



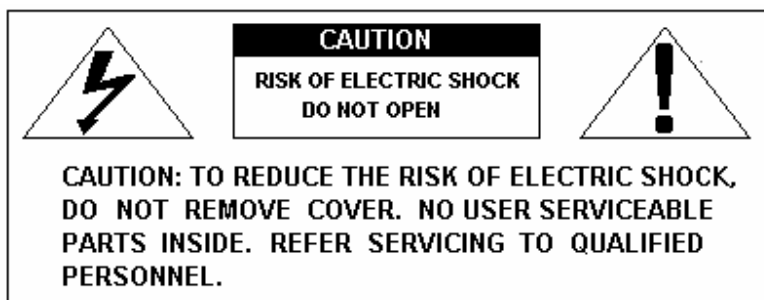
GT5000

Owners Manual

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SAFETY PRECAUTIONS AND INSTRUCTIONS



WARNING

Make sure that the voltage set is suitable for the instrument (the voltage is indicated next to the AC power inlet). Check the instrument main inlet and (if available) its dedicated amplification built in the instrument optional stand. Set the right voltage, if necessary, by turning the voltage switch in the appropriate position. **Correct Voltage for Europe 230V.**

110 V 230 V



When using electric products, always follow basic precautions, including the following:

- 1 Read all of these instructions before using the product.
- 2 To reduce the risk of injury, close supervision is necessary when the product is used near children.
- 3 Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, near a swimming pool, or the like.
- 4 This product, either alone or in combination with an amplifier and headphones, or speakers may be capable of producing sound levels that could cause permanent hearing loss Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss, or ringing in your ears, you should consult an audiologist.
- 5 The product should be located so that its location, or position, does not interfere with proper ventilation.
- 6 This product should only be located away from heat sources such as radiators, heat registers, and other products that cause heat.
- 7 The product should be connected only to the type of power supply described in the operating instructions, or as marked on the product.
- 8 This product may be equipped with a polarized plug. This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug
- 9 The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time When reconnecting the unit, turn on the keyboard and leave on for 3-5 hours to recharge internal battery. The battery may need to be replaced after two or three years of use.
- 10 Care should be taken so that objects do not fall, and liquids are not spilled, into the cabinet through openings
- 11 The product should be serviced by qualified personnel when
- 12 A The power-supply cord or the plug has been damaged; or
B Objects have fallen, or liquid has been spilled, into the product or
C The product has been exposed to rain or
D The product does not appear to operate normally, or exhibits a marked change in performance, or
E The product has been dropped, or the cabinet damaged

Do not attempt to service the product beyond that described in the maintenance instructions. All other servicing should be referred to qualified service personnel.

GROUNDING INSTRUCTIONS

This product must be grounded (earthed). If should malfunction or breakdown, grounding provides a path of least resistance for electric current to reduce the risk of electric shock This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with the local codes and regulations

DANGER

Do not modify the plug provided with the product - if it will not fit - have a proper outlet installed by a qualified electrician

DATA HANDLING

The information contained in the internal memory may sometimes be lost due to incorrect user action. Make sure to save important data into a floppy disk. ORLA will not be responsible for damages caused by data loss.

MULTI INFORMATION DISPLAY

The messages contained in the Multi Information Display may not always match the display pages They are merely examples of the many features of the product

DISCLAIMER

The information contained in this manual has been very carefully revised. Due to the constant effort to improve the product, the product specifications might differ to those in the manual. The specifications are subject to modification without prior notice.

TAKING CARE OF YOUR INSTRUMENT

Your keyboard is a fine instrument and deserves careful treatment. Follow carefully the next few points to keep it at it's best for many years.

- Never open the case and touch the internal circuits.
- Always switch the power Off after use.
- Clean with a cloth or a damp sponge. If the dirt is particularly persistent, use a neutral detergent to remove it. Never use solvents or alcohol.
- Do not place your instrument near electric motors, neon or fluorescent lamps as these may generate disturbances
- In most cases you just need to change the position of the instrument to avoid interference
- Keep your instrument away from dusty environments, high humidity, and high temperatures.
- Make sure that your local AC mains voltage matches the voltage indicated on the name plate in the back of the instrument. Connect the power cord to the power supply.
- Do not use electrical appliances, neon lights or variable lighting system on the same AC Mains outlet.
- Before turning on the instrument, make sure that your amplifiers and speaker system are off.
- Computer controlled instruments can be interrupted by spikes, surges and dropouts on the power line. If your instrument stops working because of a power line disturbance, switch it off for a few seconds and then switch it back on.
- Never disconnect the power cable without turning off the power switch.

GENERAL FEATURES

- UPPER ORCHESTRA 1 22 Sounds +22 USER SOUNDS selectable from 292 internal sounds, Chorus, Sustain, Octave, Volume
- UPPER ORCHESTRA 2 18 Sounds + 18 USER SOUNDS selectable from 292 internal sounds, Poly/Mono, Portamento, Chorus, Sustain, Octave, Volume
- UPPER FLUTES 9 Flute Pitches, 4 Organ Presets + 4 USER Organ Presets, Vibrato, Motion Effect Slow/Fast, Slow Attack, Overdrive, Percussion' 5 113', 4' -2 213' - Click 1/2/3, Sustain, Volume
- LOWER FLUTES 5 Flute Pitches, 4 Organ Presets + 4 USER Organ Presets, Vibrato, Sustain, Volume
- SPECIAL Upper/Lower 14 Sounds + 14 USER SOUNDS selectable from 292 internal sounds, Chorus, Sustain, Octave, Volume
- LOWER ORCHESTRA 22 Sounds +22 USER SOUNDS selectable from 292 internal sounds, Chorus, Sustain, Octave, Volume
- BASS 8 Sounds +8 USER SOUNDS selectable from 292 internal sounds, Sustain, Octave, Volume
- STYLE 90 Styles, 3 Variations, Auto Bass, Auto Chord, Intro/Ending, Fill In 1/2, Auto Start, Auto Set Up, Acc.Volumes, Drum Volume
- AUTOMATIC SET-UP 90 Style Registrations
- OVERALL PRESETS 16 Programmable Presets
- AUTOMATIC ORGAN 6 Banks of 16 Organ Registrations: Electric Organ, Theatre Organ, Church Organ, Combo, Orchestra, Band.
- DISK DRIVE (HD/DD) REAL TIME Standard Midi File, Record, Pause, Play.
- DIGITAL EFFECTS 12 internal reverb presets, 5 Enhancer effects
- MIDI 32 Midi Channels
- TUNING Pitch, Transpose
- CONNECTIONS 2 Left and Right (Stereo/Mono) outputs, 2 Left and Right (Stereo/Mono) inputs, Headphone socket, 2 Pedal Volume socket, Double Pedal socket, Sustain Pedal socket, Bass Pedalboard socket.

GETTING READY

- Connect the power cord to the power socket. Make sure that the voltage is suitable for the instrument.
- Turn the power on by pushing the On/Off switch on the lower right cheek block. To turn the power off push the On/Off button again.
- Move the Master Volume slider to adjust the overall volume. Moving the slider upwards it will increase volume, or downwards to decrease volume.
- The Master Volume slider controls the volume of the speakers, of the headphones (located below the lower keyboard on the left side) and of the Line Out jacks (located in the rear panel).

INTRODUCTION

Welcome to the world of electronic musical instruments. Your instrument has been designed and manufactured using the latest technology and computerized systems, to offer you years of trouble free pleasure.

GETTING STARTED

When your instrument is first switch on it will default to an organ sound. To play as an organ no controls at all have to be selected. You simply are able to sit and play.

To enable ease of use from the beginning there are many automatic registrations and sounds built into the instrument to enable either the beginner or professional player to obtain many sounds immediately.

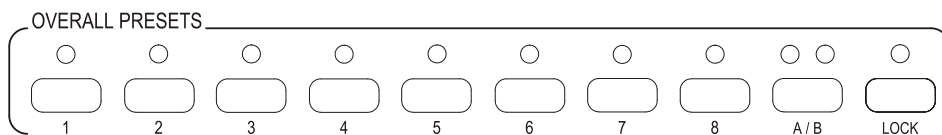
AUTOMATIC ORGAN

This section provides 96 ready-made registrations. There are 6 banks of 16 fixed Overall Presets, each one offering a variety of sounds in different categories.

The Automatic Organ section is situated to the far right hand side of the main control panel above the upper manual of the instrument. There are 7 vertical buttons:

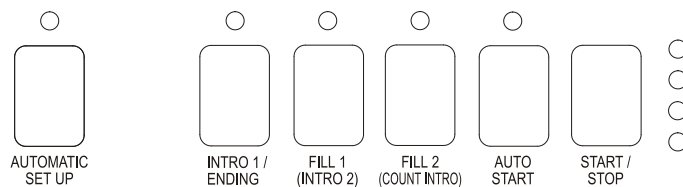
ELECTRONIC ORGAN
THEATRE ORGAN
CLASSICAL ORGAN
COMBO
ORCHESTRA
BIG BAND
OVERALL PRESETS

The first 6 banks provide 16 sounds each utilising the 8 Overall Preset buttons and the A/B bank button. These are situated along the top of the Upper manual at the right hand side.



For example if the Electronic Organ button is selected the red LED above it will illuminate and there will be 8 electronic organ sounds in bank A of the Overall Presets. If the A/B bank button is depressed the right Led above it will illuminate and there will be a further 8 different organ sounds available.

These registrations set up the sounds on the Upper, Lower keyboards and Bass pedals and also select a rhythm. If the Theatre Organ button is selected there will be 16 different lovely Theatre Organ registrations. The same applies to the Classical Organ and Orchestra sections. The Combo section provides 16 “small group” registrations and upon commencement of playing with the left hand the drum rhythm will start with a suggested rhythm to go with the registration. If this is not required switch Off the Auto Start button, which is situated at the bottom of the control panel above the centre of the Upper manual.



The Band section provides 8 Big Band registrations in bank A and 8 Trad. Oompah and Marching Band registrations. Normally when any of these registrations are selected a rhythm and suggested tempo are also set which are indicated in the screen. As each preset is selected the suggested rhythm and tempo may change.

Sometimes it is beneficial for the rhythm to remain the same when the registration is changed.

To the right hand side of the Overall Presets the Lock button enables the user to select a preset then the Lock button any subsequent presets that are selected will only alter the Upper keyboard registration.

The Lower keyboard Bass pedals and styles remain the same (this does not apply where the Special section is used on the lower keyboard). It is possible to change registrations between sections as well as between Overall Presets.

	Electronic Organ	Theatre Organ	Classical Organ	Combo	Orchestra	Band
A1	Flute 16'-8'-4'	Tibia 8'	Chapel Organ 1	Piano Quartet	Mantova Strings	Miller Reed 1
A2	Flute 16'-8'-4'-2'	Tibia Open Harmony	Chapel Organ 2	Late Night Sax	Strings Celeste	Miller Reed 2
A3	Flute 16'-4'	Tibia 16'-8'-4'	Chapel Organ 3	Late Night Bone	Piano & Strings	Simply Dorsey
A4	Flute 16'-2'	Tibia Theatre	Reed Organ	Vibes Solo	Guitar & Strings	In The Mood
A5	Electronic Theatre 1	Tibia Ensemble 1	Harmonium	Shear Magic	Full Harmony Strings	Basie Brass
A6	Electronic Theatre 2	Tibia Ensemble 2	American Reed Organ	Goodman Quartet	Piano Harmony Strings	Basie Sax
A7	Electronic Theatre 3	Tibia Celeste	Solo Trumpet	Hot Club Jazz	Vocal Strings	Big Band Jazz
A8	Electronic Theatre 4	Solo Reed	Solo Reed	Djanglelogy	Orchestral Strings	Big Band Trumpet
B1	Jazz Organ	Theatre 1	Church Organ 1	Organ Club Combo	Classical Violin Orchestra	Trad Ballad
B2	Overdrive Organ	Theatre 2	Church Organ 2	Guitar Combo	Classical Cello Orchestra	Trad Piano
B3	Blues Organ	Theatre 3	Church Organ 3	Simply Scat	Oboe Orchestra	Dixie Band
B4	Jimmy	American Theatre	Full Organ 1	Mantran Harmony	Flute Celeste Orchestra	Dixie Banjo
B5	Rock Organ	Cinema 1	Full Organ 2	Blues Organ Combo	Pan Flute	Oompah Band
B6	American Organ 1	Cinema Glock	Full Organ 3	Jazz Organ Swing	Pizzicato	Brass Band
B7	American Organ 2	Cinema Piano	Great Organ 1	Latin Guitars	Full Orchestra	Marching Band
B8	Euro Jazz	Full Cinema	Great Organ 2	Modern Sax Combo	Viennese Celeste	Military Band

The Automatic Organ registrations are fixed and cannot be changed, it is therefore impossible to erase these sounds.

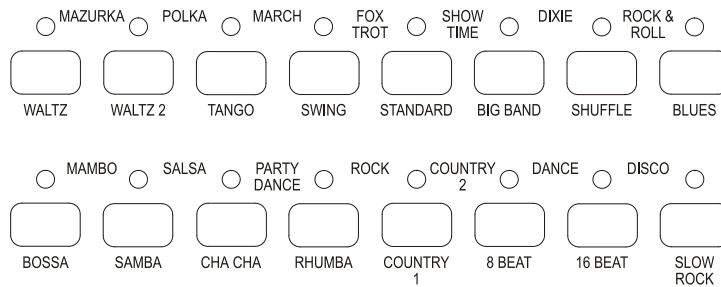
In addition there are a further 16 Overall Presets which can be selected using the Overall Preset button at the bottom of the Automatic Organ section. The Overall Presets can be changed. The factory settings are as follows:

A 1	Electronic Organ 1	B 1	Orchestral Strings
A 2	Electronic Organ 2	B 2	Classical Strings
A 3	Tibia Harmony	B 3	Solo Piano
A 4	Theatre Celeste	B 4	Latin Octave Piano
A 5	Full Theatre	B 5	Pub Piano
A 6	Jazz Organ	B 6	Scat Singers
A 7	Chapel Organ	B 7	Jazz Combo
A 8	Church Organ	B 8	Big Band Ballad

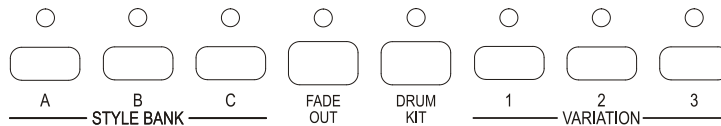
The Automatic Organ and Overall Presets are primarily set up to be played in the traditional manner using bass pedals. However they can be used in conjunction with the Automatic Set Up in which case bass pedals need not be played.

AUTOMATIC SET UP

This function sets up a registration for each style that is selected. There are 90 different styles built into the instrument and they are selected using the 16 buttons located in the centre of the control panel to the lower left hand side of the screen.



