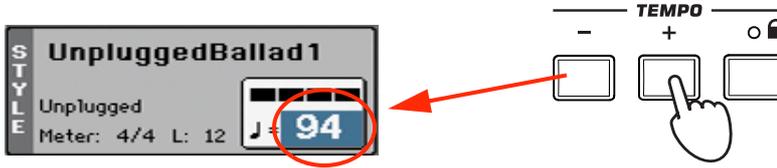


Tempo

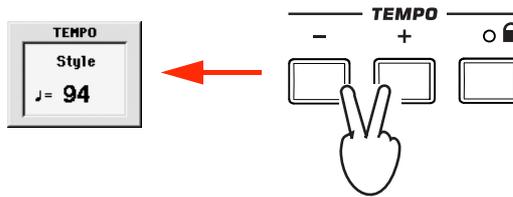
While a Tempo setting is saved with each Style or Performance, you can change it to be whatever you like. You can use either of the following two methods.

- Use the TEMPO + or - buttons to change the Tempo value.

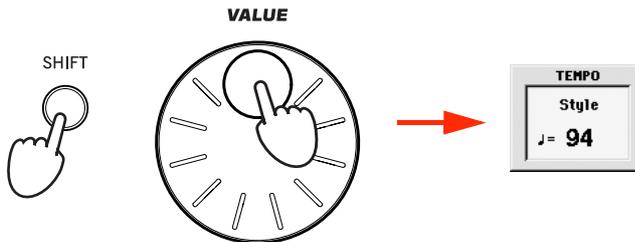


i Hint: As an alternative to using the TEMPO buttons, hold the Tempo value in the display, then move your finger up/down or left/right (or change the value with the VALUE dial).

- Press the TEMPO - and + buttons together to recall the saved Tempo value.

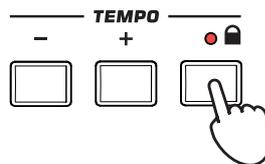


- As an alternative, keep the SHIFT button pressed, and use the VALUE dial to change the Tempo. The selected tempo will be shown in a small window.



- If you like to keep the currently selected Tempo value unchanged, turn on the LED of the TEMPO (LOCK) button.

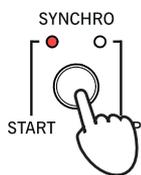
When the Tempo Lock function is turned on, the Tempo will not change when selecting a different Style (or a different Song in Song Play mode).



Intro, Variation, Fill, Break, Ending

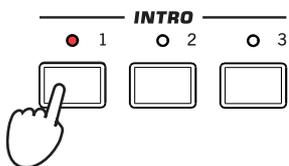
When playing Styles, you can select various “Style Elements” to cover the various sections of a song. A Style is made of three Intros (or two Intros and a Count-In), up to four basic patterns (Variations), four Fills, a Break, and three Endings.

- 1 **Make sure the SYNCHRO-START LED is turned on (otherwise, press the button to turn it on).**

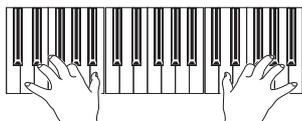


Activating the Synchro Start function is not mandatory, but it might be handy.

- 2 **Press one of the INTRO buttons to set the corresponding Intro to play.**



- 3 **Play the keyboard.**



The Style starts with the selected Intro. When the Intro is completed, the basic pattern (selected Variation) starts to play.

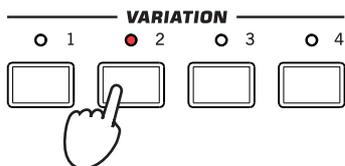
- 4 **Be sure the LED of the AUTO FILL button is turned on.**

When the Auto Fill function is turned on, a Fill is automatically performed before switching to a different variation.



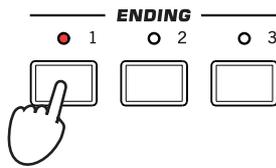
- 5 **While playing, press one of the VARIATION buttons, to select a different variation of the basic pattern.**

If you turned the Auto Fill function on in the previous step, a Fill will be performed before the Variation begins.



When the Fill ends, the selected Variation will start playing.

- 6** When you like to stop playing, press one of the ENDING buttons to stop the Style with an Ending.



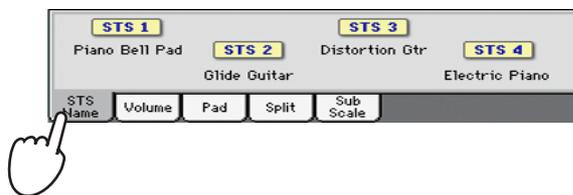
When the Ending is finished, the Style automatically stops.

Single Touch Settings (STS)

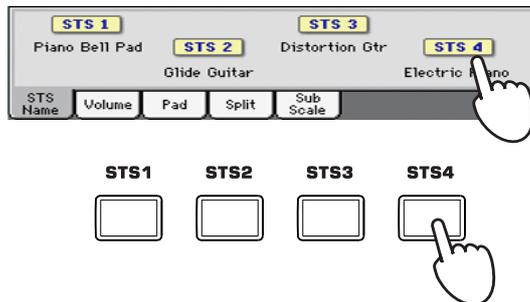
Each Style may come with up to four Keyboard track settings, called the STS (short for “Single Touch Settings”). STSs are very similar to Performances, but they are fine-tuned to the Style they are associated to.

i Note: You can also find four STSs with each of the SongBook Entries. This allows for linking STSs to Songs.

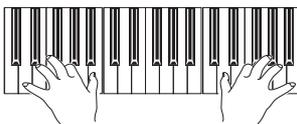
- 1** In case it is not shown, touch the STS Name tab to see the STS Name panel.



- 2** Press one of the four STS buttons under the display, or touch the name of an STS in the STS panel in the display.



- 3** Play the keyboard.



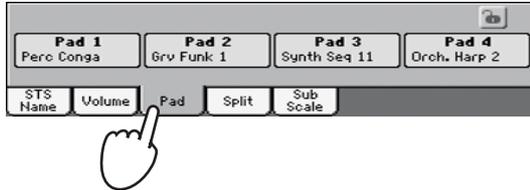
Settings memorized in the selected STS have been selected. Sounds, effects and other settings have been recalled.

- 4** Try all the other STSs, and see how settings change with each of them.

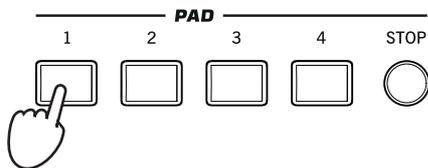
The Pads

Each Style or SongBook Entry can assign different sounds or patterns to the four PADS. These sounds or patterns can be played along with the Keyboard and Style tracks.

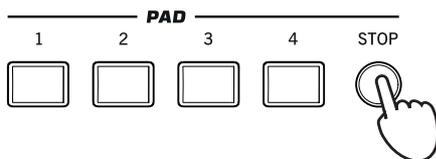
- 1 If you want to see which sounds or patterns are associated to the four Pads for the current Style, touch the Pad tab to see the Pad panel.



- 2 Press one of the four PADS to play the corresponding Pad.



- 3 If the selected PAD triggers an endless pattern (i.e. a guitar arpeggio), press the same PAD button again to stop it.
- 4 Select a different Style, and see how the sounds or patterns assigned to the PADS change.
- 5 Press more PAD buttons at once, to play two or more sounds or patterns at the same time.
- 6 Press STOP to stop all the Pads at the same time.

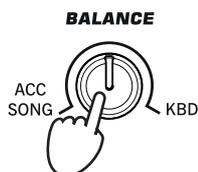


i Hint: You can open the Pad Select window to assign a different sound or pattern to the Pads, by pressing SHIFT + one of the PADS.

Adjusting the balance between the Style and the keyboard

Balancing between the Keyboard and Style tracks may be useful, to gently fade them and adjust their respective volume.

- While the Style is playing, use the BALANCE knob to balance between the Keyboard (KBD) and Style's Accompaniment (ACC) volume.

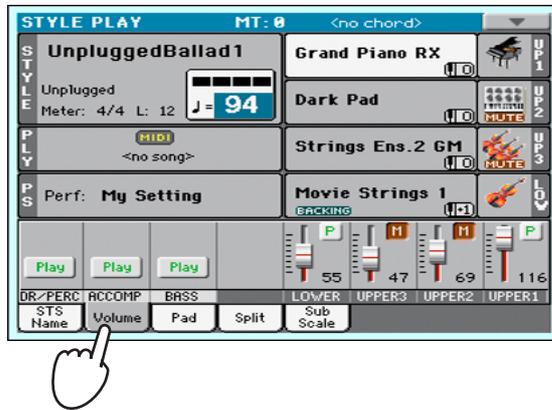


This knob also balances between the Keyboard and the Pad tracks. Also, it balances between the Keyboard and the Song tracks (in Song Play mode).

Adjusting the volume of the separate tracks

You can adjust the volume of each of the Style and Keyboard tracks, for example to soften the bass a little, or to make the keyboard solo louder.

- 1 Touch the Volume tab to see the Volume panel.



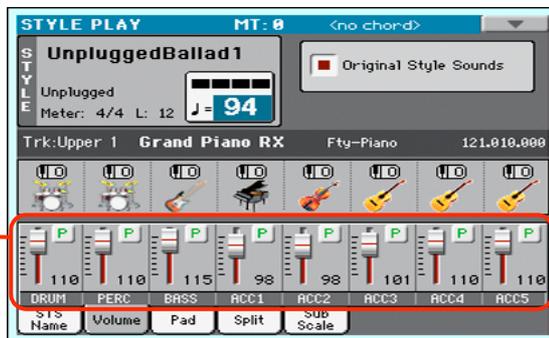
- 2 Hold & drag the Virtual Sliders in the display to adjust each Keyboard track's volume.



- 3 To separately adjust each Style track, press the TRACK SELECT button to change the track's view.



In Style view, all separate Style tracks are shown, and their volume can be adjusted by dragging the corresponding sliders.



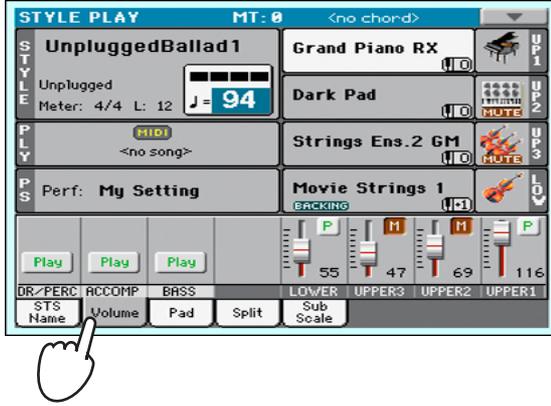
i Hint: As an alternative, you can change each track's volume, by touching a track's area to select it, then using the VALUE dial to change the volume.

- 4 To return to the Keyboard Tracks view, press the TRACK SELECT button again.

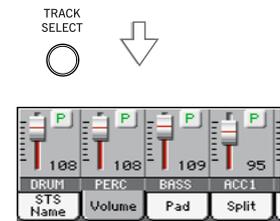
Turning the Style tracks on/off

You may easily turn on or off any Style track while you are playing. For example, try muting all accompaniment tracks, while drums and bass continue to play.

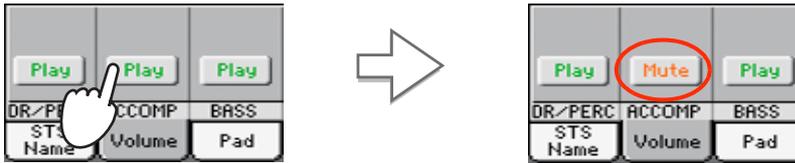
- 1 Be sure the Volume panel is shown, or touch the Volume tab to show it.



i Note: While in the Normal view of the Style Play mode, you can see Style tracks grouped in just three "grouped" tracks. To see each Style track as separate, individual tracks, just press the TRACK SELECT button.

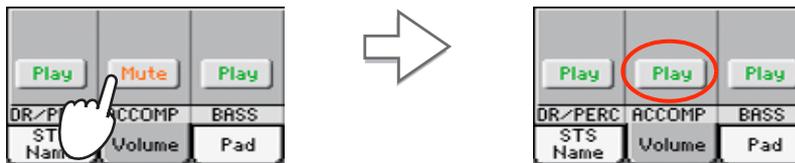


- 2 While the Style is playing, touch the Play button to set the track to Mute.



Mute the ACCOMP track. All accompaniment tracks will go silent (apart from Drum, Percussion and Bass).

- 3 To set the tracks back to the Play status, touch the Mute icon on the muted track.



Set the ACCOMP track to Play. All accompaniment tracks will return to their original volumes.

i Hint: To turn all Accompaniment tracks (including the Bass track) off while you are not in the Main page, press the ACCOMP button on the control panel to turn its LED off.

- 4 To mute/unmute each single Style track, first press TRACK SELECT to switch to the Style Tracks view, then repeat the above procedure.

- 5 Press the TRACK SELECT button again to go back to the Normal view.

Adding harmony notes to your right-hand melody with the ENSEMBLE function

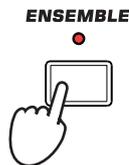
Chords played with your left hand may be applied to the right-hand melody.

1 Press the SPLIT button to turn its LED on and split the keyboard.

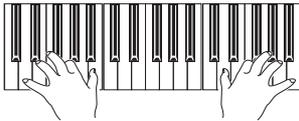
The Ensemble function only works in Split mode.



2 Press the ENSEMBLE button to turn its LED on.



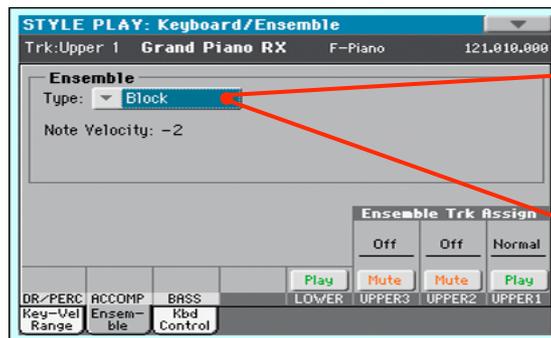
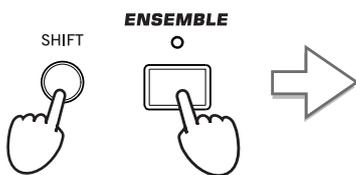
3 Play chords with the left hand and single notes in the right hand.



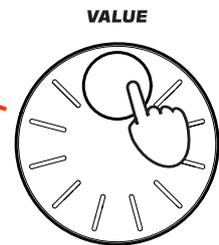
Notice how the right hand is automatically harmonized, according to the chords composed with your left hand.

4 To select a different harmonization style, keep the SHIFT button pressed, and press the ENSEMBLE button to open the Ensemble page.

This is a fast 'shortcut' to recall this page. The longer procedure would have consisted in accessing the Edit mode by pressing the MENU button, touching the Keyboard/Ensemble section, and then going to the Ensemble page.



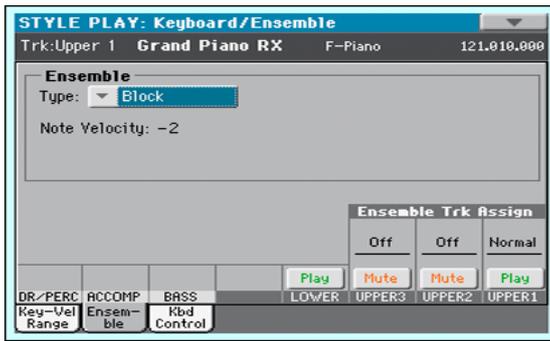
While the Ensemble parameter is selected, use the VALUE dial to select one of the available harmonization types.



54 | Selecting and playing Styles

Adding harmony notes to your right-hand melody with the ENSEMBLE function

- 5 When the right harmonization type has been selected, press the EXIT button to go back to the main page.



EXIT



While in an Edit page, press EXIT to go back to the Main page of the current operating mode.



- 6 Press the ENSEMBLE button again to turn its LED off. The automatic harmonization will be turned off.

ENSEMBLE

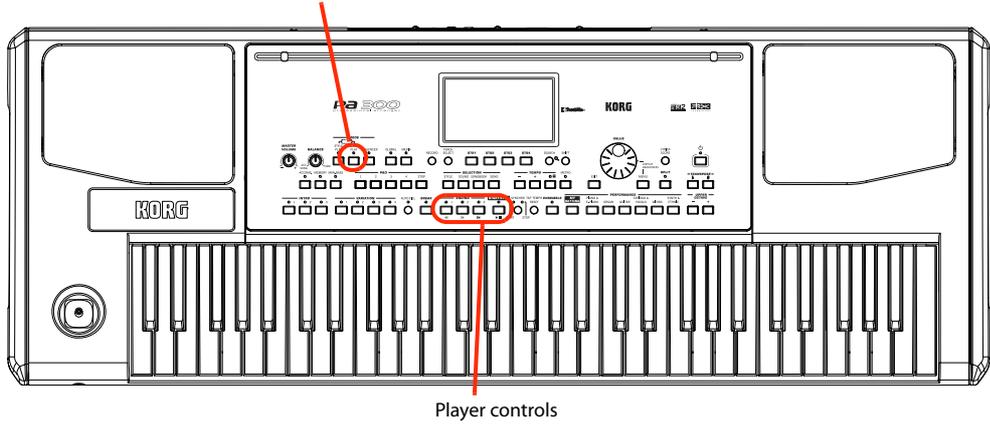


Song Play

Pa300 is equipped with an onboard Player that can read Songs in Standard MIDI File (MID), Karaoke™ (KAR) and MP3 format. It may be of great interest to singers and guitar players to know that if a Standard MIDI File or an MP3 file contains lyrics and chords, they can be seen in the display. Lyrics in the graphical “+G” format are also supported.

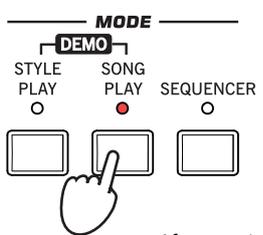
In addition to lyrics and chords, with Standard MIDI Files and Karaoke files you can also see the score in traditional notation.

The SONG PLAY button

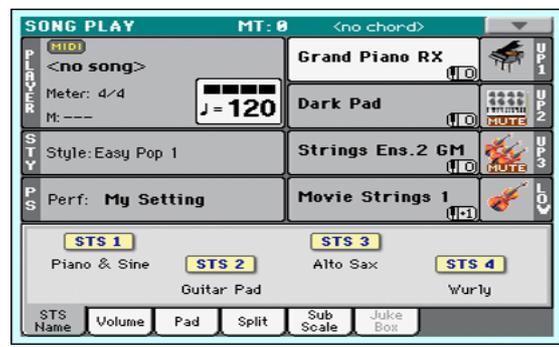


Selecting a Song to play

- 1 Press the SONG PLAY button to switch to the Song Play mode.



After pressing the SONG PLAY button, the main page of the Song Play mode appears.



i Hint: In Style Play mode, you can pre-select the Song to be assigned to the Player. This way, you will be ready to start it, as soon as you switch to Song Play mode.



The Song area of the Style Play main page.

