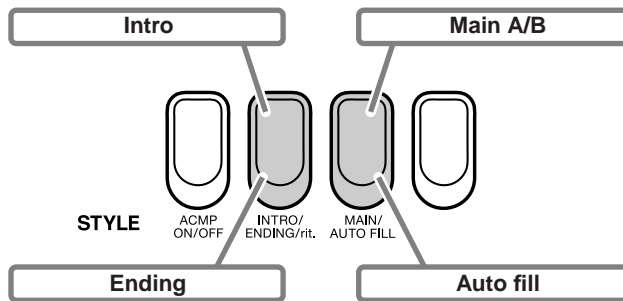
● **INTRO section**

This is used for the beginning of the Song

When the intro finishes playing, accompaniment shifts to the main section.

The length of the intro (in measures) differs depending on the selected Style.

● **MAIN section**

This is used for playing the main part of the Song. It plays a main accompaniment pattern, and repeats indefinitely until another section's button is pressed. There are two variations on the basic pattern (A and B), and the Style playback sound changes harmonically based on the chords you play with your left hand.

● **Fill-in section**

This is automatically added before changing the section A and B.

● **ENDING section**

This is used for the ending of the Song. When the ending is finished, the auto accompaniment stops automatically. The length of the ending (in measures) differs depending on the selected Style.

1 Press the [STYLE] button and then select a Style.

2 Turn auto accompaniment on.

Press the [ACMP ON/OFF] button.
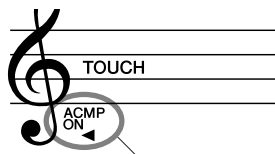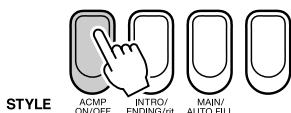
Appears when the auto accompaniment is on.

3 Turn SYNC START on.

Press the [SYNC START] button.

4 Press the [MAIN/AUTO FILL] button.

STYLE   ACMP ON/OFF   INTRO/ENDING/rit.   MAIN/AUTO FILL

MAIN A

The name of the selected section—MAIN A or MAIN B—will be displayed

5 Press the [INTRO/ENDING/rit.] button.

STYLE   ACMP ON/OFF   INTRO/ENDING/rit.   MAIN/AUTO FILL
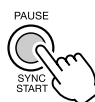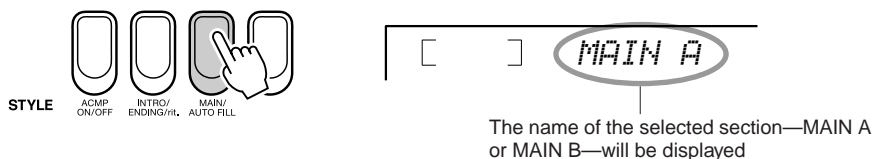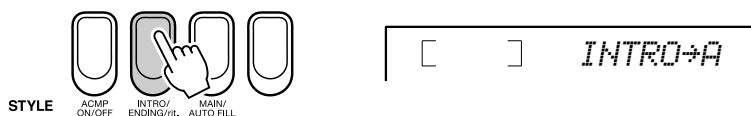
INTRO➔A

6 As soon as you play a chord with your left hand, the Intro of the selected Style starts.

For this example, play a C major chord (as shown below). For information on how to enter chords, see "Playing Auto Accompaniment Chords" on page 52.

Accompaniment range

7 Press the [MAIN/AUTO FILL] button.

STYLE   ACMP ON/OFF   INTRO/ENDING/rit.   MAIN/AUTO FILL

FILL A➔B
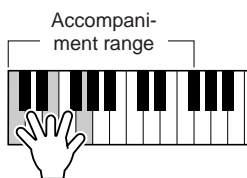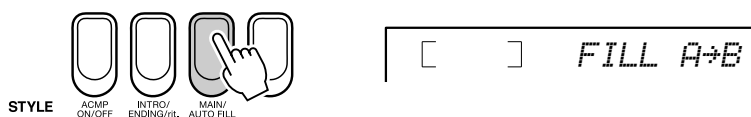
When the fill-in is finished, it leads smoothly into the selected main section A/B.

8 Press the [INTRO/ENDING/rit.] button.

STYLE   ACMP ON/OFF   INTRO/ENDING/rit.   MAIN/AUTO FILL
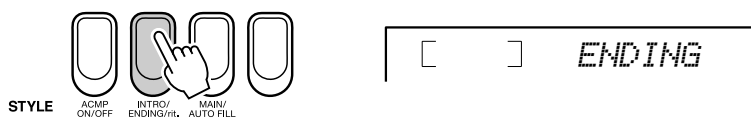
ENDING

This switches to the ending section.
When the ending is finished, the auto accompaniment stops automatically. You can have the ending gradually slow down (ritardando) by pressing the [INTRO/ENDING/rit.] button again while the ending is playing back.

Adjusting the Style Volume

This procedure allows you to adjust the balance between Style playback and the notes you play on the keyboard by setting the volume of the playback sound.

1 **Press the [STYLE] button.**

2 **Press the [FUNCTION] button a number of times until the "StyleVol" appears.**

Current Style volume setting   Style Volume

FUNCTION
BACKUP
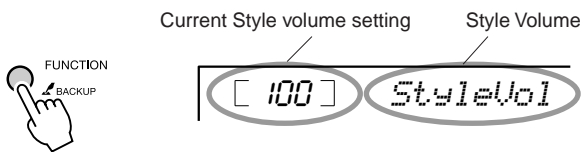
[100]   StyleVol

3 **Set the Style volume by using the number buttons [0]-[9], [+], [-].**
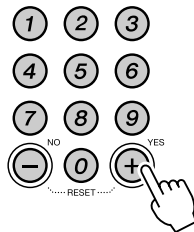
1 2 3
4 5 6
7 8 9
NO   YES
— 0 +
RESET

📝 NOTE

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

Playing Auto Accompaniment Chords

You've learned in the section "Play with a Style (Accompaniment)" on page 22 that the "feel" of the Style changes every time you play a chord on the left-hand side of the keyboard. Here, you'll learn the types of the chords and how to play them in greater detail. The examples of chords are given here in the key of C.

There are two basic ways (below) you can play the chords on the left-hand side of the keyboard, while playing the Style (page 23)

Split Point—default setting: 54 (F#2)

■ **Easy Chords**

■ **Standard Chords**

Easy Chords

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

NOTE
- *Root notes and the corresponding keys*

Accompaniment range
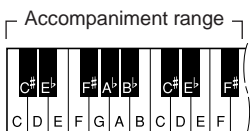
C
- **To play a major chord**
  Press the root note of the chord.

C₇
- **To play a seventh chord**
  Press the root note together with the nearest white key to the left of it.

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

Cm₇
- **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).

Standard Chords

This method lets you produce accompaniment by playing chords using normal fingerings in the accompaniment range of the keyboard.

C $C^{(9)}$ C_6 $C_6^{(9)}$ CM_7 $CM_7^{(9)}$ $CM_7^{(\#11)}$ $C^{(\flat 5)}$ $CM_7^{\flat 5}$

$Csus_4$ $Caug$ CM_7aug Cm $Cm^{(9)}$ Cm_6 Cm_7 $Cm_7^{(9)}$ $Cm_7^{(11)}$

CmM_7 $CmM_7^{(9)}$ $Cm_7^{\flat 5}$ $CmM_7^{\flat 5}$ $Cdim$ $Cdim_7$ C_7 $C_7^{(\flat 9)}$ $C_7^{(\flat 13)}$

$C_7^{(9)}$ $C_7^{(\#11)}$ $C_7^{(13)}$ $C_7^{(\#9)}$ $C_7^{\flat 5}$ C_7aug C_7sus_4 C_{1+2+5}

* Notes enclosed in parentheses are optional; the chords will be recognized without them.

● Recognized Standard Chords Chart

Chord Name/[Abbreviation]	Normal Voicing	Chord (C)	Display
Major [M]	1 - 3 - 5	C	C
Add ninth [(9)]	1 - 2 - 3 - 5	C(9)	C(9)
Sixth [6]	1 - (3) - 5 - 6	C6	C6
Sixth ninth [6(9)]	1 - 2 - 3 - (5) - 6	C6(9)	C6(9) *
Major seventh [M7]	1 - 3 - (5) - 7 or 1 - (3) - 5 - 7	CM7	CM7
Major seventh ninth [M7(9)]	1 - 2 - 3 - (5) - 7	CM7(9)	CM7(9) *
Major seventh add sharp eleventh [M7(#11)]	1 - (2) - 3 - #4 - 5 - 7 or 1 - 2 - 3 - #4 - (5) - 7	CM7(#11)	CM7(#11)*
Flatted fifth [(♭5)]	1 - 3 - ♭5	C(♭5)	C♭5 *
Major seventh flatted fifth [M7♭5]	1 - 3 - ♭5 - 7	CM7♭5	CM7♭5 *
Suspended fourth [sus4]	1 - 4 - 5	Csus4	Csus4
Augmented [aug]	1 - 3 - #5	Caug	Caug
Major seventh augmented [M7aug]	1 - (3) - #5 - 7	CM7aug	CM7aug *
Minor [m]	1 - ♭3 - 5	Cm	Cm
Minor add ninth [m(9)]	1 - 2 - ♭3 - 5	Cm(9)	Cm(9)
Minor sixth [m6]	1 - ♭3 - 5 - 6	Cm6	Cm6
Minor seventh [m7]	1 - ♭3 - (5) - ♭7	Cm7	Cm7
Minor seventh ninth [m7(9)]	1 - 2 - ♭3 - (5) - ♭7	Cm7(9)	Cm7(9)
Minor seventh add eleventh [m7(11)]	1 - (2) - ♭3 - 4 - 5 - (♭7)	Cm7(11)	Cm7(11) *
Minor major seventh [mM7]	1 - ♭3 - (5) - 7	CmM7	CmM7
Minor major seventh ninth [mM7(9)]	1 - 2 - ♭3 - (5) - 7	CmM7(9)	CmM7(9) *
Minor seventh flatted fifth [m7♭5]	1 - ♭3 - ♭5 - ♭7	Cm7♭5	Cm7♭5
Minor major seventh flatted fifth [mM7♭5]	1 - ♭3 - ♭5 - 7	CmM7♭5	CmM7♭5 *
Diminished [dim]	1 - ♭3 - ♭5	Cdim	Cdim
Diminished seventh [dim7]	1 - ♭3 - ♭5 - 6	Cdim7	Cdim7
Seventh [7]	1 - 3 - (5) - ♭7 or 1 - (3) - 5 - ♭7	C7	C7
Seventh flatted ninth [7(♭9)]	1 - ♭2 - 3 - (5) - ♭7	C7(♭9)	C7(♭9)
Seventh add flatted thirteenth [7(♭13)]	1 - 3 - 5 - ♭6 - ♭7	C7(♭13)	C7(♭13)
Seventh ninth [7(9)]	1 - 2 - 3 - (5) - ♭7	C7(9)	C7(9)
Seventh add sharp eleventh [7(#11)]	1 - (2) - 3 - #4 - 5 - ♭7 or 1 - 2 - 3 - #4 - (5) - ♭7	C7(#11)	C7(#11)
Seventh add thirteenth [7(13)]	1 - 3 - (5) - 6 - ♭7	C7(13)	C7(13)
Seventh sharp ninth [7(#9)]	1 - #2 - 3 - (5) - ♭7	C7(#9)	C7(#9)
Seventh flatted fifth [7♭5]	1 - 3 - ♭5 - ♭7	C7♭5	C7♭5 *
Seventh augmented [7aug]	1 - 3 - #5 - ♭7	C7aug	C7aug
Seventh suspended fourth [7sus4]	1 - 4 - (5) - ♭7	C7sus4	C7sus4
One plus two plus five [1+2+5]	1 - 2 - 5	C1+2+5	C *

* These chords are not shown in the Chord Dictionary function.