They are used in conjunction with the three Style Bank buttons that are situated to the lower left hand side of the style buttons.



To select the 90 different styles using only 16 buttons the following system of operation is necessary. If the first left hand button labeled WALTZ is selected and Style Bank A is selected the screen will show that the STDWALTZ is selected.

If Style Bank A is changed to Style Bank B by depressing the button the rhythm will change to a Slow Waltz and the screen will change to SL_WALTZ.

If Style Bank B is changed to Style Bank C by depressing the button the rhythm will change to a Viennese Waltz and the screen will change to VIENNESE.

There are therefore 3 styles on each button.

Should 2 buttons be depressed at the same time, for example the SWING and STANDARD button then the style written across the top of the two buttons will be selected and both of the LED's will be illuminated.

In this case in Style Bank A, a FOX TROT will be selected. In Style Bank B a SING SONG FOX TROT. In Style Bank C a BARNDANCE.

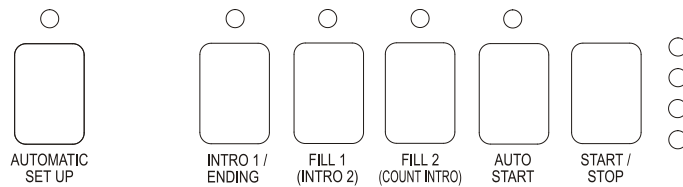
The following chart shows the location of the styles that are available.

Rhythm	A	B	C
Upper Row			
WALTZ	Waltz Standard $\frac{3}{4}$	Waltz Slow $\frac{3}{4}$	Waltz Viennese $\frac{3}{4}$
MAZURKA	Mazurka $\frac{3}{4}$	Mazurka 2 $\frac{3}{4}$	Mazurka $\frac{3}{4}$
WALTZ 2	Italian Waltz $\frac{3}{4}$	Oompah Waltz $\frac{3}{4}$	Musette $\frac{3}{4}$
POLKA	Polka	Party Polka	Polka 2
TANGO	Tango	Orchestral Tango	Passadoble
MARCH	March 2/4	March 6/8	Tarantella
SWING	Swing	Quickstep	Quickstep 2
FOX TROT	Fox Trot	Sing Song	Barn Dance
STANDARD	Standard	Hawaiian	Swing-rock
SHOW TIME	Broadway	Show Ballad	Nice & Easy
BIG BAND	Big Band	Big Band Ballad	Big Band 2
DIXIE	Dixie	Dixie 2	Honky Tonk
SHUFFLE	Shuffle	Shuffle 2	R & Blues
ROCK & ROLL	Rock & Roll	Boogie	Twist
BLUES	Blues	Gospel	Blues 2
Lower Row			
BOSSA	Bossa	Bossa 2	Meneito
MAMBO	Mambo	Disco Mambo	Bolero
SAMBA	Samba	Samba 2	Disco Samba
SALSA	Salsa	Merengue	Gypsy
CHA CHA	Cha Cha	Guaracha	Cumbia
PARTY DANCE	Hullygully	Quadriglia	Talisman
RHUMBA	Rhumba	Beguine	Italian Rhumba
ROCK	Rock	Rock 2	Rock 3
COUNTRY 1	Country	Country Rock	Bluegrass
COUNTRY 2	Country Waltz $\frac{3}{4}$	Country 2beat	Country Ballad
8 BEAT	8 Beat	8 Beat 2	8 Beat 3
DANCE	House	Rap	Acid Jazz
16 BEAT	16 Beat	16 Beat 2	Funk
DISCO	Disco	Soul	Soul 2
SLOW ROCK	Slow Rock	Slow Rock 2	Slow Rock 3

For example to select the Hawaiian style using the chart, the STANDARD button has to be selected on Style Bank B.

To set up a factory registration for each style on the instrument the Automatic Set Up button has to be switched on.

This is on the control panel to the bottom left hand side of the Style Bank buttons.



The Automatic Set Up will select a complete registration for the entire instrument based on the style that was selected. Auto Bass and Auto Chord are selected and also an Introduction plus sounds for the Upper and Lower keyboards.

As soon as a chord is played on the lower keyboard an introduction will be played in the key based on the chord played:

- E.g. C chord key of C.
- F chord key of F
- Etc.

When the Automatic Set Up is selected the sounds that are being used are indicated by being illuminated in the Upper Conductor section. Any sections that are not illuminated are also set up with suitable sounds which can be used instead of, or as well as the sound originally selected simply by switching on the relevant Conductor button.

The Automatic Set Up will remain On until switched Off. Therefore if a style is changed whilst playing and the Automatic Set Up is on both the sound and tempo are likely to be changed. It is possible to change the style while playing in the following way:

- Select the first style required.
- Switch On the Automatic Set Up
- Switch Off the Automatic Set Up
- Commence playing
- Change the style. The tempo and sounds will now remain the same.

It is also possible to use the Automatic Set Up in conjunction with the Automatic Organ.

To do so follow the following procedure:

- Select the style required
- Switch On Automatic Set Up
- Switch Off Automatic Set Up
- Switch On the Lock button located to the right hand side of the Overall Presets.
- Commence playing. The registration selected by the Automatic Set Up still remains.
- Select an Overall Preset from any of the 6 Automatic Organ sections or the Overall Presets section. The Upper keyboard registration will change. However the accompaniments and Lower keyboard sounds will remain the same.

It is therefore possible in this way to combine the Automatic Set Up registrations with the 96 Automatic Organ registrations plus any registrations that may be in the Overall Presets.

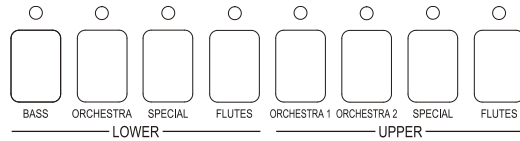
The automatic set up is normally registered for people who play with their own chords and with Autobass.

To play with single finger chords change the MFC button at the top left side of the screen to the OFC button.

To play with Bass pedals switch off the Autobass button.

BASIC FEATURES

CONDUCTOR



The Conductor enables different sections of sounds to be selected on the two keyboards. It is located at the bottom of the control panel underneath the screen. The black buttons switch on the sounds for the Upper keyboard. The gray buttons for the Lower keyboard.

If no Upper Conductor buttons are selected no LED's above the black buttons will be illuminated and there will be no sound on the upper keyboard.

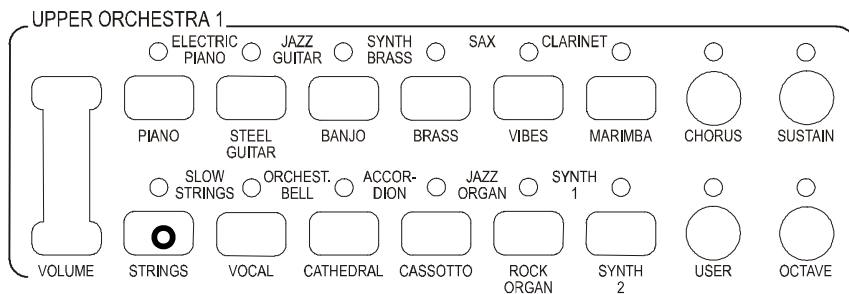
There are 3 sections of sound solely allocated to the Upper keyboard:

- Upper Orchestra 1
- Upper Orchestra 2
- Upper Flutes

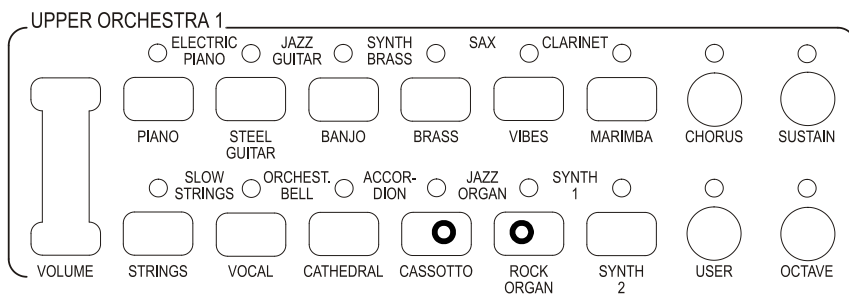
If Upper Orchestra 1 is selected on its own in the Upper Conductor section the sound that will be selected will be the sound that is illuminated in the Upper Orchestra 1 section which is situated directly above the Overall Presets section.

Like the Style section, there are more sounds than there are buttons.

To select a voice, STRINGS for example, press the button of the desired sound. The LED will confirm your choice



To select the voice indicated between two LED's, JAZZ ORGAN for example, press the two buttons related to the LED's.

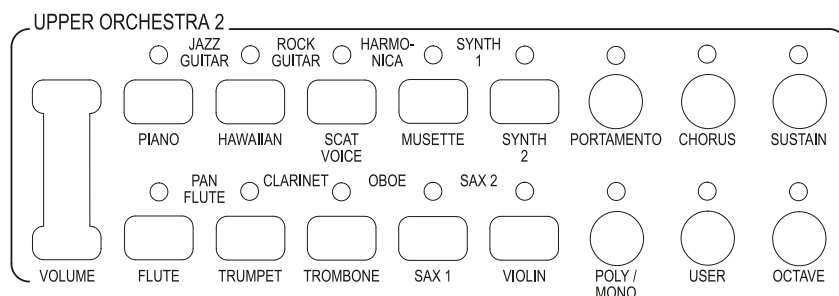


The name of the selected sound will be also shown briefly on the display. There are 2 sounds on each button. The second sound is selected by switching On the User button, which is set at the factory to

provide an alternative sound to that indicated on the button. The User sound can be altered. See later in the manual.

Upper Orchestra 2 can be selected by switching On the Upper Orchestra 2 button in the Conductor section. If Upper Orchestra 1 and Upper Orchestra 2 are both illuminated then the sounds in both sections will sound simultaneously when played.

If Upper Orchestra 1 is switched Off in the Conductor then the sound of Upper Orchestra 2 will remain on its own. The sound of Upper Orchestra 1 will not be heard even though the selected sound remains illuminated in the section. This indicates the sound that is selected in Orchestra 1, which will activate only when the Orchestra 1 Conductor button is switched On.



The sounds in Upper Orchestra 2 are selected in the same way as in Upper Orchestra 1. Unlike upper Orchestra 1 which is permanently in a Poly mode (more than one note can be played simultaneously) Orchestra 2 can also be used in a Mono mode (only one note can be played at the time).

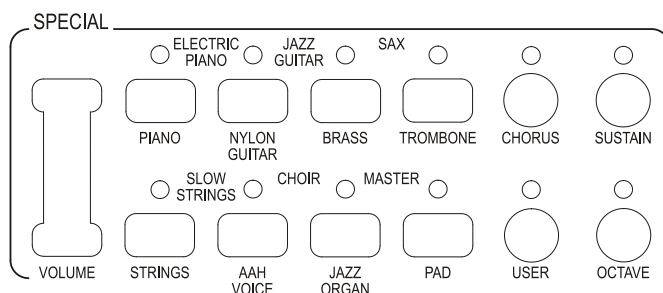
Both sections have an Octave switch, which in the factory settings usually takes the sound on the Upper keyboard down 1 octave. This can be altered. See relevant section later in the manual.

There is also a Sustain switch which when selected will make the sound carry on and gradually decrease after the note is released, in the factory settings the amount of sustain is set to be suitable for each instrument. The sustain time can be altered. See relevant section later in the manual.

Each section also has a Chorus button. This when selected provides a third dimension to the sound. This can be changed. See relevant section later in the manual.

Upper Orchestra 2 also has a Portamento button. This only works when Orchestra 2 is set in Mono mode. When selected if the notes are played in a legato fashion they will slide from one note to another. If played in a staccato fashion there is no Portamento effect. This technique requires considerable practice to perfect.

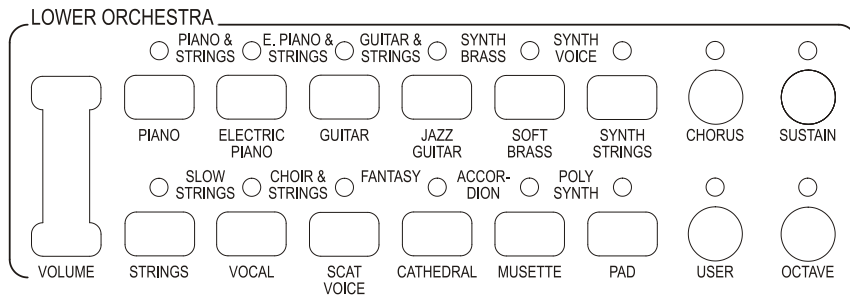
The Special section is different to all of the other sections in as much as it is not dedicated to a particular keyboard. If it is selected in the Upper Conductor it becomes a third section for the Upper keyboard. If selected in the Lower Conductor it becomes a second section for the Lower keyboard.



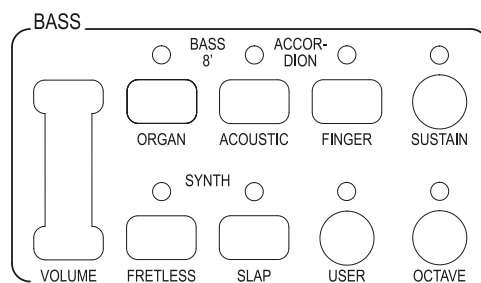
It cannot be used simultaneously on both keyboards. It also has a third use.

When the Lower Split is selected it is the section that provides the sound for the right hand side of the Lower keyboard. The Lower Orchestra and the Lower Flutes provide the sound for the left-hand side of the Lower keyboard when the Split is switched On.

The Lower Orchestra works in exactly the same way as the Upper Orchestra 1 but on the Lower Keyboard. It is situated above the Flute Bars at the top of the control panel.



BASS

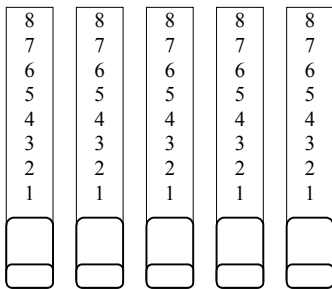
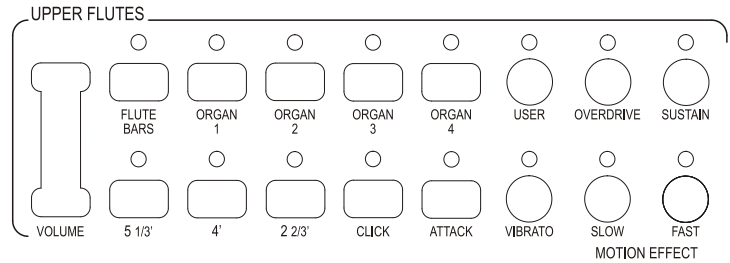
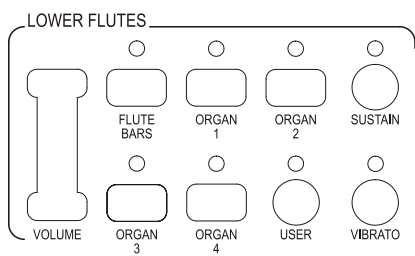


The instrument has 8 different Bass voices available for manual Bass. To select these press any of the BASS tabs. The BASS section can be played in the Lower keyboard and can be activated via the BASS button in the CONDUCTOR section.