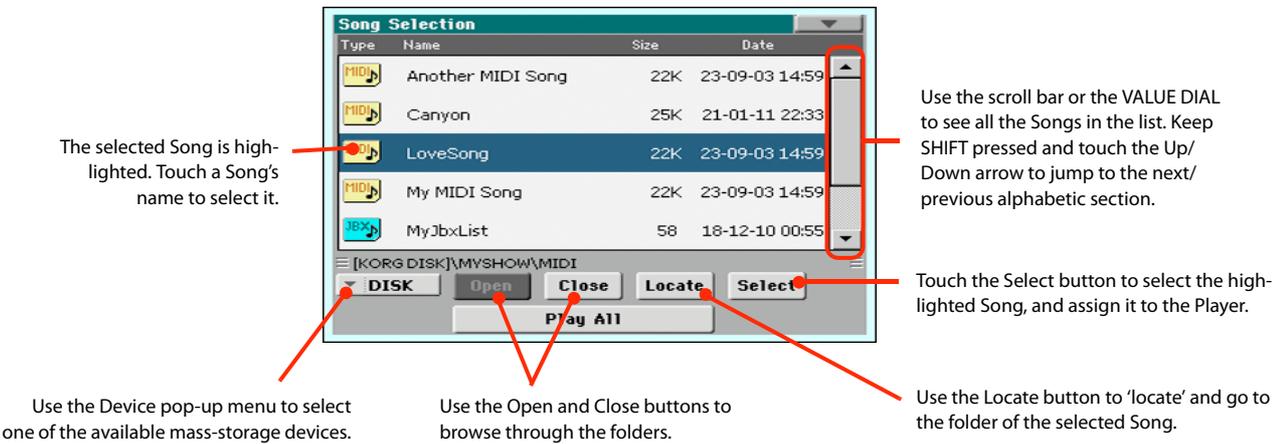
2 Touch the Player area to open the Song Select window.

This window is very similar to the one you can see when pressing the MEDIA button on the control panel, and touching the Load tab to see the Load page. This page is, however, “filtered” to only show Song files.

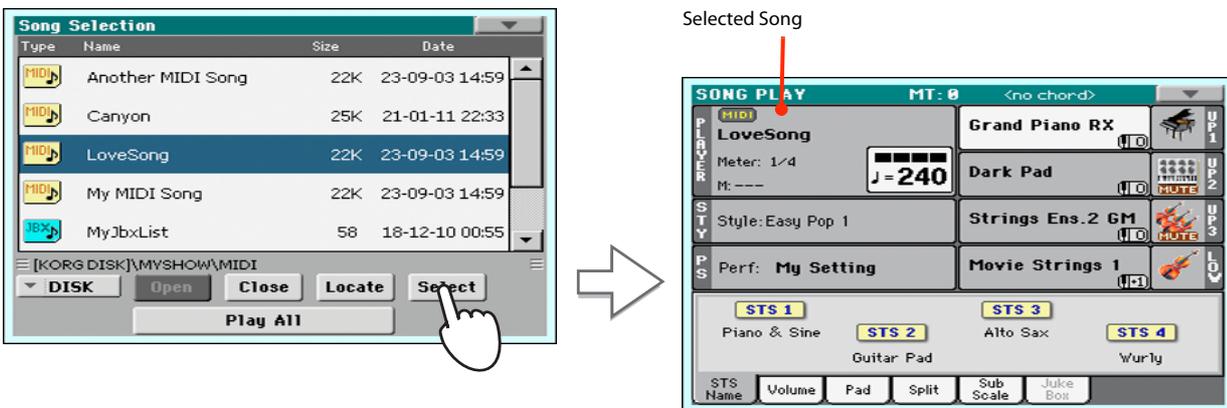
i Hint: As an alternative, you can open the Song Select window by pressing the SONG button in the SELECTION section of the control panel.



3 Scroll through the list and select the Song to play.



4 When the Song is selected, touch the Select button to confirm your selection; this will automatically close the Song Select window.

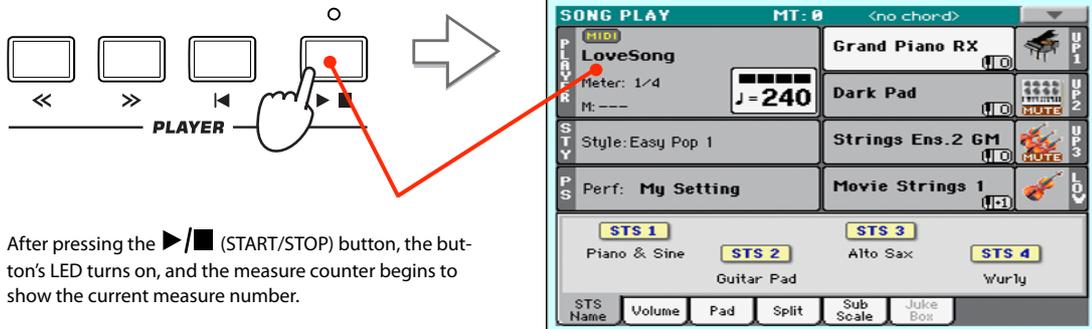


After touching the Select button in the display, the main page of the Song Play mode will appear again.

Playing back a Song

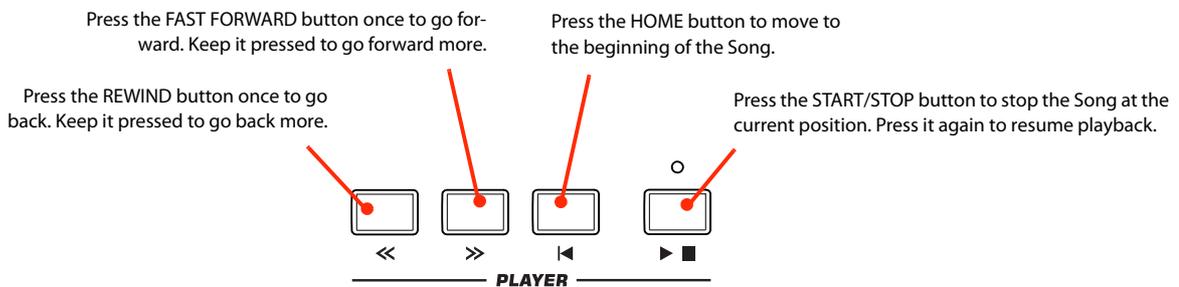
Once a Song has been selected, it may be played back by the Player.

- 1 Press the ►/■ (START/STOP) button in the PLAYER section to start playback.

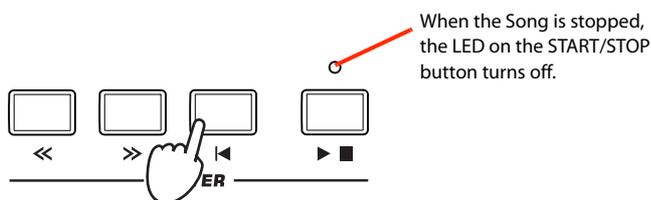


After pressing the ►/■ (START/STOP) button, the button's LED turns on, and the measure counter begins to show the current measure number.

- 2 Use the PLAYER control section to control the Song's playback.



- 3 When you want to stop the song and go back to the beginning, press the ◀ (HOME) button.

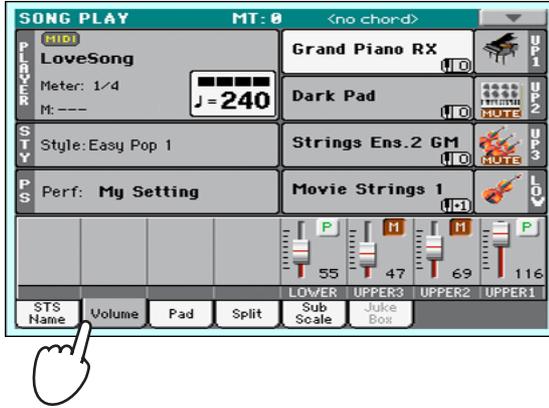


i Note: In any case, the Player will automatically stop when the end of the Song is reached.

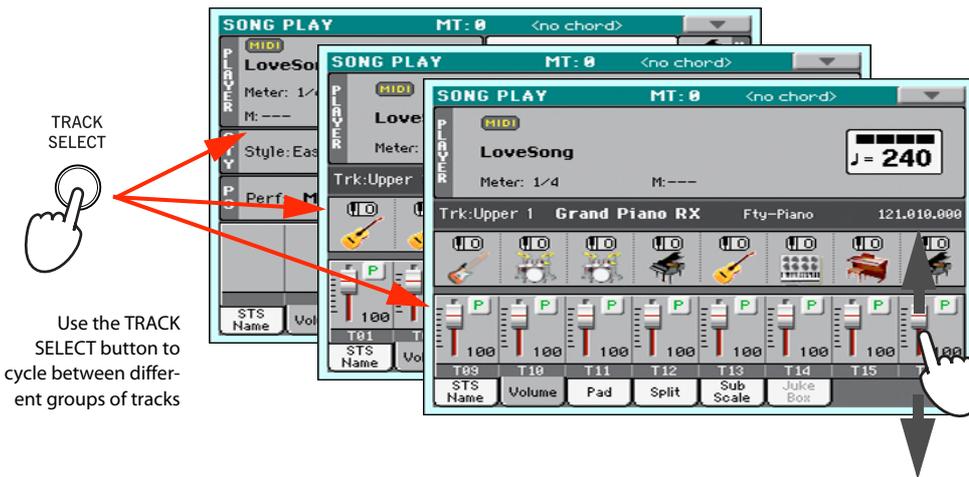
Changing the tracks' volume

While playing back a Standard MIDI File, you may wish to change each track's volume, to create a mix "on the fly".

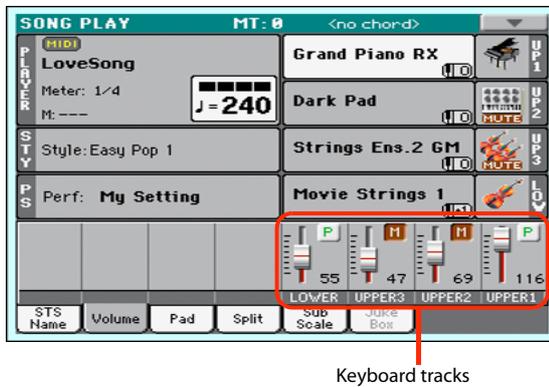
- 1 Be sure the Volume panel is shown, or touch the Volume tab to show it.



- 2 As seen for the Styles, you can hold & drag the Virtual Sliders on the display to adjust each track's volume. Use the TRACK SELECT button to cycle between track groups.

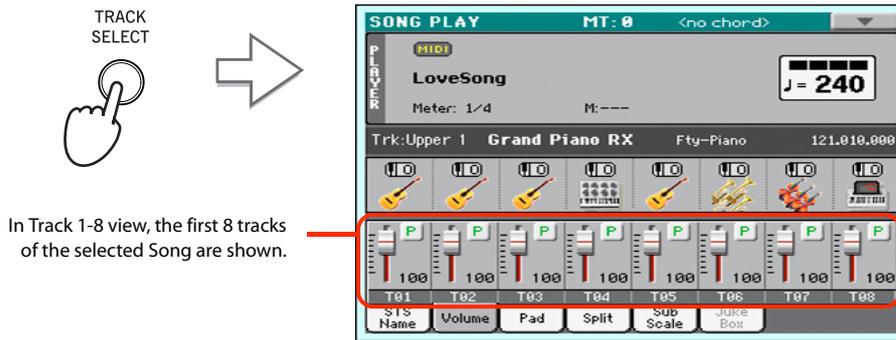


- 3 In Normal view, you can adjust each Keyboard track's volume.



i Hint: As an alternative, you can change each track's volume, by touching a track's volume, by touching a track's area to select it, then using the VALUE dial to change the volume.

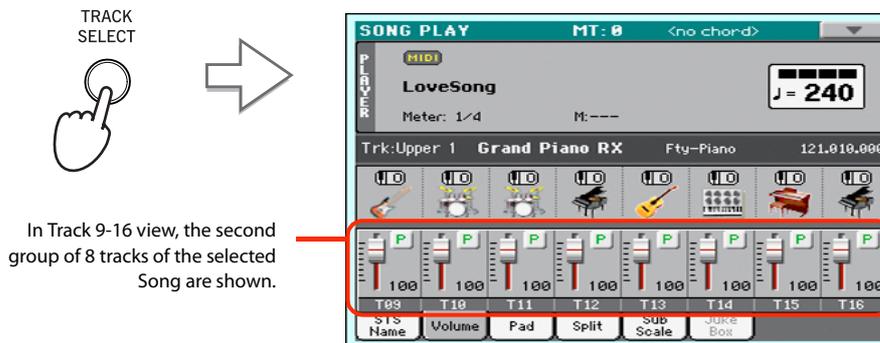
4 Press the TRACK SELECT button once to see tracks 1-8 (Track 1-8 view).



In Track 1-8 view, the first 8 tracks of the selected Song are shown.

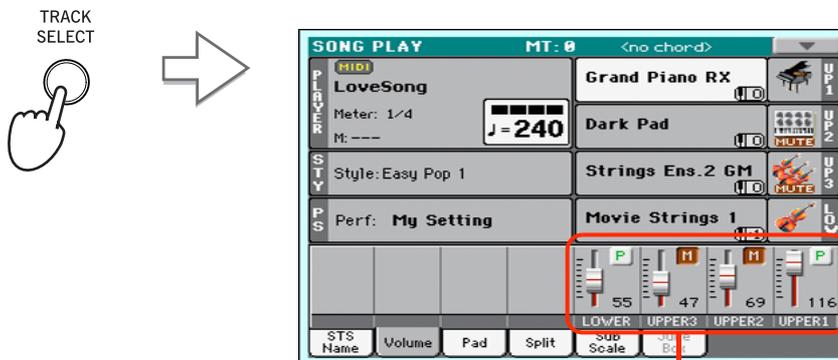
i Note: Changes to Song tracks will not be saved, and are reset each time you press the ◀ (Home) button. To save changes, you must edit the Song in Sequencer mode.

5 Press TRACK SELECT once again to see tracks 9-16 (Track 9-16 view).



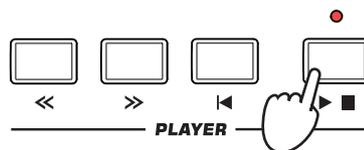
In Track 9-16 view, the second group of 8 tracks of the selected Song are shown.

6 Press TRACK SELECT again, to return to the Normal view (Keyboard tracks).



Keyboard tracks

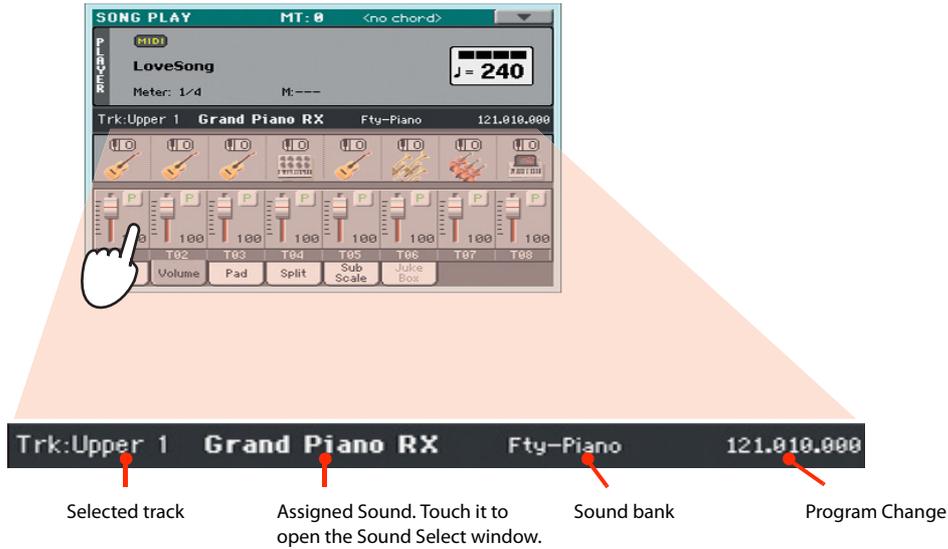
7 Press the ▶/■ (START/STOP) button to start the Song.



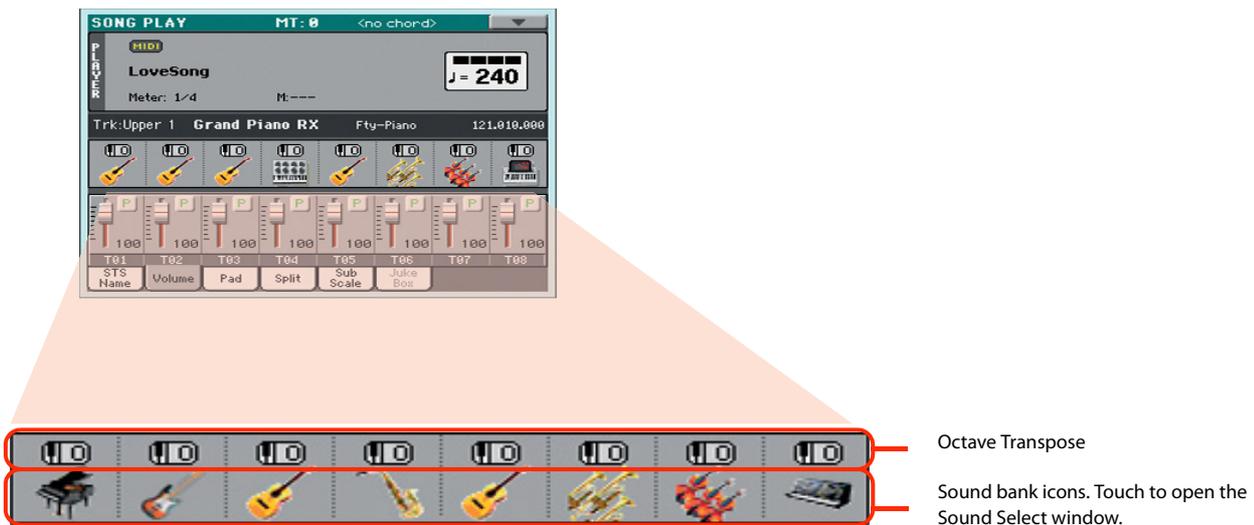
8 While listening to the Song, switch from Normal view to Track 1-8 and Track 9-16 view, to see which tracks are playing.

To see if a track is playing, look at the label with its name, and see if it is changing color.

- Touch each track's channel strip, to see each track's detail in the Track Info line.



- Also, you can see which type of Sound is assigned to each track in the Sound area of the Track 1-8 and Track 9-16 views.



Turning the Song tracks on/off

While playing back a Standard MIDI File, you may wish to mute one or more tracks, for example to sing along with the Song, or play an instrumental part live on the keyboard.

To mute/unmute Song tracks you simply touch the Play/Mute icon in the Volume panel.

Soloing a track

Opposite to the above, you may want to make a single track of a Standard MIDI File play alone. This is called the Solo function.

- 1 While the Song is playing, keep the SHIFT button pressed and touch the track you want to listen to in Solo mode.**
- 2 To set all tracks back to the Play status, keep the SHIFT button pressed again, and touch the track that is currently in Solo mode.**

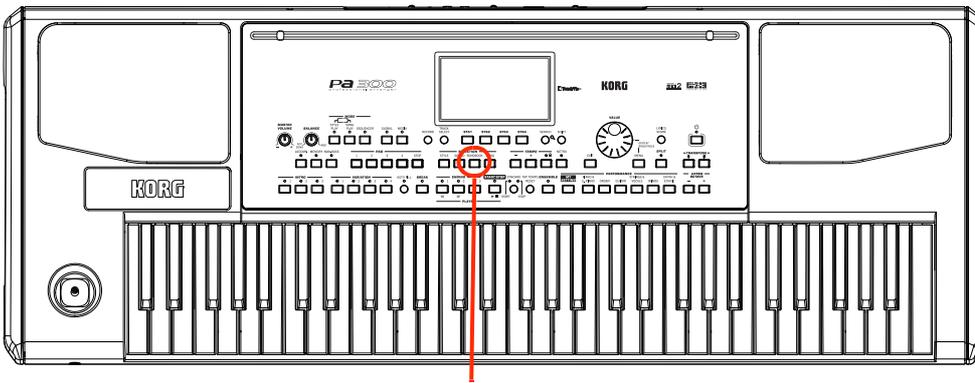
Please remember that you can also use the Solo function in Style Play and Sequencer mode. The Solo command can also be selected from the page menu.