📝 **NOTE**

- *Notes in parentheses can be omitted.*
- *Playing two same root keys in the adjacent octaves produces accompaniment based only on the root.*
- *A perfect fifth (1+5) produces accompaniment based only on the root and fifth which can be used with both major and minor chords.*
- *The chord fingerings listed are all in "root" position, but other inversions can be used—with the following exceptions: m7, m7♭5, 6, m6, sus4, aug, dim7, 7♭5, 6(9), 1+2+5.*
- *Inversion of the 7sus4 and m7(11) chords are not recognized if the notes shown in parentheses are omitted.*
- *The auto accompaniment will sometimes not change when related chords are played in sequence (e.g. some minor chords followed by the minor seventh).*
- *Two-note fingerings will produce a chord based on the previously played chord.*

Looking up Chords Using the Chord Dictionary

The Dictionary function is essentially a built-in "chord dictionary" that shows you the individual notes of chords. It is ideal when you know the name of a certain chord and want to quickly learn how to play it.

1 Press and hold the [WAITING] button for longer than a second. "Dict." will appear in the display.

Hold for longer than a second.
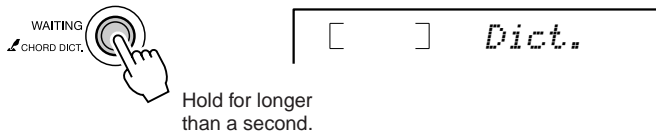
2 As an example, we'll learn how to play a GM7 (G major seventh) chord. Press the "G" key in the section of the keyboard labeled "ROOT." (The note doesn't sound.) The root note you set is shown in the display.

Keys for chord type dictionary   Keys for root dictionary
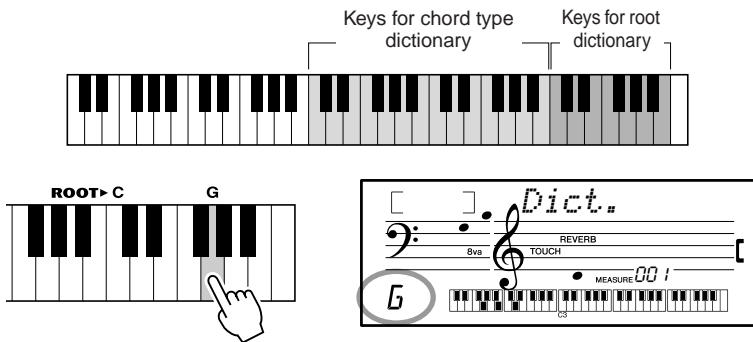
3 Press the "M7" (major seventh) key in the section of the keyboard labeled "CHORD TYPE." (The note doesn't sound.)
The notes you should play for the specified chord (root note and chord type) are shown in the display, both as notation and in the keyboard diagram.

Notation of chord

Chord name (root and type)   Individual notes of chord (keyboard)

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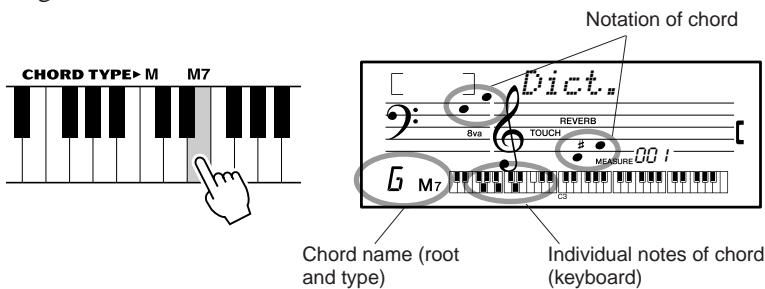
NOTE

• Major chords are usually indicated by the root name only. For example, the indication "C" in a score refers to a "C Major" chord. To look up the fingering for a major chord press the root key and then the M chord type key.

4 Try playing a chord in the auto accompaniment section 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.

■ About chords

Playing two or more notes together simultaneously creates a "chord."

Playing a note together with two other notes spaced three notes (steps) apart—such as the notes C, E and G—creates a harmonious sound. Chords like these are called "triads" and they play an important role in most music.

3rd   Root   3rd
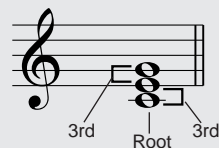
Taking the chord above as an example, the lowest note of this triad is called the "root note." This is the central note sound, and it supports or anchors the rest of the notes chord.
You'll notice that the middle note of the chord above (E) is the third step in the succession of scale notes—C, D, then E. There are two types of "thirds" in chords: major thirds and minor thirds.

Major third—four half steps from the root   **Minor third**—three half steps from the root
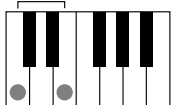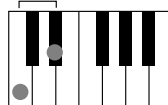
We'll also alter the top note of our original chord and make three additional chords, as shown below. (The captions indicate the intervals between each of the notes.)
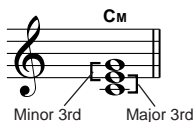
◆ Major chord	◆ Minor chord	◆ Augmented chord	◆ Diminished chord
C$_M$	C$_m$	C$_{aug}$	C$_{dim}$
Minor 3rd Major 3rd	Major 3rd Minor 3rd	Major 3rd Major 3rd	Minor 3rd Minor 3rd
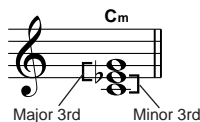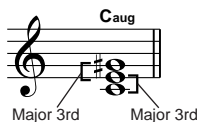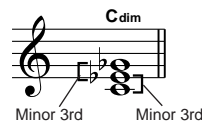
The basic characteristics of the chord sound are same, no matter if we change the order of the notes from bottom to top, or if we add other same name notes in different octaves. Beautiful sounding harmonies can be built in this manner, and emotional music can be created by playing different chords one after the other according to commonly accepted rules. Harmony determines the nature of chords, and music is created based on harmony.

● Chord names

From the chord name, you can tell at a glance what type of chord it is and which notes make up the chord. Understanding the basic structure of chords is very useful—once you're familiar with this, you'll be quickly and easily play chords by looking at the names that appear above the notation.

Cm
Root note   Chord type
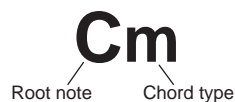
● Chord types (These chords are among those that can be recognized by the Fingered method.)

Suspended 4th	7th	Minor 7th	Major 7th
C$_{sus4}$	C$_7$	C$_{m7}$	C$_{M7}$
Perfect 5th Perfect 4th	Flatted 7th Major chord	Flatted 7th Minor chord	Major 7th Major chord
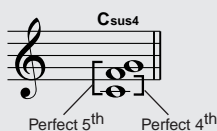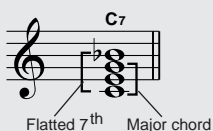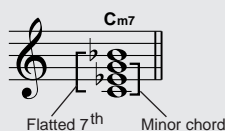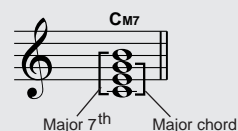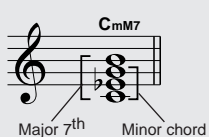
Minor/major 7th	7th, flatted 5th	Minor 7th, flatted 5th	7th, suspended 4th
C$_{mM7}$	C$_7^{(\flat 5)}$	C$_{m7}^{(\flat 5)}$	C$_{7sus4}$
Major 7th Minor chord	Flatted 5th 7th chord	Flatted 5th Minor 7th chord	Flatted 7th Suspended 4th chord
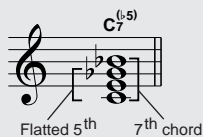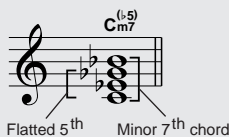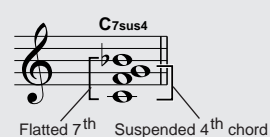
Function Settings

The [FUNCTION] button gives you access to a variety of operations related to adjusting or enhancing the sound and making settings for connection to external devices.

Select the item and change the value

There are 32 different items that can be set.

1 Press the [FUNCTION] button a number of times until desired item appears.

Each time the [FUNCTION] button is pressed 32 function items are displayed in sequence. The description and display sample is provided on the Function Setting List on page 56-57.

FUNCTION
BACKUP

[100]   StyleVol

Value   Function item
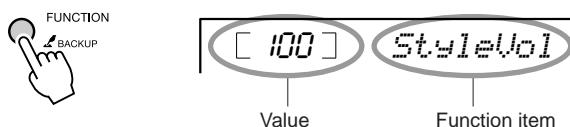
2 Set the value by using the number buttons [0]-[9], [+], [-].

For on/off settings or the PC Mode setting, use [+]/[-] buttons.

① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
— ⓪ +
NO   YES
RESET
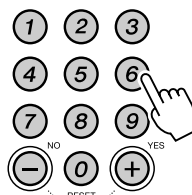
3 If necessary, hold the [FUNCTION] button for longer than a second to save your settings to flash memory.

(Refer to "Backup" on page 29)

FUNCTION
BACKUP

[   ]   Writing!

Hold for longer than a second.
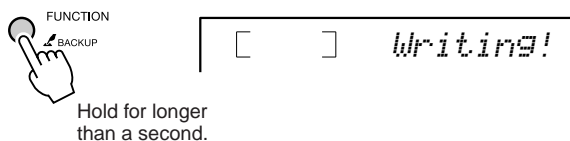
● Function Setting List

Item	Display	Range/settings	Description
Style Volume	StyleVol	000-127	Determines the volume of the Style.
Song Volume	SongVol	000-127	Determines the volume of the Song.
Transpose	TransPos	-12–00–12	Determines the pitch of the instrument by semitone increments.
Tuning	Tuning	-100–000–100	Sets the pitch of the instrument's sound in 1-cent increments.
Split Point	SplitPnt	000-127 (C-2–G8)	Determines the highest key for the Split Voice and sets the Split "point"—in other words, the key that separates the Split (lower) and Main (upper) Voices. The Split Point setting and Accompaniment Split Point setting are automatically set to the same value.