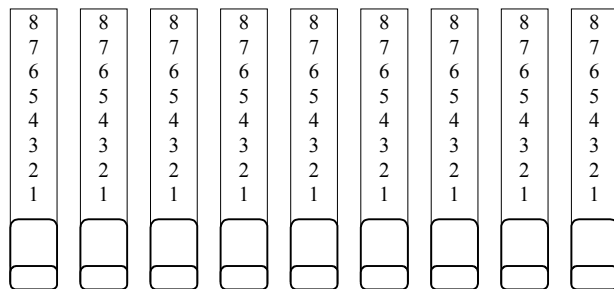
The Bass section can be played only in monophonic mode.

All of the Orchestra sections have their own Volume control, which is situated, to the left of the section. The green LED's indicate the level of volume. To increase the volume press the button at the top and to decrease the volume press the button at the bottom. There are more steps of volume than there are LED's so the lights do not change at every press of the button.

UPPER AND LOWER FLUTES



8' 4' 2 2/3' 2' 1'



16' 5 1/3' 8' 4' 2 2/3' 2' 1 3/5' 1 1/3' 1'

The UPPER and LOWER FLUTES sections provide the organ sounds for the instrument. They are activated by selecting the relevant UPPER and LOWER FLUTE buttons in the CONDUCTOR section. They can be used either on their own or in conjunction with the other Orchestra sections. Like the Orchestra sections they have their own volume controls situated to the left of the relevant section. If the Flutes button is selected on the upper keyboard on its own. There will be an Organ sound on the Upper keyboard. Pulling in or out the UPPER ORLA Flutebars can modify this sound. Basically the Flutebars are individual volume controls for different octaves of organ sound. The 8' Flutebar plays the pitch of note that is actually played.

E.g. 8' only on Upper plays middle C when the middle C note is depressed.

The 16' plays the octave below. The 4' plays the octave above. The 2' and the 1' the subsequent octaves above that.

The Flutebars with fractional numbers actually play a different note to C. It is therefore important not to use the fractions without some of the whole numbers.

If all nine Flutebars are pulled out then nine notes will sound simultaneously when each Upper note is played. Try pushing all the Flutebars in and holding down middle C while continuing to hold this note pull out the individual Flutebars from right to left one at a time each individual pitch of organ sound can be heard. By mixing the Flutebars very full organ sounds can be obtained when just playing one note.

Generally speaking the mellower organ sounds are provided by the Flutebars to the left with the higher numbers 16', 8', etc. More treble sounds are provided by the Flutebars with the lower numbers 1', 2', etc. The 2' and the 1' Flutebars at the top of the keyboard may provide high frequency sounds that are outside the range of some people's hearing.

ATTACK

It is possible to have two different types of Flute sounds. When the ATTACK is activated the Flute sections will provide a sound more akin to a Tibia having a slow response when the note is depressed. When the ATTACK is off the Flute sections will have a sharper and more percussive attack typical of Jazz and modern music

MOTION EFFECT - VIBRATO

The MOTION EFFECT is a simulation of a rotary speaker. There are two effects Slow and Fast. The Fast Motion Effect provides a fast tremulant (Doppler effect). The Slow Motion Effect cancels the Fast and provides a slow tremulant. VIBRATO provides a frequency modulation. It cancels the Motion Effect.

OVERDRIVE

This feature will add a distortion effect on the Flutes section. This was a typical effect of the original tone wheel organs. It will be very useful for the 70s and 80s sound settings. It is noticeable when chords are played but not necessarily when single notes are playing. It therefore duplicates an overdriven valve preamp.

Sustain is available in each section.

PERCUSSION

Percussion is a popular effect in many flute/organ setups. When a note or chord is first played, you'll hear a slight percussive effect, much like you would hear when a mallet strikes a xylophone. While most often associated with jazz organ, the percussion can be added to flute sounds for other registrations. There are three percussive stops $5 \frac{1}{3}$ 4 and $22 \frac{2}{3}$ which can be added to the Flutebar sounds there is also an effect called Click that duplicates the noise of the key contacts on earlier electronic organs.

For many people the factory settings may well provide all of the sound and style combinations that they may require. To exploit this instrument to even greater potential it is possible to change settings and store them. It is also possible to record a performance and save it to disk. The basic programming is made as simple as possible but like learning to play at first, practice is required to master the functions.

Remember when using Programming and Disk Functions take each stage a step at a time and give the instrument time to complete its task. TAKE YOUR TIME.

BASIC PROGRAMMING

TO CHANGE AND STORE A REGISTRATION

When creating a new registration it is not necessary to start from scratch is simpler and quicker to select and modify an existing registration Start with a registration that is similar to the one that is required. .

We will therefore modify factory Overall Preset number A1.

1. Select overall preset A1 by pressing the overall preset button at the bottom of the Automatic Organ Section and selecting overall preset 1 ensure that the left hand Led above the A/B button is illuminated to indicate bank A is selected. When the Upper Keyboard is played there should now be a basic Organ sound. The Flutes button should be the only one selected on the Upper conductor. If this is not the case the registration has already been altered save these registrations to disk and reload the factory settings as per the end of this basic programming section.
2. To change the organ sound adjust the Flutebars to modify the sound to a new setting the Sustain, Motion Effect, Vibrato and Percussive can be selected at this time.
3. This new sound can now be stored into one of the four organ buttons situated above the upper Flutebars. To store this sound.
 - a) Press the set button situated to the top right hand side of the control panel various lights will start blinking.



- b) Select the gray user button in the Upper Flute section, which is blinking.
- c) Select one of the organ buttons for example Organ2, which will now start blinking.

Switch off the set button. The new organ sound is now saved in the Organ 2 button. It will only remain there however when saved into an overall preset. Three more user organ sounds can be saved into Organ 1 Organ 3 and Organ4. The same process can be followed for the Lower flutes using the lower flute user button on the control panel above the lower Flutebars. It is therefore possible to save 4 Upper organ and for Lower organ user presets into each overall preset. Before saving into an overall preset we are going to alter a user sound in the Upper Orchestra 2 section.

In the example that follows, we are going to change the User Voice for Sax 1 in the Upper Orchestra section. We will also make the new saxophone (ALTO 1) the lead voice - the other voices in the upper section will remain unchanged and therefore can be selected via the upper conductor buttons.

1. Press the Flutes button in the upper section of the conductor (turns red LED off)
2. Press the Orchestra 2 button in the upper section (turns the red LED ON)

When you play the upper manual you hear a saxophone.

3. Press and Hold the gray User button in Upper Orchestra 2
Red LED above the Sax 1 button now flashes.

Screen will read:

UPP2 Set Sustain 3
B16 66 Romagsax
=

Cursor Flashing

4. Press the down √ button TWICE (located to the right of the screen under “TEMPO/DATA”) to select Alto 1

NOTE: If you are not quick enough in entering your choice the user button will stop flashing.
After approx. 5 seconds the screen will return to:

FOXTROT	d =120
---------	--------

We can alter the user sounds for all of the voices in all of the sections if required but this is a bit extreme.

At present we have altered an organ sound and a sound in Orchestra 2-. The sound now registered on the upper keyboard is Alto 1.

To save this new registration to a preset.

1. Press the Set button
2. Press the overall Presets Button at the bottom of the Automatic organ Section.
3. Press the overall Preset 1 Button
4. Press the set button this new registration is now saved into overall preset 1

Each of the remaining 15 overall presets can be changed in the same way.

Any changes to Organ User and Orchestra User Voices will not remain unless saved into an Overall Preset

TO SAVE OVERALL PRESETS TO DISK

1. Insert disk into organ label side up.
2. Press “DISK” button (Centre second row of buttons below screen).
Screen will read: - DIRECTORY.
3. Press > Data button to right of screen.
Screen will read: - SAVE
4. Press Enter/Yes button under screen (Second button second row).
Screen will read: - Overall Presets
5. Press Enter/Yes button under screen (Second button second row).
Screen will read: - OVERP_01.OVP
6. Press Enter/Yes button under screen (Second button second row).
Screen will read !!SAVING!! , then revert to ..SAVE...
7. Switch off disk button.

The bank of Overall Presets (all 16) is now saved onto the disk as “OVERP_01.OVP”.

When additional banks of Overall Presets are saved onto the same disk, the screen will read :- OVERP_02.OVP at step 5, and will automatically assign the next number to subsequent banks. Each bank can be given a specific name at step 5, using the Data buttons to the right of the screen.

TO RECORD A PERFORMANCE TO DISK.

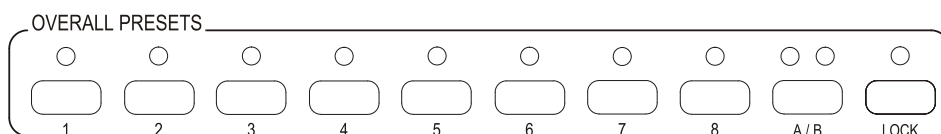
1. Insert disk into organ label side up.
2. Select desired registration
3. Press “Record” button (Right hand side of First row of buttons below screen).
4. Play the piece of music.
5. Switch off the record button screen will read SAVE TO.
SONG 001. MID
6. If the recording is satisfactory press the Enter/ Yes Button (2nd button 2nd row under screen)
The screen will read SAVING. **Wait** until the screen changes and the green light has gone out on the disk drive. This may take some time.
7. To play the recording press the Play/Stop button far right second row under the screen.
8. If at step 5 you are unhappy with the recording press the Escape/No button 1st left 2nd row under the screen and the recording will be permanently deleted.
9. Subsequent recordings will automatically save as SONG 002, SONG003 etc.

TO RESTORE THE FACTORY SOUNDS

- 1. Insert Setup Disk into organ (label side up).**
- 2. Press “DISK” button. (Centre second row of buttons below screen)**
Screen will read :- DIRECTORY.
- 3. Press > Data button to right of screen.**
Screen will read :- SAVE
- 4. Press > Data button to right of screen.**
Screen will read :- LOAD
- 5. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read :- Overall Presets
- 6. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read :- GT5000 .OVP
- 7. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read !!! LOADING !!! , then revert to ..LOAD...
- 8. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read :- Overall Presets
- 9. Press upward arrow scroll button (1st row second button under screen)**
Screen will read :- Automatic Set Up
- 10. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read :- GT5000 .ASU
- 11. Press Enter/Yes button underneath the screen. (Second button second row)**
Screen will read !!! LOADING !!! , then revert to ..LOAD...
- 12. Switch off disk button**

ADVANCED FEATURES.

OVERALL PRESETS



Overall Presets are combinations of sounds and features that have been set up beforehand at the factory. The 8 numbered buttons in 2 banks (A and B) for a total of 16 Overall Presets, provide registrations that will suit many music styles. Overall Presets can be easily modified as follows

- set up the desired sound registration including Organ User sounds, User sounds Sustain times, Octaves, Rhythm and tempo settings etc.
- press the SET button. All the programmable features of the instrument will start blinking.
- press the Overall Preset button at the bottom of the automatic organ section. Its Led will stop blinking.
- select the desired overall preset number
- select the bank required A/B.
- switch off the set button
- the registration is now stored.

POLY/MONO

By selecting the POLY/MONO button, the ORCHESTRA 2 section can be played in monophonic or polyphonic mode combining its sounds with the other sections.

When in mono mode the ORCHESTRA 2 section can be set to respond in two ways:

- a - Highest note
 - b - Temporal
- press the SET button. All the programmable features of the instrument will start blinking
 - press the POLY/MONO button in the ORCHESTRA 2 section. It's Led will start blinking and the display will show:

UPPER 2 SETTING MONO right note

- In this setting the ORCHESTRA 2 sound will always correspond to the highest note played.
- To change the ORCHESTRA 2 SETTING use the (^) and (v) DATA buttons and the display will show:

UPPER 2 SETTING MONO temporal

- In this setting the sound will always correspond to the last note played.
- to store the new ORCHESTRA 2 setting, simply press the SET button to exit the function.

PORTAMENTO

When the sounds of SPECIAL section are used in Mono mode it is possible to use the PORTAMENTO feature. Portamento allows you to slide smoothly from one note to another. It is possible to adjust the Portamento Speed according to your needs:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the PORTAMENTO button in the SPECIAL section. Its Led will start blinking and the display will show:

PORTAMENTO MONO

Time set = 50

To change the Portamento speed use the (^) and (v) DATA buttons. At value 127 the Portamento Value will be at its max and the Portamento Speed will be the slowest. Decreasing the Portamento Value the Portamento Speed will increase and at value 0 there will be no Portamento.

- to store the new PORTAMENTO setting, simply press the SET button to exit the function.

LOWER SPLIT

This feature allows to split the Lower keyboard and to automatically set the SPECIAL section on the right of the split point. The keyboard split point can be altered at any time as follows.

- press the SET button. All the programmable features of the instrument will start blinking.
- press the LOWER SPLIT button It's Led will start blinking and the display will show:
- Press on the lower keyboard the key to define the new split point
- The display will confirm the new split point.
- To store the new setting, simply press the SET button to exit the function. The Split point remains in memory even when the instrument is switched off.

PERCUSSION TYPE

It is possible to set the volume level of the percussion.

- press the SET button. All the programmable features of the instrument will start blinking.
- press a PERCUSSION button in the FLUTE section. It's Led will start blinking and the display will show:

PERCUSSION SET

Level = 3

- Select the desired volume level using the (^) and (v) DATA buttons.
- to store the new setting, simply press the SET button to exit the function.

It is also possible to set the volume to the CLICK effect and to select different CLICK effect:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the CLICK button in the FLUTE section. It's Led will start blinking and the display will show:

KEYCLICK set

Type = 1 Level = 3

- Select Type 1 or Type 2 using the (^) and (v) DATA buttons. Move the cursor with the (<) and (>) DATA buttons and also change the volume level.
- to store the new CLICK setting, simply press the SET button to exit the function

USER SOUND BANK

The USER function allows you to double the sounds available in the section. The factory USER SOUND set can be changed at any time to meet musicians needs. The new sounds can be selected as follows:

- For example to change the Piano in Orchestra 1 press, Orchestra 1 conductor button in the conductor section and switch off any other conductor sections then select the PIANO sound button in the Orchestra 1 section. Hold down the user button in Orchestra 1 section the piano will start blinking. The display will show:

UPPER 1 set sust = X
B 0 1 Gr.Piano(2)

X is the Sustain value (the range is from 0 - no sustain - to 7- max sustain -)

B0 is the Sound Bank number where Sound 1 Grand Piano is located

The cursor is now positioned below the sound Program Change number. Using the (^) and (v) DATA buttons it is possible to scroll all the sounds available in the instrument from sound bank 1 to sound bank 24. A further bank of 40 Accordion Sounds is available in bank 32. When a new sound has been selected after about 5 seconds of inactivity the led will stop blinking. Remember the new sound will not be saved until stored into an overall preset. Although any sound can be stored in any user button it makes sense to store sounds in buttons of the same category e.g. Guitar sounds in Guitar Buttons , String sounds in String Buttons Etc.