The SongBook

One of the most powerful features of Pa300 is the onboard music database, that allows you to organize your Styles and Songs for easy retrieving. Each Entry of this database may include the artist, title, genre, number, key, tempo, and meter (time signature) of a specified song. When selecting one of the Entries, the associated Style, Standard MIDI File or MP3 file – as well as the Style Play or Song Play mode – is automatically recalled.

In addition to helping you organize your shows, the SongBook allows you to assign up to four Pads, and up to four STSs to each Entry. Also, you can link a text file to any Entry, to be used as the Lyrics of a song, even if there are no Lyrics events in the associated Standard MIDI File or MP3 file, or if you prefer to play the song live with the backing of the Styles.

You can add your own Entries to the SongBook, as well as edit the existing ones. Korg already supplies some hundred Entries as standard. Furthermore, the SongBook allows you to create various custom lists, that may suit your different types of show.



The SONGBOOK button

Selecting the desired Entry from the Main List

A large database is already included with the instrument, and you can later customize it. You may browse through this database in a variety of ways.

- 1 While you are in Style Play or Song Play mode, press the SONGBOOK button to open the SongBook window.

Style, Standard MIDI File(s) or MP3 file(s) currently assigned to the arranger or player(s)

SONGBOOK

SongBook Main List

Touch this checkbox to turn the view filter on.

Type	Name	Genre	Key	Bpm	Meter
STY	1000giorni di noi	Ballad	-----	86	4/4
STY	6+1 days	Pop	-----	100	4/4
STY	A day in Paradise	Ballad	-----	96	4/4
STY	A felicidad	Latin	-----	170	4/4
STY	A gigolo	Pop	-----	130	4/4
STY	A hard day/night	Pop	-----	148	4/4

Touch this button to edit the view filter.

Adds the selected Entry to the Custom List (if activated – see page 69).

Touch this button to select the current Entry to play.

Use the scroll bar or the VALUE DIAL to see all the Songs in the list. Keep SHIFT pressed and touch the Up/Down arrow to jump to the next/previous alphabetic section.

2 Browse through the Entries.

Icons in the Type column will help you identify the type of the Entry. The Genre column is shown by default, but you can switch to the Artist column (see “Displaying Artist or Genre” below).

3 When the Entry you are looking for becomes visible in the display, select it and touch the Select button in the display.

After selecting an Entry, the corresponding Style, MID, KAR or MP3 file will be recalled, together with the relevant operating mode (Style Play or Song Play). Up to four STSs and four Pads will also be recalled. Any TXT file associated with the Entry can be seen in the Lyrics page.

The selected Style, MID, KAR or MP3 file will be shown in the top area of the screen.

Displaying Artist or Genre

For space matters, either the Genre or Artist column can be seen in the display. You cannot see both at the same time.

1 Touch the page menu icon to open the page menu.

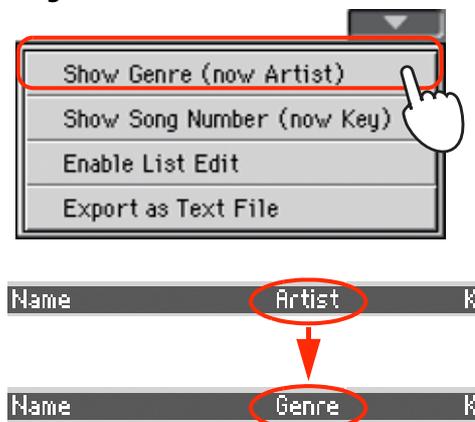


i Note: The Artist and Key fields of all supplied Entries have been intentionally left empty.

2 Choose Show Artist (now Genre) to switch from Genre to Artist in the List view. The Artist column will be shown.



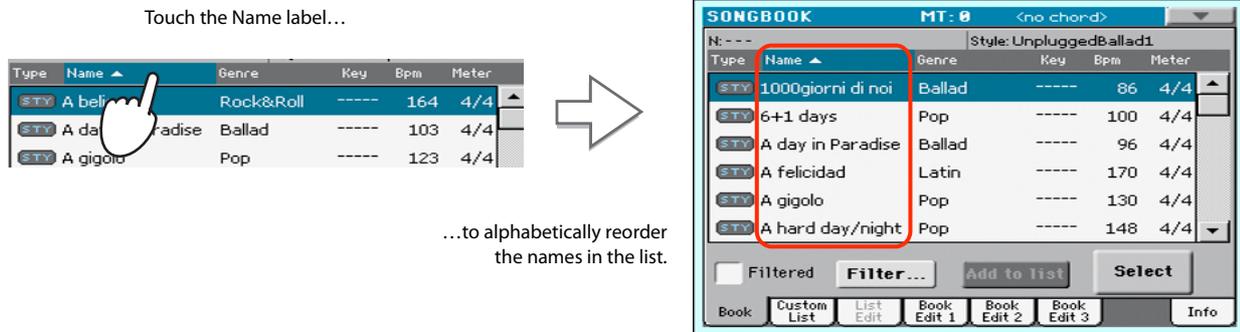
3 Open the page menu again, and choose the Show Genre (now Artist) item. The Genre column will be shown again.



Sorting Entries

You can change the order of the Entries shown in the display.

- 1 You can change the sorting order by touching one of the labels in a list of names.



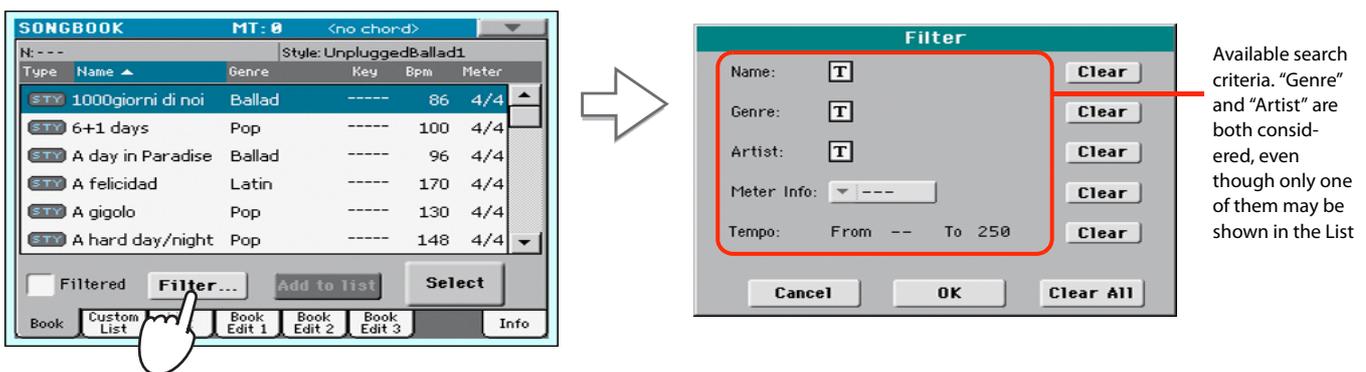
You can do the same by touching the Type, Name, Genre, Artist, Key, Number, Tempo or Meter label.

- 2 Each time you touch the same label again, the order changes between ascending and descending.

Searching for Entries

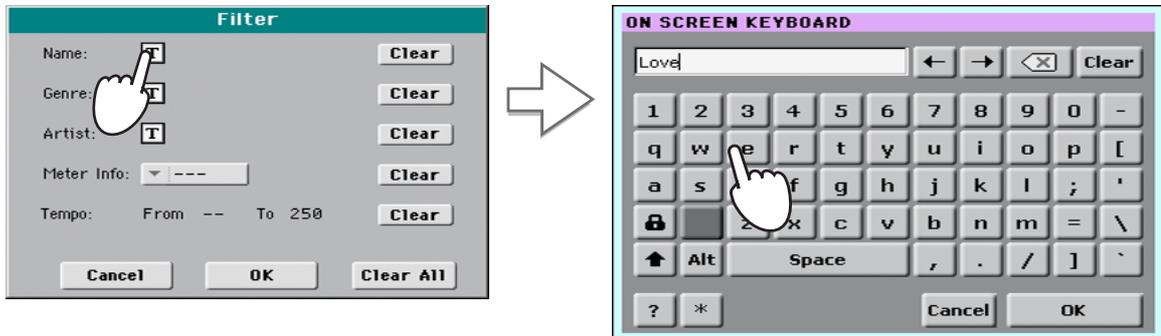
The SongBook database may be really huge. You can, however, look for (say) specific artists or song titles, using the filtering functions.

- 1 Touch the Filter button in the display, to open the Filter dialog box.

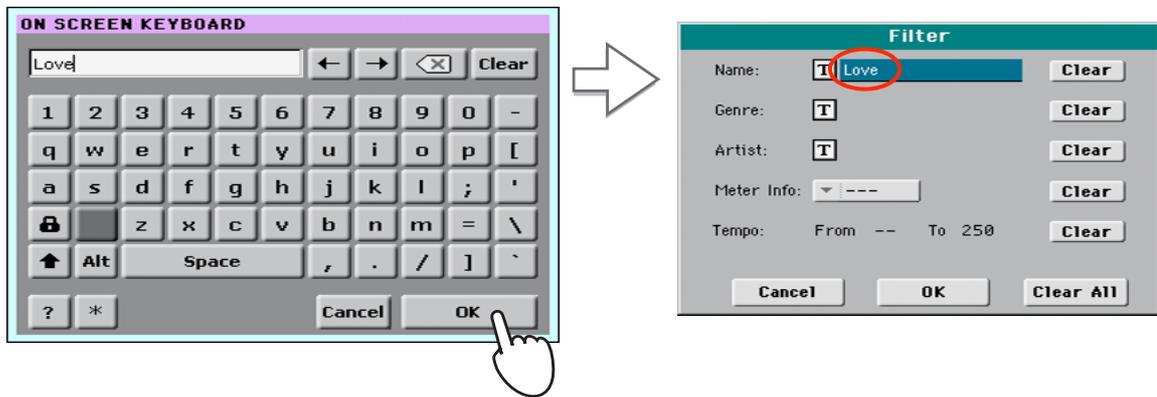


- 2 Touch the **T** (Text Edit) button next to the search criteria (even more than one) you want to enter.

For example, you may want to find all songs containing the word “love” in the title (in any position in the string). If so, select the ‘Name’ criterion, and enter the word ‘love’. Capitals are not relevant for the search.

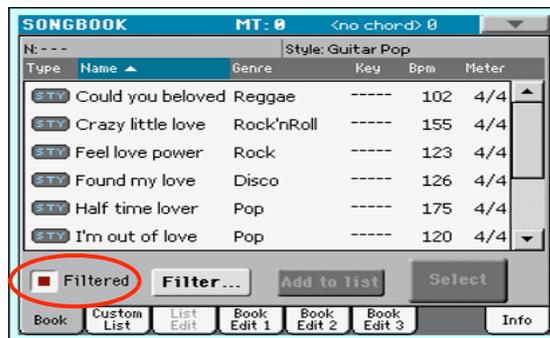


- 3 Touch OK in the display, and close the Text Edit dialog box. The entered text is now the search criteria.



- 4 Touch OK to close the Filter dialog box and return to the SongBook page.

Once the Filter dialog box has been closed by touching OK, the Filtered check box is automatically checked, and the filter is activated. Only Entries matching the entered criterion are seen in the Main List.



- 5 To see the whole SongBook database again, touch the Filtered check box again, to make the check mark disappear.

Adding Entries

You can add your own Entries to the SongBook database.

- 1 Go to the Style Play or Song Play mode, depending on the type of Entry you want to add to the SongBook database.**
- 2 Select the Style, Standard MIDI File or MP3 file to be added to the SongBook.**
- 3 Edit the Keyboard and Style tracks the way you prefer, by selecting different Sounds and Effects, or editing any other relevant parameter.**

Please note that changes to Standard MIDI File tracks will not be saved as SongBook data. Only the data included in the Standard MIDI File will be used.

- 4 When ready, keep the SONGBOOK button pressed for about one second to create a new SongBook Entry with the current settings.**



- 5 Touch the **T** (Text Edit) button to assign a name to the Entry, then touch OK to save the Entry to the SongBook database.**

Editing the Entries

You can edit any SongBook Entry and customize it according to your taste. When done, you can overwrite the current Entry or save it as a new Entry.

- 1 Press the **SONGBOOK** button to access the SongBook pages.
- 2 Touch the **Book Edit 1** tab to see the **Book Edit 1** page and see the linked **Musical Resources**.

While in the Book Edit 1 page, you will be able to see the name of the selected Style or Song, and choose whether to replace them or not.

Name of the Style or Song file linked to the Entry.

Name of the Entry

Song Selection number (ID number for numeric selection)

If checked, the current Style track settings, or the path of the Song file (shown on the right), are saved with the Entry. If unchecked, current settings are left unchanged. This parameter is automatically checked when touching the New Song button to create a new Entry.

If checked, you can either save all the current STSs into the Entry, or choose a single STS where to save the current Keyboard track settings.

- 3 When done with this page, touch the **Book Edit 2** tab to see the **Book Edit 2** page and edit the SongBook database details.

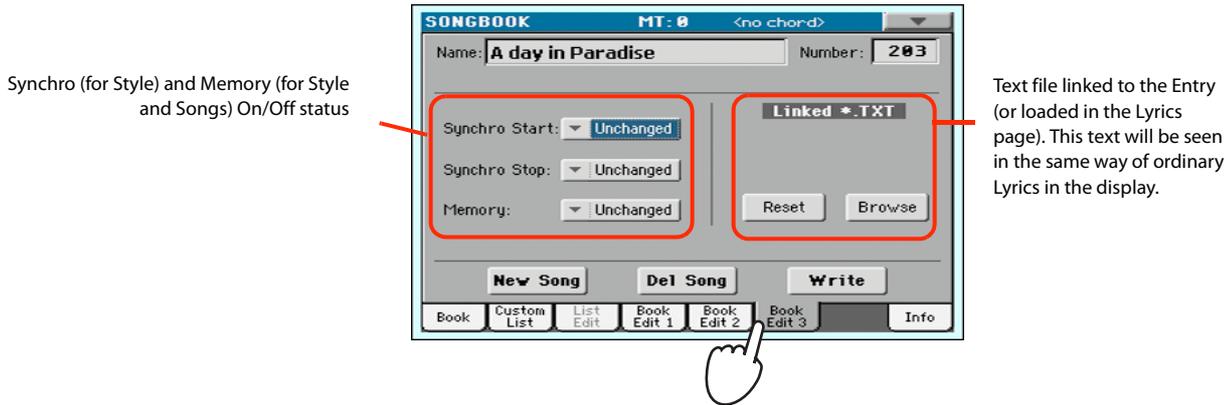
Database Entry's parameters

- 4 Touch the **T** (Text Edit) button next to the field(s) you want to edit. Set all the other parameters.

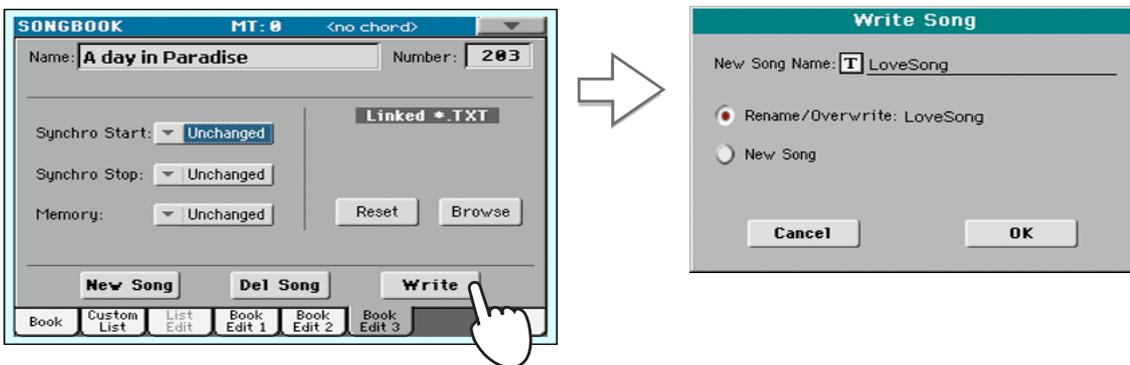
You can write the Genre and Artist name. Select the Meter (Time Signature) and Key of the Song. You can specify a Tempo value matching the Song's Tempo by using the TEMPO controls, and a Master Transpose value by using the TRANSPOSE controls on the control panel.

Note: The Master Transpose might not change, if a Lock is preventing it. See [Global > General Controls > Locks](#).

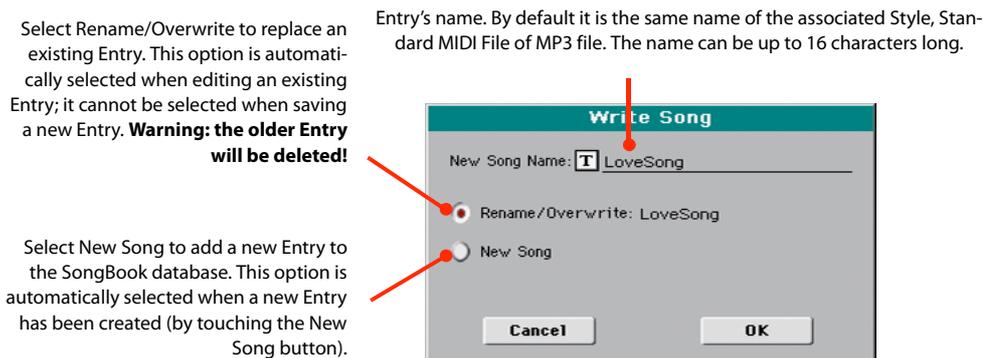
- 5 When done with this page, touch the Book Edit 3 tab to go to the Book Edit 3 page, where you can and set the Synchro and Memory parameters, and link a text file to the Entry.



- 6 After having filled up all the desired fields (be as comprehensive as you can), touch the Write button in the display to open the Write dialog box.



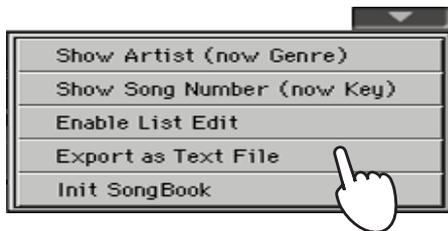
- 7 Touch the **T** (Text Edit) button to assign a name to the Entry, then touch OK to save the Entry to the SongBook database.



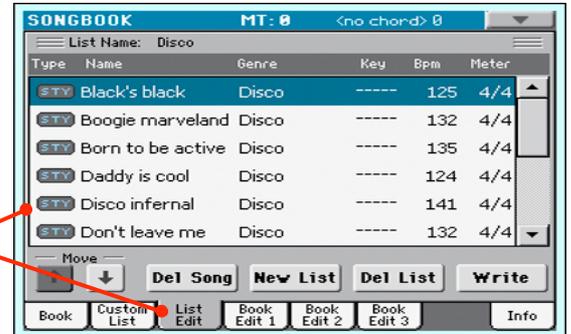
Creating a Custom List

You can create several Custom Lists in the SongBook, to make a set of Entries suitable for your various shows. Before starting a new Custom List, be sure you have added all needed Entries to the SongBook main database (see “Adding Entries” above).