Item	Display	Range/settings	Description
Touch Sensitivity	TouchSns	1 (Soft) 2 (Medium) 3 (Hard)	When Touch Response is on, this determines the sensitivity of the feature.
Main Voice Volume	M.Volume	000-127	Determines the volume of the Main Voice.
Main Voice Octave	M.Octave	-2–0–2	Determines the octave range for the Main Voice.
Main Voice Chorus Send Level	M.Chorus	000-127	Determines how much of the Main Voice's signal is sent to the Chorus effect.
Dual Voice	D.Voice	001-482	Selects the Dual Voice.
Dual Voice Volume	D.Volume	000-127	Determines the volume of the Dual Voice.
Dual Voice Octave	D.Octave	-2–0–2	Determines the octave range for the Dual Voice.
Dual Voice Chorus Send Level	D.Chorus	000-127	Determines how much of the Dual Voice's signal is sent to the Chorus effect.
Split Voice	S.Voice	001-482	Selects the Split Voice.
Split Voice Volume	S.Volume	000-127	Determines the volume of the Split Voice.
Split Voice Octave	S.Octave	-2–0–2	Determines the octave range for the Split Voice.
Split Voice Chorus Send Level	S.Chorus	000-127	Determines how much of the Split Voice's signal is sent to the Chorus effect.
Reverb Type	Reverb	01-10	Determines the Reverb type, including off (10). Refer to the Reverb Type list on page 75.
Reverb Level	RevLevel	000-127	Determines how much of the Voice's signal is sent to the Reverb effect.
Chorus Type	Chorus	1-5	Determines the Chorus Type, including off (05). Refer to the Chorus Type list on page 75.
Panel Sustain	Sustain	ON/OFF	Determines whether or not Panel Sustain is always applied to the Main/Dual/Split Voices. Panel Sustain is applied continuously when ON, or not applied when OFF.
Harmony Type	HarmType	01-26	Determines the Harmony Type. Refer to the Harmony Type list on page 75.
Harmony Volume	HarmVol	000-127	Determines the volume of the Harmony effect when Harmony type 1-5 is selected.
PC Mode	PC mode	OFF/PC1/PC2	Optimizes the MIDI settings when you connect to a computer (page 60).
Local On/Off	Local	ON/OFF	Determines whether the instrument's keyboard controls the internal tone generator (ON) or not (OFF).
External Clock	ExtClock	ON/OFF	Determines whether the instrument synchronizes to the internal clock (OFF) or an external clock (ON).
Initial Setup Send	InitSend	YES/NO	Lets you send the data of the panel settings to a computer. Use the [+] button to transmit the data.
Time Signature	TimeSig	00-15	Determines the time signature of the Metronome.
Metronome Volume	MetroVol	000-127	Determines the volume of the Metronome.
Lesson Track (R)	R-Part	01-16	Determines the guide track number for your right hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Refer to the section "Using Transferred Songs for Lessons" on page 63.
Lesson Track (L)	L-Part	01-16	Determines the guide track number for your left hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Refer to the section "Using Transferred Songs for Lessons" on page 63
Demo Cancel	D-Cancel	ON/OFF	Determines whether Demo cancel is enabled or not. When this is set to ON, the Demo Song will not play, even if the [DEMO] button is pressed.

About MIDI

The instrument features a MIDI terminals that can be connected to other MIDI instruments and devices for expanded musical functionality.

What is MIDI?

MIDI (Musical Instrument Digital Interface) is a world-standard interface for communication between electronic musical instruments and music devices. When MIDI-equipped instruments are connected via a MIDI cable, it becomes possible to transfer performance and setting data between them for significantly enhanced performance and production potential.

IN —— MIDI —— OUT

⚠ CAUTION
- *Connect the PSR-E303/YPT-300 to external equipment only after turning off power for all devices. Then, turn on the power, first to the PSR-E303/YPT-300, then to the connected external equipment.*

What You Can Do With MIDI

- Transferring performance and setting data between the PSR-E303/YPT-300 and MIDI-equipped instruments or computers. (page 59)
- Transferring the data between the PSR-E303/YPT-300 and computers. (page 61)

Transferring Performance Data To and From Another Instrument

By connecting the PSR-E303/YPT-300 to other MIDI devices or a computer, the performance data of the instrument can be used on those other MIDI devices or computer, and also the performance data from other MIDI devices and computer can be received and sounded with the PSR-E303/YPT-300.

● **When the instrument is connected with another MIDI device, it transmits/receives performance data.**
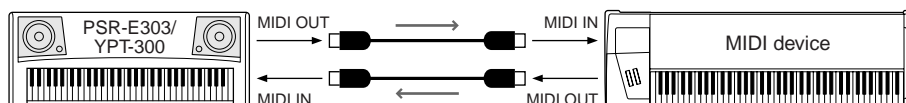
● **When the instrument is connected with a computer, it transmits/receives performance data.**

A USB-MIDI interface
(such as the Yamaha UX16)
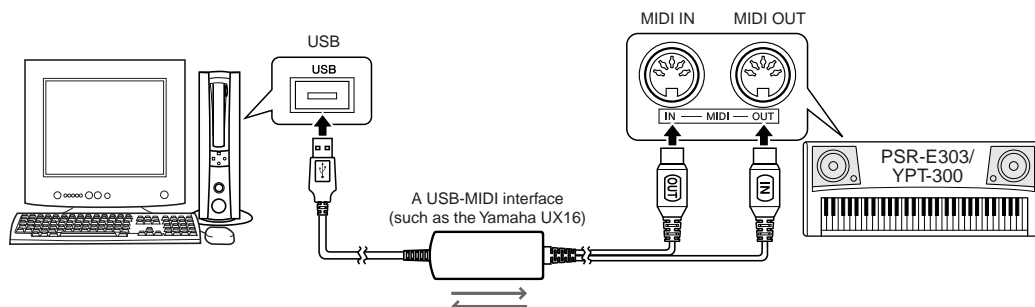
■ MIDI settings
These settings should be made when transmitting/receiving performance data to a connected MIDI device or computer.

Local Settings

Local Control determines whether or not notes played on the instrument are sounded by its internal tone generator system; the internal tone generator is active when local control is on, and inactive when local control is off.

On .... This is the normal setting in which notes played on the instrument's keyboard are sounded by the internal tone generator system. Data received via the instrument's MIDI terminal will also be played by the internal tone generator.

Off .... With this setting the instrument itself produces no sound (keyboard performance, Harmony, or Style playback), but the performance data is transmitted via the MIDI terminal. Data received via the instrument's MIDI terminal will also be played by the internal tone generator.

You can set the Local Control in the Function Settings (page 56).

> **NOTE**
> • If you can't get any sound out of the instrument, Local Control may be the most likely cause. Playing the keyboard results in no sound when Local is set to OFF.

External Clock Settings

These settings determine whether the instrument is synchronized to its own internal clock (OFF), or to a clock signal from an external device (ON).

On......... The instrument's time based functions will be synchronized to the clock from an external device connected to the MIDI terminal.

Off .... The instrument uses its own internal clock (default).

You can set the External Clock in the Function Settings (page 56).

📝 **NOTE**

• *If External Clock is ON and no clock signal is being received from an external device, the Song, Style, and metronome functions will not start.*

PC Mode

The PC settings instantly reconfigure all important MIDI settings (as shown below). The selections are PC1, PC2 and OFF.

📝 **NOTE**

• *Song Out, Style Out and Keyboard Out can only be changed by the PC setting. They cannot be set independently.*

• *Copyrighted Songs and User Songs cannot be used with Song Out.*

● **The chart of PC Settings**

	PC1	PC2*	OFF
LOCAL	Off	Off	On
EXTERNAL CLOCK	On	Off	Off
SONG OUT**	Off	Off	On
STYLE OUT***	Off	Off	On
KEYBOARD OUT****	Off	On	On

* Set the PC mode to PC2 when using Digital Music Notebook.
Digital Music Notebook is a major new multimedia platform for music tuition and performance. Visit the website below for more information on the latest version of Digital Music Notebook and how to install it.
www.digitalmusicnotebook.com

** Determines whether Song data is transmitted (ON) via MIDI or not (OFF) during Song playback.
*** Determines whether Style data is transmitted (ON) via MIDI or not (OFF) during Style playback.
**** Determines whether keyboard performance data of the instrument is transmitted (ON) or not (OFF).

1 Press and hold the [DEMO] button for longer than a second to call up the PC Mode.

DEMO
PC

Hold for longer than a second.

[oFF]   PC mode
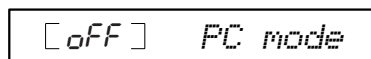
2 Select PC1, PC2, or OFF by using the [+], [-] buttons.

Remote Control of MIDI Devices

You can also use this instrument as a remote control device for the Digital Music Notebook application on your computer (via the MIDI connection) —controlling playback, stop and transport functions from the panel.

● Remote control keys

PSR-E303/YPT-300: To use the remote control functions, simultaneously hold down the lowest two keys on the keyboard (C1 and C♯1) and press the appropriate key (shown below).

📝 **NOTE**
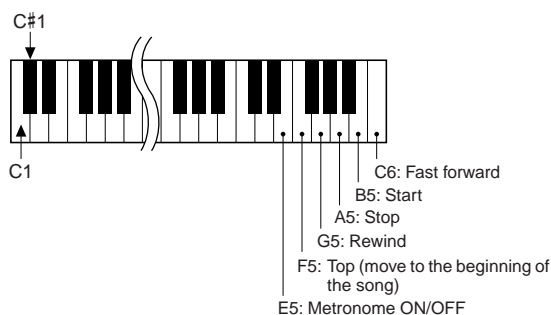
• Remote control of MIDI devices will function independently of the PC2 mode.

C♯1

C1

C6: Fast forward
B5: Start
A5: Stop
G5: Rewind
F5: Top (move to the beginning of the song)
E5: Metronome ON/OFF

PSR-E303/YPT-300 Panel Setting Transmission (Initial Send)

Sends the PSR-E303/YPT-300 panel settings to an external MIDI device. When recording a PSR-E303/YPT-300 performance to an external sequencer or similar equipment, you can use this function to send the current PSR-E303/YPT-300 panel settings so that when the sequence is played back the original panel settings are automatically restored.
You can set Initial Send in the Function settings (page 56).

Transferring data between the PSR-E303/YPT-300 and a computer

The PSR-E303/YPT-300 includes 102 preset Songs, but you can load other Songs from your computer and use them in the same way as the preset Songs as long as the loaded Song is SMF format 0*.
Loaded Song data will be stored in Song numbers beginning with 108.
In order to perform the operations described in this section you will need to use a computer connected to the Internet to download the free Musicsoft Downloader application from the URL listed below.