ACCORDION SOUNDS

To access the accordion sound bank simply start by selecting an existing accordion sound and hold down the relevant user button. Here you find a selection of very fine accordion sounds listed from 1 to 40.

	1	Bassoon	21	Brilliant
	2	Cassotto	22	Violino
	3	Double Basson	23	Celeste
	4	18+16+8	24	Tremolo
	5	Bandon 1	26	American Tremolo
	6	Bandon 2	26	Tango Accordion
	7	Tuba Fisa	27	Musette+Piccolo
8	Accordion	28	Oboe1	
	9	Horn	29	Oboe 2
	10	Organ	30	Clarinet
	11	Harmonium	31	Flute
	12	Master 1	32	Piccolo
	13	Master 2	33	Diatonic
	14	Master 3	34	Diatonic Bass
	15	Master 4	35	Diatonic Chord
	16	Master 5	36	Accordion Bass 1
	17	Master 6	37	AccordionBass2
	18	Musette	38	Accordion Chord 1
	19	French	39	Accordion Chord 2
	20	Italian Accordion	40	Accordion Bass 3

- scroll the sounds use the (^) and (v) DATA buttons.

- When a new sound has been selected after about 5 seconds of inactivity the led will stop blinking. Remember the new sound will not be saved until stored into an overall preset.

SETTING SUSTAIN

This function allows you to adjust the sustain value of each sound in all the available sound sections. The new configuration can be set as follow:

- press the set button all of the LED's for the programmable sections will start blinking , then for example, press the SUSTAIN button in the UPPER ORCHESTRA 1 section. Its Led will light up.
- press, for example the PIANO sound button. The display will show:

UPPER 1 set sust = X
B 0 1 Gr.Piano

X is the Sustain value (the range is from 0 - no sustain - to 7- max sustain -)
B0 is the Sound Bank number where Sound 1 Grand Piano is located.

- To select the new Sustain Value use the (^) and (v) DATA buttons.
- it is possible to reprogram the Sustain Value of all the available sounds in all the sound sections including the user sounds.
- simply press the SET button to exit the function.

Remember the new sustain will not be saved until stored into an overall preset.

SETTING THE OCTAVE

This function allows you to set a different Octave to each one of the available sound sections. Each section can be moved Up or Down by 2 Octaves.

The new configuration can be set as follow:

- press and hold, for example, the OCTAVE button in the UPPER ORCHESTRA 1 section. Its Led will start blinking.
- the display will show:

OCTAV B = -1 L = -1
U1 = -1 U2 = -1 S = -1

B indicates the BASS Section
L indicates the LOWER ORCHESTRA Section
U1 indicates the UPPER ORCHESTRA 1 Section.
U2 indicates the UPPER ORCHESTRA 2 Section.
S indicates the SPECIAL Section

At 0 (zero) value there is no Octave transposition.

- To change the Octave value, move the cursor using the (<) and (>) buttons and position it under the values that need to be changed.
Use the (^) and (v) DATA buttons to change the octave. The Octave can be shifted by a maximum of 2 octaves up or 2 octaves down (-2/+2). Each Sound Section can be assigned with a different Octave Value.
After about 5 seconds of inactivity the octave button will cease blinking.

Remember the new OCTAVE setting will not be saved unless stored into an overall preset.

PROGRAMMABLE FX BUTTONS

1. Press “SET” button (various red LED lights flash).
2. Press “FX” button (FX1 - FX4 whichever one you wish to over-write).
Red LED above selected FX button now flashes.

Screen will read:

<p style="text-align: center;">FXnumber setting SFX</p>

3. Press the down ∨ button (located to the right of the screen under “TEMPO/DATA”) to select soundbank (SFX, ORCHESTR, BRUSH, JAZZ, TR808, ELECTRIC, POWER, ROOM and STANDARD)

Screen will now read:

<p style="text-align: center;">FXnumber setting (selected option)</p>

4. Using the top keyboard - select the desired sound/effect.
5. Press “SET” button.

The sound is now stored in the selected FX button, however when you select a preset or switch the organ off the FX button will revert to the original preset sound.

To permanently store the new sound/effect it needs to be stored into an overall preset:

The FX button will also store the dynamic value of the sound played on the keyboard. It is possible to store different Drum/Effect sounds to each one of the 16 Overall Presets and to each one of the 90 Auto Set-Ups available.

O.M.C. - Orla Magic Chord

Whenever you play a chord with the left hand, this function adds a complete chord to the melody line played with the right hand. It is intended to convert a single note melody into a full chord. There are three different types of OMC chords

- | | | |
|--------|---|--|
| OPEN | - | gives a “spread” harmony, great for theatre organ styles |
| CLOSED | - | is a full rich harmony in closed chord configuration. |
| OCTAVE | - | depressing the two OMC buttons together takes the effect up one octave |

Remember to play the melody on the upper part of the keyboard when using the OMC.

LOCK

The LOCK feature allows you to use the various OVERALL PRESETS using always the last selected rhythm and lower keyboard settings.

If the LOCK button is off, it is possible to change complete registrations, including the rhythm by changing the OVERALL PRESETS.

If the LOCK button is On, the last selected rhythm and lower keyboard settings will remain and the upper keyboard sound will change as per the overall presets.

DIGITAL REVERB

The DIGITAL REVERB is essentially an echo effect which simulates the acoustics of various environments. At any given time one reverb type is available. However it is possible to customize the reverb choosing from the 12 possible settings available on the instrument.

The new configuration can be set as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the Reverb button. Its Led will continue blinking and the display will show for example:

DIGITAL EFFECT

Type = Room 1

With the (∧) and (∨) DATA buttons it is possible to set the DIGITAL EFFECT Type from the 12 available in the instrument: Room 1, Room 2, Room 3, Hall 1, Hall 2, Plate, Delay, Pan Delay, Organ Room, Organ Hall, Organ Stage, Organ Theatre.

By pressing the Reverb button again the display will show:

LOWER = ON UPPER = ON
B = -- D = -- A = --

LOWER indicates all the parts in the LOWER CONDUCTOR

UPPER indicates all the parts in the UPPER CONDUCTOR

B indicates the BASS.

D indicates the DRUM

A indicates the AUTOMATIC ACCOMPANIMENT

- To set the Reverb On or Off [two lines (--) indicates that the reverb is Off], move the cursor using the (<) and (>) buttons and position it under the section. Use the (∧) and (∨) DATA buttons to set the Reverb Off.

By pressing the Reverb button one more time it is possible to change the amount of digital reverb that each section will have. Press again the selected reverb button and the display will show:

EFFECT LEVEL

LOWER = 100

Use the (>) DATA button to select the desired section.

The available sections are: LOWER ORCHESTRA, UPPER ORCHESTRA 1, UPPER ORCHESTRA 2, SPECIAL, FLUTES.

With the (∧) and (∨) DATA buttons it is possible to set the Reverb value of the section

- simply press the SET button to exit the function the new REVERB setting will not be stored unless it is saved in an overall preset.

DIGITAL ENHANCER

The DIGITAL ENHANCER adds a surround sound effect to your instrument giving your music a new dimension. It is possible to have at any given time one of the five on board effect types available.

The new configuration can be set as follow:

- press the SET button. All the programmable features of the instrument will start blinking
- press the ENHANCER button. Its Led will continue blinking and the display will show:

DIGITAL Enhancer

Type = 2

With the (^) and (v) buttons it is possible to set the Enhancer Type from the 5 effects available in the instrument. Change the values while playing and select the Enhancer type that you prefer.

- to store the new ENHANCER setting, simply press the SET button to exit the function

CHORUS EFFECT

The chorus effect can be used on the following sections

UPPER ORCHESTRA 1, UPPER ORCHESTRA 2, LOWER ORCHESTRA, and SPECIAL effect

It is possible to select, one of the 8 effects that are available in the instrument:

Chorus 1, Chorus 2, Chorus 3, Chorus 4, Feedback, Flanger, Short Delay, FB Delay.

It is possible to customize the effect as follows.

- press the SET button. All the programmable features of the instrument will start blinking.
- Press the Chorus button in the Upper Orchestra 1 section. Its Led will continue blinking, and the display will show for example:

CHORUS EFFECT

Type = Chorus 1

With the (^) and (v) DATA buttons it is possible to set the Chorus Effect Type

The chorus effect is the same for all of the sections.

Switch off the set button.

To retain the chorus setting it must be stored in the overall presets.

TOUCH SENSITIVITY

Like an acoustic piano the instrument responds to velocity controls. This means that the level of the audio signal will be in proportion with the velocity of the key pressed. If you play soft you will have a quiet sound, while if you play very hard you will have a much louder sound. The Touch Sense button can be simply be switched off.

The Touch Sense feature can be set as follow:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the Touch Sense button. Its Led will continue blinking and the display will show:

T.Sens L = On U = On
Curve = 4 Fix = 68

L indicates all the Lower keyboard sections as indicated in the CONDUCTOR

U indicates all the Upper keyboard sections as indicated in the CONDUCTOR.

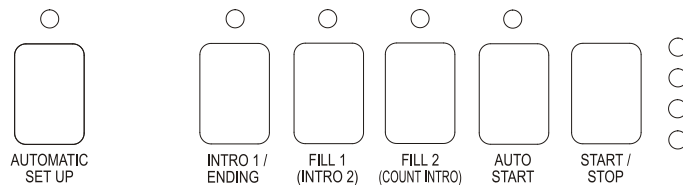
CURVE is the degree of touch response

FIX is the final volume level (it is normally set between 60 and 80.)

To alter the degree of touch response move the cursor under the curve using the (<)and(>) DATA buttons and use the (^) and (v) DATA buttons to adjust the value Curve 1 more sensitive Curve 5 less sensitive.

It is possible to have the Lower or Upper keyboard, respond to the Touch Sense independently of one another.

RHYTHM FEATURES



START/STOP

Push once to start the rhythm. Press again to stop it. The START/STOP feature can be programmed for one of the optional pedals.

AUTO START

When the AUTO START function is activated, the selected rhythm starts as soon as a note is played in the accompaniment keyboard.

The AUTO START function can be programmed in two different modes:

Syncro Start: The rhythm starts as soon as the first chord is played and stops only by pressing START/STOP or ENDING

Key Start: The rhythm starts as soon as the first chord is pressed and stops automatically when the keys are released.

They can be easily selected as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the AUTO/START button. Its Led will continue blinking and the display will show:

AUTO_START set

Syncro

To select Key Start configuration use the (^) and (v) DATA buttons.

- to store the new Auto Start setting, simply press the SET button to exit the function.

INTRO/ENDING

If you press this button before you start the rhythm, the normal rhythm pattern will be preceded by a special introduction (INTRO). However, if you press the button when the rhythm is already running, the instrument plays a final variation (ENDING) and the rhythm section will stop automatically.

FLL IN 1/2

These produce a variation between two segments (BARS) of the rhythm. These are normally used at the end of a musical phrase. While FILL IN 1 will not change the Variation of the Style, FILL IN 2 will increment the Style Variation making your playing more effective. It is possible to use FILL IN 1 as a short INTRO if depressed before the rhythm is started. If FILL IN 2 is used as Intro it will produce, according to the selected style, a metronome introduction

MEMORY

This is situated to the immediate left of the screen.

When selected, the notes played in the accompaniment (Lower Orchestra & Lower Flutes) will continue playing after the keys have been released until a different key or keys are depressed.

DRUM KIT

Allows you to play the percussion manually in real time on the upper keyboard. There are 8 different DRUM MT available: STANDARD, ROOM, POWER, ELECTRIC, MODERN, JAZZ, ORCHESTRA, SFX.

They can be easily selected as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the DRUM KIT button. Its Led will start blinking and the display will show:

Drum Kit Set STANDARD

To select the other Drum Kit configurations available use the (^) and (v) buttons

- to store the new Drum Kit setting, simply press the SET button to exit the function.

TEMPO

The TEMPO is calculated in beats per minute (min.40, max 240). To increase the Tempo press (+) and to decrease the tempo press (-). Press the (+) and(-) buttons simultaneously to set TEMPO at 120.

STYLE VARIATIONS 1/2/3

There are three different levels of accompaniment in the instrument.

Variation 1 provides a simple basic arrangement for any kind of music

Variation 2 provides additional instrumentation

Variation 3 provides a full backing

The variations also embellish the drum part.

AUTO BASS

If this function is activated the automatic chords will be accompanied by a bass line.
To play the bass manually turn off the AUTO BASS and use the BASS Section sounds.

AUTO CHORD

If this function is activated the chords played will be accompanied by a beautiful automatic arrangement. If you would rather play the chords manually in your own style turn off AUTO CHORD and use the SPECIAL and/or the LOWER ORCHESTRA sounds.

Auto Bass and Auto Chord only operate when either the MFC or OFC are switched on.

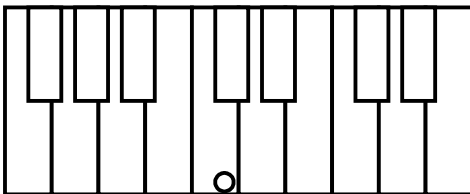
MFC - MULTI FINGER CHORDS

With this feature it is possible to play the Auto Accompaniment using three or more fingers playing your favorite chords. The display will indicate the chord played on the lower keyboard when MFC button is switched ON.

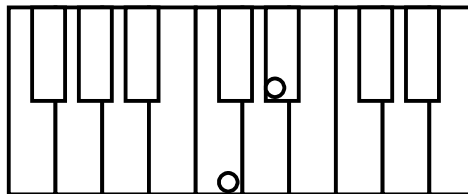
ONE FINGER CHORD

The OFC feature allows you to play using a very simple chord recognition system called ONE FINGER CHORD system. The OFC systems can be set to be compatible with other brands system.