- 1 While in SongBook mode, open the page menu and check the ‘Enable List Edit’ item.



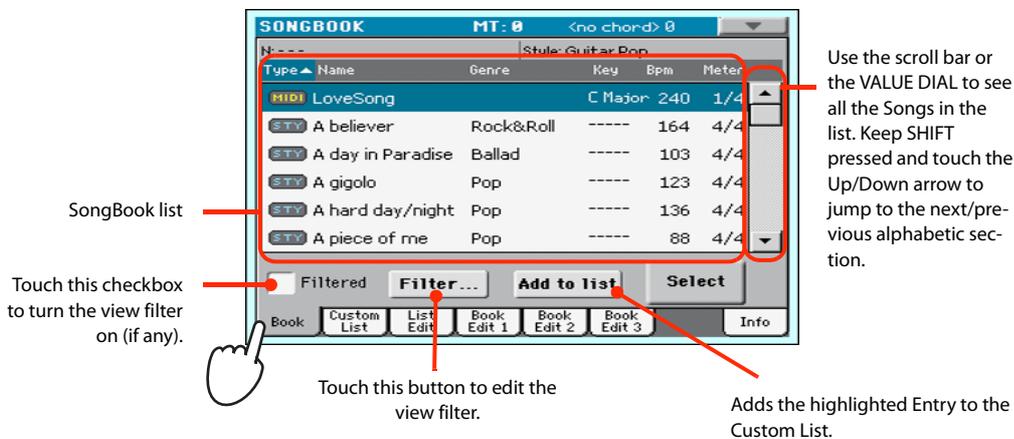
After you check the ‘Enable List Edit’ item, the List Edit page becomes available.



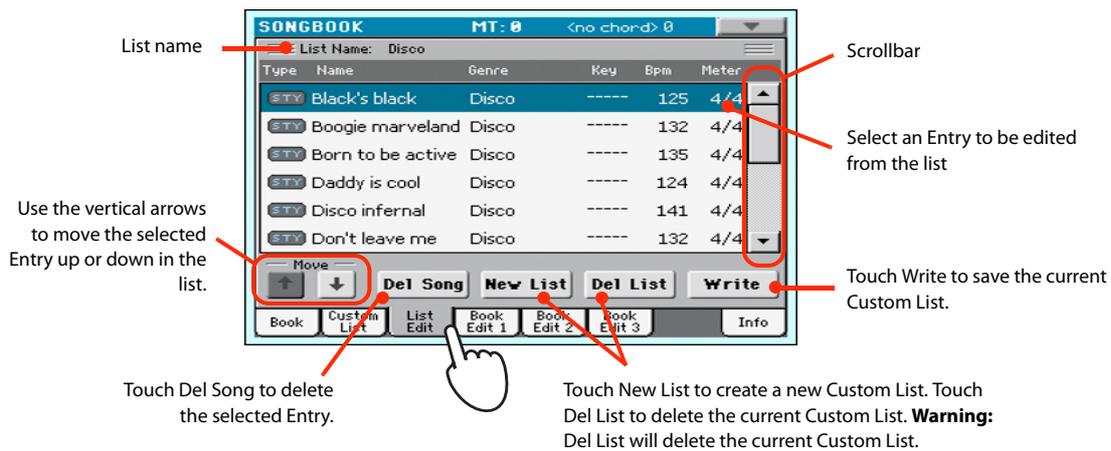
- 2 Select a Custom List to be edited.

To edit an existing list, touch the Custom List tab to open the Custom List page, and select one of the available Custom Lists. To create a new list, touch the List Edit tab to open the List Edit page, and touch the New List button to create a new, blank list.

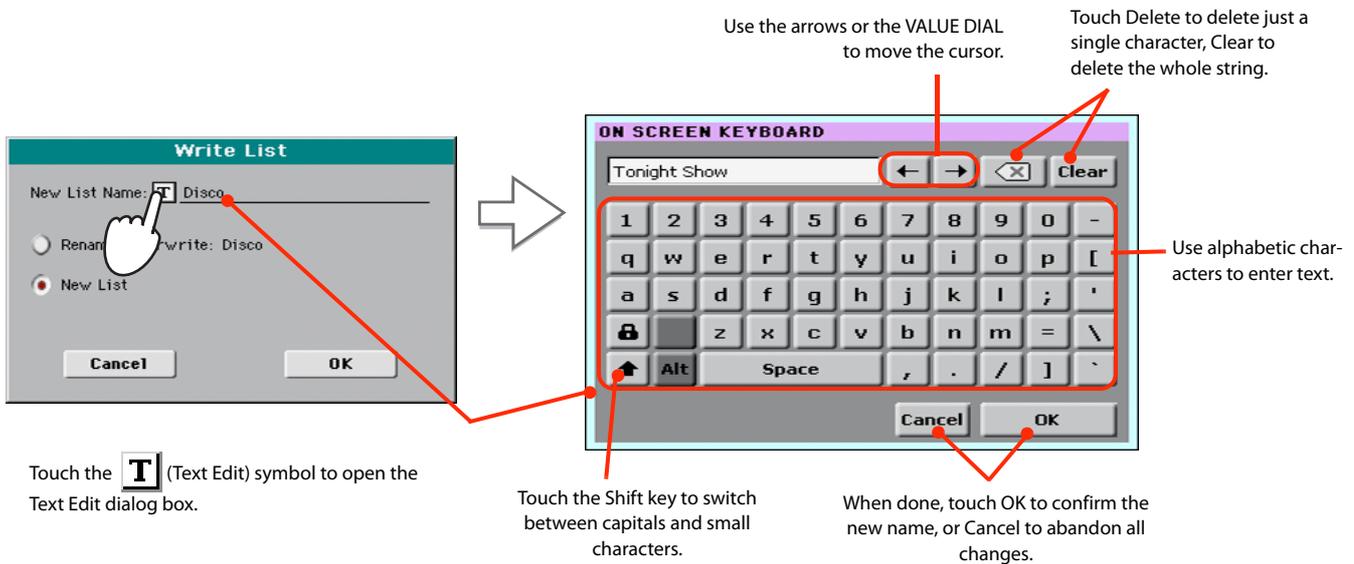
- 3 Touch the Book tab to open the Book page and see the full database. Use the various sorting, searching and filtering options (seen above) to find the Entries you are looking for. Touch the Add to List button when the desired Entry has been selected.



4 When finished adding Entries to the Custom List, touch the List Edit tab to go to the List Edit page, and use the various commands to edit the list.



5 When the Custom List is ready, touch the Write button in the display to save it to memory. Assign a new name to the Custom List.



6 When finished editing the Custom List, open the page menu and uncheck the 'Enable List Edit' item.

Selecting and using a Custom List

After having created one or more Custom Lists, you can select one and use it for your show.

- 1 Touch the Custom List tab to select the Custom List page.
- 2 Use the List pop-up menu to select one of the available Custom Lists.

The screenshot shows the SongBook app interface. At the top, it displays 'SONGBOOK', 'MT: 0', and '<no chord> 0'. Below this is a table with columns: Type, Name, Genre, Key, Bpm, and Meter. The table contains several entries, with the first one, 'Black's black', highlighted in blue. Below the table, there is a 'List:' dropdown menu with a red box around it and a hand icon pointing to it. To the right of the dropdown are 'Next' and 'Select' buttons, also with red boxes and arrows pointing to them. At the bottom of the screen, there are several tabs: 'Book', 'Custom List', 'List Edit', 'Book Edit 2', 'Book Edit 3', and 'Info'.

Entry in play. To select a different one, highlight it and touch the Select button in the display.

Touch Select to set the highlighted Entry to play (if different than the one automatically selected).

Use the List pop-up menu to select one of the available Custom Lists.

Touch Next to select the next Entry in the list. (This command can also be assigned to a foot-switch).

- 3 Select one of the Entries in the list (it turns blue), then touch the Select button in the display to confirm selection (the selected Entry turns green). Press the PLAY button to start playing back the selected Song.

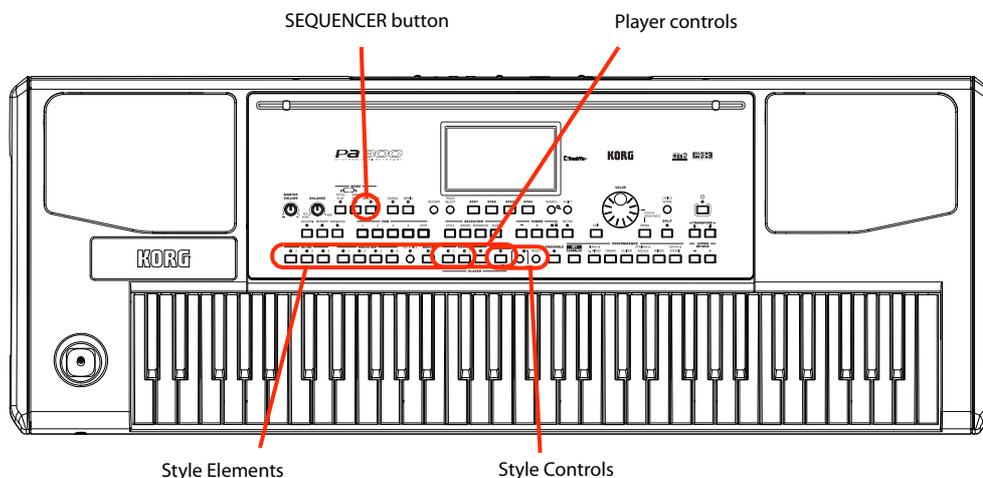
Using the SongBook with external software

Additional software has been created to work with the SongBook. You can use Korg's own [SongBook Editor](#) to edit single entries, the SongBook database and the Custom Lists on a Windows PC. You can also use BauM Software's [SongBook+](#) for iPad, or ZuberSoft's [MobileSheets](#) for Android, to synchronize the SongBook entries with a tablet, and read lyrics and sheet music on the wider tablet display.

Other software is under development. Please check our web site regularly, for news about their release.

Recording a new Song (Standard MIDI File)

There are several ways to create a Song on the Pa300. The easiest and fastest is to use the Styles to record what you are playing the keyboard, while the arranger gives you the accompaniment tracks.



Preparing the Style and Sounds

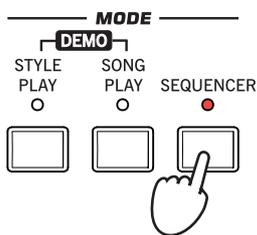
Before accessing the Record mode, we suggest you prepare the Style and Sounds with which to record your Song.

- 1 Select a Style with which you want to record.
- 2 Select the Sounds by choosing a Performance or STS.

That's all! You are ready to access Record mode.

Accessing the Backing Sequence (Quick Record) mode

- 1 Press the SEQUENCER button to switch to the Sequencer mode.



After pressing the SEQUENCER button, the main page of the Sequencer mode appears.

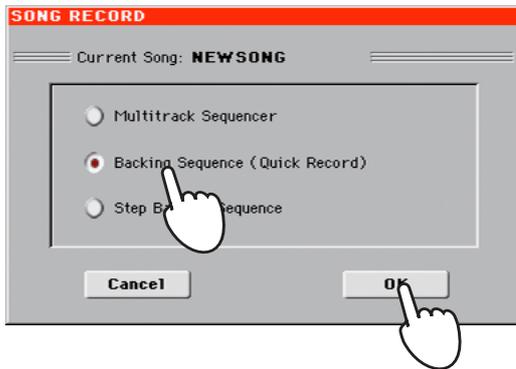
2 Press the RECORD button to open the Song Record Mode Select dialog box.



Press the RECORD button, to open the Song Record Mode Select dialog box



3 Select the Backing Sequence (Quick Record) option and touch OK to enter the Backing Sequence Record mode.



After having chosen the Backing Sequence (Quick Record) option, the Backing Sequence Record page appears.

Setting the Record parameters

When you enter Backing Sequence Record, the latest selected Style and Sounds are already selected, and all tracks are ready to record. You could simply start recording as if you were playing with the Styles. However, there are some further settings that you may want to do.

- **If you like, adjust any editable parameter in the display.**

Track(s) status. 'Rec' means they are ready to record. 'Play' means they are recorded and you can hear them. 'Mute' means they cannot be heard.

Measure counter. The negative number (-1) is the precount, after which you can start recording.

Style's Tempo. Change it, if you like.

Style's Meter (or Time Signature). It's just an indicator, you cannot change it.

Touch the Perf/STS parameter to open the Performance Select window, and select a different Performance (as seen on page 41). As an alternative, you use the PERFORMANCE or STS buttons.

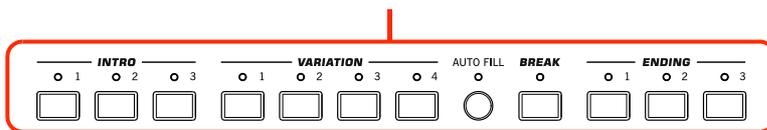
Touch the Style parameter (or the STYLE button) to open the Style Select window, and select a different Style.

Grouped tracks. During Quick Record, you cannot access each separate Song track. For ease of use, just two 'master' tracks are provided: **Kbd/Pad** (Keyboard/Pads) and **Ch/Acc** (Chord/Accompaniment).

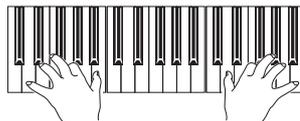
Recording

- 1 **Select the Style Element you wish to use before starting to play.**

Select any of the Variations before starting to record.
Select one of the Intros to start with an introduction.



- 2 **Start recording, by pressing the START/STOP button.**

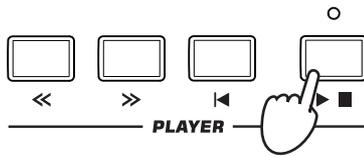


- 3 **Play as if you were performing live with the Styles.**

During recording, select any Style Element (Intro, Variation, Break, Ending...) you like.

Please remember that, while recording in Backing Sequence Record mode, you cannot use the SYNCHRO, TAP TEMPO/RESET, BALANCE controls.

- 4 When finished recording your Song, press the ►/■ (START/STOP) button to exit recording, and return to the main page of the Sequencer mode.



After pressing the START/STOP button, the main page of the Sequencer mode will appear again.



- 5 While in the main page of the Sequencer mode, press the ►/■ (START/STOP) button in the PLAYER section to listen to the recorded Song.

The Backing Sequence Song has been converted to an ordinary Song (in Standard MIDI File, or "MID", format). If you like it, you can save it. You can then read it in Song Play mode, or transfer it to any external sequencer.

- 6 If you want to edit the Song, press MENU to access Edit mode.

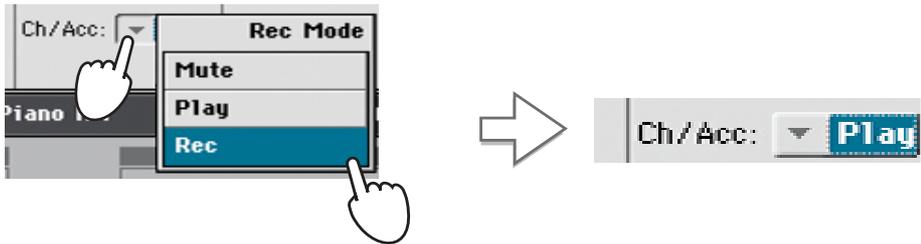
Second-take recording (Overdubbing)

You may want to record an additional “grouped” track, or replace a previously-recorded track. A good idea may be to record all chords and Style Element changes during the first take, then record Keyboard tracks and Pads during the second take.

1 Press the RECORD button to enter Record mode again. When the Song Record Mode Select dialog box appears, select Backing Sequence (Quick Record) again.

2 If you are recording just one of the “grouped” tracks, set to Play the track to be preserved.

For example, if you only want to record the Keyboard tracks again, set the Kbd/Pad track to Rec, and the Ch/Acc track to Play.



3 Press the START/STOP button to start recording the selected track.

With the above example, chords will play as recorded; you can record what you play on the keyboard (and the Pads).

4 Repeat the recording procedure, and press the ►/■ (START/STOP) button in the PLAYER section to stop recording and return to the main page of the Sequencer mode.

5 While in the main page of the Sequencer mode, press the ►/■ (START/STOP) button in the PLAYER section to listen to the recorded Song.

Again, the Backing Sequence Song has been converted to an ordinary Song.

Saving a Song

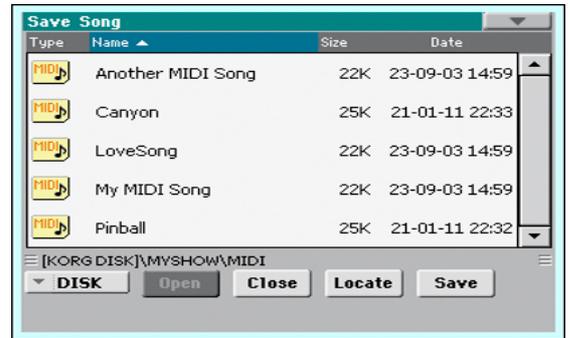
After having recorded a Song that you like, it is a good idea to save it, to avoid losing it when the instrument is turned off (or put in standby).

1 While in the main page of the Sequencer mode, touch the page menu icon to open the page menu.



2 Select the Save Song command to open the Save Song window.

This window is very similar to the one you can see when pressing the MEDIA button on the control panel, and touch the Save tab to see the Save page. This page is, however, “filtered” to only see Song files.



After you select the Save song command, the Save Song page appears.

3 Select a device and folder where you want to save your Song.

If a Song is selected (highlighted) it will be overwritten. If no Song is selected, a new Song file will be created on the target device. To deselect a Song, select the same storage device again.



Use the scroll bar to see all Songs in the list. Keep SHIFT pressed and touch the Up/Down arrow to scroll to the next/previous alphabetic section. As an alternative, you can use the VALUE DIAL.

Touch the Save button to save the Song to the current folder.

Use the Device pop-up menu to select one of the available storage devices

Use the Open and Close buttons to browse through the folders.



EXIT
In case you prefer to exit this page without saving the Song, press the EXIT button.

4 Touch the Save button in the display to open the Save Song dialog box.

Touch the Text Edit icon to edit the Song's name.



5 Touch OK in the display to save the Song, or Cancel to stop the Save operation.

Searching files and musical resources

With Pa300, you can press the SEARCH button to search for files or musical resources.

How to use the Search function

Depending on the page you are in, you can search for different types of data. For example, while in Media mode you can only search for files, while in Style Play or Song Play mode you can search for several different types of data (Styles, Songs, Lyrics...).

There are some pages where the Search function is not available, since there are no relevant data to search for that page (for example, the pages of the Global mode).

Here is the general procedure.

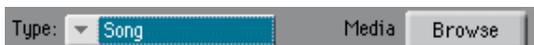
- 1 Press the SEARCH button to open the Search window.



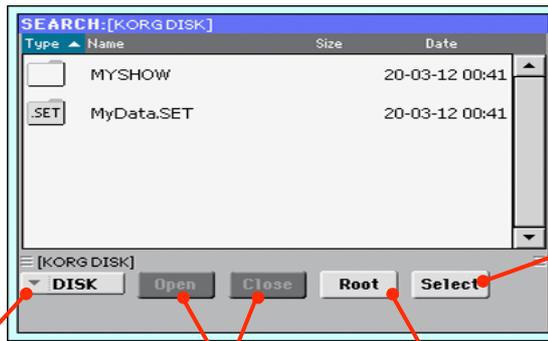
- 2 If needed, touch the "Type" pop-up menu, and choose the type of item you are looking for.