* The SMF (Standard MIDI File) format is one of the most common and widely compatible sequence formats used for storing sequence data. Most commercially available MIDI sequence data is provided in SMF Format 0.

Installing Musicsoft Downloader

You can download the "Musicsoft Downloader" application from the following website. Make sure that your computer has an Internet connection.

http://music.yamaha.com/download/

● **The minimum computer requirements for Musicsoft Downloader operation are as follows:**
- OS   : Windows 98SE/Me/2000/XP Home Edition/
                XP Professional
- CPU   : 233 MHz or higher; Intel® Pentium®/Celeron®
                processor family (500 MHz or more is recommended)
- Memory   : 64 MB or more (256 MB or more is recommended)
- Hard Disk : at least 128 MB of free space (at least 512 MB of free
                space is recommended)
- Display   : 800 x 600 HighColor (16-bit)
- Other   : Microsoft® Internet Explorer®5.5 or higher

Connecting a personal computer

After installing the Musicsoft Downloader application on your computer, connect the PSR-E303/YPT-300 as described below.
A Yamaha UX16 or similar USB-MIDI interface (sold separately) will be necessary for MIDI connection between the PSR-E303/YPT-300 and a USB-equipped computer.
Make sure to purchase a Yamaha UX16 or a quality USB-MIDI interface at a musical instrument store, computer store or electrical appliance store.
If you use the UX16 interface, install the driver supplied with the interface on your computer.
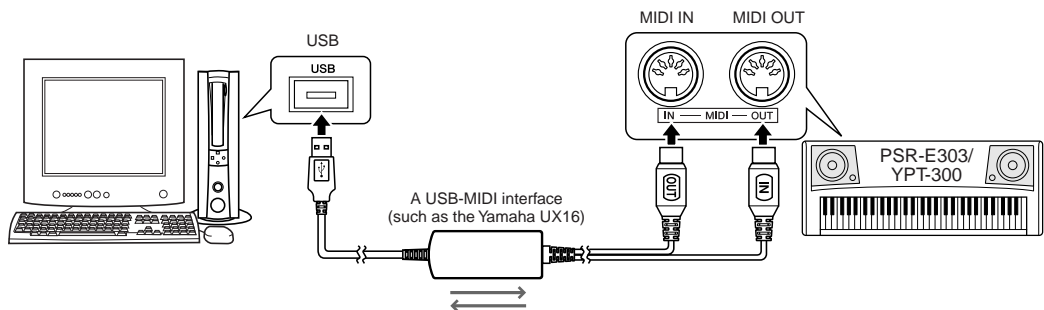
Transferring data from a computer

You can transmit Song files from your computer to your PSR-E303/YPT-300's Flash Memory.
For details about how to transmit Song data using the Music-soft Downloader application, refer to the Online help topic "Transferring Data Between the Computer and Instrument (for unprotected data)" of the Musicsoft Downloader.

● **Data that can be loaded to the PSR-E303/YPT-300 from a computer**
  • Songs   : 99 Songs max (Song numbers 108-)
  • Data   : 373 kilobytes
  • Data Format : SMF Format 0
  • File   : 05PK.USR (user file)
                      ***.MID (MIDI Song)

📝 **NOTE**

• *The Musicsoft Downloader application may not be able to access the instrument in the following cases:*
    • *During Style playback*
    • *During Song playback*

⚠ *CAUTION*

• *Use the power adaptor when transferring data. The data can be corrupted if the batteries fail during the transfer.*

• *Never turn the power off and never plug/unplug the AC power adaptor during data transmission. Not only will the data fail to be transferred and saved, but operation of the flash memory may become unstable and its contents may disappear completely when the power is turned on or off.*

📝 **NOTE**

• *Close the window to exit from the Musicsoft Downloader and re-enable control of the instrument.*

Transferring a user file from the PSR-E303/YPT-300 to a computer

You can transfer backup data (page 29), including the five User Songs stored to the instrument, to a computer as a "user file" by using Musicsoft Downloader. For details about how to transmit Song data using the Musicsoft Downloader application, refer to the Online help topic "Transferring Data Between the Computer and Instrument (for unprotected data)" in the application.

● **Data that can be transferred to a computer from the PSR-E303/YPT-300**
  • User file (05PK.USR: backup data containing five User Songs)
  • Songs transferred from a computer

📝 **NOTE**

• *Preset Song data cannot be transmitted from the PSR-E303/YPT-300.*

• *Do not rename the user file on the computer. If you do so, it will not be recognized when transferred to the instrument.*

⚠ *CAUTION*

• *The backup data, including the five User Songs is transmitted/received as a single file. As a result, all backup data (including the five Songs) will be overwritten every time you transmit or receive. Keep this in mind when transferring data.*

● **Erasing Transferred Song Data from the PSR-E303/YPT-300 Memory**
To erase all Songs transferred from the computer, use "flash clear" function on page 29.
To erase specific Songs transferred from the computer, use the Delete function on Musicsoft Downloader.

● **Using Transferred Songs for Lessons**
In order to use Songs (only SMF format 0) transferred from a computer for lessons it is necessary to specify which channels are to be played back as the right-hand and left-hand parts. Refer to the "Lesson Track (R)" or "Lesson Track (L)" in the Function Setting List on page 57. The procedure for setting the "guide track" is as follows:
Select a transferred Song you want to use for lessons. Press the [FUNCTION] button a number of times until the "R-Part" or "L-Part" appears in the display, and then use the number buttons [0]-[9], [+], [-] to select the channel you want to play back as the specified right- or left-hand part.
We recommend that you select channel 1 for the right-hand part and channel 2 for the left-hand part.

Troubleshooting

Problem	Possible Cause and Solution
When the instrument is turned on or off, a popping sound is temporarily produced.	This is normal and indicates that the instrument is receiving electrical power.
When using a mobile phone, noise is produced.	Using a mobile phone in close proximity to the instrument may produce interference. 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 back.	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.
	Check the Local Control on/off. (See page 59.)
Playing keys in the right hand area of the keyboard does not produce any sound.	When using the Dictionary function (page 54), the keys in the right hand area are used only for entering the chord root and type.
• The volume is too soft. • The sound quality is poor. • The rhythm stops unexpectedly or will not play. • The recorded data of the Song, etc. does not play correctly. • The LCD display suddenly goes dark, and all panel settings are reset.	The batteries are low or dead. Replace all six batteries with completely new 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 60.
The Style does not sound properly.	Make sure that the Style Volume (page 51) is set to an appropriate level.
	Is the Split Point set at an appropriate key for the cords you are playing? Set the Split Point at an appropriate key (page 44). Is the "ACMP ON" indicator showing in the display? If it is not showing press the [ACMP ON/OFF] button so that it does show.
No rhythm accompaniment plays when the [START/STOP] button is pressed after selecting Style number 098-106 (Pianist).	This is not a malfunction. Style number 098-106 (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 the Dual voice or Split voice is being used and a style or Song is playing back at the same time, some notes/sounds may be omitted (or "stolen") from the accompaniment or Song.
The footswitch (for sustain) seems to produce the opposite effect. For example, pressing the footswitch 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 sound of the voice changes from note to note.	This is normal. 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.
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 harmony doesn't sound.	The method of sounding the harmony effect (01-26) differs depending on the selected type. For Types 01-05, turn the Auto Accompaniment on and play it by pressing a chord in the auto accompaniment section of the keyboard, then play some keys in the right-hand side to get the harmony effect. For Types 06-26, turning the Auto Accompaniment on or off has no effect. However, it is necessary to play two notes simultaneously for Types 06-12.
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 tracks. Stop the Song first, then select the desired part and start the Lesson.

Voice List

■ 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 Split Voice and 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 Numbers 001 to 128 directly relate to MIDI Program Change Numbers 000 to 127. That is, Program Numbers and Program Change Numbers differ by a value of 1. Remember to take this into consideration.
- Some voices may sound continuously or have a long decay after the notes have been released while the sustain pedal (footswitch) is held.

● Panel Voice List

Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name	Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
				PIANO	031	0	113	26	12Strings Guitar
001	0	112	1	Grand Piano	032	0	112	27	Jazz Guitar
002	0	112	2	Bright Piano	033	0	113	27	Octave Guitar
003	0	112	4	Honky-tonk Piano	034	0	112	28	Clean Guitar
004	0	112	3	MIDI Grand Piano	035	0	117	28	60's Clean Guitar
005	0	113	3	CP 80	036	0	112	29	Muted Guitar
006	0	112	7	Harpsichord	037	0	112	30	Overdriven Guitar
				E.PIANO	038	0	112	31	Distortion Guitar
007	0	114	5	Galaxy Electric Piano					**BASS**
008	0	112	5	Funky Electric Piano	039	0	112	33	Acoustic Bass
009	0	112	6	DX Modern Electric Piano	040	0	112	34	Finger Bass
010	0	113	6	Hyper Tines	041	0	112	35	Pick Bass
011	0	114	6	Venus Electric Piano	042	0	112	36	Fretless Bass
012	0	112	8	Clavi	043	0	112	37	Slap Bass
				ORGAN	044	0	112	39	Synth Bass
013	0	112	17	Jazz Organ 1	045	0	113	39	Hi-Q Bass
014	0	113	17	Jazz Organ 2	046	0	113	40	Dance Bass
015	0	112	18	Click Organ					**STRINGS**
016	0	116	17	Bright Organ	047	0	112	49	String Ensemble
017	0	112	19	Rock Organ	048	0	112	50	Chamber Strings
018	0	114	19	Purple Organ	049	0	112	51	Synth Strings
019	0	118	17	16'+2' Organ	050	0	113	50	Slow Strings
020	0	119	17	16'+4' Organ	051	0	112	45	Tremolo Strings
021	0	114	17	Theater Organ	052	0	112	46	Pizzicato Strings
022	0	112	20	Church Organ	053	0	112	41	Violin
023	0	113	20	Chapel Organ	054	0	112	43	Cello
024	0	112	21	Reed Organ	055	0	112	44	Contrabass
				ACCORDION	056	0	112	106	Banjo
025	0	113	22	Traditional Accordion	057	0	112	47	Harp
026	0	112	22	Musette Accordion	058	0	112	56	Orchestra Hit
027	0	113	24	Bandoneon					**CHOIR**
028	0	112	23	Harmonica	059	0	112	53	Choir
				GUITAR	060	0	113	53	Vocal Ensemble
029	0	112	25	Classical Guitar	061	0	112	54	Vox Humana
030	0	112	26	Folk Guitar	062	0	112	55	Air Choir