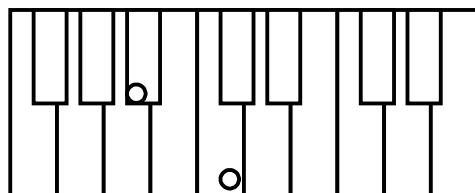
Type 1	C Major	Press the key C.
	C minor	Press the key C + the 3rd key to the right
	C Seventh	Press the key C + the 2nd key to the left
	C Diminished	Press the key C + the 3rd key to the right + 4th key to the left



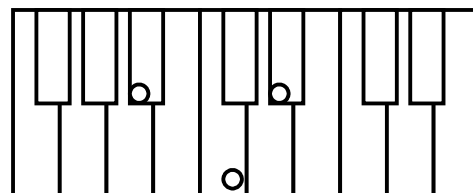
C chord - press C key



C minor - press C + 3rd key to right



C 7th - press C + 2nd key to left

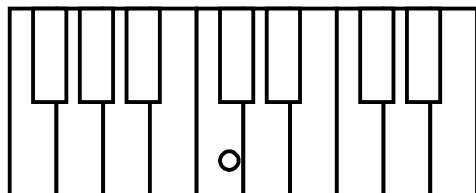


C m 7th - press C + 2nd key to left and 3rd to right

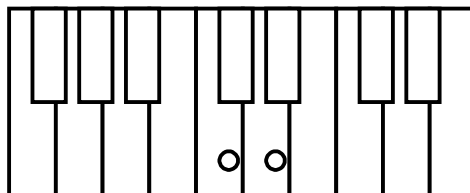
Type 2

- C Major
- C minor
- C Seventh
- C Diminished

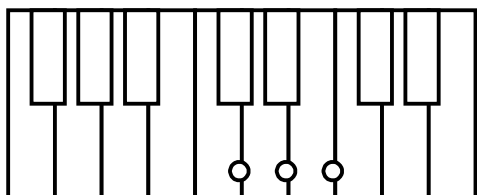
- Press the key C.
- Press the key C + the next key to the right
- Press the key C + the next two keys to the right
- Press the key C + the next three keys to the right



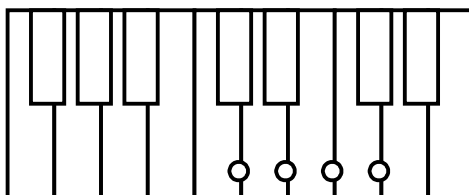
C chord - press C key



C minor - press C + next key to right



C 7th - press C key + next 2 keys to right

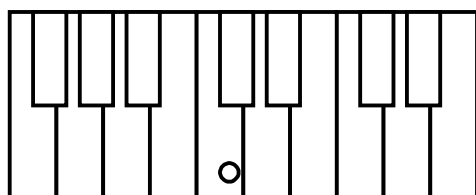


C dim - press C + next 3 keys to right

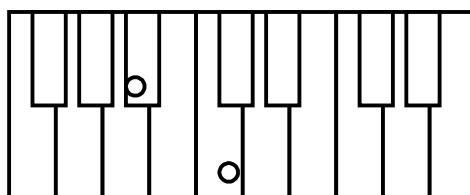
Type 3

- C Major
- C minor
- C Seventh
- C minor 7th

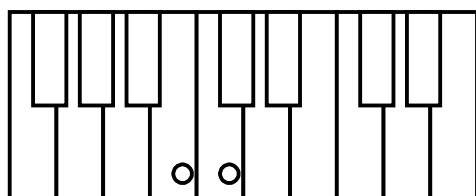
- Press the key C.
- Press the key C + any black key to the left
- Press the key C + any white key to the left
- Press the key C + any black + any white key to the left



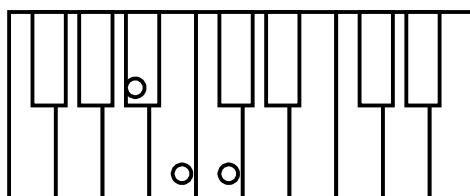
C chord - press C key



C minor - press C + any black key to left

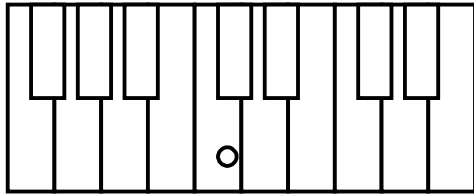


C 7th - press C + any white key to left

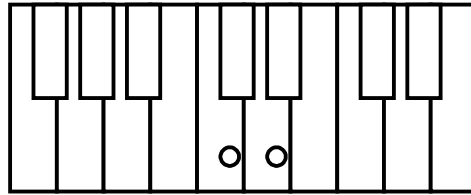


C minor 7th - press C + any black and any white to left

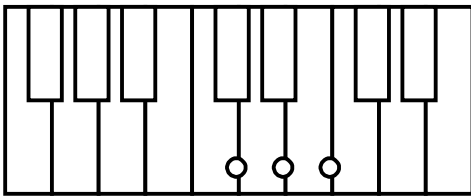
Type 4	C Major	Press the key C.
	C minor	Press the key C + the next key to the right
	C Seventh	Press the key C + the next two keys to the right
	C minor seventh	Press the key C + the next three keys to the right



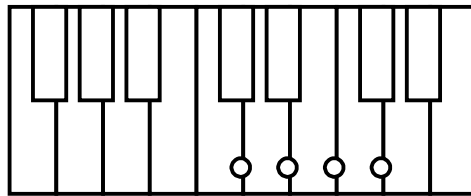
C chord - press C key



C minor - press C + next key to right



C 7th - press C key + next 2 keys to right



C min7th - press C + next 3 keys to right

Type 5

C Major	Press the key C.
C minor	Press the key C + any black bass pedal
C Seventh	Press the key C + any brown (natural) bass pedal
C minor seventh	Press the key C + any natural and black bass pedal.

The ONE FINGER CHORD type can be easily set as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the ONE FINGER button. Its Led will start blinking.
- select the desired OFC type (see list below) using the (Λ) and (V) DATA buttons.
- to store the new configuration, simply press the SET button to exit the function.

AUTOMATIC SET-UP REPROGRAMMING

The AUTOMATIC SET-UPS can be easily be reset set as follows:

- select desired style to be changed.
- set up new registration the desired Tempo and select the sounds in the different sections selecting effects, octaves and volumes.
- press the SET button. All the programmable features of the instrument will start blinking.
- press the AUTOMATIC SET-UP button Its Led will continue blinking.
- to store the new configuration, simply switch off the SET button to exit the function.

METRONOME

A simple Metronome feature is available. Press the button to start it at your convenience. Press it again to stop it. The METRONOME function can be programmed in two different modes:

Normal A single click tone will be performed in time according with the tempo speed.

Advanced The click tone will put the accent on the first beat.

They can be easily selected as follows:

- press the SET button. All the programmable features of the instrument will start blinking
- press the METRONOME button. Its Led will start blinking and the display will show:

**METRONOME set
normal**

To select Metronome Advanced setting use the (^) and (v) DATA buttons.

- to store the new Metronome setting, simply press the SET button to exit the function

TRANSPOSE

The natural pitch of the instrument is C but can be modified as follows.

G	G#	A	A#	B	C	C#	D	D#	E	F	F#
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

To set the instrument in a different key, simply press the TRANSPOSE button UP or DOWN as many times as is required according to the above table.

For example, transposing to E

- 1- Press TRANSPOSE UP four times

As soon as the TRANSPOSE UP button is pressed, the Led will show the change (Led On) and you read on the display:

TRANSP = +4

To return to the original tuning of the instrument, press both the TRANSPOSE UP and DOWN buttons simultaneously.

If the new key is A#

- 2- Press TRANSPOSE DOWN two times.

As soon as the TRANSPOSE DOWN button is pressed, the Led will show the change (Led On) and you read on the display:

TRANSP = - 2

To return to the original tuning of the instrument, press both the TRANSPOSE UP and DOWN buttons simultaneously.

The instrument provides other features using the Transpose function. It is possible to transpose the full instrument or only parts of it, like only the Song played or only the notes played.

Let's explore this:

- press the SET button. All the programmable features of the instrument will start blinking.
- press one of the two Transpose buttons, the Led will start blinking and the display will show:

TRANSPOSE SET

Manual & Song

With this setting the Transpose feature will be active on the full instrument. Using the (∧) and (∨) DATA buttons it is possible to set

TRANSPOSE SET

Song

With this setting the Transpose feature will only transpose the Song played by the SMF disk. Using the (∧) and (∨) buttons it is possible to set the key for the song.

TRANSPOSE SET
Manual

With this setting the Transpose feature will only transpose the notes played on the keyboard without affecting the Song notes

- to store the new configuration, simply press the SET button to exit the function.

PITCH - FINE TUNING

In the case where semitone transposition is not sufficient, and a more accurate tuning is necessary, it is still possible to change.

To access the PITCH function.

- press the SET button. All the programmable features of the instrument will start blinking
- press the PITCH UP and DOWN buttons at the same time on the instrument panel and their LED's will start blinking. The display shows:

PITCH
Set value = 0

It is possible to fine tune the Pitch values from a range of -32 / +32.

LOWER VOLUME

This feature enables you to play the your melody using the Volume pedal without affecting the volume of all the sections played on the Accompaniment Sections including SPECIAL, LOWER ORCHESTRA and all the Auto Accompaniments and Drum lines.

Set the Volume of the accompaniment sections at the desired level using the Volume Pedal and press the LOWER VOLUME button.

The volume levels will be stored automatically and the pedal will affect only the sections selected on the Melody sections.

This feature will be particularly helpful when using SMF disks for your backing or for using the lower manual as a great when playing classical organ music. LOWER VOLUME will allow you to control the volume of the Upper Keyboard without interfering with the disk volume

Remember to switch this button off when it is not required.

PROGRAMMABLE FOOTSWITCHES

The footswitches can be programmed.

- press the SET button All the programmable features of the instrument will start blinking.
- press one of the two pedal switches either to the right or left of the volume pedal and the display will show:

FOOT SWITCH SET

L Fill 1 R = Trem

Moving the cursor with the (<) or (>) buttons you can decide if you want to change the Left or the Right switch setting. With the (^) and (v) buttons it is possible to select the many possibilities for each switch:

Fill 1 - Fill 2, Start/Stop, Variation Up, Glide, Hold, Overall Preset - (Down), Overall Preset + (Up), Fade, Tempo - (Down), Tempo + (Up), Flutes Tremolo Select, Flutes Vibrato On/Off, Conductor Upper Orchestra 1, Conductor Upper Orchestra 2, Conductor Special Upper, Conductor Special Lower, Conductor Upper Flutes, Conductor Lower Flutes, Conductor Lower Orchestra, Conductor Bass.

- to store the new configuration, simply switch off the SET button to exit the function.

TO LOAD STYLES AND REGISTRATIONS FROM DISK

1. Insert GT Style Registration Disk into organ (label side up).
2. Press “DISK” button. (Centre second row of buttons below screen)
Screen will read :- DIRECTORY.
3. Press > Data button to right of screen.
Screen will read :- SAVE
4. Press > Data button to right of screen.
Screen will read :- LOAD
5. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read :- Overall Presets
6. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read :- XXXXXX .OVP
7. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read !!! LOADING !!! , then revert to ..LOAD...
8. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read :- Overall Presets
9. Press upward arrow scroll button 3 TIMES (1st row second button under screen)
Screen will read :- Style Block
10. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read :- XXXXX .BLK
11. Press Enter/Yes button underneath the screen .(Second button second row)
Screen will read !!! LOADING !!! , then revert to ..LOAD...
12. Switch off disk button.

There will now be new styles in the User Style user button and new sounds in the overall presets.

PROGRAMMING STYLES

Your instrument has a very sophisticated feature that allows the programming of new rhythms and accompaniments including INTRO, FILL IN, MAIN style and ENDING complete with drum, bass and chord configurations.

The Programmable Styles can be easily edited as follows

- press the SET button. All the programmable features of the instrument will start blinking.
- press the USER button in the USER STYLE section. Its Led will start blinking and the display will show:

STYLE PROGRAM
New_Style OK

It is possible to program a USER STYLE in three different ways:

- 1 - The style can be made as a brand new style.
- 2 - It is possible to modify one of the 90 internal ROM styles.
- 3 - It is possible to modify one of the 16 RAM DISK STYLES.

Moving the cursor with the (<) or (>) buttons move the cursor under the Style type name. With the (^) and (v) buttons it is possible to select which type of style programming is desired.

PROGRAMMING A NEW STYLE

To program a New Style select OK on the display with the (^) Data button.

The next page on the display will be:

Time Signature
4/4 OK

It is possible to select many configurations positioning the cursor below the Time Signature values.

It is possible to select the first value as: 2,3,4,5,6,7,8,9,10,11,12,13,14,15.

It is possible to select the second value as: 2,4,8,16.

When the desired Time Signature is selected, select OK with the (^) Data button.

The next page will show:

Bar Intro = 4 End = 4
Dru = 4 Arr = 4 OK

In this page it is now possible to select the number of bars for the Intro and the Ending (Drum and Arr.) and the number of bars for the Drum and the Arrangement in the Main Style.

In the Main Style it is possible to have different number of bars for the Drum line and the Arrangement line.

Intro and Ending can be programmed in a min. configuration of 1 bar to a max configuration of 9 bars.

The Main Style Drum part can be programmed in the following number of bars:

1 2 4 8 16

The Main Style Arrangement part can be programmed in the following number of bars:

1 2 4 8 16

The Drum part can be programmed in a different number of bars from the Arrangement part.

When you have selected the desired configuration select OK with the (^) Data buttons.

The next page will be:

DRUM STANDARD
Level Effect OK

As soon as the above page appears on the display the DRUMS Led in the CUSTOM STYLE section lights up. We are now about to start programming the Drum lines of the new style.
In this page is possible to select one of the available 8 DRUM KITS, the DRUM Volume Level and the DRUM Effects.

DRUM KIT - Use the Data buttons to select one of the following Drum Kits:
Standard, Room, Power, Electronic, Modern, Jazz, Orchestra, SFX

Level - Use the Data buttons to set the volume of the Drum Kit.

DRUM setting
Level = 127 OK

Effect - When selecting the Effect the display will show the default setting:

Pan Rev Cho DRUM
64 100 0 OK

Use the Data buttons to select the Panning Value, the Reverb Value and the Chorus Value.
Select OK to go to the next page. The Display will show:

Style set DRUM 1
Main OK

By using the Data buttons it is possible now to select which part of the style that we will start programming in DRUM Variation 1.

It is possible to program the following parts:

Intro, Ending, Fill 1, Fill 2, Main

Select OK to go to the next page. The display will show:

Main 1 120
M = n Q = off Del

In this page it is possible to program Drum pattern in the Main Style Variation 1 By using the Data buttons it is possible to set the following

M - Metronome On/Off
Q - Quantization - This can be set as follows: 8, 8t, 16, 16t, 32, 32t, 64, off

Del - Select it with the (^) data button to delete your programming

Before you actually start your new style verify the Drum set configuration on the keyboard and identify the position on the various keys of the drum sounds you are going to use for programming.

Select the Metronome feature ON to help your programming and press the Start button in the RHYTHM ORCHESTRATION section to commence programming the new Drum pattern for the Main style Variation 1

You can program one instrument at a time while the internal computer is looping the style or you can also add more than one instrument at a time.