When choosing Files, Songs or Lyrics, the "Browse" button will be activated, to allow for searching files in the storage devices.



- 3** In case you are searching for a file in a storage device, touch the “Browse” button to open the Media window.



When you see the folder containing the file you are looking for, touch it, then touch the Select button to close the Media window. The name of the selected folder will be shown in the title bar of the Search window.

Use the Device pop-up menu to select one of the available storage devices

Use the Open and Close buttons to browse through the folders

In case you are lost among the directories, touch the “Root” button to go to the root of the selected device

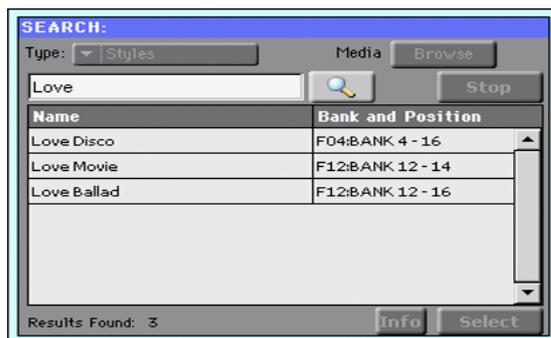
- 4** Type the name of the file to be searched.

There is no difference between upper and lower cases (“LOVE” is the same as “Love” or “love”).



- 5** When finished entering the name, touch the “Search” button.

After a while, the list of files found begins to appear in the display.



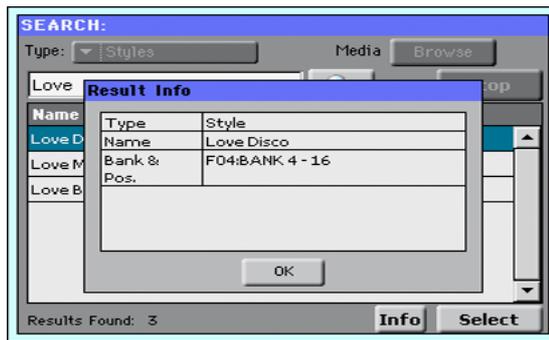
After you have touched the “Search” button, its name changes to “Stop”. If needed, touch this button to stop the ongoing search. The name of the button reverts to “Search”. Any file found will remain in the display, until you do a new search.

The time needed to complete a search depends on the size of the device(s) and the number of files.

i Note: Only one search at a time can be carried on. Please wait for the current search to be completed, or touch the Stop button in the display to stop the current search and do a new one.

i Hint: You can touch the Cancel button in the display, or press the EXIT button in the control panel, to exit from this window and carry on other operations. The search will continue in the background.

- 6** You can touch one of the found items to select it, and then touch the “Info” button to see information on it.



Touch OK to close the Info dialog box.

- 7** If you want to return to the main Search page and type a search string again, touch the



icon. *Otherwise,*

- 8** If you have found what you were looking for, touch its name and then touch the “Select” or “Locate” command.

- 9** You can exit from the Search window at any time, by pressing the EXIT or SEARCH button.

Notes about searching

Wildcards

During search, the string entered will be search as a whole word or as part of a word. For example, if you entered “love”, Pa300 will find “Love” and “LoveSong”, or any other word containing the string “love”.

You can use the wildcards “?” (any single character) and “*” (any sequence of characters) to search exactly that string. For example, “*love” will find “MyLove”, but not “LoveSong”. “??love” will find “MyLove” but not “TrueLove”.

Also, if you are looking for words that can be spelled in a slightly different way, you can use the “?” wildcard to find all occurrences; “gr?y” will find out both “gray” and “grey”.

Reference

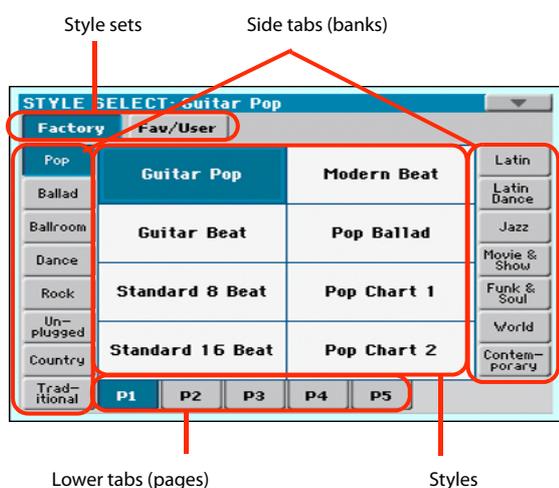
Selecting elements

The following windows are shown in the various operating modes, whenever you try to select a Sound, Performance, Style or Song.

Style Select window

To open the Style Select window, touch the Style area whereas it appears in the display, or the STYLE button in the SELECTION section on the control panel.

Press EXIT to exit from this page and go back to the previous page without selecting any Style.



Note: Depending on the status of the “Auto Select” parameter (see page 149), a Style may be immediately selected when touching one of the side tabs. The latest selected Style for that bank will be selected.

Style sets

Selected set of Styles. **Factory** Styles are Styles supplied as standard. **Fav/User** are **Favorite** Styles (locations for custom-made Styles with editable names) and **User** Styles (locations for custom-made Styles with fixed names).

Side tabs (banks)

Use these tabs to select a bank of Styles. Favorite tabs can be renamed (see “Renaming the Favorite banks” on page 110).

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

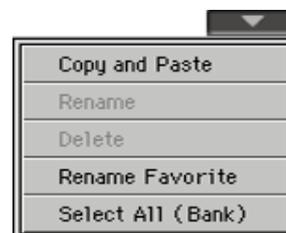
Styles

Touch one of these buttons in the display to select a Style. Unless the “Display Hold” parameter (see page 148) is turned on, the window automatically closes shortly after you select a Style.

After selecting a Style from this window, and another Style is playing, the name of the new Style begins to flash, meaning it is ready to start playing at the beginning of the next measure.

Style Select page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



Copy and Paste

Use this command to copy the selected Style to a different selection,

1. Select the Style to be copied. To select more items, keep the SHIFT button pressed and touch all the item to be selected for copying. **Hint:** You can deselect one of the selected items by touching it while still keeping the SHIFT button pressed. You can deselect all by touching a single item.
2. Choose the Copy and Paste command.
3. Select the target location. In case you are copying more than a single item, all subsequent items will sequentially follow the first one. If there aren't enough locations available, the procedure will be cancelled. **Warning:** If you confirm, any Style already existing at the target location will be overwritten!

Rename

Use this command to edit the name of the selected item. Please keep in mind that you can only rename non-protected items.

1. Select the Style to be renamed,
2. Choose the Rename command, and use the virtual keyboard to edit the name.
3. When done, touch OK to confirm.

Delete

Choose this command to delete the selected item. Please keep in mind that you can only delete non-protected items.

1. Select the Style to be deleted. To select more items, keep the SHIFT button pressed and touch all the item to be selected for deleting. **Hint:** You can deselect one of the selected items by touching it while still keeping the SHIFT button pressed. You can deselect all by touching a single item.
2. Choose the Delete command, and confirm deletion. **Warning:** Unless you have a copy of it, the deleted item will be gone forever!

Rename Favorite

Choose this command to edit the name of the Favorite Style banks.



The assigned name can be spanned over two lines, by separating them with the paragraph character (¶). For example, to write “World Music” on two lines, enter “World¶Music”.

Be careful not to write words exceeding the width of the side tabs of the Style Select window.

1. Choose the Rename Favorite command.
2. Touch the **T** (Text Edit) symbol next to the bank to be renamed.
3. Use the virtual keyboard to edit the name.
4. When done, touch OK to confirm.

Select All (Bank)

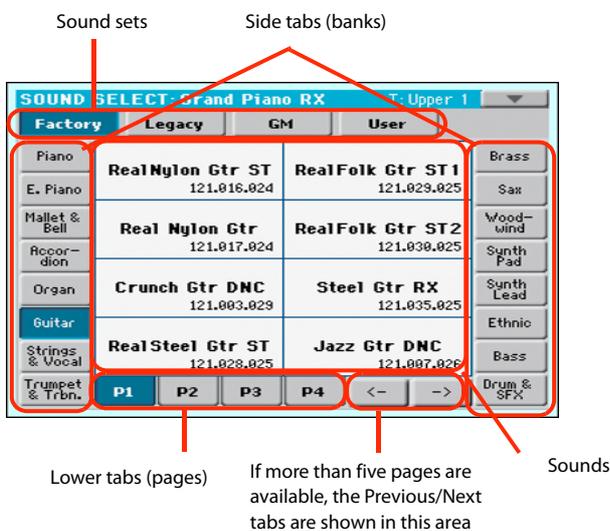
Choose this command to select all items in the current bank.

You can deselect one of the selected items by touching it while keeping the SHIFT button pressed. You can delete all by touching any single item.

Sound Select window

To open the Sound Select window, touch the Sound area whereas it appears in the display.

Press EXIT to exit from this page and go back to the previous page without choosing any Sound.



Sound sets

Selected set of Sounds. **Factory** Sounds are the Sounds supplied as standard. **Legacy** Sounds are Sounds compatible with older Pa-Series models. **GM** are Drum Kits mapped according to the General MIDI 2 or XG standards. **User** Sounds are custom-created or edited Sounds.

Side tabs (banks)

Use these tabs to select a bank of Sounds.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

Previous/Next tabs

Scroll the lower tabs to the left or the right, when additional tabs are available but cannot be seen in the display.

Sounds

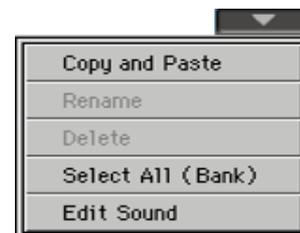
Touch one of these buttons in the display to select a Sound. Unless the “Display Hold” parameter (see page 148) is turned on, the window automatically closes shortly after you select a Sound.

Program Change

Program Change number. Shown only when the “Show” parameter is turned on in Global mode. (See page 149).

Sound Select page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



The commands are the same seen for the Style Select window’s page menu, apart for a difference with the Delete command and the “Edit Sound” command.

Delete

Choose this command to delete the selected Sound.

1. Select the Sound to be deleted. To select more items, keep the SHIFT button pressed and touch all the item to be selected for deleting. **Hint:** You can deselect one of the selected items by touching it while still keeping the SHIFT button pressed. You can deselect all by touching a single item.
2. Choose the Delete command, and confirm deletion. **Warning:** Unless you have a copy of it, the deleted item will be gone forever!

Edit Sound

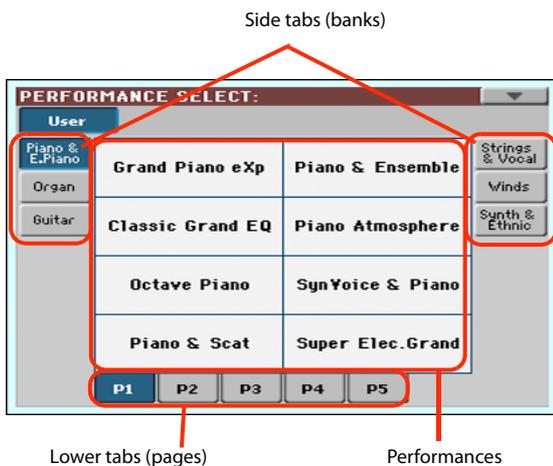
Choose this command to edit the selected Sound (see detailed information in the “Sound Edit” chapter).

1. Select the Sound to be edited. *Edited Sounds can only be saved to User Sound locations.*
2. Choose the Edit Sound command to access editing.

Performance Select window

To open the Performance Select window, touch the Performance area whereas it appears in the display, or one of the PERFORMANCE buttons on the control panel. Use the PERFORMANCE buttons to go directly to the selected bank.

Press EXIT to exit from this page and go back to the previous page without selecting any Performance.



Note: Depending on the status of the “Auto Select” parameter (see page 149), a Performance may be immediately selected when pressing one of the PERFORMANCE buttons. The latest selected Performance for that bank will be selected.

Side tabs (banks)

Use these tabs to select a bank of Performance. Each tab corresponds to one of the PERFORMANCE buttons on the control panel.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

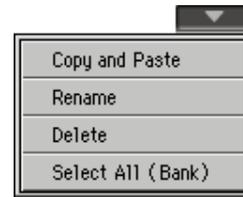
If you press again the same PERFORMANCE button on the control panel, the next page in the same bank is selected. This way, you do not need to touch one of the corresponding tabs in the display in order to select a different page.

Performances

Touch one of these buttons in the display to select a Performance. Unless the “Display Hold” parameter (see page 148) is turned on, the window automatically closes shortly after you select a Performance.

Performance Select page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.

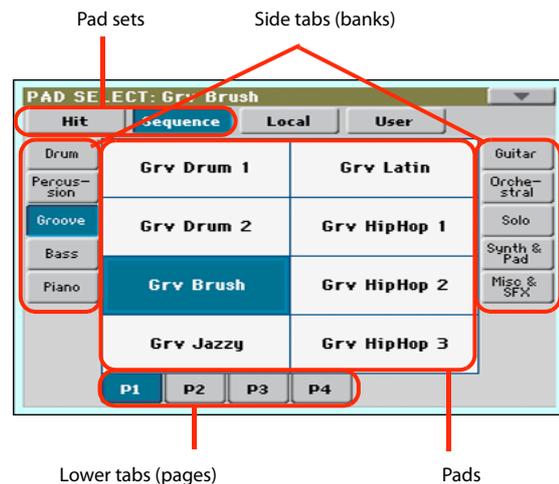


The commands are the same seen for the Style Select window’s page menu.

Pad Select window

Touch the Pad area whereas it appears in the display, to open the Pad Select window.

Press EXIT to exit from this page and go back to the previous page without selecting any Pad.



Pad sets

Selected set of Pads. **Hit** are single-note, pre-programmed factory Pads. **Sequence** are sequence-based, pre-programmed factory Pads. **Local** are like Factory Pads, but contain Pads customized for the music of your Country. **User** can be either single-note or sequence-based Pads, and can be user-created or modified.

Side tabs (banks)

Use these tabs to select a bank of Pads.

Lower tabs (pages)

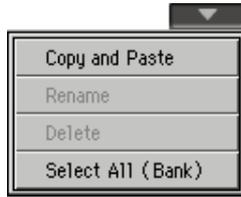
Use these tabs to select one of the available pages in the selected bank.

Pad

Touch one of these buttons in the display to select a Pad. Unless the “Display Hold” parameter (see page 148) is turned on, the window automatically closes short after you select a Pad.

Pad Select page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



The commands are the same seen for the Style Select window's page menu.

STS Select

To select one of the four STS associated with the current Style or the selected SongBook Entry, use the four STS buttons on the control panel.

As an alternative, touch the STS name tab in the main page of the Style Play or Song Play mode, where you can see the name of the available STSs.



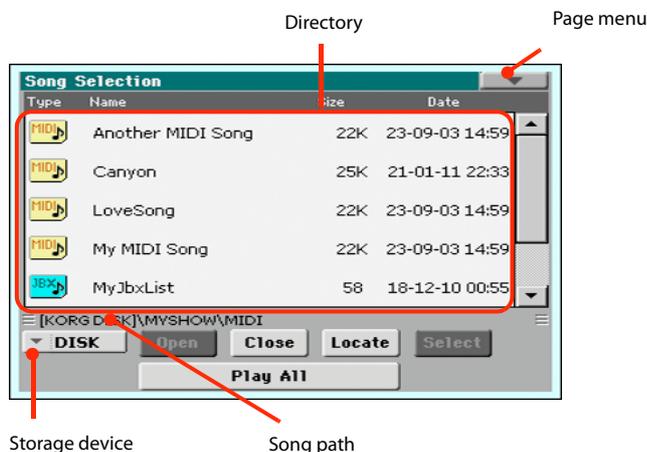
The STS's name can also be seen in the Lyrics page:



Song Select window

This page appears when you touch the Song name in the display, or press the SONG button in the SELECTION sections on the control panel.

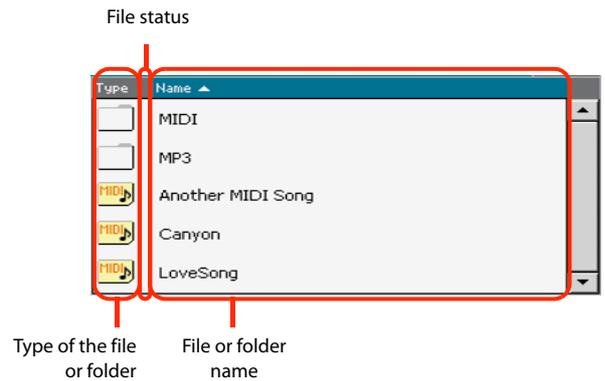
Press EXIT to exit from this page and go back to the main page of the Song Play operating mode without selecting a Song.



While in this page, you can select a Standard MIDI File, Karaoke, MP3 or Jukebox file.

Directory

This is the list of the selected device content.



Use the scrollbar to scroll the items in the list. As an alternative, you can scroll the list using the VALUE dial.

When the Name label is selected on top of the list, keep the SHIFT button pressed and touch one of the arrows to jump to the previous or next alphabetical section.

You can touch one of the labels on top of the list, to reorder the items accordingly. By touching the label again, the order of the files will switch between ascending and descending.

A list can contain several different types of files or folders.

Type icon	File/folder type
	Standard MIDI File (MID)
	Karaoke file (KAR)
	MPEG Layer 3 (MP3)
	Jukebox file (JBX)
	Folder

A file or folder may be in one of the following status. (See "Protect" and "Unprotect" on page 182 for information on how to change the file status).

Status icon	File/folder status
	Protected
-	Unprotected

Page menu icon

Touch the page menu icon to open the menu. See "Song Select page menu" on page 86 for more information.

Storage device

Use this menu to select one of the available storage devices.

Device	Type
DISK	Internal memory
USB	Optional device connected to the USB Host port

The actual name (label) of the device appears within square brackets ([]).

Song path

This line shows the current device path.

Open

Opens the selected folder (item whose icon looks like this one: ).

Close

Closes the current folder, returning to the parent (“upper”) folder.

Locate

Touch this button to go back to the folder containing the selected Song. This is useful to quickly locate it, after you have browsed through long directories and “dug” into different folders.

Select

Selects the highlighted item in the display. If a Song is already playing, it stops, and the new Song is ready to play. You will return to the main page.

Play All

When you touch this button, all Standard MIDI Files and MP3 files contained in the current directory are added to a new Jukebox list, that is automatically assigned to the Player. The order in which they are played depends on the current sorting method, i.e., how the files are shown in the display.

You can use this Jukebox list as any other list of this type (i.e., start the playback with START/STOP, jump to the next Song in the list with SHIFT + >>, edit it in the Jukebox page...).

Note: A Jukebox list can include up to 127 Songs. If your folder contains more items, only the first 127 will be considered.

Hint: If you don't want the list to be deleted when setting the instrument to standby, go to the Jukebox page and save it as a “JBX” file.

Selecting a Song by its ID number

Each Song in a folder on a device (up to 9,999) has a progressive ID number assigned. When the “Show Song Number” option is selected in the Song Select page menu (see below), you can see this number before the Song's name in the Song Select window. You can use this number to select the Song by composing the corresponding number, speeding up the Song retrieval when you are using an hard disk filled with Standard MIDI Files.