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
SAXOPHONE				
063	0	112	67	Tenor Sax
064	0	112	66	Alto Sax
065	0	112	65	Soprano Sax
066	0	112	68	Baritone Sax
067	0	114	67	Breathy Tenor Sax
068	0	112	69	Oboe
069	0	112	72	Clarinet
070	0	112	70	English Horn
071	0	112	71	Bassoon
TRUMPET				
072	0	112	57	Trumpet
073	0	112	60	Muted Trumpet
074	0	112	58	Trombone
075	0	113	58	Trombone Section
076	0	112	61	French Horn
077	0	112	59	Tuba
BRASS				
078	0	112	62	Brass Section
079	0	113	62	Big Band Brass
080	0	119	62	Mellow Horns
081	0	112	63	Synth Brass
082	0	113	63	80's Brass
083	0	114	63	Techno Brass
FLUTE				
084	0	112	74	Flute
085	0	112	73	Piccolo
086	0	112	76	Pan Flute
087	0	112	75	Recorder
088	0	112	80	Ocarina
SYNTH LEAD				
089	0	112	81	Square Lead
090	0	112	82	Sawtooth Lead
091	0	112	86	Voice Lead
092	0	112	99	Star Dust
093	0	112	101	Brightness
094	0	115	82	Analogon
095	0	119	82	Fargo
SYNTH PAD				
096	0	112	89	Fantasia
097	0	113	101	Bell Pad
098	0	112	92	Xenon Pad
099	0	112	95	Equinox
100	0	113	90	Dark Moon
PERCUSSION				
101	0	112	12	Vibraphone
102	0	112	13	Marimba
103	0	112	14	Xylophone
104	0	112	115	Steel Drums

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
105	0	112	9	Celesta
106	0	112	11	Music Box
107	0	112	15	Tubular Bells
108	0	112	48	Timpani
DRUM KITS				
109	127	0	1	Standard Kit 1
110	127	0	2	Standard Kit 2
111	127	0	9	Room Kit
112	127	0	17	Rock Kit
113	127	0	25	Electronic Kit
114	127	0	26	Analog Kit
115	127	0	28	Dance Kit
116	127	0	33	Jazz Kit
117	127	0	41	Brush Kit
118	127	0	49	Symphony Kit
119	126	0	1	SFX Kit 1
120	126	0	2	SFX Kit 2
121	126	0	113	Sound Effect Kit

● **XGlite Voice/XGlite Optional Voice* List**

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
PIANO				
122	0	0	1	Grand Piano
123	0	1	1	Grand Piano KSP
124	0	40	1	Piano Strings
125	0	41	1	Dream
126	0	0	2	Bright Piano
127	0	1	2	Bright Piano KSP
128	0	0	3	Electric Grand Piano
129	0	1	3	Electric Grand Piano KSP
130	0	32	3	Detuned CP80
131	0	0	4	Honky-tonk Piano
132	0	1	4	Honky-tonk Piano KSP
133	0	0	5	Electric Piano 1
134	0	1	5	Electric Piano 1 KSP
135	0	32	5	Chorus Electric Piano 1
136	0	0	6	Electric Piano 2
137	0	1	6	Electric Piano 2 KSP
*138	0	32	6	Chorus Electric Piano 2
139	0	41	6	DX + Analog Electric Piano
140	0	0	7	Harpsichord
141	0	1	7	Harpsichord KSP
142	0	35	7	Harpsichord 3
143	0	0	8	Clavi
144	0	1	8	Clavi KSP

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
CHROMATIC				
145	0	0	9	Celesta
146	0	0	10	Glockenspiel
147	0	0	11	Music Box
148	0	64	11	Orgel
149	0	0	12	Vibraphone
150	0	1	12	Vibraphone KSP
151	0	0	13	Marimba
152	0	1	13	Marimba KSP
153	0	64	13	Sine Marimba
154	0	97	13	Balimba
155	0	98	13	Log Drums
156	0	0	14	Xylophone
157	0	0	15	Tubular Bells
158	0	96	15	Church Bells
159	0	97	15	Carillon
160	0	0	16	Dulcimer
161	0	35	16	Dulcimer 2
162	0	96	16	Cimbalom
163	0	97	16	Santur
ORGAN				
164	0	0	17	Drawbar Organ
165	0	32	17	Detuned Drawbar Organ
166	0	33	17	60's Drawbar Organ 1
167	0	34	17	60's Drawbar Organ 2
168	0	35	17	70's Drawbar Organ 1
169	0	37	17	60's Drawbar Organ 3
170	0	40	17	16+2'2/3
171	0	64	17	Organ Bass
172	0	65	17	70's Drawbar Organ 2
173	0	66	17	Cheezy Organ
174	0	67	17	Drawbar Organ 3
175	0	0	18	Percussive Organ
176	0	24	18	70's Percussive Organ
177	0	32	18	Detuned Percussive Organ
178	0	33	18	Light Organ
179	0	37	18	Percussive Organ 2
180	0	0	19	Rock Organ
181	0	64	19	Rotary Organ
182	0	65	19	Slow Rotary
183	0	66	19	Fast Rotary
184	0	0	20	Church Organ
185	0	32	20	Church Organ 3
186	0	35	20	Church Organ 2
187	0	40	20	Notre Dame
188	0	64	20	Organ Flute
189	0	65	20	Tremolo Organ Flute
190	0	0	21	Reed Organ

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
191	0	40	21	Puff Organ
192	0	0	22	Accordion
193	0	0	23	Harmonica
194	0	32	23	Harmonica 2
195	0	0	24	Tango Accordion
196	0	64	24	Tango Accordion 2
GUITAR				
197	0	0	25	Nylon Guitar
198	0	43	25	Velocity Guitar Harmonics
199	0	96	25	Ukulele
200	0	0	26	Steel Guitar
201	0	35	26	12-string Guitar
202	0	40	26	Nylon & Steel Guitar
203	0	41	26	Steel Guitar with Body Sound
204	0	96	26	Mandolin
205	0	0	27	Jazz Guitar
206	0	32	27	Jazz Amp
207	0	0	28	Clean Guitar
208	0	32	28	Chorus Guitar
209	0	0	29	Muted Guitar
210	0	40	29	Funk Guitar 1
211	0	41	29	Muted Steel Guitar
212	0	45	29	Jazz Man
213	0	0	30	Overdriven Guitar
214	0	43	30	Guitar Pinch
215	0	0	31	Distortion Guitar
216	0	40	31	Feedback Guitar
217	0	41	31	Feedback Guitar 2
218	0	0	32	Guitar Harmonics
219	0	65	32	Guitar Feedback
220	0	66	32	Guitar Harmonics 2
BASS				
221	0	0	33	Acoustic Bass
222	0	40	33	Jazz Rhythm
223	0	45	33	Velocity Crossfade Upright Bass
224	0	0	34	Finger Bass
225	0	18	34	Finger Dark
226	0	40	34	Bass & Distorted Electric Guitar
227	0	43	34	Finger Slap Bass
228	0	45	34	Finger Bass 2
229	0	65	34	Modulated Bass
230	0	0	35	Pick Bass
231	0	28	35	Muted Pick Bass
232	0	0	36	Fretless Bass
233	0	32	36	Fretless Bass 2
234	0	33	36	Fretless Bass 3
235	0	34	36	Fretless Bass 4
236	0	0	37	Slap Bass 1

| Voice No. | Bank Select | | MIDI Program Change# (1 - 128) | Voice Name |
	MSB (0 - 127)	LSB (0 - 127)		
237	0	32	37	Punch Thumb Bass
238	0	0	38	Slap Bass 2
239	0	43	38	Velocity Switch Slap
240	0	0	39	Synth Bass 1
241	0	40	39	Techno Synth Bass
242	0	0	40	Synth Bass 2
243	0	6	40	Mellow Synth Bass
244	0	12	40	Sequenced Bass
245	0	18	40	Click Synth Bass
246	0	19	40	Synth Bass 2 Dark
*247	0	40	40	Modular Synth Bass
248	0	41	40	DX Bass
STRINGS				
249	0	0	41	Violin
250	0	8	41	Slow Violin
251	0	0	42	Viola
252	0	0	43	Cello
253	0	0	44	Contrabass
254	0	0	45	Tremolo Strings
255	0	8	45	Slow Tremolo Strings
256	0	40	45	Suspense Strings
257	0	0	46	Pizzicato Strings
258	0	0	47	Orchestral Harp
259	0	40	47	Yang Chin
260	0	0	48	Timpani
ENSEMBLE				
261	0	0	49	Strings 1
262	0	3	49	Stereo Strings
263	0	8	49	Slow Strings
264	0	35	49	60's Strings
265	0	40	49	Orchestra
266	0	41	49	Orchestra 2
267	0	42	49	Tremolo Orchestra
268	0	45	49	Velocity Strings
269	0	0	50	Strings 2
270	0	3	50	Stereo Slow Strings
271	0	8	50	Legato Strings
272	0	40	50	Warm Strings
273	0	41	50	Kingdom
274	0	0	51	Synth Strings 1
275	0	0	52	Synth Strings 2
276	0	0	53	Choir Aahs
277	0	3	53	Stereo Choir
278	0	32	53	Mellow Choir
279	0	40	53	Choir Strings
280	0	0	54	Voice Oohs
281	0	0	55	Synth Voice
282	0	40	55	Synth Voice 2
283	0	41	55	Choral

| Voice No. | Bank Select | | MIDI Program Change# (1 - 128) | Voice Name |
	MSB (0 - 127)	LSB (0 - 127)		
284	0	64	55	Analog Voice
285	0	0	56	Orchestra Hit
286	0	35	56	Orchestra Hit 2
287	0	64	56	Impact
BRASS				
288	0	0	57	Trumpet
289	0	32	57	Warm Trumpet
290	0	0	58	Trombone
291	0	18	58	Trombone 2
292	0	0	59	Tuba
293	0	0	60	Muted Trumpet
294	0	0	61	French Horn
295	0	6	61	French Horn Solo
296	0	32	61	French Horn 2
297	0	37	61	Horn Orchestra
298	0	0	62	Brass Section
299	0	35	62	Trumpet & Trombone Section
300	0	0	63	Synth Brass 1
301	0	20	63	Resonant Synth Brass
302	0	0	64	Synth Brass 2
303	0	18	64	Soft Brass
304	0	41	64	Choir Brass
REED				
305	0	0	65	Soprano Sax
306	0	0	66	Alto Sax
307	0	40	66	Sax Section
308	0	0	67	Tenor Sax
309	0	40	67	Breathy Tenor Sax
310	0	0	68	Baritone Sax
311	0	0	69	Oboe
312	0	0	70	English Horn
313	0	0	71	Bassoon
314	0	0	72	Clarinet
PIPE				
315	0	0	73	Piccolo
316	0	0	74	Flute
317	0	0	75	Recorder
318	0	0	76	Pan Flute
319	0	0	77	Blown Bottle
320	0	0	78	Shakuhachi
321	0	0	79	Whistle
322	0	0	80	Ocarina
SYNTH LEAD				
323	0	0	81	Square Lead
324	0	6	81	Square Lead 2
325	0	8	81	LM Square
326	0	18	81	Hollow
327	0	19	81	Shroud
328	0	64	81	Mellow

Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name	Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
329	0	65	81	Solo Sine	376	0	72	99	Gamelimba
330	0	66	81	Sine Lead	377	0	0	100	Atmosphere
331	0	0	82	Sawtooth Lead	378	0	18	100	Warm Atmosphere
332	0	6	82	Sawtooth Lead 2	379	0	19	100	Hollow Release
333	0	8	82	Thick Sawtooth	380	0	40	100	Nylon Electric Piano
334	0	18	82	Dynamic Sawtooth	381	0	64	100	Nylon Harp
335	0	19	82	Digital Sawtooth	382	0	65	100	Harp Vox
336	0	20	82	Big Lead	383	0	66	100	Atmosphere Pad
337	0	96	82	Sequenced Analog	384	0	0	101	Brightness
338	0	0	83	Calliope Lead	385	0	0	102	Goblins
339	0	65	83	Pure Pad	386	0	64	102	Goblins Synth
340	0	0	84	Chiff Lead	387	0	65	102	Creeper
341	0	0	85	Charang Lead	388	0	67	102	Ritual
342	0	64	85	Distorted Lead	389	0	68	102	To Heaven
343	0	0	86	Voice Lead	390	0	70	102	Night
344	0	0	87	Fifths Lead	391	0	71	102	Glisten
345	0	35	87	Big Five	392	0	96	102	Bell Choir
346	0	0	88	Bass & Lead	393	0	0	103	Echoes
347	0	16	88	Big & Low	394	0	0	104	Sci-Fi
348	0	64	88	Fat & Perky			WORLD		
349	0	65	88	Soft Whirl	395	0	0	105	Sitar
	SYNTH PAD				396	0	32	105	Detuned Sitar
350	0	0	89	New Age Pad	397	0	35	105	Sitar 2
351	0	64	89	Fantasy	398	0	97	105	Tamboura
352	0	0	90	Warm Pad	399	0	0	106	Banjo
353	0	0	91	Poly Synth Pad	400	0	28	106	Muted Banjo
354	0	0	92	Choir Pad	401	0	96	106	Rabab
355	0	66	92	Itopia	402	0	97	106	Gopichant
356	0	0	93	Bowed Pad	403	0	98	106	Oud
357	0	0	94	Metallic Pad	404	0	0	107	Shamisen
358	0	0	95	Halo Pad	405	0	0	108	Koto
359	0	0	96	Sweep Pad	406	0	96	108	Taisho-kin
	SYNTH EFFECTS				407	0	97	108	Kanoon
360	0	0	97	Rain	408	0	0	109	Kalimba
361	0	65	97	African Wind	409	0	0	110	Bagpipe
362	0	66	97	Carib	410	0	0	111	Fiddle
363	0	0	98	Sound Track	411	0	0	112	Shanai
364	0	27	98	Prologue			PERCUSSIVE		
365	0	0	99	Crystal	412	0	0	113	Tinkle Bell
366	0	12	99	Synth Drum Comp	413	0	96	113	Bonang
367	0	14	99	Popcorn	414	0	97	113	Altair
368	0	18	99	Tiny Bells	415	0	98	113	Gamelan Gongs
369	0	35	99	Round Glockenspiel	416	0	99	113	Stereo Gamelan Gongs
370	0	40	99	Glockenspiel Chimes	417	0	100	113	Rama Cymbal
371	0	41	99	Clear Bells	418	0	0	114	Agogo
372	0	42	99	Chorus Bells	419	0	0	115	Steel Drums
373	0	65	99	Soft Crystal	420	0	97	115	Glass Percussion
374	0	70	99	Air Bells	421	0	98	115	Thai Bells
375	0	71	99	Bell Harp	422	0	0	116	Woodblock

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
423	0	96	116	Castanets
424	0	0	117	Taiko Drum
425	0	96	117	Gran Cassa
426	0	0	118	Melodic Tom
427	0	64	118	Melodic Tom 2
428	0	65	118	Real Tom
429	0	66	118	Rock Tom
430	0	0	119	Synth Drum
431	0	64	119	Analog Tom
432	0	65	119	Electronic Percussion
433	0	0	120	Reverse Cymbal
SOUND EFFECTS				
434	0	0	121	Fret Noise
435	0	0	122	Breath Noise
436	0	0	123	Seashore
437	0	0	124	Bird Tweet
438	0	0	125	Telephone Ring
439	0	0	126	Helicopter
440	0	0	127	Applause
441	0	0	128	Gunshot
442	64	0	1	Cutting Noise
443	64	0	2	Cutting Noise 2
444	64	0	4	String Slap
445	64	0	17	Flute Key Click
446	64	0	33	Shower
447	64	0	34	Thunder
448	64	0	35	Wind
449	64	0	36	Stream
450	64	0	37	Bubble
451	64	0	38	Feed
452	64	0	49	Dog
453	64	0	50	Horse
454	64	0	51	Bird Tweet 2
455	64	0	56	Maou
456	64	0	65	Phone Call
457	64	0	66	Door Squeak
458	64	0	67	Door Slam
459	64	0	68	Scratch Cut
460	64	0	69	Scratch Split
461	64	0	70	Wind Chime
462	64	0	71	Telephone Ring 2
463	64	0	81	Car Engine Ignition
464	64	0	82	Car Tires Squeal
465	64	0	83	Car Passing
466	64	0	84	Car Crash
467	64	0	85	Siren
468	64	0	86	Train
469	64	0	87	Jet Plane
470	64	0	88	Starship
471	64	0	89	Burst

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
472	64	0	90	Roller Coaster
473	64	0	91	Submarine
474	64	0	97	Laugh
475	64	0	98	Scream
476	64	0	99	Punch
477	64	0	100	Heartbeat
478	64	0	101	Footsteps
479	64	0	113	Machine Gun
480	64	0	114	Laser Gun
481	64	0	115	Explosion
482	64	0	116	Firework

The voice number with an asterisk (*) is XGlite optional voice.

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 "109: 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.						109	110	111	112	113
MSB(0-127) / LSB(0-127) / PC(1-128)						127/0/1	127/0/2	127/0/9	127/0/17	127/0/25
Keyboard		MIDI		Key off	Alternate assign	Standard Kit 1	Standard Kit 2	Room Kit	Rock Kit	Electronic Kit
Note#	Note	Note#	Note							
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			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	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl				Reverse Cymbal
41	F 1	29	F 0	O		Snare Roll				
42	F# 1	30	F# 0			Castanet				Hi Q 2
43	G 1	31	G 0			Snare H Soft	Snare H Soft 2		SD Rock H	Snare L
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft				Bass Drum H
46	A# 1	34	A# 0			Open Rim Shot	Open Rim Shot 2			
47	B 1	35	B 0			Bass Drum Hard		Bass Drum H	BD Rock	
48	C 2	36	C 1			Bass Drum	Bass Drum 2	BD Rock	BD Gate	
49	C# 2	37	C# 1			Side Stick				
50	D 2	38	D 1			Snare M	Snare M 2	SD Room L	SD Rock L	SD Rock L
51	D# 2	39	D# 1			Hand Clap				
52	E 2	40	E 1			Snare H Hard	Snare H Hard 2	SD Room H	SD Rock Rim	SD Rock H
53	F 2	41	F 1			Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1
54	F# 2	42	F# 1		1	Hi-Hat Closed				
55	G 2	43	G 1			Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 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
58	A# 2	46	A# 1		1	Hi-Hat Open				
59	B 2	47	B 1			Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4
60	C 3	48	C 2			Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5
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
63	D# 3	51	D# 2			Ride Cymbal 1				
64	E 3	52	E 2			Chinese Cymbal				
65	F 3	53	F 2			Ride Cymbal Cup				
66	F# 3	54	F# 2			Tambourine				
67	G 3	55	G 2			Splash Cymbal				
68	G# 3	56	G# 2			Cowbell				
69	A 3	57	A 2			Crash Cymbal 2				
70	A# 3	58	A# 2			Vibraslap				
71	B 3	59	B 2			Ride Cymbal 2				
72	C 4	60	C 3			Bongo H				
73	C# 4	61	C# 3			Bongo L				
74	D 4	62	D 3			Conga H Mute				
75	D# 4	63	D# 3			Conga H Open				
76	E 4	64	E 3			Conga L				
77	F 4	65	F 3			Timbale H				
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L				
81	A 4	69	A 3			Cabasa				
82	A# 4	70	A# 3			Maracas				
83	B 4	71	B 3	O		Samba Whistle H				
84	C 5	72	C 4	O		Samba Whistle L				
85	C# 5	73	C# 4			Guiro Short				
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves				
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute				Scratch Push
91	G 5	79	G 4			Cuica Open				Scratch Pull
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree				
97	C# 6	85	C# 5							
98	D 6	86	D 5							
99	D# 6	87	D# 5							
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5							