If you make a mistake in programming it is possible to delete the wrong instruments by using the Delete feature This allows you to delete drum sounds or drum lines while programming.

How to delete a single hit: Select the Del function on display using (<)or (>) buttons.
Press the (^) button to activate the Delete function and, with the style running, at the same time push the corresponding instrument key which you wish to cancel at the moment it plays

Delete all hits from the same instrument.
Select the Del function on display using (<)or (>) buttons.
Press the (^) or (v) button to activate the Del function and, with the rhythm stopped, at the same press time the corresponding instrument key which you wish to cancel.

Delete the full drum pattern: Select the Del function on display using (<)or (>) buttons. Press the (^) or (v) button to activate the Del function and with the rhythm stopped push the AUTO START button

Now that we have programmed Drum Variation 1 it is possible to program Drum Variation 2. Press the DRUM button in the CUSTOM STYLE section and the display will show:

Style Set DRUM 1
Main OK

Press a second time the DRUM button and the display will show:

Style Set DRUM 2
Main OK

Proceeding as shown for Variation 1 it is now possible to start programming Variation 2

NOTE - It is not possible to have a completely Drum part for Variation 2 and 3 but it is possible to add more Drum sounds to embellish the Drum part.

Follow the same instructions for programming Variation 3.

Now press the BASS button in the CUSTOM STYLE section and the display shows:

STYLE set BASS
Main Major OK

By using the data buttons it is now possible to select which part of the Bass line in the style we will start programming. It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Bass line for Major, minor and Seventh chords. Press the (√) Data button to select the following page:

**BASS Ac. Bass
Level Effect OK**

Level - Use the data button to set the volume of the Bass track.

**BASS setting
Level = 127 OK**

Effect - When selecting the Effect the display will show:

**Pan Rev Cho BASS
64 100 0 OK**

Use the data buttons to select the Panning Value, the Reverb value and the Chorus value. Select OK to go to the next page The display will show:

**MAIN 1 120
M = n Q = off Del**

In this page it is possible to program Bass line in the Main Style.

Press now the CHORD button in the USER STYLE section and the display shows

**STYLE set ACC. 1
Main Major OK**

By using the data buttons it is now possible to select which part of the Accompaniment line in the style we will start programming. It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Accompaniment line for Major, minor and Seventh chords. Select OK to go to the next page. The display will show:

**MAIN 1 120
M = n Q = off Del**

In this page is possible to program Accompaniment line in the Main Style Accompaniment 1. Press now for a second time the CHORD button in the USER STYLE section and the display shows:

**STYLE set ACC 2
Main Major OK**

By using the data buttons it is possible now to select which part of the Accompaniment line in the style we will start programming.

It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Accompaniment line for Major, minor and Seventh chords Select OK to go to the next page. The display will show:

**MAIN 2 120
M = n Q = off Del**

In this page is possible to program Accompaniment line in the Main Style Accompaniment 2.

Now press for a third time the CHORD button in the USER STYLE section to program Accompaniment 3.

To save the new USER STYLE , press the SET button to exit the function The display will show:

**SAVE ZZZZZZZZ OK
in XX [YYYYYYYY]**

- ZZ -** This is the location where to indicate the name of the new programmed style
To name the new USER STYLE, move the cursor to the first letter and using the select (V) or (^) Data buttons form the name of the new style.
- XX -** This is the location number related to the 16 style buttons in the Rhythm Orchestration Section Push the button where you would like to save the new style and you will see that the display will confirm your choice
- YY -** This is the name of the style that is currently saved in the selected location in Rhythm Orchestration Section. This information will make sure that it will not be possible to delete a style by mistake If no styles are stored in that location the display will show: [EMPTY]

If you do not want to save the new style press the (V) button to exit the function

To save the new style select OK in the display using the (^) DATA button and the following page will show:

**! Saving Style !
ZZZZZZZZ into XX**

Confirming that the new style has been correctly saved.

If we try to save a USER STYLE in a location where we have previously saved another style the display will show the name of the existing style.

Do not save the new style in a location where another USER STYLE is saved without having it in a backup disk since the new style will overwrite the old one.

It is possible to save on disk the new programmed styles. These can be saved in blocks of up to 16 USER STYLES. See how to do it at the related paragraph.

Programming Styles is time consuming **Practice saving before programming complete styles .**

Back up your work regularly onto floppy disk to avoid losing your work by accident.

REPROGRAMMING AN INTERNAL STYLE

The new Programmable Style can be easily edited using one of the available 90 styles of the instrument as follows.

- press the SET button. All the programmable features of the instrument will start blinking
- press the USER button in the USER STYLE section Its Led will start blinking and the display will show:

STYLE PROGRAM
New_Style OK

Moving the cursor with the (<) or (>) buttons move the cursor under the Style type name With the (^) and (v) buttons it is possible to select the desired function. The display will show:

STYLE PROGRAM
Intern.Modify OK

To program a New Style using as a starting point one of the 90 ROM styles (for example Waltz 1 in Bank A) select the desired style in the RHYTHM ORCHESTRATION by pushing the related button Select OK on the display with the (^) Data button. The next page on the display will be.

INTERNAL Style
STDWALTZ OK

Select OK with the (^) Data buttons The next page will show:

Bar Intr = 8 End = 9
Dru = 8 Arr = 8 OK

The style can be now edited as seen per paragraph PROGRAMMING A NEW STYLE.

REPROGRAMMING A USER STYLE

The new Programmable Style can be easily edited using one of the USER STYLES of the instrument as follows

- press the SET button All the programmable features of the instrument will start blinking
- press the USER button in the USER STYLE section Its Led will start blinking and the display will show:

STYLE **PROGRAM**
New_style OK

Moving the cursor with the (<) or (>) buttons move the cursor under the Style type name. With the (^) and (v) buttons it is possible to select the desired function

The display will show:

STYLE PROGRAM
Custom.modify OK

To program a New Style using as a starting point one of the 16 RAM styles select the desired style in the RHYTHM ORCHESTRATION by pushing the related button Select OK on the display with the (^) Data button.

The next page on the display will be:

CUSTOM Style
XXXXXXXX OK

Select OK with the (^) Data buttons.

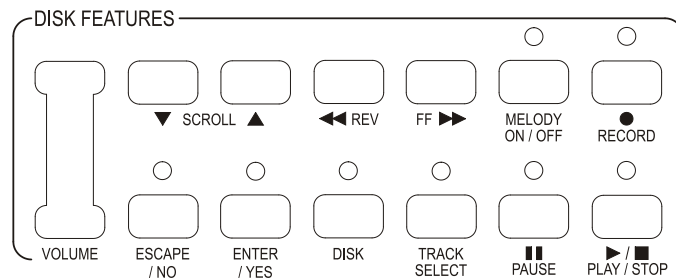
The next page will show:

Bar Intr = 8 End = 9
Dru = 8 Arr = 8 OK

The style can be now edited as seen per paragraph PROGRAMMING A NEW STYLE.

GT5000 DIRECT TO DISK RECORDER

It is possible to store as many songs as desired directly onto the disk in Standard Midi File format 0.



How to Record a Song.

- 1 Press the RECORD BUTTON in the DISK DRIVE section.
- 2 - As soon as the first note is played the Disk will start storing the song information The disk will store all changes
- 3 - Press the Record button again to stop recording.

At the end of any song recording, the display will indicate

**SAVE TO
SONG_001.MID**

- 4- Press ENTER to save the song.
- 5 - The internal computer will automatically save the song giving a progressive name
Song 001.MID
Song 002 MID
SongMID

The are 3 ways to indicate the name of the song.

A) AUTOMATIC SAVE OF THE SONG

- 1- Press ENTER to save the song
- 2 - The internal computer will automatically save the song giving a progressive name:
Song 001 MID
Song 002 MID
SongMID

B) CHANGE THE NUMBER OF THE SONG

- 1- Move the cursor using the (<)and (>)DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number
- 2- Press ENTER to save the new song number.
- 3 - If this new number already exists the display will show:

**FILE EXIST
Replace it?**

- 4- To retain the original file press the ESCAPE/NO button
- 5 - To replace the file press the ENTER/YES button and the display will show:

FILE

!!SAVING!!

When the screen changes the song is saved

C) NAME THE SONG

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the song and confirm by pressing the ENTER/YES button..
- 2 - If the new name already exists the display will show:

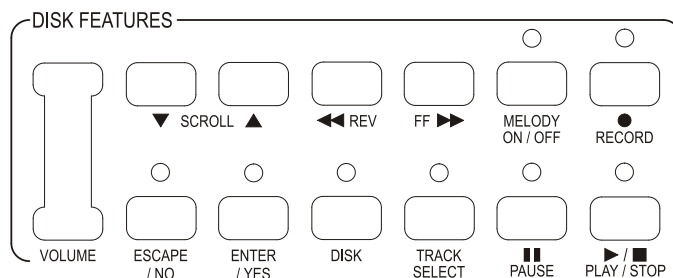
**FILE EXIST
Replace it?**

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

**FILE
!!SAVING!!**

When the screen changes the song is saved

GT5000 STANDARD MIDI DISK DRIVE



Using the SMF disk drive you can provide a professional backing to your music. The SMF disk drive is able to play any disk containing songs composed in Standard Midi File format. It can play SMF in format 0 (all the information in a single track) or in format 1 (all the information in 16 tracks).

CARE AND USE OF THE DISK DRIVE

Your GT5000 is equipped with a full-function, Floppy disk drive, located at the far left-hand end of the Upper keyboard; the disk drive controls are between the keyboard and the drive itself. The disk drive allows you to save information onto disks, and to store it indefinitely. It also allows you to play that information back, it even helps you play along with it!

The disk drive is operated by a computer inside the GT5000, and the MIDI feature (which keeps all of the voices and their locations in order)

If you're not familiar with Floppy disks and their drives, here are a few basics that you should be aware of

- In this drive, you use 3.5 inch (HD/DD). The drive uses standard MS-DOS* formatting and file storage conventions. For those so inclined, this means that your disk can be read by MS-DOS* computers. You can even share the disks with others. Floppy disks are available in stores everywhere; many come already formatted (i.e., prepared to receive data. Formatting is discussed further on).
- In this day and age, Floppy disks appear to be no longer Floppy They have a hard plastic case, with a sliding metal shutter that protects the actual disk inside (which really IS Floppy). Don't be fooled by the case, however; treat floppies gently.
- Don't open the sliding shutter, or touch the disk inside.
- Disks are like recording tape, they are magnetic. Don't place them on a TV set, speaker cabinet, or anything else that is magnetic, you'll lose what is recorded on them
- Insert the disk into the drive with the label side up, shutter end first When you push it completely into the drive, it clicks into place.
- Eject a disk by pressing the button on the disk drive itself The edge of the disk pops out, just pull it out the rest of the way.
- Never eject a disk while the drive light is on; the drive is active, and you could damage the disk and/or the drive, to say nothing of losing your files.
- Disk information is stored in files; one song is one file
- Saving data to a disk is also called storing, or writing. Writing is possible only when the write/protect tab in the corner of the disk is in the write position - toward the metal shutter. When you wish to protect the data on the disk from accidental erasure, move the tab into the protect position.

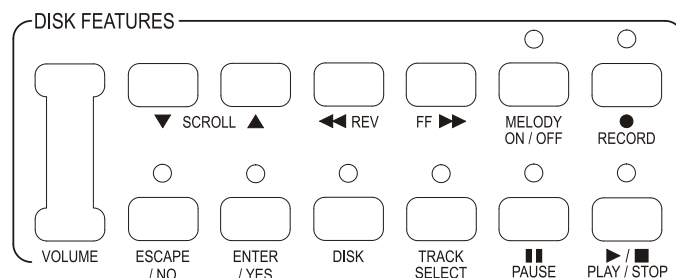
NOTE: If you can see through the hole in the write/protect window, the disk is write protected.

- You can load data from the disk - also called retrieving, or reading - regardless of the position of the write/protect tab.
- To record over data on the disk, move the tab to the write position (the hole is covered) To play the disk (as opposed to recording), the disk can remain protected.
- Be sure to label disks that you plan to keep; it seems that as soon as one has more than one disk, it becomes difficult to remember what is where Also, be sure to back up (make another copy of) the really important files, the disks themselves can develop a fault.

Remember to always give the Disk drive time to complete its task do not hurry.

* MS-DOS is a registered trademark of the Microsoft Corporation

DISK DRIVE FEATURES



PLAY/STOP

Press this button to start the song. Press again to stop the song during replay. If the PLAY/STOP button is pressed again the song will start from the beginning

PAUSE

When this button is pressed the song automatically stops. If it is pressed again the song will start from the same place it stopped

RECORD

When this button is pressed the disk is ready to start recording a new song. The actual recording will start as soon as the first note is played.

«REW/FF»

As with a tape recorder it is possible to REWInd or Fast Forward the song in play mode. By pressing the buttons the display indicates the number of the bars that the song will begin at.

SCROLL

The two controls permit the selection of all parameters in the disk drive section

MELODY ON/OFF

Most of the Songs in Standard Midi File have the Melody line in Midi Channel nr 4. The Melody On/Off button mutes the midi channel 4 when selected

If the melody line is not in midi channel 4 it is possible to change it as follows.

- press the SET button. All the programmable features of the instrument will start blinking.
- press the MELODY ON/OFF button. Its Led will start blinking..
- the display will show:

MELODY SETTING
CHANNEL = 4

- To select a different midi channel use the (∧) and (∨) buttons to change the value.
- to store the new configuration, simply press the SET button to exit the function.

DISK DRIVE FUNCTIONS

PLAY MODE

To use the SMF disk drive

- 1- Insert a standard midi file song disk into the disk drive unit.
- 2- Automatically the first song contained in the disk is indicated in the Disk display.
- 3 - Using the SCROLL buttons select the desired song from the display
- 4- Press the PLAY/STOP button and the selected song will start playing
- 5 - To stop the song press the same PLAY/STOP button again.

DISK VOLUME

This allows you to balance the overall volume of the disk unit with the rest of the instrument.

TRACKS VOLUME

Songs are usually made up of different tracks.

Sometimes is useful to have full control of the volume of a particular track of the song to balance the overall volume.

- 1 - Press PLAY button.
- 2 - Press TRACK SELECT
- 3 - The display will show:

on +0db 120
Track 1 1.1

- 4 - Using the SCROLL buttons select the number of the track to be altered.
- 5 - Moving the cursor the (<) and (>) DATA buttons under the track on/off location enables you to mute the selected track using the (^) and (v) SCROLL buttons, setting the track Off (--).
- 6 - By moving the cursor under the db volume indicator the volume can be changed up or down by 6 values. In some disks the track is indicated with the actual name of the instrument that is playing or with other information.

To save the changes onto separate file that will be recalled automatically every time the file is selected. Proceed as follows:

- 1 - Press PLAY/STOP to stop the song.
- 2 - Press the RECORD button and hold it.
- 3 - Press the TRACK SELECT button at the same time .
- 4 - The display will show:

SAVE Track Set
Confirm?