0007: CANYON.MID

While in the Song Select window, press the SONG button in the SELECTION section to open the keypad, and enter the number corresponding to the Song to be selected.

While in any page of the Song Play mode, press the SONG button in the SELECTION section twice to open the keypad.

Note: If no Song corresponds to the dialed number, the “Song not available” message will appear.

Note: While the directory may contain more than 9999 files, you can't select Songs outside the 0001-9999 range when using the numeric keypad.

Song Select page menu

Touch the page menu icon to open the menu. Touch a command to select it. Touch anywhere in the display to close the menu without selecting a command.



Export Song List

Select this command to save the current list as a text file. This way, you will be able to print a list of Songs, to see which number matches each Song.

1. While in the Song Select window, select the folder whose Song list you wish to save as a text file.
2. Select the Export Song List command from the page menu.
3. A dialog box will appear, asking you to select one of the available storage devices.



4. Select one of the options, and touch OK to confirm.

Note: The text file will contain a list of “*.mid”, “*.kar”, “*.mp3” and “*.jbx” files only. Folders and other types of files will not be included.

When saved, the text file will be named after the selected folder. For example, a folder named “Dummy” will generate a “Dummy.txt” file. If a file with the same name already exists in the target, it will be overwritten without waiting for any confirmation. A file containing the list of all valid files contained into the root of the disk will generate a “Root.txt” file.

The list will include the progressive number assigned to each Song, the file names, the total number of files in the list.

To correctly display and print the list on a personal computer, use a fixed size (i.e., non-proportional) character in your text editor.

Show Song Number

Check this option to make the Song's progressive ID number appear in the list, next to each Song.

Show Song Extension

Check this option to make the file extension (*.mid, *.kar, *.jbx, *.mp3) appear in the list, at the end of each Song's name.

Create New Folder

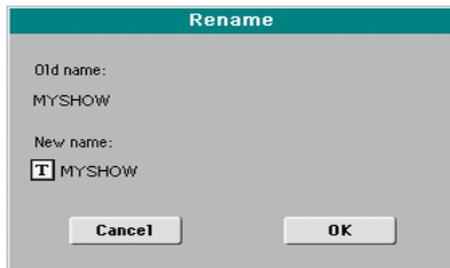
This command will let you create a new generic folder in the root of any device, or inside any other generic folder. You can't create a ".SET" folder with this command, since this type of folder is reserved to the Save operations (and can be created with the New SET button in any Save page).



By touching the **T** (Text Edit) button you can open the Text Edit window. Enter the name, then touch OK to confirm and close the Text Edit window.

Rename

(Only available when an item is selected in a list) Use this function to change the name of an existing file or folder. You cannot change the 3-character extension of files and ".SET" folders, since they are used to identify the type of file or folder.



Touch the **T** (Text Edit) button to open the Text Edit window. Enter the new name, then touch OK to confirm and close the Text Edit window.

Delete

(Only available when an item is selected in a list) Use this command to delete the selected file or folder.

Style Play

The Style Play mode is the boot-up operating mode. When in this mode, you can play along with the Styles (i.e. automatic accompaniments), using up to four tracks (Upper 1-3 and Lower) to play on the keyboard. You can choose different Sounds and Effects by selecting Performances and STSs. Four Pads will provide single-shot sounds or repeating patterns in sync with the Style. You can also use the SongBook to automatically select Styles suited for a particular song.

Start-up settings

Since the “My Setting” Performance is automatically selected when turning the instrument on, you can save your preferred start-up settings to it.

Select the Sounds, Effects, and other settings you would like to see automatically selected when turning the instrument on. Then keep the MY SETTING button pressed for about one second. When the Write Startup Settings window appears, confirm by touching OK.

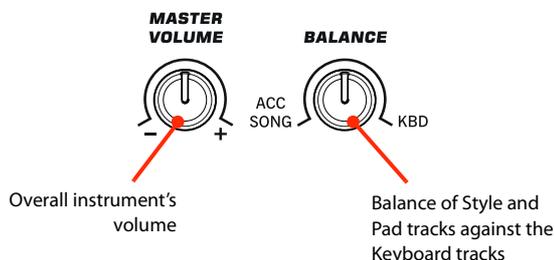
Note: If you like some settings to be preserved even when choosing different Performances, STSs and Styles, turn on the desired “locks” to avoid changes to the selected parameters (see “General Controls: Lock” on page 149).

Styles and Pads

Each Style includes four Pads. Each time you select a Style, the four Pads it contains are assigned to the four PAD buttons. The Style and the Pads will play using the same Tempo value.

Master Volume and Balance

While the MASTER VOLUME knob controls the general volume of the instrument, you can use the BALANCE knob to balance the Style’s Accompaniment and Pad tracks against the Keyboard tracks.



Factory, Favorite and User Styles

There are three different types of Style locations:

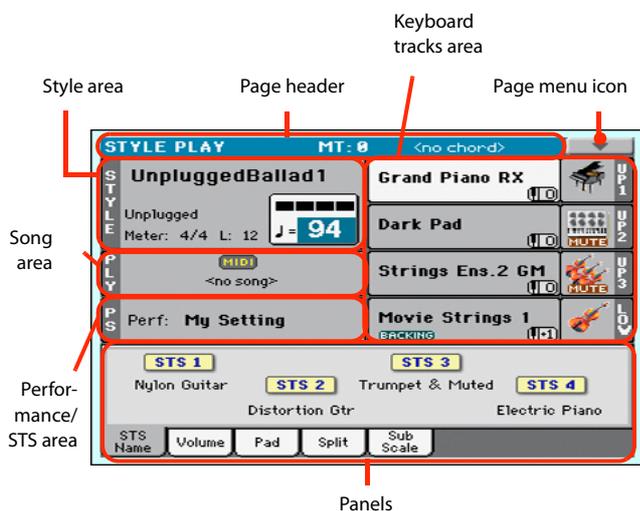
- Factory Style banks are the preloaded Styles, that you can't usually edit (unless you want to do so by turning off the protection, see “Factory Style and Pad Protect” on page 154).
- Favorite Style banks are Styles that can be loaded from an external device. You can rename the tabs in the Style Select window to create places for custom banks, or for additional music genres that are not already included among the supplied banks. See “The Favorite banks” on page 110 for information on how to manage these Styles.
- User Style banks are, like the Favorite banks, Styles loaded from an external device. These are banks conceived as a ‘workbench’ – a place where to manage Styles and banks before saving them to a final location.

Main page

This is the page you see when you turn the instrument on.

To access this page from another operating mode, press the STYLE PLAY button.

To return to this page from one of the Style Play edit pages, press the EXIT button.



Details on individual tracks can be seen by pressing the Volume tab. Use the TRACK SELECT button to switch between Normal view (Keyboard tracks, grouped Style tracks) and Style view (individual Style tracks). (See “Volume panel” starting from page 91).

Page header

This line shows the current operating mode, transposition and recognized chord.



Operating mode name

Name of the current operating mode.

Master transpose

Master transpose value in semitones. This value can be changed by using the TRANSPOSE buttons on the control panel.

Note: Transpose may automatically change when selecting a different Performance or Style. It may also change when loading a Standard MIDI File generated with an instrument of the Korg Pa-Series.

To avoid transposition, the Master Transpose is “locked” by default. If you want to unlock it, change the Master Transpose Lock parameter’s status (see “General Controls: Lock” on page 149).

Recognized chord

Displays the recognized chord, when you play a chord on the keyboard. If no chord abbreviation is shown, check if the ACCOMP LED is turned on.

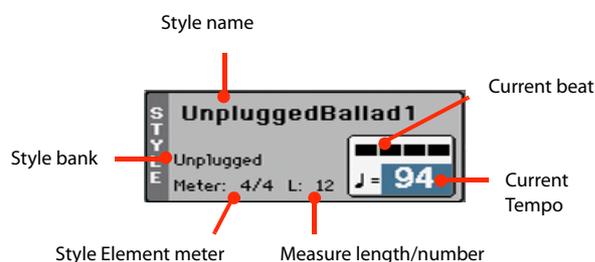
You can choose how chords are recognized by using the “Chord Recognition” parameter in the Global > Style page (see page 152).

Page menu icon

Touch the page menu icon to open the menu. See “Page menu” on page 108 for more information.

Style area

This is where the Style name is shown, together with its Tempo and Meter (Time Signature) parameters.



Style name

Currently selected Style. Touch the Style name (or press the STYLE button in the SELECTION section) to open the Style Select window.

Style bank

Bank the current Style belongs to.

Style Element meter

Meter (time signature) of the current Style Element.

Measure length/number

While the Style is playing, an ‘M’ appears, to show the current measure number of the current Style Element playing. While it is in stop, an ‘L’ appears, to show the length (total number of measures) of the current Style Element.

Current beat

Beat number currently playing.

Current Tempo

Metronome Tempo (from 30 to 250). Use the TEMPO buttons to change the Tempo value.

As an alternative, keep the SHIFT button pressed and use the VALUE DIAL to change the Tempo. Also, you can touch the Tempo field and drag it with your finger, or change it with the VALUE DIAL.

To recall the Tempo stored in the current Style, press the TEMPO buttons together.

You can prevent Tempo from changing by turning the TEMPO LOCK LED on.

Note: Since Style Elements may contain Tempo Change data, Tempo may change while a Style Element is playing.

Songs area

This is where the Song assigned to the onboard Player is shown.

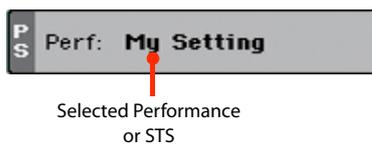


Song name

Name of the Song assigned to the Player. You can select Songs while playing Styles, to have them ready when switching to Song Play mode.

Performance/STS area

This is where the latest selected Performance or STS name is shown.



Selected Performance or STS

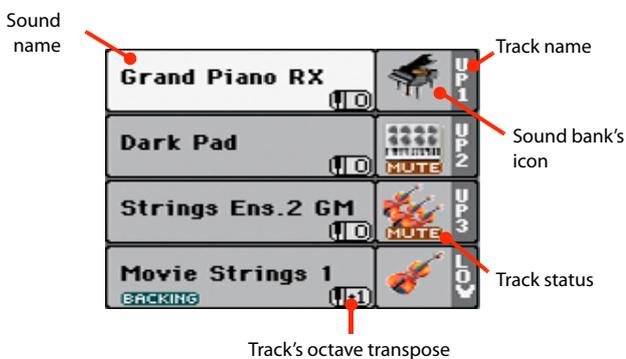
This is the latest selected Performance (Perf) or Single Touch Setting (STS#).

Touch the name to open the Performance Select window (see “Performance Select window” on page 84). As an alternative, use the PERFORMANCE section to select a different Performance.

To select a different STS, use the four STS buttons under the display, or the STS panel in the display.

Keyboard tracks area

This is where Keyboard tracks are shown.



Sound name

Name of the Sound assigned to the corresponding Keyboard track.

- If the track is already selected (white background), touch the Sound name to open the Sound Select window.
- If the track is not selected (dark background), first select it, then touch the Sound name to open the Sound Select window.

For more information about the Sound Select window, see “Sound Select window” on page 83.

Keyboard track octave transpose

Non editable. Octave transpose of the corresponding track. To individually edit the octave transpose for each track, go to the “Mixer/Tuning: Tuning” edit page (see page 98).

You can also transpose all Upper tracks by using the UPPER OCTAVE buttons on the control panel.

Bass & Lower Backing icon

When the Bass & Lower Backing function is active, the Backing icon appears in the Lower track Sound area (see “Bass & Lower Backing” on page 153).

Keyboard track name

Non editable. Name of the corresponding track:

Abbreviation	Track	Hand
UP1	Upper 1	Right hand (or both when in Full Keyboard mode)
UP2	Upper 2	
UP3	Upper 3	
LOW	Lower	Left hand

Sound bank's icon

This picture illustrates the bank the current Sound belongs to.

Keyboard track status

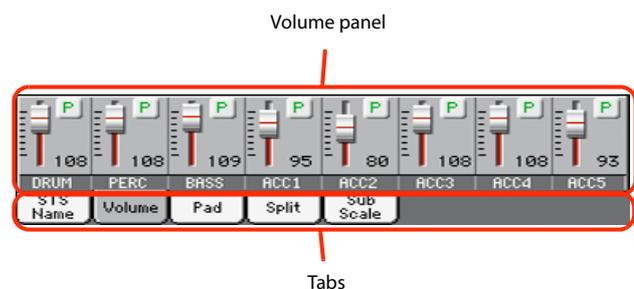
Play/mute status of the current track. Select the track, then touch this area to change the track status.

No icon Play status. The track can be heard.

MUTE Mute status. The track cannot be heard.

Panels

The lower half of the main page contains the various panels, you can select by touching the corresponding tabs. See more information in the relevant sections, starting from page 91.



STS Name panel

Touch the STS Name tab to select this panel. Single Touch Settings (STS) are memory locations intended for quickly choosing Keyboard Sounds, contained in each Style or SongBook Entry. While in this panel, you can see the name of the four STSs belonging to the latest selected Style or SongBook Entry. Touch one of the names to select the corresponding STS.



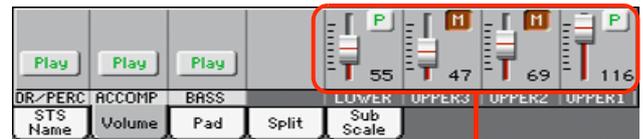
Note: You cannot edit the STS names in this panel. To edit a name, select the STS to be renamed, then select the Write Single Touch Setting command from the page menu (see “Write Single Touch Setting dialog box” on page 109).

Volume panel

Touch the Volume tab to select this panel. This is where you can set the volume of each track, and mute/unmute them.

Changing the tracks' volume

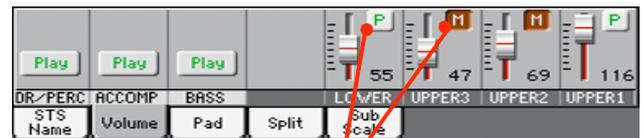
You can change the volume of each track by dragging the sliders in the display. You can also change the volume by touching a track's slider, then using the VALUE DIAL.



Sliders

Changing the Play/Mute status

Play/mute status of the current track. Select the track, then touch this area to change its status.



Track status icons



Play status. The track can be heard.



Mute status. The track cannot be heard.

Saving the track's volume and play/mute status

Each set of tracks can be saved into a different memory. This allows for a great flexibility when mixing Keyboard and Accompaniment tracks through the use of Performances, STSs and Styles.

- The volume and play/mute status of the **Keyboard tracks** can be saved to a Performance or STS (see “Write Performance” on page 108 and “Write Single Touch Setting” on page 108).
- The volume and play/mute status of the **separate Style tracks** can be saved to the current Style Settings (see “Write Current Style Settings” on page 108).
- The offset volume of the **grouped Style tracks** is automatically saved to the Global.

Track names

Under the sliders, a label for each track is shown. Use the TRACK SELECT button to switch between the **Normal** (grouped Style tracks, Keyboard tracks) and the **Style Tracks** view (separate Style tracks).

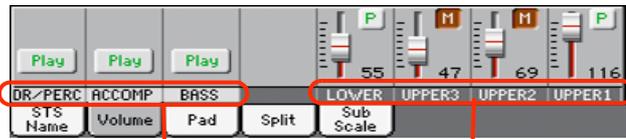


Track	Description
Normal View	
DR/PERC (*)	Grouped Drum and Percussion tracks.
ACCOMP (*)	Grouped Accompaniment tracks (Acc1-5).
BASS (*)	Grouped Bass Style track.
LOWER	Lower track.
UPPER1...3	Upper tracks.
Style Tracks View	
DRUM	Drum Style track.
PERC	Percussion Style track.
BASS	Bass Style track.
ACC1...5	Accompaniment Style tracks.

(*).Volume for these grouped tracks is a global offset, that can be adjusted in the Global > Mode Preferences > Style page.

Normal view

In **Normal view** you can see the grouped Style tracks (Play/Mute only), and the separate controls for the Keyboard tracks:

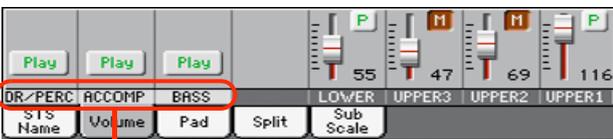


Grouped Style tracks

Keyboard tracks

Grouped Style tracks

In the Normal view, Style tracks are grouped together (Dr/Perc, Accomp, Bass groups), to allow for instant play/mute of several tracks at the same time.



Grouped Style Tracks

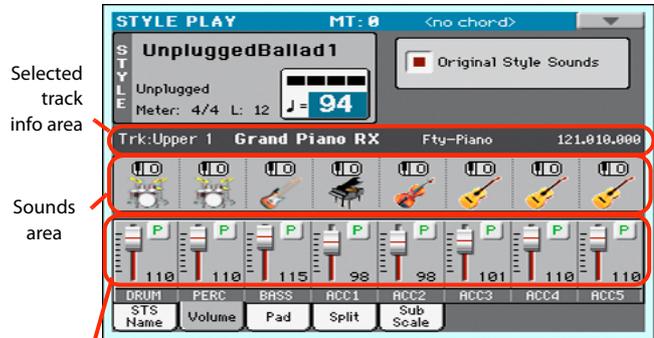
Changing the volume of the grouped Style tracks can be done (as a general control) in the Global mode > Mode Preferences > Style page (see “Style Tracks Global Volume” on page 153).

Keyboard tracks

Here you can separately control the volume and play/mute status of each Keyboard track.

Style Tracks view

Press the TRACK SELECT button to switch from the Normal view to the **Style Tracks view**. In this view, individual Style tracks are shown in the lower half of the display, while the upper half of the main page changes to show parameters for the selected Style track.



Selected track info area

Sounds area

Style tracks Volume

Press TRACK SELECT again to return to the Normal view (Keyboard tracks, grouped Style tracks, Mic/In controls).

Style tracks Volume

Here you can change the volume and play/mute status of each one of the individual Style tracks.

Original Style Sounds

This parameter lets you decide if the Style has to play the Sounds saved in the Performance or Style Settings, or the ones saved in each Style Element.

Note: When assigning a Sound to a Style track, the “Original Style Sounds” parameter is automatically turned off to allow its use.

Note: This parameter can be saved with the Performance or Style Settings.

On Style tracks always use the original Sounds recorded inside each Style Element. If you assign a different Sound to a Style track, this parameter is automatically set to Off.

Off You can assign different Sounds to each Style track, and save them in a Performance or Style Settings. The selected Sounds remain the same for all Style Elements. These Sounds can be saved into a Performance or Style Settings with the “Write Performance” or “Write Current Style Settings” commands (see page 108). Assigned Sounds are shown in the Sounds area of this page.

Selected Track Info area

This line lets you see the Sound assigned to the selected track. It appears both in the main page, and in several edit pages.



Track name

Sound name

Sound bank

Program Change sequence

Track name

Name of the selected track.

Sound name

Sound assigned to the selected track. Touch anywhere in this area to open the Sound Select window, and select a different Sound.

Sound bank

Bank of the selected Sound.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Sounds area

This area lets you see the Sound bank's icon and octave transposition for the eight Style tracks.

Style track's octave transpose icon



Sound bank's icon

Style track's octave transpose icon

Non editable. Octave transpose of the corresponding track. To change the octave transpose, use the UPPER OCTAVE buttons, or go to the "Mixer/Tuning: Tuning" edit page (see page 98).

Sound bank's icon

This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see above). Touch it a second time to open the Sound Select window.