Drum Kit List

Keyboard Note#	Keyboard Note	MIDI Note#	MIDI Note	Key off	Alternate assign	Standard Kit 1 (109, 127/0/1)	Analog Kit (114, 127/0/26)	Dance Kit (115, 127/0/28)	Jazz Kit (116, 127/0/33)	Brush Kit (117, 127/0/41)
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			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	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl	Reverse Cymbal	Reverse Cymbal		
41	F 1	29	F 0	O		Snare Roll				
42	F# 1	30	F# 0			Castanet	Hi Q 2	Hi Q 2		
43	G 1	31	G 0			Snare H Soft	SD Rock H	AnSD Snappy	SD Jazz H Light	Brush Slap L
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft	Bass Drum H	AnBD Dance-1		
46	A# 1	34	A# 0			Open Rim Shot		AnSD OpenRim		
47	B 1	35	B 0			Bass Drum Hard	BD Analog L	AnBD Dance-2		
48	C 2	36	C 1			Bass Drum	BD Analog H	AnBD Dance-3	BD Jazz	BD Jazz
49	C# 2	37	C# 1			Side Stick	Analog Side Stick	Analog Side Stick		
50	D 2	38	D 1			Snare M	Analog Snare 1	AnSD Q	SD Jazz L	Brush Slap
51	D# 2	39	D# 1			Hand Clap				
52	E 2	40	E 1			Snare H Hard	Analog Snare 2	AnSD Ana+Acoustic	SD Jazz M	Brush Tap
53	F 2	41	F 1			Floor Tom L	Analog Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1
54	F# 2	42	F# 1		1	Hi-Hat Closed	Analog HH Closed 1	Analog HH Closed 3		
55	G 2	43	G 1			Floor Tom H	Analog Tom 2	Analog Tom 2	Jazz Tom 2	Brush Tom 2
56	G# 2	44	G# 1		1	Hi-Hat Pedal	Analog HH Closed 2	Analog HH Closed 4		
57	A 2	45	A 1			Low Tom	Analog Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3
58	A# 2	46	A# 1		1	Hi-Hat Open	Analog HH Open	Analog HH Open 2		
59	B 2	47	B 1			Mid Tom L	Analog Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4
60	C 3	48	C 2			Mid Tom H	Analog Tom 5	Analog Tom 5	Jazz Tom 5	Brush Tom 5
61	C# 3	49	C# 2			Crash Cymbal 1	Analog Cymbal	Analog Cymbal		
62	D 3	50	D 2			High Tom	Analog Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6
63	D# 3	51	D# 2			Ride Cymbal 1				
64	E 3	52	E 2			Chinese Cymbal				
65	F 3	53	F 2			Ride Cymbal Cup				
66	F# 3	54	F# 2			Tambourine				
67	G 3	55	G 2			Splash Cymbal				
68	G# 3	56	G# 2			Cowbell	Analog Cowbell	Analog Cowbell		
69	A 3	57	A 2			Crash Cymbal 2				
70	A# 3	58	A# 2			Vibraslap				
71	B 3	59	B 2			Ride Cymbal 2				
72	C 4	60	C 3			Bongo H				
73	C# 4	61	C# 3			Bongo L				
74	D 4	62	D 3			Conga H Mute	Analog Conga H	Analog Conga H		
75	D# 4	63	D# 3			Conga H Open	Analog Conga M	Analog Conga M		
76	E 4	64	E 3			Conga L	Analog Conga L	Analog Conga L		
77	F 4	65	F 3			Timbale H				
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L				
81	A 4	69	A 3			Cabasa				
82	A# 4	70	A# 3			Maracas	Analog Maracas	Analog Maracas		
83	B 4	71	B 3	O		Samba Whistle H				
84	C 5	72	C 4	O		Samba Whistle L				
85	C# 5	73	C# 4			Guiro Short				
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves	Analog Claves	Analog Claves		
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute	Scratch Push	Scratch Push		
91	G 5	79	G 4			Cuica Open	Scratch Pull	Scratch Pull		
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree				
97	C# 6	85	C# 5							
98	D 6	86	D 5							
99	D# 6	87	D# 5							
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5							

Voice No.						109	118	119	120	121
MSB(0-127) / LSB(0-127) / PC(1-128)						127/0/1	127/0/49	126/0/1	126/0/2	126/0/113
Keyboard		MIDI		Key off	Alternate assign	Standard Kit 1	Symphony Kit	SFX Kit 1	SFX Kit 2	Sound Effect Kit
Note#	Note	Note#	Note							
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			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	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl				
41	F 1	29	F 0	O		Snare Roll				Drum Loop
42	F# 1	30	F# 0			Castanet				
43	G 1	31	G 0			Snare H Soft				
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft	Bass Drum L			
46	A# 1	34	A# 0			Open Rim Shot				
47	B 1	35	B 0			Bass Drum Hard	Gran Cassa			
48	C 2	36	C 1			Bass Drum	Gran Cassa Mute	Cutting Noise	Phone Call	Heartbeat
49	C# 2	37	C# 1			Side Stick		Cutting Noise 2	Door Squeak	Footsteps
50	D 2	38	D 1			Snare M	Marching Sn M		Door Slam	Door Squeak
51	D# 2	39	D# 1			Hand Clap		String Slap	Scratch Cut	Door Slam
52	E 2	40	E 1			Snare H Hard	Marching Sn H		Scratch	Applause
53	F 2	41	F 1			Floor Tom L	Jazz Tom 1		Wind Chime	Camera
54	F# 2	42	F# 1		1	Hi-Hat Closed			Telephone Ring 2	Horn
55	G 2	43	G 1			Floor Tom H	Jazz Tom 2			Hiccup
56	G# 2	44	G# 1		1	Hi-Hat Pedal				Cuckoo Clock
57	A 2	45	A 1			Low Tom	Jazz Tom 3			Stream
58	A# 2	46	A# 1		1	Hi-Hat Open				Frog
59	B 2	47	B 1			Mid Tom L	Jazz Tom 4			Rooster
60	C 3	48	C 2			Mid Tom H	Jazz Tom 5			Dog
61	C# 3	49	C# 2			Crash Cymbal 1	Hand Cym. L			Cat
62	D 3	50	D 2			High Tom	Jazz Tom 6			Owl
63	D# 3	51	D# 2			Ride Cymbal 1	Hand Cym.Short L			Horse Gallop
64	E 3	52	E 2			Chinese Cymbal		Flute Key Click	Car Engine Ignition	Horse Neigh
65	F 3	53	F 2			Ride Cymbal Cup			Car Tires Squeal	Cow
66	F# 3	54	F# 2			Tambourine			Car Passing	Lion
67	G 3	55	G 2			Splash Cymbal			Car Crash	Scratch
68	G# 3	56	G# 2			Cowbell			Siren	Yo!
69	A 3	57	A 2			Crash Cymbal 2	Hand Cym. H		Train	Go!
70	A# 3	58	A# 2			Vibraslap			Jet Plane	Get up!
71	B 3	59	B 2			Ride Cymbal 2	Hand Cym.Short H		Starship	Whoow!
72	C 4	60	C 3			Bongo H			Burst	
73	C# 4	61	C# 3			Bongo L			Roller Coaster	
74	D 4	62	D 3			Conga H Mute			Submarine	
75	D# 4	63	D# 3			Conga H Open				
76	E 4	64	E 3			Conga L				
77	F 4	65	F 3			Timbale H				Huuaah!
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L		Shower	Laugh	
81	A 4	69	A 3			Cabasa		Thunder	Scream	
82	A# 4	70	A# 3			Maracas		Wind	Punch	
83	B 4	71	B 3	O		Samba Whistle H		Stream	Heartbeat	
84	C 5	72	C 4	O		Samba Whistle L		Bubble	Footsteps	
85	C# 5	73	C# 4			Guiro Short		Feed		
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves				
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute				Uh!+Hit
91	G 5	79	G 4			Cuica Open				
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree		Dog	Machine Gun	
97	C# 6	85	C# 5					Horse	Laser Gun	
98	D 6	86	D 5					Bird Tweet 2	Explosion	
99	D# 6	87	D# 5						Firework	
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5					Maou		

Style List

Style No.	Style Name
8 Beat	
001	8BeatModern
002	60'sGtrPop
003	8BeatAdria
004	60's8Beat
005	8Beat
006	OffBeat
007	60'sRock
008	HardRock
009	RockShuffle
010	8BeatRock
16 Beat	
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
034	HipShuffle
035	HipHopPop
Disco	
036	70'sDisco
037	LatinDisco
038	SaturdayNight
039	DiscoHands

Style No.	Style Name
Swing & Jazz	
040	BigBandFast
041	BigBandBallad
042	JazzClub
043	Swing1
044	Swing2
045	Five/Four
046	Dixieland
047	Ragtime
R & B	
048	Soul
049	DetroitPop
050	6/8Soul
051	CrocoTwist
052	Rock&Roll
053	ComboBoogie
054	6/8Blues
Country	
055	CountryPop
056	CountrySwing
057	Country2/4
058	Bluegrass
Latin	
059	BrazilianSamba
060	BossaNova
061	Tijuana
062	DiscoLatin
063	Mambo
064	Salsa
065	Beguine
066	Reggae
Ballroom	
067	VienneseWaltz
068	EnglishWaltz
069	Slowfox
070	Foxtrot
071	Quickstep
072	Tango
073	Pasodoble
074	Samba
075	ChaChaCha
076	Rumba
077	Jive

Style No.	Style Name
Traditional	
078	USMarch
079	6/8March
080	GermanMarch
081	PolkaPop
082	OberPolka
083	Tarantella
084	Showtune
085	ChristmasSwing
086	ChristmasWaltz
087	ScottishReel
Waltz	
088	SwingWaltz
089	JazzWaltz
090	CountryWaltz
091	OberWalzer
092	Musette
Children	
093	Learning2/4
094	Learning4/4
095	Learning6/8
096	Fun 3/4
097	Fun 4/4
Pianist	
098	Stride
099	PianoSwing
100	PianoBoogie
101	Arpeggio
102	Habanera
103	SlowRock
104	8BeatPianoBallad
105	6/8PianoMarch
106	PianoWaltz

Effect Type List

● Harmony Types

No.	Harmony Type	Description
01	Duet	If you want to sound one of the harmony types 01-05, play keys to the right side of the Split Point while playing chords in the left side of the keyboard after turning Auto Accompaniment on. One, two or three notes of harmony are automatically added to the note you play. When playing back a Song that includes chord data, harmony is applied whichever keys are played.
02	Trio	
03	Block	
04	Country	
05	Octave	
06	Trill 1/4 note	If you keep holding down two different notes, the notes alternate (in a trill) continuously.
07	Trill 1/6 note	
08	Trill 1/8 note	
09	Trill 1/12 note	
10	Trill 1/16 note	
11	Trill 1/24 note	
12	Trill 1/32 note	
13	Tremolo 1/4 note	If you keep holding down a single note, the note is repeated continuously. (The repeat speed differs depending on the selected type.)
14	Tremolo 1/6 note	
15	Tremolo 1/8 note	
16	Tremolo 1/12 note	
17	Tremolo 1/16 note	
18	Tremolo 1/24 note	
19	Tremolo 1/32 note	
20	Echo 1/4 note	If you keep holding down a note, echo is applied to the note played. (The echo speed differs depending on the selected type.)
21	Echo 1/6 note	
22	Echo 1/8 note	
23	Echo 1/12 note	
24	Echo 1/16 note	
25	Echo 1/24 note	
26	Echo 1/32 note	

● 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.

● Chorus Types

No.	Chorus Type	Description
1-2	Chorus 1-2	Conventional chorus program with rich, warm chorusing.
3-4	Flanger 1-2	This produces a rich, animated wavering effect in the sound.
5	Off	No effect.

MIDI Implementation Chart

YAMAHA   Model YPT-300/PSR-E303   [PORTATONE]   Date:15-Nov-2004
                              MIDI Implementation Chart   Version:1.0

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 16	1 - 16	
	Changed	x	x	
Mode	Default	3	3	
	Messages	x	x	
	Altered	****************	x	
Note Number		0 - 127	0 - 127	
	True voice	****************	0 - 127	
Velocity	Note ON	o 9nH,v=1-127	o 9nH,v=1-127	
	Note OFF	x	x	
After Touch	Key's	x	x	
	Ch's	x	x	
Pitch Bend		x	o	
Control Change	0,32	o	o	Bank Select
	1	x *1	o	Modulation wheel
	6	x *1	o	Data Entry(MSB)
	38	x *1	x	Data Entry(LSB)
	7,10	o	o	
	11	x *1	o	Expression
	64	o	o	Sustain
	71,73,74	x *1	o	

Function		Transmitted	Recognized	Remarks
	72	o	o	Release Time
	84	x *1	o	Portamento Cntrl
	91,93	o	o	Effect 1,3 Depth
	96,97	x	o	RPN Inc,Dec
	100,101	x	o	RPN LSB,MSB
Prog		o 0 – 127	o 0 – 127	
Change : True #		**************		
System Exclusive		o	o	
Common : Song Pos.		x	x	
: Song Sel.		x	x	
: Tune		x	x	
System :Clock		o	o	
Real Time:Commands		o	o	
Aux :All Sound OFF		x	o(120,126,127)	
:Reset All Cntrls		x	o(121)	
:Local ON/OFF		x	o(122)	
:All Notes OFF		x	o(123–125)	
Mes- :Active Sense		o	o	
sages:Reset		x	x	

*1 Refer to #2 on page 78.