- 5 - To confirm press the ENTER button and the display will indicate

Track Set
!!SAVING!!

While the song is running the original file or the new edited file can be played.

- 1 - Press the DISK button and hold it.
- 2 - Press TRACK SELECT. In the display ## appears to identify the edited file. If the display does not show ## the original file is selected.

OCTAVE AND SOUND CHANGE

Sometimes is also useful to have the possibility to change the Octave of a specific Track or to completely change the instrument of a specific Track.

- 1 - Press PLAY button.
- 2 - Press TRACK SELECT
- 3 - The display will show:

on +0db 120
Track 1 1.1

Press the (<) and (>) DATA button at the same time and the display indicates

Track 1 Oc = - -
B -- ? -----

- 4 - Using the (<) and (>) DATA buttons move the cursor and by using the (^) and (v) SCROLL buttons select the desired values.
- 5 - Moving the cursor the with (<) and (>) DATA buttons under the track location it will allow you to select the Track number (1/16).
- 6 - By moving the cursor under the Oc it will be possible to select the new Octave (-2/+2).
- 7 - Moving the cursor under the B (Bank) location it will allow you to select the Sound Bank number (1/32).
- 8 - Moving the cursor under the ? ----- location it will allow you to select the Sound Number (see Sound List).

To save the changes onto a separate file that will be recalled automatically every time the original file is selected. Proceed as follows:

- 1 - Press PLAY/STOP to stop the song.
- 2 - Press the RECORD button and hold it.
- 3 - Press the TRACK SELECT button at the same time .
- 4 - The display will show:

SAVE Track Set
Confirm?

- 5 - To confirm press the ENTER button and the display will indicate

Track Set
!!Saving!!

While the song is running the original file or the new edited file can be played.

- 1 - Press the DISK button and hold it.
- 2 - Press TRACK SELECT. In the display ## appears to identify the edited file. If the display does not show ## the original file is selected.

PROGRAMMING THE CHAIN

To group the songs in a CHAIN format (continuous format).

- 1 - Press ENTER button (the ESCAPE/NO button is On). The display indicate

CHAIN Settino
XXXXXXXX.MID 1

The number identifies the progressive number of the song in the chain.

- 2- Using the SCROLL buttons select the first song to group in the Chain.
- 3 - Press ENTER to confirm.
- 4 - Using the SCROLL buttons select the second song to group in the Chain.
- 5 - Press ENTER to confirm. Repeat this procedure with all the songs to be grouped into the chain.
- 6- Press ESCAPE to store the chain setting and the display will indicate

SAVE
CHAIN 01.CHN

There are 3 ways to indicate the name of the CHAIN:

A) AUTOMATIC SAVE OF THE CHAIN

- 1- Press ENTER to save the song.
- 2 - The internal computer will automatically save the song giving a progressive name:

CHAIN_01.CHN
CHAIN_02.CHN
CHAIN_XX.CHN

B) CHANGE THE NUMBER OF THE CHAIN

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.
- 2- Press ENTER to save the new song number.
- 3 - If this new number already exists the display will show:

FILE EXIST
Replace it?

- 4- To retain the original file press the ESCAPE/NO button
- 5 - To replace the file press the ENTER/YES button and the display will show:

FILE

!!SAVING!!

The new CHAIN is now saved.

C) NAME THE SONG

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the song and confirm by pressing the ENTER/YES button..
- 2 - If the new name already exists the display will show:

FILE EXIST

Replace it?

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new CHAIN is now saved.

PLAY MEDLEY

It is possible to play all the songs contained in a disk in a medley form. To play the Song Medley press the PAUSE button and hold it while pressing the PLAY button.

LOOP FEATURE

Some times it is necessary to loop certain parts of a song to be able to practice a melody part that is particularly difficult. To select the song part that you wish to loop.

- 1 - Select the song using the SCROLL buttons.
- 2 - Start the song using the PLAY button.
- 3 - Press the ENTER button (Led on) once at the beginning of the bar you want to start the loop, and press the ENTER button (the ESCAPE Led is automatically on) a second time during the last bar that you need to loop.

The selected bars are now automatically looped and they will remain set as long as the ESCAPE button is not switched off.

DISK SERVICES

Press the DISK button to select one of the following features:
DIRECTORY, SAVE, LOAD, RENAME, DELETE, COPY, FORMAT.

DIRECTORY

Press the DISK button and the display will indicate

DISK XXXkb free
[DIRECTORY]

Press ENTER to select the function and the display will indicate the first file available on disk

[DIRECTORY]
XXXXXXXX.XXX

All the files of the disk can be viewed using the SCROLL buttons. Press ESCAPE to leave the DIRECTORY pages.

DISK XXXkb free
[DIRECTORY]

SAVE

Select the next page with the (<) and (>) DATA buttons

DISK XXXkb free
[SAVE]

Press the ENTER button to select the SAVE function and the display now indicates the next feature that is:

[SAVE]
OVERALL PRESETS

Press ENTER button to select the Overall Preset function and the display indicates the first Overall Preset number available.

SAVE
XXXXXXXX.OVP

There are three ways to SAVE the OVERALL PRESET

A) AUTOMATIC SAVE OF THE OVERALL PRESETS

- Press ENTER to save the Overall Preset.

2 - The internal computer will automatically save the song giving a progressive name:

OVERP_01.OVP
OVERP_02.OVP
OVERP_XX.OVP

B) CHANGE THE NUMBER OF THE OVERALL PRESET

1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.

2- Press ENTER to save the new Overall Preset number.

3- If this new number already exists the display will show:

FILE EXIST
Replace it?

4- To retain the original file press the ESCAPE/NO button

5- To replace the file press the ENTER/YES button and the display will show:

FILE

!!SAVING!!

The new Overall Preset is now saved.

C) NAME THE OVERALL PRESET

1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the Overall Preset and confirm by pressing the ENTER/YES button..

2- If the new name already exists the display will show:

FILE EXIST
Replace it?

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new Overall Preset is now saved.

The display now indicates

DISK XXXkb free
[SAVE]

Press ENTER and the display indicates

[SAVE]
Overall Presets

Select with the SCROLL buttons the next page on display:

[SAVE]
Automatic Set Up

Press ENTER button to select the AUTOMATIC SET-UP function and the display indicates the first available Auto Set Up number

[SAVE]
XXXXXXXX.RHT

There are three ways to SAVE the AUTOMATIC SET UP

A) AUTOMATIC SAVE OF THE AUTO SET UP

- 1- Press ENTER to save the AUTO SET UP.
- 2 - The internal computer will automatically save the song giving a progressive name:
AUTOS_01.ASU
AUTOS_02.ASU
AUTOS_XX.ASU

B) CHANGE THE NUMBER OF THE AUTO SET UP

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.
- 2- Press ENTER to save the new AUTO SET UP number.
- 3- If this new number already exists the display will show:

FILE EXIST
Replace It?

- 4- To retain the original file press the ESCAPE/NO button
- 5- To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new AUTO SET UP is now saved.

C) NAME THE AUTO SET UP

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the AUTO SET UP and confirm by pressing the ENTER/YES button..
- 2- If the new name already exists the display will show:

**FILE EXIST
Replace it?**

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

**FILE
!!SAVING!!**

The new AUTO SET UP is now saved.

The display now indicates

**DISK XXXkb free
[SAVE]**

Press the ENTER button and select the next page using the SCROLL buttons

**[SAVE]
Custom Style**

Press ENTER to select the Custom style function. The display indicates:

**[SAVE]
XXXXXXXXX.STL**

Use the SCROLL buttons select the name of the Custom Style. Press ENTER to save the selected Custom Style setting. If the file already exists the display indicates:

**FILE EXIST
Replace it?**

If the file is not to be replaced press the ESCAPE button. If the number is to be replaced press ENTER. The display will indicate:

**FILE
!!SAVING!!**

The display now indicates

**DISK XXXkb free
[SAVE]**

Press the ENTER button and select the next page using the SCROLL buttons

**[SAVE]
Style Block**

In this page is possible to save all the User Styles stored in the 16 locations in one single STYLE BLOCK.

Press ENTER and the display will indicate

**[SAVE]
BLOCK_01.BLK**

There are three ways to SAVE the STYLE BLOCK

A) AUTOMATIC SAVE OF THE STYLE BLOCK

- 1- Press ENTER to save the STYLE BLOCK.
- 2- The internal computer will automatically save the song giving a progressive name:
BLOCK_01.BLK
BLOCK_02.BLK
BLOCK_03.BLK

B) CHANGE THE NUMBER OF THE STYLE BLOCK

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.
- 2- Press ENTER to save the new STYLE BLOCK number.
- 3- If this new number already exists the display will show:

**FILE EXIST
Replace it?**

- 4- To retain the original file press the ESCAPE/NO button
- 5- To replace the file press the ENTER/YES button and the display will show:

**FILE
!!SAVING!!**

The new STYLE BLOCK is now saved.

C) NAME THE STYLE BLOCK

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the STYLE BLOCK and confirm by pressing the ENTER/YES button..
- 2- If the new name already exists the display will show:

**FILE EXIST
Replace it?**

- 3- If the file is not to be replaced press the ESCAPE/NO button

4 - If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new STYLE BLOCK is now saved.

The display now indicates

DISK XXXkb free
[SAVE]

Press the ENTER button and select the next page using the SCROLL buttons

[SAVE]
Midi Setting

In this page is possible to save all the programmable features in one single file.

Press ENTER and the display will indicate

[SAVE]
MIDSET 01.ALL

There are three ways to SAVE the Midisetting file.

A) AUTOMATIC SAVE OF THE MIDSET FILE

- 1- Press ENTER to save the MIDSET FILE.
- 2- The internal computer will automatically save the song giving a progressive name:
MIDSET01.ALL
MIDSET02.ALL
MIDSET03.ALL

B) CHANGE THE NUMBER OF THE MIDSET FILE

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.
- 2- Press ENTER to save the new MIDSET FILE number.
- 3- If this new number already exists the display will show:

FILE EXIST
Replace it?

- 4- To retain the original file press the ESCAPE/NO button
- 5- To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new MIDSET FILE is now saved.

C) NAME THE MIDISSET FILE

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the MIDISSET FILE and confirm by pressing the ENTER/YES button..
- 2- If the new name already exists the display will show:

FILE EXIST
Replace it?

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new MIDISSET FILE is now saved.

Press the ENTER button and select the next page using the SCROLL buttons

[SAVE]
ALL

In this page is possible to save all the programmable features in one single file.

Press ENTER and the display will indicate

[SAVE]
ALL __001.ALL

There are three ways to SAVE the ALL file.

A) AUTOMATIC SAVE OF THE ALL FILE

- 1- Press ENTER to save the ALL FILE.
- 2 - The internal computer will automatically save the song giving a progressive name:
ALL__001.ALL
ALL__002.ALL
ALL__003.ALL

B) CHANGE THE NUMBER OF THE ALL FILE

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the position of the number. Use the (^) and (v) DATA buttons to change the number.
- 2- Press ENTER to save the new ALL FILE number.
- 3- If this new number already exists the display will show:

FILE EXIST
Replace it?

- 4- To retain the original file press the ESCAPE/NO button
- 5- To replace the file press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new ALL FILE is now saved.

C) NAME THE ALL FILE

- 1- Move the cursor using the (<) and (>) DATA buttons and set the cursor under the first letter. Using the (^) and (v) DATA buttons select the letters to write the new name of the ALL FILE and confirm by pressing the ENTER/YES button..
- 2- If the new name already exists the display will show:

FILE EXIST
Replace it?

- 3 - If the file is not to be replaced press the ESCAPE/NO button
- 4 - If the file is to be replaced press the ENTER/YES button and the display will show:

FILE
!!SAVING!!

The new ALL FILE is now saved.

LOAD

Select the next page with the (>) DATA buttons

DISK XXXkb free
[LOAD]

Press the ENTER button and the display now indicates the next function:

[LOAD]
Overall Presets

Press ENTER button to select the Overall Preset function and the display indicates:

[LOAD]
XXXXXXXX.OVP

Use the SCROLL buttons to select the name of the Overall Preset block. Press ENTER to load the selected Overall Preset setting.

FILE

!!LOADING!!

The display now indicates

DISK XXXXkb free
[LOAD]

Press ENTER to select the function

[LOAD]
Overall Presets

Select with the SCROLL buttons the next page on display:

[LOAD]
Automatic Set Up

Press ENTER button to select the AUTO SET UP function and the display indicates:

[LOAD]
XXXXXXXX.ASU

Use the SCROLL buttons to select the name of the AUTO SET UP. Press ENTER to load the selected AUTO SET UP setting.

FILE
!!LOADING!!

The display will now indicate

DISK XXXkb free
[LOAD]

Press ENTER and select with the SCROLL buttons the next page on display:

[LOAD]
Custom Style

Press ENTER button to select the Custom Style function and the display indicates:

**[LOAD]
XXXXXXXX.STL**

Use the SCROLL buttons to select the name of the Custom Style. Press ENTER to load the selected USER STYLE setting.

**FILE
!!LOADING!!**

If there are no problems in loading the data the display will indicate:

**DISK XXXkb free
[LOAD]**

Press ENTER and select with the SCROLL buttons the next page on display:

**[LOAD]
Style Block**

Press ENTER button to select the STYLE BLOCK function and the display indicates:

**[LOAD]
XXXXXXXX.BLK**

Use the SCROLL buttons to select the name of the STYLE BLOCK. Press ENTER to load the selected STYLE BLOCK setting.

**FILE
!!LOADING!!**

If there are no problems in loading the data the display will indicate:

**DISK XXXkb free
[LOAD]**

Press ENTER and select with the SCROLL buttons the next page on display:

**[LOAD]
Midi Setting**

Press ENTER button to select the ALL FILE function and the display indicates:

**LOAD
XXXXXXXX.SET**

Use the SCROLL buttons to select the name of the MIDISSET FILE. Press ENTER to load the selected settings.

**FILE
!!LOADING!!**

If there are no problems in loading the data the display will indicate:

DISK XXXkb free
[LOAD]

Press ENTER and select with the SCROLL buttons the next page on display:

[LOAD]
ALL

Press the enter button to select the ALL FILE function and the display indicates:

LOAD
XXXXXXXXX.ALL

Use the SCROLL buttons to select the name of the ALL FILE. Press ENTER to load the selected settings.

FILE
!!LOADING!!

If there are no problems in saving the data the display will indicate:

DISK XXXkb free
[LOAD]

Press ESCAPE to leave the LOAD pages.

RENAME

Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[RENAME]

Press ENTER to select the function on the display

RENAME
XXXXXXXXX.XXX

Using the SCROLL buttons select the file that needs to be renamed.