Pad panel

Touch the Pad tab to select this panel. This is where you can assign a different Hit or Sequence Pad to each of the four pads, and see at a glance how pads are programmed. For more options, go to the "Pads: Pad" page (see page 106).



Pad assignment

Name of the Hit or Sequence assigned to each Pad. Touch the box to make the Pad Select window appear (see "Pad Select window" on page 84).

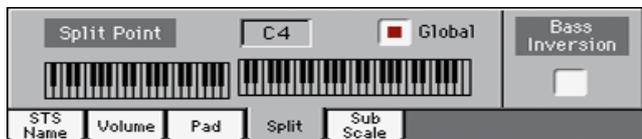
When the lock is open, Pads could automatically change when choosing a Style or SongBook Entry.

Pads lock icon (🔒)

Close this lock to prevent Pads from changing when choosing a different Style or SongBook Entry.

Split panel

Touch the Split tab to select this panel. This is where you can set the split point and activate the Bass Inversion.



Split Point

Use this parameter to select a different split point. A full-range piano keyboard is shown in the display, divided at the selected split point. Upper tracks play on the right of this point, while the Lower track plays on the left.

Keyboard diagram

Touch anywhere on the keyboard diagram. A message will appear, asking you to press the new split point on the keyboard of your Pa300 (or to press the EXIT button to close the message with no changes).

Global

There is a global split point, and a “local” one, that can be memorized into the Performances and STSs.

- On You are editing the global split point. The global split point is considered when selecting a Performance or STS that does not contain a “local” split point.
- Off You are editing the “local” split point memorized in the current Performance or STS.

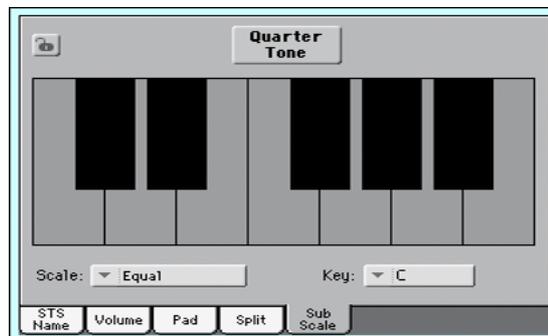
Bass Inversion

Use this parameter to turn the Bass Inversion function on or off.

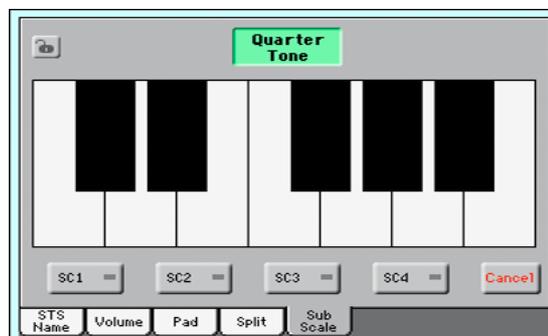
- On The lowest note of a chord played in inverted form will always be detected as the root note of the chord. Thus, you can specify to the arranger composite chords such as “Am7/G” or “F/C”.
- Off The lowest note is scanned together with the other chord notes, and is not always considered as the root note.

Sub-Scale panel

Touch the Sub-Scale tab to select this panel. This panel replicates the “Mixer/Tuning: Sub Scale” edit page (see page 98).



With the “Quarter Tone” button not pressed



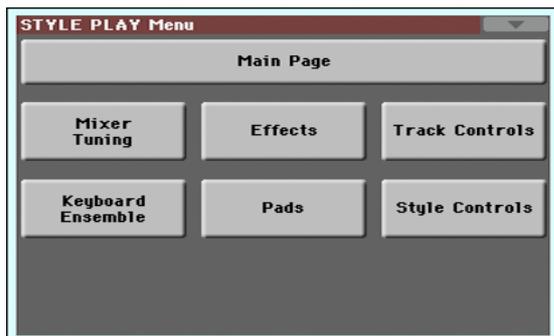
With the “Quarter Tone” button pressed

Edit menu

From any page, press the MENU button to open the Style Play edit menu. This menu gives access to the various Style Play edit sections.

When in the menu, select an edit section, or press EXIT or STYLE PLAY to exit the menu and return to the main page. To return to the main page, you can also select the Main Page menu item.

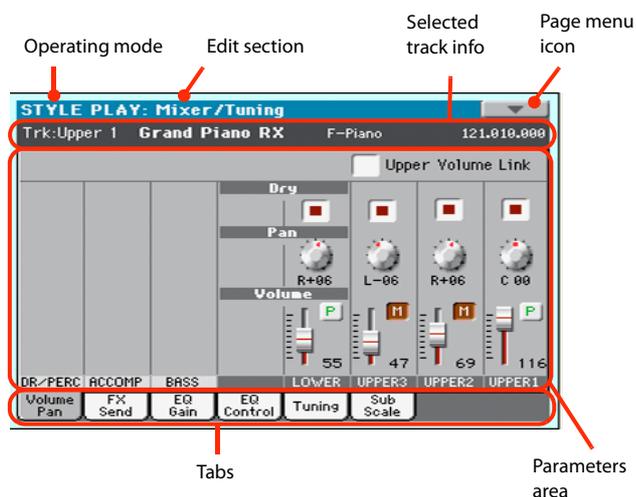
When in an edit page, press EXIT or the STYLE PLAY button to return to the main page of the Style Play operating mode.



Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by touching the corresponding tab on the lower part of the display.

Edit page structure

All edit pages share some basic elements.



Operating mode

This indicates that the instrument is in Style Play mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see “Edit menu” on page 95).

Page menu icon

Touch this icon to open the page menu (see “Page menu” on page 108).

Parameters area

Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting below.

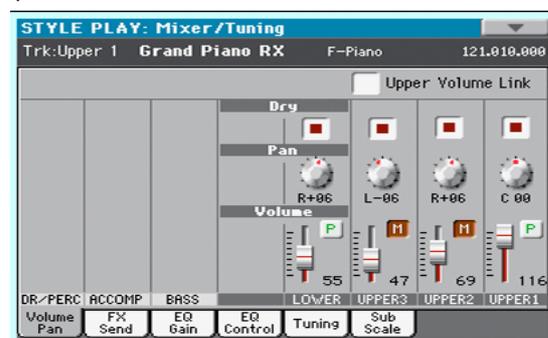
Tabs

Use tabs to select one of the edit pages of the current edit section.

Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each of the Keyboard or Style tracks. Volume settings are the same as in the Volume panel of the main page.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice versa.



Upper Volume Link

With this parameter, you define if changing the volume of one of the Upper tracks proportionally changes the volume of the other Upper tracks.

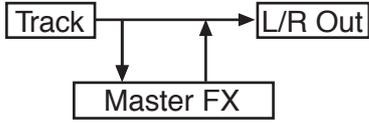
On When changing the volume of one of the Upper tracks, volume for the other Upper tracks changes proportionally.

Off When changing the volume of one of the Upper tracks, only that track's volume is changed. The other Upper tracks are left unchanged.

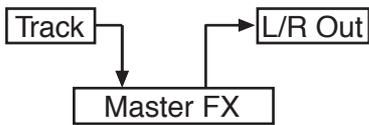
Dry

Use this checkbox to turn the dry (direct) track signal on or off from the outputs.

On When checked, the direct signal coming from the track is sent to the output, mixed with the Master FXs.



Off When unchecked, the direct signal coming from the track is removed from the audio output, and only sent to the Master FXs. The effected signal will still be panned (in stereo FXs only) according to the Pan value.



Pan

Track position in the stereo field.

L-64...L-1 Left stereo channel.

C 00 Center.

R+1...R+63 Right stereo channel.

Volume

Track's volume. This is the volume of each track, as saved in the Style (Style Settings), Performance or STS. It may change when choosing a different Style, Performance or STS.

0...127 MIDI value of the track's volume.

Play/Mute icon

Track's play/mute status.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Mixer/Tuning: FX Send

Pa300 includes two groups of effects (FX A and FX B). While in Style Play mode, the A group is reserved to the Style and Pad tracks, the B group to the Keyboard tracks.

Choosing and editing the effects is done in the dedicated Effect section (see "Effects: A/B FX Configuration" on page 100).

This page lets you set the level of the track's signal going to the Master FX processors. The Master FX processors are connected in parallel with the dry/direct signal, so you can decide the amount of direct signal that will be sent to the Master FX processors.

In case you do not want to hear the direct signal, just set the Dry parameter to Off (see "Dry" above).

You can assign to the Master FXs any kind of available effects, but we found it convenient to arrange them in the following way, for most of the Styles, STS and Performances included with the Pa300:

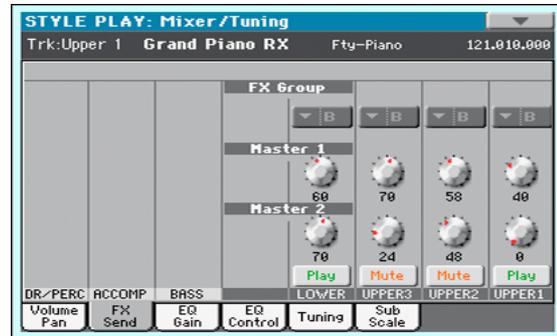
A-Master 1 Reverb processor for the Style and Pad tracks.

A-Master 2 Modulating FX processor for the Style and Pad tracks.

B-Master 1 Reverb processor for the Keyboard tracks.

B-Master 2 Modulating FX processor for the Keyboard tracks.

Use the TRACK SELECT button to switch from Keyboard to Style tracks, and vice-versa.



FX Group

This indicates the FX group (A or B) assigned to the group of tracks shown.

Send level (Master 1, Master 2)

0...127 Level of the track (direct) signal sent to the corresponding Master FX effect processor.

Play/Mute icon

Track's play/mute status.

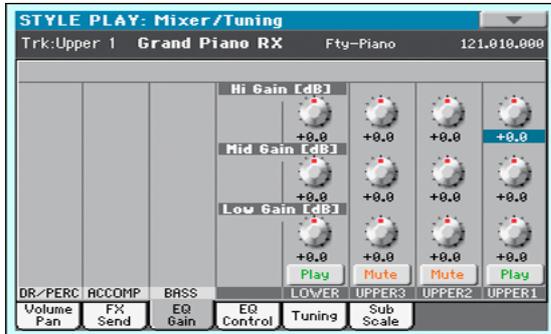
Play status. The track can be heard.

Mute status. The track cannot be heard.

Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.



Hi (High) Gain

This parameter lets you adjust the high frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

-18...+18dB High gain value in decibels.

Mid (Middle) Gain

This parameter lets you adjust the middle frequencies equalization on each individual track. This is a bell curve filter. Values are shown in decibels (dB).

-18...+18dB Middle gain value in decibels.

Low Gain

This parameter lets you adjust the low frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

-18...+18dB Low gain value in decibels.

Play/Mute icon

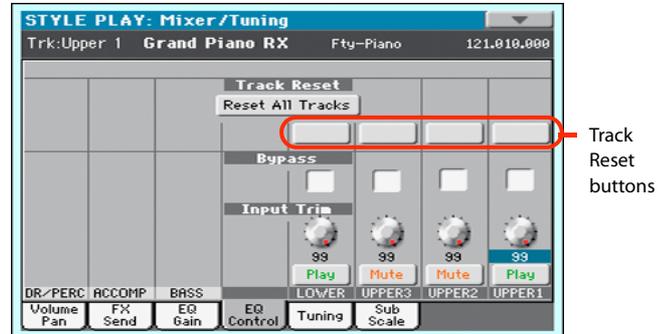
Track's play/mute status.

-  Play status. The track can be heard.
-  Mute status. The track cannot be heard.

Mixer/Tuning: EQ Control

This page lets you reset or bypass the track's equalization, programmed in the previous page.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.



Reset All Tracks button

Touch this button to reset (i.e., “flatten”) equalization for all tracks (both Keyboard and Style tracks).

Track Reset buttons

Use these buttons to reset (i.e., “flatten”) equalization for the corresponding track.

Bypass

Check any of these checkboxes to bypass the equalization for the corresponding track. When bypassed, equalization has no effect on the track, but all parameters are preserved. When the box is unchecked, equalization is activated again.

On The bypass function is engaged, so no equalization is active on the corresponding track.

Off The bypass function is not engaged, so the equalization is active on the corresponding track.

Input Trim

This knob allows you to limit the level of the signal passing through the equalizer. Extreme equalization values can overload the audio circuits and lead to distortion. This control lets you set equalization as desired, and at the same time avoid overloading.

0...99 Limiting value. The higher, the most effective it is.

Play/Mute icon

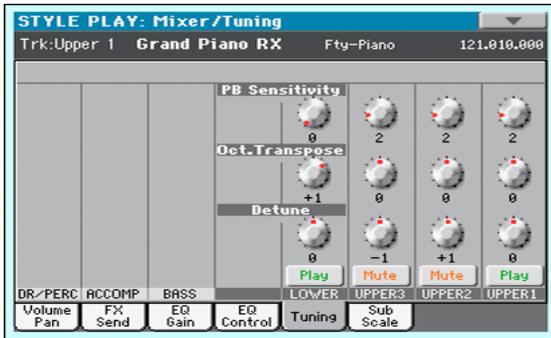
Track's play/mute status.

-  Play status. The track can be heard.
-  Mute status. The track cannot be heard.

Mixer/Tuning: Tuning

This page is where you can set the octave transpose and fine tuning for each track. Plus, you can program the Pitch Bend range for each track.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.



PB Sensitivity

These parameters show the Pitch Bend range for each track, in semitones.

- 1...12 Maximum up/down pitch bend range (in semitones). 12 = ± 1 octave.
- 0 No pitch bend allowed.

Oct(ave) Transpose

This is the octave transpose value.

- 3 Lowest octave.
- 0 Standard tuning.
- +3 Highest octave.

Detune

This is the fine tuning value.

- 64 Lowest pitch.
- 00 Standard tuning.
- +63 Highest pitch.

Play/Mute icon

Track's play/mute status.

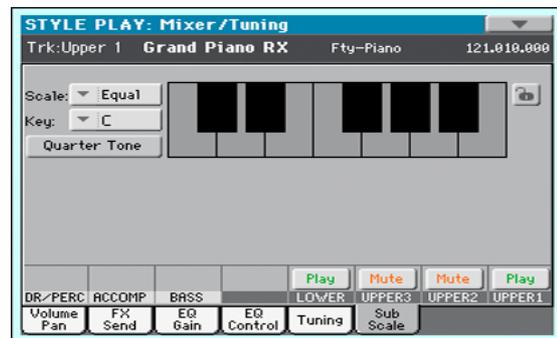
-  Play status. The track can be heard.
-  Mute status. The track cannot be heard.

Mixer/Tuning: Sub Scale

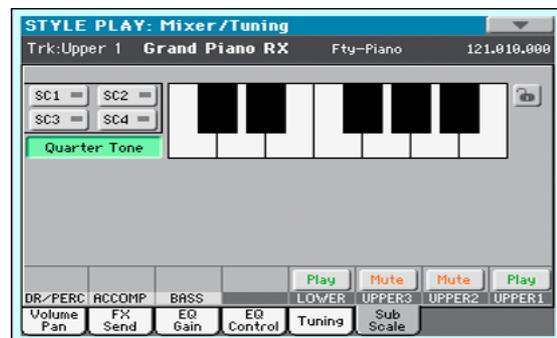
You can assign a different scale (a sub-scale) to the Keyboard tracks, the Upper tracks or all tracks. This will allow, for example, to play a solo with a particular Quarter Tone tuning, while the backing tracks play in the Equal tuning.

This page is where you can program the sub-scale for the selected tracks; a different sub-scale can be associated to each Performance or STS. Track selection is general, and can be done with the "Scale Mode" parameter of the Global > Mode Preferences > Style page (see page 153).

The remaining tracks will use the basic scale set in the Global > Tuning > Scale page (see "Main Scale" on page 157). This is the "standard" scale of the instrument.



With the "Quarter Tone" button not pressed



With the "Quarter Tone" button pressed

Note: Quarter Tone selection can be received via USB as MIDI-data (i.e., from an external sequencer or controller). Conversely, selection of Quarter Tone settings can be sent by the Pa300 to an external MIDI recorder as System Exclusive data.

Scale

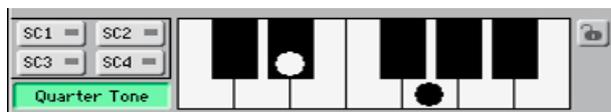
Selected scale. See "Scales" on page 373 for a list of the available scales. When selecting the User scale, the keyboard diagram becomes active, letting you program a custom scale (see "How to create a custom scale by fine-tuning each note of the User scale" below).

Key

This parameter is needed by some scales to set the preferred key (see "Scales" on page 373).

Quarter Tone

Press the Quarter Tone button in the display to make the keyboard diagram active. In the display, touch any note you want to lower a quarter tone, making a big dot appear on the note diagram. Touch the note again to make the dot disappear.



Touch one of the four SC Preset buttons to recall the corresponding preset, and touch any note you want to lower a quarter tone down, making a big dot appear on the detuned note in the diagram. Touch the note again to make the dot disappear.

Scale alteration made in this page is momentary and is not memorised. It is only meant to allow for fast scale alteration while playing.

To make changes faster, you can also assign the Quarter Tone function to the footswitch (see below “How to use the Quarter Tone function with a footswitch” for more information).

The use of SC Presets allows for immediate recall of previously programmed Quarter Tone scales (see below “How to use the Quarter Tone function with the SC Presets” for more information).

SC Preset buttons

These buttons only appear when the “Quarter Tone” parameter is checked. Use these buttons to recall the corresponding custom scale presets. See “How to use the Quarter Tone function with the SC Presets” below for information on how to use them.

Keyboard diagram

When “Quarter Tone” is checked, this diagram allows for lowering each note of a quarter tone. When a User scale is selected, it allows you to fine-tune each note’s pitch.

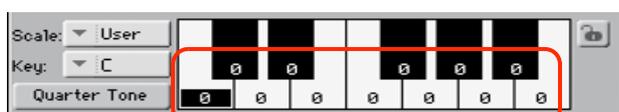
Scale lock icon

When locked, Scale parameters remain unchanged when selecting a different Performance or STS.

For more information on parameter locks, see “General Controls: Lock” on page 149.

How to create a custom scale by fine-tuning each note of the User scale

When the User scale is selected, the keyboard diagram becomes active. You can then change each note tuning in cents of a semitone (within a range of ±99 cents, referred to as Equal tuning). This way, you can create a custom scale, that you can save to a Performance or STS.



Fine tuning values

After having selected the User scale, touch a note in the keyboard diagram, and use VALUE DIAL to adjust the selected note tuning in cents.

Note: These settings can be saved to a Performance or STS, as described below.

How to use the Quarter Tone function with the SC Presets

When the “Quarter Tone” button is pressed, four “SC Preset” buttons appear, and you can select one of four SC Presets to recall a preset custom scale.

1. Program and save a custom scale into an SC Preset.
To do so, go to the Global mode, and reach the “Tuning: Scale” page. When programming is done, choose the “Write SC Preset” command from the page menu, then select one of the preset locations where to save the current settings (see “Write Quarter Tone SC Preset dialog box” on page 164).
2. Return to this page, and touch the “Quarter Tone” button to make the “SC Preset” buttons appear.
3. Touch one of the “SC Preset” buttons to recall a preset custom scale.

Each preset contains custom detuning of each note of the scale, and memorizes the selected degree(s) of the scale.

When no preset is selected, the default scale is automatically recalled. This scale assigns a -50 cent value to all notes, and turns all scale degrees off.