Mode 1 : OMNI ON , POLY	Mode 2 : OMNI ON ,MONO	o : Yes
Mode 3 : OMNI OFF, POLY	Mode 4 : OMNI OFF,MONO	x : No

MIDI Data Format

NOTE:

1 By default (factory settings) the instrument ordinarily functions as a 16-channel multi-timbral tone generator, and incoming data does not affect the panel voices or panel settings. However, the MIDI messages listed below do affect the panel voices, auto accompaniment, and songs.
- MIDI Master Tuning
- System exclusive messages for changing the Reverb Type and Chorus Type.

2 Messages for these control change numbers cannot be transmitted from the instrument itself. However, they may be transmitted when playing the accompaniment, song or using the Harmony effect.

3 Exclusive
<GM System ON> F0H, 7EH, 7FH, 09H, 01H, F7H
- This message automatically restores all default settings for the instrument, with the exception of MIDI Master Tuning.

<MIDI Master Volume> F0H, 7FH, 7FH, 04H, 01H, ll, mm, F7H
- This message allows the volume of all channels to be changed simultaneously (Universal System Exclusive).
- The values of "mm" is used for MIDI Master Volume. (Values for "ll" are ignored.)

<MIDI Master Tuning> F0H, 43H, 1nH, 27H, 30H, 00H, 00H, mm, ll, cc, F7H
- This message simultaneously changes the tuning value of all channels.
- The values of "mm" and "ll" are used for MIDI Master Tuning.
- The default value of "mm" and "ll" are 08H and 00H, respectively. Any values can be used for "n" and "cc."

<Reverb Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 00H, mmH, llH, F7H
- mm : Reverb Type MSB
- ll : Reverb Type LSB
Refer to the Effect Map (page 78) for details.

<Chorus Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 20H, mmH, llH, F7H
- mm : Chorus Type MSB
- ll : Chorus Type LSB
Refer to the Effect Map (page 78) for details.

4 When the accompaniment is started, an FAH message is transmitted. When accompaniment is stopped, an FCH message is transmitted. When the clock is set to External, both FAH (accompaniment start) and FCH (accompaniment stop) are recognized.

5 Local ON/OFF
<Local ON> Bn, 7A, 7F
<Local OFF> Bn, 7A, 00
Value for "n" is ignored.

■ Effect map ●●●

* When a Type LSB value is received that corresponds to no effect type, a value corresponding to the effect type (coming the closest to the specified value) is automatically set.
* The numbers in parentheses in front of the Effect Type names correspond to the number indicated in the display.

● REVERB

TYPE MSB	TYPE LSB								
	0	1	2	8	16	17	18	19	20
0	No Effect								
1	(01)Hall1				(02)Hall2	(03)Hall3			
2	Room					(04)Room1		(05)Room2	
3	Stage				(06)Stage1	(07)Stage2			
4	Plate				(08)Plate1	(09)Plate2			
5...127	No Effect								

● CHORUS

TYPE MSB	TYPE LSB								
	0	1	2	8	16	17	18	19	20
0...63	No Effect								
64	Thru								
65	Chorus		(2)Chorus2						
66	Celeste					(1)Chorus1			
67	Flanger			(3)Flanger1		(4)Flanger2			
68...127	No Effect								

Specifications

Keyboards
- 61 standard-size keys (C1-C6), with Touch Response

Display
- LCD display (backlit)

Setup
- STANDBY/ON
- MASTER VOLUME: MIN-MAX

Panel Controls
- [L]/[REC TRACK 2], [R]/[REC TRACK 1], [LISTEN & LEARN], [TIMING], [WAITING], [A-B REPEAT]/[ACMP ON/OFF], [REW]/[INTRO/ENDING/rit.], [FF]/[[MAIN/AUTO FILL], [TEMPO/TAP], [REC], [PAUSE]/[SYNC START], [START/STOP], [SONG], [STYLE], [VOICE], [FUNCTION], [PORTABLE GRAND], [SOUND EFFECT KIT], [REVERB ON/OFF], [DEMO], [METRONOME ON/OFF], [SPLIT ON/OFF], [DUAL ON/OFF], [HARMONY ON/OFF], [TOUCH ON/OFF], number buttons [0]-[9], [+/ YES], [-/ NO]

Voice
- 108 panel voices + 12 drum kits + 1 sound effect kit + 359 XGlite voices + 2 XGlite optional voices
- Polyphony: 32
- DUAL
- SPLIT

Style
- 106 preset Styles
- Style Control:
  ACMP ON/OFF, SYNC START, START/STOP, INTRO/ENDING/rit., MAIN/AUTO FILL
- Fingering: Multi fingering
- Style Volume

Education Feature
- Chord Dictionary
- Lesson 1-3

Function
- Style Volume, Song Volume, Transpose, Tuning, Split Point, Touch Sensitivity, Main voice (Volume, Octave, Chorus Send Level), Dual voice (Voice, Volume, Octave, Chorus Send Level), Split voice (Voice, Volume, Octave, Chorus Send Level), Reverb Type, Reverb level, Chorus Type, Panel Sustain, Harmony Type, Harmony Volume, PC mode (PC1/PC2/Off), Local On/Off, External Clock, Initial Setup Send, Time Signature, Metronome Volume, Lesson Track (R), Lesson Track (L), Demo Cancel

Effects
- Reverb: 9 types
- Chorus: 4 types
- Harmony: 26 types

Song
- 102 Preset Songs + 5 User Songs + Flash Memory
- Song Clear
- Song Volume

Recording
- Song
  User Song: 5 Songs
  Recording Tracks: 1, 2

MIDI
- Local On/Off
- Initial Setup Send
- External Clock
- PC mode

Auxiliary jacks
- PHONES/OUTPUT, DC IN 12V, MIDI IN/OUT, SUSTAIN

Amplifier
- 2.5W + 2.5W

Speakers
- 12cm x 2

Power Consumption
- 10W (When using PA-3C power adaptor)

Power Supply
- Adaptor: Yamaha PA-3B/3C AC power adaptor
- Batteries: Six "AA" size, LR6 or equivalent batteries

Dimensions (W x D x H)
- 945 x 370 x 128 mm
  (37-1/4" x 14-5/8" x 5-1/16")

Weight
- 4.9kg (10 lbs. 13 oz.) (not including batteries)

Supplied Accessories
- Music Rest
- Owner's Manual

Optional Accessories
- AC Power Adaptor: PA-3B/PA-3C
- USB-MIDI Interface: UX16
- Footswitch: FC4/FC5
- Keyboard Stand: L-2C/L-2L
- Headphones: HPE-150/HPE-30

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* 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.

Index

Limited Warranty

90 DAYS LABOR   **1 YEAR PARTS**

Yamaha Corporation of America, hereafter referred to as Yamaha, warrants to the original consumer of a product included in the categories listed below, that the product will be free of defects in materials and/or workmanship for the periods indicated. This warranty is applicable to all models included in the following series of products:

PSR, YPT SERIES OF PORTATONE ELECTRONIC KEYBOARDS

If during the first 90 days that immediately follows the purchase date, your new Yamaha product covered by this warranty is found to have a defect in material and/or workmanship, Yamaha and/or its authorized representative will repair such defect without charge for parts or labor.

If parts should be required after this 90 day period but within the one year period that immediately follows the purchase date, Yamaha will, subject to the terms of this warranty, supply these parts without charge. However, charges for labor, and/or any miscellaneous expenses incurred are the consumers responsibility. Yamaha reserves the right to utilize reconditioned parts in repairing these products and/or to use reconditioned units as warranty replacements.

THIS WARRANTY IS THE ONLY EXPRESS WARRANTY WHICH YAMAHA MAKES IN CONNECTION WITH THESE PRODUCTS. ANY IMPLIED WARRANTY APPLICABLE TO THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANT ABILITY IS LIMITED TO THE DURATION OF THE EXPRESS WARRANTY. YAMAHA EXCLUDES AND SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES.

Some states do not allow limitations that relate to implied warranties and/or the exclusion of incidental or consequential damages. Therefore, these limitations and exclusions may not apply to you.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state.

CONSUMERS RESPONSIBILITIES

If warranty service should be required, it is necessary that the consumer assume certain responsibilities:

1. Contact the Customer Service Department of the retailer selling the product, or any retail outlet authorized by Yamaha to sell the product for assistance. You may also contact Yamaha directly at the address provided below.

2. Deliver the unit to be serviced under warranty to: the retailer selling the product, an authorized service center, or to Yamaha with an explanation of the problem. Please be prepared to provide proof purchase date (sales receipt, credit card copy, etc.) when requesting service and/or parts under warranty.

3. Shipping and/or insurance costs are the consumers responsibility.* Units shipped for service should be packed securely.

    *Repaired units will be returned PREPAID if warranty service is required within the first 90 days.

    IMPORTANT: Do NOT ship anything to ANY location without prior authorization. A Return Authorization (RA) will be issued that has a tracking number assigned that will expedite the servicing of your unit and provide a tracking system if needed.

4. Your owners manual contains important safety and operating instructions. It is your responsibility to be aware of the contents of this manual and to follow all safety precautions.

EXCLUSIONS

This warranty does not apply to units whose trade name, trademark, and/or ID numbers have been altered, defaced, exchanged removed, or to failures and/or damages that may occur as a result of:

1. Neglect, abuse, abnormal strain, modification or exposure to extremes in temperature or humidity.

2. Improper repair or maintenance by any person who is not a service representative of a retail outlet authorized by Yamaha to sell the product, an authorized service center, or an authorized service representative of Yamaha.

3. This warranty is applicable only to units sold by retailers authorized by Yamaha to sell these products in the U.S.A., the District of Columbia, and Puerto Rico. This warranty is not applicable in other possessions or territories of the U.S.A. or in any other country.

Please record the model and serial number of the product you have purchased in the spaces provided below.

Model_____   Serial #_____   Sales Slip #_____

Purchased from_____   Date_____
(Retailer)

YAMAHA CORPORATION OF AMERICA
Electronic Service Division
6600 Orangethorpe Avenue
Buena Park, CA 90620

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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.

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