Press ENTER to select the file that needs to be renamed. The display will indicate

Rename XXXXXXXX
In XXXXXXXX.XXX

Move the cursor using the (<) and (>) buttons and using the (v) and (^) DATA buttons select the letters or numbers to write the new name to the file.

Press ENTER to confirm. If the new number already exists the display will show:

FILE EXIST
Replace it?

If the number is not to be replaced press the ESCAPE/NO button
If the number is to be replaced press the ENTER/YES button.

FILE
!!RENAMING!!

Leave the RENAME pages and using the SCROLL buttons select the next page.

DELETE

Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[DELETE]

Press ENTER to select the function on the display

[DELETE]
XXXXXXXXX.XXX

Using the SCROLL buttons select the file that needs to be deleted. Press ENTER to delete the selected file and the display shows

[DELETE] confirm?
XXXXXXXXX.XXX

To confirm press the ENTER button and the display will indicate

FILE
!!DELETING!!

COPY

Using the (<) and (>) DATA buttons select the next page.

DISK XXXkb free
[COPY]

Press ENTER to select the function on the display

[COPY]
single file

Using the SCROLL buttons select the function single file or all files. Press ENTER to delete the selected file and the display shows the first available file on disk to be copied

**[COPY single]
XXXXXXXXX.XXX**

Using the SCROLL buttons select the desired file and to confirm press the ENTER button and the display will indicate

**[COPY single]
reading ...**

After a few seconds the display will indicate

**[COPY single]
insert TARGET**

Eject the original disk and insert the TARGET disk where to copy the file. The display will indicate

**[COPY single]
writing ...**

According to the size of the file that we need to copy the display will indicate

**[COPY single]
copy complete**

If the data will be transferred by changing the disk only one time. If this is a bigger file the display will indicate

**[COPY single]
insert SOURCE**

This means that the original disk must be read again to complete the copy processing. This may happen a few times for very large files.

In case the function COPY ALL will be selected it will be necessary to change the disks several times.

At the end of the COPY procedure the DISK feature will automatically be switched off.

When copying it is important to let the instrument carry out this task completely without interruption. Ensure that there is at least 200kb of spare space on the source disk before copying.

FORMAT

NOTE: When formatting a disk all the information contained on it will be erased permanently.
To access the FORMAT feature press the DISK button and using the (<) and (>) DATA buttons select the FORMAT page.

**DISK XXXkb free
[DELETE]**

To Format the disk press ENTER. The display will indicate

**FORMAT DISK
Are you sure?**

To confirm press the ENTER button and the display will indicate

**Track 01 Side 1
!! FORMATTING !!**

Press ESCAPE to leave the FORMAT page

MIDI FEATURES

INTRODUCTION TO MIDI

MIDI, the Musical Instrument Digital Interface, is a standard communication interface that allows Midi musical instruments to share information and control one another. If the MIDI OUT of a first instrument is connected to the MIDI IN of a second keyboard or tone generator, the second instrument will respond to the notes played on the first transmitting keyboard. This makes it possible to play two instruments at the same time using a Master instrument to drive a Slave instrument.

MIDI MESSAGES TRANSMITTED AND RECEIVED

Your instrument has been designed to transmit and receive most MIDI system signals. As the GT5000 is a GM instrument, it will be responding to today Midi standards and to Program Changes 1/128 and Sound Bank Changes 1/32.

However, if used in Panel mode it will also be able to respond to midi information.

PROGRAM CHANGE NUMBERS

In Midi Panel Mode your instrument transmits and receives the following Program Change numbers:

UPPER ORCHESTRA 1	- PC 1/22
UPPER ORCHESTRA 2	- PC 1718
SPECIAL	- PC 1/14
LOWER ORCHESTRA	- PC 1/22
BASS	- PC 1/8

MIDI CHANNELS

In Midi Panel Mode your instrument transmits and receive in the following Midi Channels:

UPPER ORCHESTRA 1	- Channel 1
LOWER ORCHESTRA	- Channel 2
BASS	- Channel 3
UPPER ORCHESTRA 2	- Channel 4
SPECIAL	- Channel 5
UPPER FLUTES	- Channel 6
LOWER FLUTES	- Channel 7
FX	- Channel 8
DRUM	- Channel 10
AUTO ACCOMP. 1	- Channel 11
AUTO ACCOMP. 2	- Channel 12
AUTO ACCOMP.3	- Channel 13
CONTROL CHANNEL	- Channel 16

MIDI SETTINGS

It is possible to have many different midi settings. The new midi settings can be set as follow:

- press the SET button. All the programmable features of the instrument will start blinking.
- press MIDI, the button will continue to blink. The display will show:

In 1 = Fisa PC = GM
Clk = Int Out = Keyb

Use the data buttons to explore the page.

In1 - This midi in port can be used to drive the Chord Recognition program and can be set in different modes.

Fisa this indicates that the connection in Midi In port nr.1 operates note information on 3 channels

Channel 1	Upper Keyboard
Channel 2	Lower Keyboard
Channel 3	Bass Section

Program & Control change for each part are on their own individual channels.

Mast this is the setting for master keyboards and computers

Piano this setting allows to drive the Accompaniment and the Melody parts with only 1 midi channel. Typical application is a Digital Piano with no split point.

PC - The selection of the Program Changes can be in two different modes.

Man The program change are numbered according to the physical position of the related sound in the section.

GM The program change are numbered according to GM standard mapping.

Clk - The Clock can be set in two different modes: Internal and External

Out - The midi out port can be assigned to send out the note played from the SMF disk (Song) or the note played by the keyboards (Keyb).

NOTE: The midi Clock can also be set Off. This will not accept the Start command code if received.

FISA MODE When using this setting the keyboard will only work using 3 midi channels for note recognition:

Ch 1 for the Upper Keyboard

Ch 2 for the Lower Keyboard

Ch 3 for the Pedalboard

MASTER MODE When using this setting the keyboard will communicate in all the 16 midi channels, if set, only with corresponding Midi Channels.

PIANO MODE It will be possible with this setting to drive the Accompaniment and the Melody parts of the GT5000 with only 1 midi channel. Typical application is a Digital Piano with no split point.

The Split point will be provided by the organ:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the Midi button 5 times.
- Its Led will start blinking and the display

PIANO MODE SET

Split = A#3

To change or set the Split Point use the (∧) and (∨) buttons to select the desired note or simply press the desired note on the keyboard.

- to store the new Split Point setting, simply press the SET button to exit the function.

When in PIANO MODE it is also possible to select the FULL KEYBOARD MODE that will allow to play chords in the full keyboard using the MELODY section of the instrument in the full keyboard.

PIANO MODE SET

Split = A#3

When in the above page select the FULL KEYBOARD MODE using the (∧) and (∧) DATA buttons and the display will show:

PIANO MODE SET

Full Keyboard

By pressing the midi button a second time, the display shows:

IN Ch PC CC
Rt_1 1 on on

In this page it is possible to determine the Midi In channel number for each section. It is also possible to set the Program Change On/Off and the Control Change On/Off. The last page of Midi In is the GENERAL CONTROL (CTRL) Channel page.

IN Ch PC CC
Ctrl 16 on on

See the list of the Control available in the next page.

Here find the list of the controls available in GENERAL CONTROL channel:

Bx 1F yy	-	Bx	Channel
	-	1F	Control Change (default ch.16)
	-	yy	Value
	;	yy	
Key Start	;	0	
Variation 1	;	1	
Variation 2	;	2	
Variation 3	;	3	
Fill 1	;	4	
Fill 2	;	5	
Intro/Ending	;	6	
Memory	;	7	
Auto Bass	;	8	
Auto Accomp.	;	9	
Conductor - Bass	;	10	
Conductor - Lower Orch	;	11	
Conductor - Lower Special	;	12	
Conductor - Upper Orch.1	;	13	
Conductor - Upper Special	;	14	
Conductor - Upper Orch.2	;	15	
Conductor - Upper Flutes	;	16	
Conductor - Lower Flutes	;	29	
Play	;	17	
Down (V)	;	18	
Up (^)	;	19	
Fade	;	20	
Minus (-)	;	21	
Plus (+)	;	22	

NOTE: If code nr. 11 (Expression) is sent to GENERAL CONTROL channel this will work as Master Volume.

NOTE: It is possible to select OVERALL PRESETS and AUTO SET-UP using GENERAL CONTROL channel:

- if a Program Change number is sent to on Bank 0 (zero) it is possible to select OVERALL PRESETS (1-40)
- if a Control Change number is sent to on Bank 1 (one) it is possible to select AUTO SET-UP (1-90)

By pressing the midi button a third time, the display shows:

OUT Ch PC CC LC
Rt_1 1 on on on

In this page it is possible to determine the Midi Out channel number for each section. It is also possible to set the Program Change On/Off, the Control Change On/Off and Local Control On/Off.

By pressing the midi button a fourth time it is possible to set the Local Control for the disk drive unit. This will enable you to play songs using sounds from a second sound keyboard and save polyphony in the GT5000.

To store the new Midi setting, simply press the SET button to exit the function.

Remember to back up your Midi settings to disk.

CONNECTIONS

HEADPHONE

The headphone can be plugged in for private practice. The socket is located at the front of the instrument below the left part of the lower keyboard and allows you to play without disturbing and being disturbed by outside noise.

MAINS

This is the main connection to power. Connect the power cord to the main inlet. Note the 120V - 240V the Voltage selector. Make always sure that it matches the locale voltage.

LINE IN

The two inputs (Left and Right) are used to send the audio signal of an external sound source (keyboard or sound module) to the same amplifier when you are running out of input sockets in your mixer.

LINE OUT

The two outputs (Left and Right) and they are used to send the audio signal out an external amplifier, mixer console or recording equipment. To connect the instrument to an external amplification system use the Output 2 and connect both Left and Right outputs. To use a mono system, connect one jack to the L/R output.

MIDI CONNECTIONS

The Midi IN 2 (DISK) connector receives the Midi data from an external Midi device. Using MIDI IN 2 it is possible to send midi information to the first set of Midi Channels that the instrument provides without effecting the operations in the panel.

The Midi IN 1 (KEYB.) connector also receives the Midi data from an external Midi device. Using MIDI IN 1 it is possible to send midi information to the second set of Midi Channels that the instrument provides without affecting the operations of the disk/song section.

The Midi THRU connector retransmits any data from the Midi IN directly to other Midi devices.

The Midi OUT connector transmits Midi data generated by the instrument to other Midi instruments and it is possible to configure it to send out Song notes or keyboard notes.

BASS PEDALBOARD

This is the connection of the 13 notes bass pedalboard.

SWITCH PEDAL

This is the connection of the 2 switch pedals that can be programmed to your requirements.

VOLUME PEDAL

Note that there are two separate VOLUME PEDAL sockets:

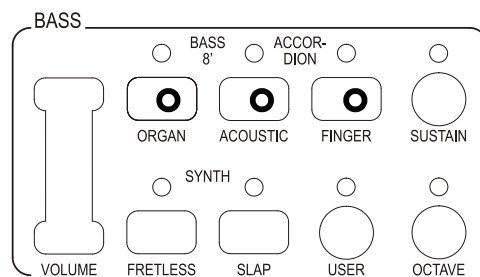
- The first is located near to the SWITCH-PEDALBOARD socket. This is a Digitally controlled Volume Pedal socket and will be very useful to control the instrument volume when using the LOWER VOLUME feature or while recording your volume changes in SONG RECORDING (see paragraph).
- The second is located near to the SUSTAIN pedal socket. This is an analog controlled Volume Pedal and this also will control the level of the input sockets .

RESET

This instrument contains protection against power surges or electromagnetic waves. Should it be affected it may cause the instrument to cease to function correctly. Usually if this occurs simply switching off and waiting for about 20 seconds before switching on will restore the functions . If this is not successful a full reset may be necessary. A reset should only be used as a last resort as all user settings will be erased.

If it should be necessary to completely erase the internal RAM memory, a very simple reset feature is provided.

- 1 - Make sure that the instrument is switched off.
- 2 - Press and hold the top 3 bass sound buttons



- 3 - Switch on the instrument holding the 3 buttons down.

Do not reset the instrument if is not necessary. All your information will be automatically erased from the internal RAM memory.

TROUBLESHOOTING

If you encounter what appear to be signs of trouble check the following points before assuming that your keyboard is faulty:

Problem

Remedy

No sound at power on.

Is the AC plug connected?
Is The Master Volume slider turned up?
Are a set of headphones plugged in?
Are the cables connected properly?
Is the instrument switched on?

No sound when the keys are pressed.

Is The Master Volume slider turned up?
Are the volume of the selected section set at minimum level?
Are any sounds selected
Is the Local Control of the selected section set to Off?
Is the Conductor button of the selected section or sections set to Off?

Drum Sounds playing on keyboard.

Drum Kit button is switched on.

The sound you hear is different from the sound you have selected.

Check if the USER button is selected in section you are using.

Distorted sound if connected to an amp.

This is due to the different audio in/out sensitivity. Reduce the volume on the keyboard to the level at which the distortion ceases.

Some notes seem cut out when using the disk.

When playing very large files using a lot of notes the max polyphony of 84 notes on the instrument can be exceeded.

The instruments play in the wrong key.

Check the Transpose setting.

The disk plays in a different key to the rest of the instrument.

Check the Transpose setting. There is a specific setting to separately transpose the disk and the rest of the keyboard.

The disk drive produces a noise during use.

This occurs when the disk drive is reading a disk. It does not indicate a problem. Some disks are just noisy.

Not possible to store information on disk.

The remaining memory capacity of the disks not enough to accommodate the new file.

GT5000 - Midi Implementation Chart - V 1.0

FUNCTION		TRANSMITTED	RECOGNIZED	REMARKS
Basic Channel	Default	Ch 1 - 16 Ch 1 - 16	Ch 1 - 16 Ch 1 - 16	
Mode	Default	Mode 3	Mode 3	
	Message	X	X	
Note		24 - 107	0 - 127	
Number:	True Voice		0 - 127	
Velocity	Note On	O	O	
	Note Off	X	X	
After Touch	Key	X	X	
	Channel	X	O	
Pitch Bend		O	O	
Control Change	0, 32	O	O	Bank Select
	1	O	O	Modulation
	2	O	O	Pitch
	7	O	O	Volume
	11	X	O	Expression
	64	O	O	Camper
	66	O	O	Sostenuto
	67	O	O	Sustain
Program		O 0 - 127	O 0 - 127	
Change			O 0 - 127	
System Exclusive		X	X	
System	Song Pos.	X	X	
Common	Song Sel.	X	X	
	Tune	X	X	
System	Clock	X	X	
Real Time	Command	X	X	
Aux	Local On/Off	X	O	
Message	All Notes Off	O	O	
	Active Sense	X	X	
	Reset	X	X	
Mode 1: OMNI ON, POLY		Mode 3: OMNI OFF, POLY		O = YES
Mode 2: OMNI ON, MONO		Mode 4: OMNI OFF, MONO		X = NO

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