You can also select an SC Preset by assigning the relevant function to a footswitch (see “Controllers: Foot Controllers” on page 155).

4. Use the keyboard diagram to turn the note detuning on or off.
Make a big dot appear to detune the corresponding note, or make it disappear to reset tuning.
5. Reset the original scale.

Touch the “Quarter Tone button again, to deselect it and recall the main scale.

How to use the Quarter Tone function with a footswitch

You can assign the “Quarter Tone” function to a footswitch, to program a custom scale in realtime, for example to allow for those sudden scale changes typical of the Arabic music. These changes are not saved anywhere, so the scale is easily “wiped-out” when selecting a different Performance or STS, or when pressing the Quarter Tone pedal again.

Note: While in Style Play mode, you can create a custom scale, to be assigned to a Performance or STS, simply by selecting and editing a User scale, and saving any change to a Performance or STS. See “How to create a custom scale by fine-tuning each note of the User scale” above.

While in Global mode, you can create a custom scale and save it to one of the four SC Presets, and recall it by touching one of the SC Preset buttons in the display. Then, you can start your scale editing from the selected preset. See “How to use the Quarter Tone function with the SC Presets” above.

1. Program the footswitch to be the Quarter Tone switch.

Simply go to the Global mode, and reach the “Controllers: Foot Controllers” page. There, you will find the “Pedal/Footswitch” parameter, to which you can assign the Quarter Tone function.

2. Lower some note pitches.

Keep the Quarter Tone pedal pressed. The keyboard will not play at this time. Press the notes you want to lower a quarter tone. Release the pedal.

3. Play with your new scale.

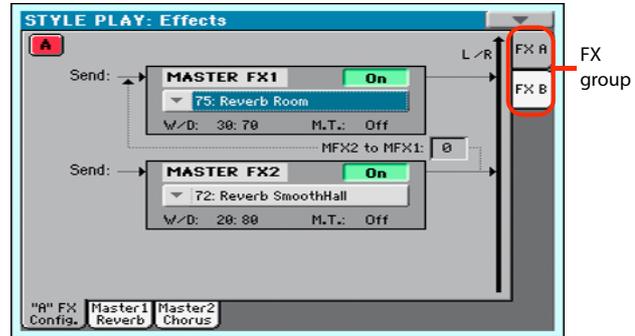
Notes you pressed on step 2 are now lowered of a quarter tone.

4. Reset the original scale.

Press and release the Quarter Tone pedal again, without playing any note. All pitches will be reset, and the scale selected by the Performance or STS will be recalled.

Effects: A/B FX Configuration

This page allows you to select the A (Style and Pads) and B (Keyboard) groups of effects. Please use the “FX A” and “FX B” side tabs to switch from one group to the other one.



FX Groups (FX A, FX B)

Pa300 includes two groups of effects (FX A and FX B). There are two master FXs for group. In Style Play mode, the A group is reserved to the Style and Pad tracks, the B group to the Keyboard tracks.

Master FX 1, 2

Effects assigned to the corresponding effect processors. Usually, FX1 are reverbs, while FX2 are modulating effects (chorus, flanger, delay...). For a list of the available effects, see in the Appendix.

Effects assigned to both FX groups can be saved to a Performance. Effect assigned to the FX A group (Style and Pad tracks) can be saved to the Style Settings. Effects assigned to the FX B group (Keyboard tracks) can be saved to an STS.

W/D

Use this parameter to set the amount of the effect (Wet) against the non-effected (Dry) signal coming from the track.

MF2 to MF1

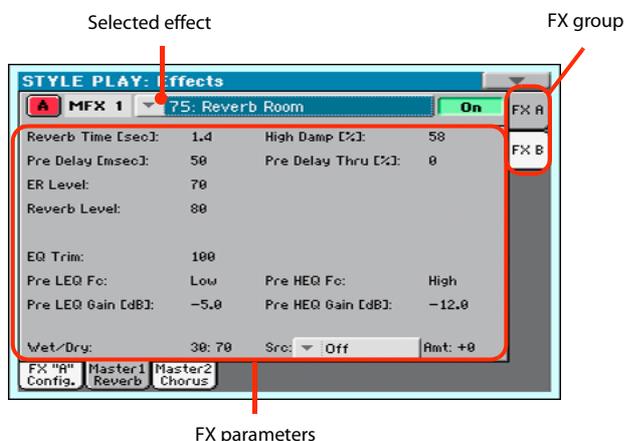
Amount of the MF2 effect going back to the input of the MF1 effect.

M.T. (Modulating Track)

Source track for modulating MIDI messages. You can modulate an effect parameter (for example, distortion's low-cut filter frequency) with a MIDI message generated by an internal physical controller (for example, pushing the Joystick forward).

Effects: Master 1, 2

These pages contain the editing parameters for the four effect processors. Here is an example of the FX A page, with the Reverb Wet Plate effect assigned.



Selected effect

Select one of the available effects from this pop-up menu.

FX parameters

Parameters may be different, depending on the selected effect. See the relevant chapter in the Appendix for a list of the available parameters for each effect type.

Wet/Dry

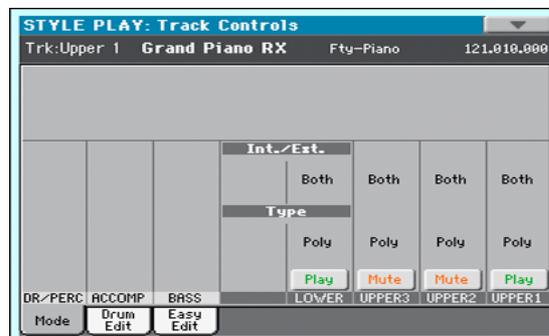
Use this parameter to set the amount of the effect (Wet) against the non-effected (Dry) signal coming from the track.

Src (Source)

Modulation source. To select the track generating this message, see the "M.T. (Modulating Track)" parameters found in the "Effects: A/B FX Configuration" page (see above). See the relevant chapter in the Appendix for a list of the modulation sources.

Track Controls: Mode

This page lets you connect each track to the internal sound generator and to external devices. This is very useful to play, for example, a software synthesizer with one of Pa300's Keyboard or Style tracks. In addition, here you can set the polyphony mode for each track.



Int./Ext. (Internal/External)

Internal The track plays the sounds generated by the internal sound engine. It does not play an external (hardware or software) instrument connected to the USB Device port.

External The track plays an external (hardware or software) instrument connected to the USB Device port. The connected device must receive on the MIDI channel associated with this track on the Pa300 (see "MIDI: MIDI Out Channels" on page 160).

A track set to this status cannot play the internal sounds.

Instead of the assigned Sound name, the <E: aaa.bbb.ccc> indicator is shown on a track's area in the Main page:



Control Change/Program Change area

This indicator begins with a remark saying the track is in External ("E") mode, and continues with a strings of transmitted Control Change and Program Change data. This will let you know what the track is transmitting to the USB Device port. In the following example, **CC#0** is the Control Change 0 (Bank Select MSB), **CC#32** is the Control Change 32 (Bank Select LSB), **PC** is the Program Change:



When touching the Sound area, the numeric keypad appears, instead of the Sound Select window. You can enter the Control Change/Program

Change bundle shown above, separating the three parts with a dot (.).

Both The track plays both the internal sounds and an external instrument connected to the USB Device port.

Type

Drum Drum/Percussion track. Set a track to Drum mode if you wish to separately adjust the volume and set a different output for each percussive family of the assigned Drum Kit Sound. (See “Track Controls: Drum Edit” on page 102).

Note: Drum Kits are not affected by transpose whichever the type of track they are assigned to.

Hint: Set a track to Drum mode if you don’t want the assigned Sound to be transposed (it will behave as a Drum Kit).

Note: Tracks set to Drum mode in Style Record (see “Track Type” on page 221) cannot be edited here. This option appears in grey. Other Style tracks cannot be set to Drum mode here.

Poly Tracks of this kind are polyphonic, i.e. they can play more than one note at the same time.

Mono Tracks of this kind are monophonic, i.e. each new note stops the previous note.

Mono Right A Mono track, but with priority assigned to the rightmost (highest) note.

Mono Left A Mono track, but with priority assigned to the leftmost (lowest) note.

Play/Mute icon

Track’s play/mute status.

 Play status. The track can be heard.

 Mute status. The track cannot be heard.

Track Controls: Drum Edit

In this page you can adjust the volume and edit the main parameters for each family of Drum and Percussion instrument for the selected track. A list of families is shown below.

These parameters can be accessed only on tracks set to the Drum mode (see above). Use them on tracks with a Drum Kit assigned, or you will not be able to hear any change.

Hint: Use the TRACK SELECT button to cycle between the track groups. After selecting a track, choose the “Solo Track” command from the page menu to avoid listening to the other tracks during editing.

Note: All values are offsets referred to the value of the original Sounds.



Family Select

Use these icons/buttons to select the drum family you want to edit. These buttons are only accessible when you select a Drum track.

Drum family icon	Drum family
	Kick drums
	Snare drums
	Toms
	Hi-Hat cymbals
	Ride, Crash and other cymbals
	Low-pitched percussions
	High-pitched percussions
	Special effects

Overview of the current parameter

Under the icons of the Drum families you can see the value of the selected parameter for all the families. This will let you compare the value of the selected family with all the others. The values are shown in grey (non editable).

Drum Edit parameters

Use these parameters to adjust the offset value.

Sound parameters	Meaning
Volume	Instrument's Volume.
EQ Hi	Equalization, High band.
EQ Mid	Equalization, Middle band.
EQ Low	Equalization, Low band.
Attack	Attack time. This is the time during which the sound goes from zero (at the moment when you strike a key) to it's maximum level.
Decay	Decay time. Time to go from the final Attack level to the minimum level.
Cutoff	Filter cutoff. This sets the sound brightness.
Resonance	Use the Filter Resonance to boost the cutoff frequency.
Fine Tune	Fine instrument tuning.
Coarse Tune	Coarse instrument tuning.
MFX 1 Send	Scales the Send level to the Master FX1.
MFX 2 Send	Scales the Send level to the Master FX2.

0...127 Volume (see above).

-64...0...+63 Offset value for all sound generation parameters. '0' means no change to the original value memorized in the Drum or Percussive instrument, while any other value means a decrease or increase to the original value.

Select

Use these buttons to select the track to edit. The button corresponding to the selected track turns green.

Reset Family

Touch this button to reset all changes to the selected family.

Reset Track

Touch this button to reset all changes to percussive instrument volumes in the selected track.

Play/Mute icon

Track's play/mute status.

 Play status. The track can be heard.

 Mute status. The track cannot be heard.

How to edit a single Drum Family

Here is a quick example of the use of the Drum Volume function.

1. While in this page, press TRACK SELECT to see individual Style tracks.
2. Touch the "Select" button, in the display, corresponding to the Drum track to edit.
3. Press START/STOP to let the Style go.
4. If you like, choose the "Solo Track" command from the page menu to solo the Drum track.

5. While listening to the Style, select the Snare family, then select the Volume parameter, and use the VALUE DIAL to turn the volume completely off.

You'll notice how all snares stops sounding.

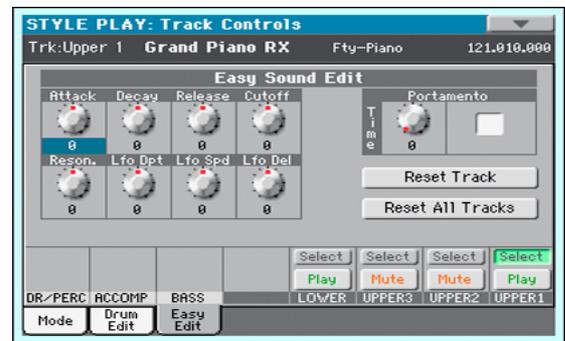
6. Touch the Reset Track button in the display to recall the original Snare's volume.

Track Controls: Easy Edit

In this page you can edit the main parameters of the Sounds assigned to each track.

Hint: Use the TRACK SELECT button to cycle between the track groups. After selecting a track, choose the "Solo Track" command from the page menu to avoid listening to the other tracks during editing.

Note: All values are offsets referred to the value of the original Sound.



Easy Sound Edit parameters

Use these knobs to adjust the offset value.

Sound parameters	Meaning
Attack	Attack time. This is the time during which the sound goes from zero (at the moment when you strike a key) to it's maximum level.
Decay	Decay time. Time to go from the final Attack level to the beginning of the Sustain.
Release	Release time. This is the time during which the sound goes from the sustaining phase, to zero. The Release is triggered by releasing a key.
Cutoff	Filter cutoff. This sets the sound brightness.
Resonance	Use the Filter Resonance to boost the cutoff frequency.
LFO Depth	Intensity of the Vibrato (LFO).
LFO Speed	Speed of the Vibrato (LFO).
LFO Delay	Delay time before the Vibrato (LFO) begins, after the sound starts.

-64...0...+63 Offset value. '0' means no change to the original value memorized in the Sound, while any other value means a decrease or increase to the original value.

Portamento knob and switch

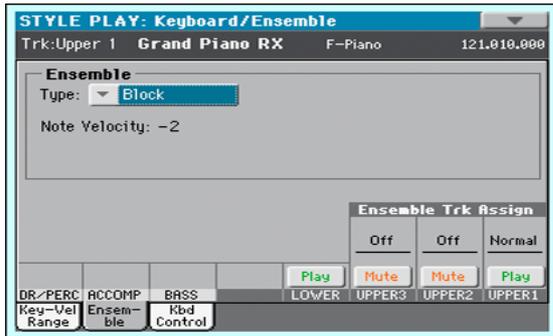
Use the Time knob to adjust the speed of the portamento (a slide between notes). Check the box to turn portamento on, or uncheck it to turn portamento off.

Keyboard/Ensemble: Ensemble

This page lets you program the Ensemble function. This function harmonizes the right-hand melody by using the recognized chords played by the left hand.

The Ensemble works both in the Style Play and the Song Play modes. Chords are always recognized in the Lower Chord Scan area.

Note: The Ensemble function only works when the keyboard is in Split mode.



Ensemble

Harmonization type.

- Duet Adds a single note to the melody.
- Close Adds a closed-position chord to the melody.
- Open 1 Adds an open-position chord to the melody.
- Open 2 As the above, but with a different chord shape.
- Block Block harmonization – very typical of jazz music.
- Power Ensemble Adds a fifth and an octave to the melody, as heard in hard rock.
- Third Up This option adds a third over the melody note (depending on the recognized chord).
- Fourths LO Typical of jazz, this option adds two perfect fourths under the melody.
- Fourths UP As the above, but with notes added over the melody.
- Fifths This adds two fifths below the original note.
- Octave Adds an octave to the melody.
- Dual This option adds to the melody line a second note, at a fixed interval set with the “Note” parameter. When selecting this option, a transposition value appears (-24...+24 semitones to the original note).
- Brass Typical Brass section harmonization.
- Reed Typical Reed section harmonization.

Trill When two notes are played on the keyboard, this option trills them. If three or more notes are played, only the last two are trilled. You can set the trill speed by using the Tempo parameter (see below).

Repeat The played note is repeated in sync with the Tempo parameter (see below). When playing a chord, only the last note is repeated.

Echo As the Repeat option, but with the repeated notes fading away after the time set with the Feedback parameter (see below).

AutoSplit1 If more than a single Upper track is in play, the Upper 1 track plays the melody in mono, while the other Upper tracks play the chord notes.

If only the Upper 1 track is in play, it plays polyphonically all the chord notes.

AutoSplit2 Similar to AutoSplit1, but the Upper 1 track always plays the uppermost note.

Note Velocity

This parameter sets the velocity difference between the right-hand melody and the added harmonization notes.

-10...0 Subtracted velocity value.

Tempo

Note: This parameter only appears when the Trill, Repeat or Echo options are selected.

Note value for the Trill, Repeat or Echo Ensemble options. This is in sync with the Metronome Tempo.

Feedback

Note: This parameter only appears when the Echo option is selected.

This parameter sets how many times the original note/chord is repeated by the Echo option.

Ensemble Track Assign

Use these parameters to separately set Upper tracks for the Ensemble function.

- Off There is no harmonization on this track.
- Normal This track is included in the harmonization.
- Mute This track only plays the Ensemble notes, but not the original note.

Play/Mute icon

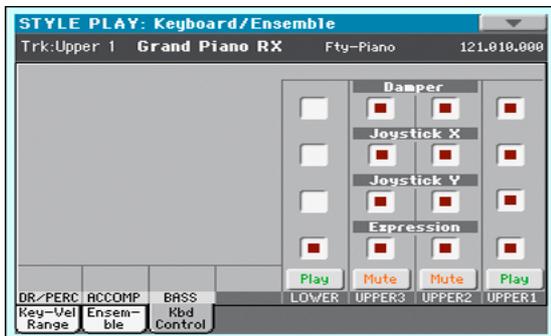
Track's play/mute status.

 Play status. The track can be heard.

 Mute status. The track cannot be heard.

Keyboard/Ensemble: Keyboard Control

This page lets you enable/disable the Damper and Expression pedals, plus the Joystick, for each of the Upper Keyboard tracks.



Damper

On When you press the Damper pedal and release the keys, the track's sound is kept sustained.

Off The Damper pedal is not active on any track set to this status.

Joystick X

This enables/disables the left/right movement of the Joystick (Pitch Bend, and sometimes a Sound parameter control; for Pitch Bend settings, see "Mixer/Tuning: Tuning" on page 98).

Joystick Y

This enables/disables the front/rear movement of the Joystick (Y+: Modulation, and sometimes a different Sound parameter control; Y-: Various controls, or non-active).

Expression

This parameter allows you to switch the Expression control on/off on each individual Keyboard track. The Expression control is a relative level control, always subtracted from the Volume value of the track.

As an example, imagine you have a Piano sound assigned to Upper 1, and a Strings sound assigned to Upper 2. If you turn the Expression switch on on Upper 2, and off on Upper 1, you can use a continuous pedal to control only the Strings' volume, while the Piano remains unchanged.

To program the pedal to act as an Expression control, see "Controllers: Foot Controllers" on page 155. You can only assign this function to a volume-type pedal, not to a switch-type one. Assign the "KB Expression" option to the pedal.

Play/Mute icon

Track's play/mute status.

 Play status. The track can be heard.

 Mute status. The track cannot be heard.

Pads: Pad

This page lets you select a different hit sound or sequence for each of the four PAD buttons.



Assignments can be saved into the current Style Settings or SongBook Entry.

Note: Each Style or SongBook Entry can change the Pad assignment.

Pad assignment

Name of the Hit or Sequence assigned to each Pad. Touch the box to make the Pad Select window appear (see "Pad Select window" on page 84).

Note: You can also choose Hits or Sequences from the Pad panel of the main page.

Volume

Volume for each of the four Pad tracks.

0...127 Volume level.

Pan

Pan for each of the four Pad tracks.

-64...-1 Left stereo channel.

0 Center.

+1...+63 Right stereo channel.

FX Send (Master 1, 2)

Send level to the Master FX processors for each of the four Pad tracks. The Pads share the FX A group with the Style tracks.

0...127 Level of the Pad track (direct) signal sent to the effect processor.

EQ Gain [dB] (Hi, Mid, Low)

Equalization for each of the four Pad tracks.

-18.0...+0.0...18.0

Gain value of the High, Middle, or Low band.

Pad lock icon

This lock avoids selecting a different Style or SongBook Entry changes also the Hit or Sequence Pads assigned to the Pads.

For more information on parameter locks, see "General Controls: Lock" on page 149.