

ORLA
MUSICAL INSTRUMENTS

GT8000

SPORT

Owners Manual

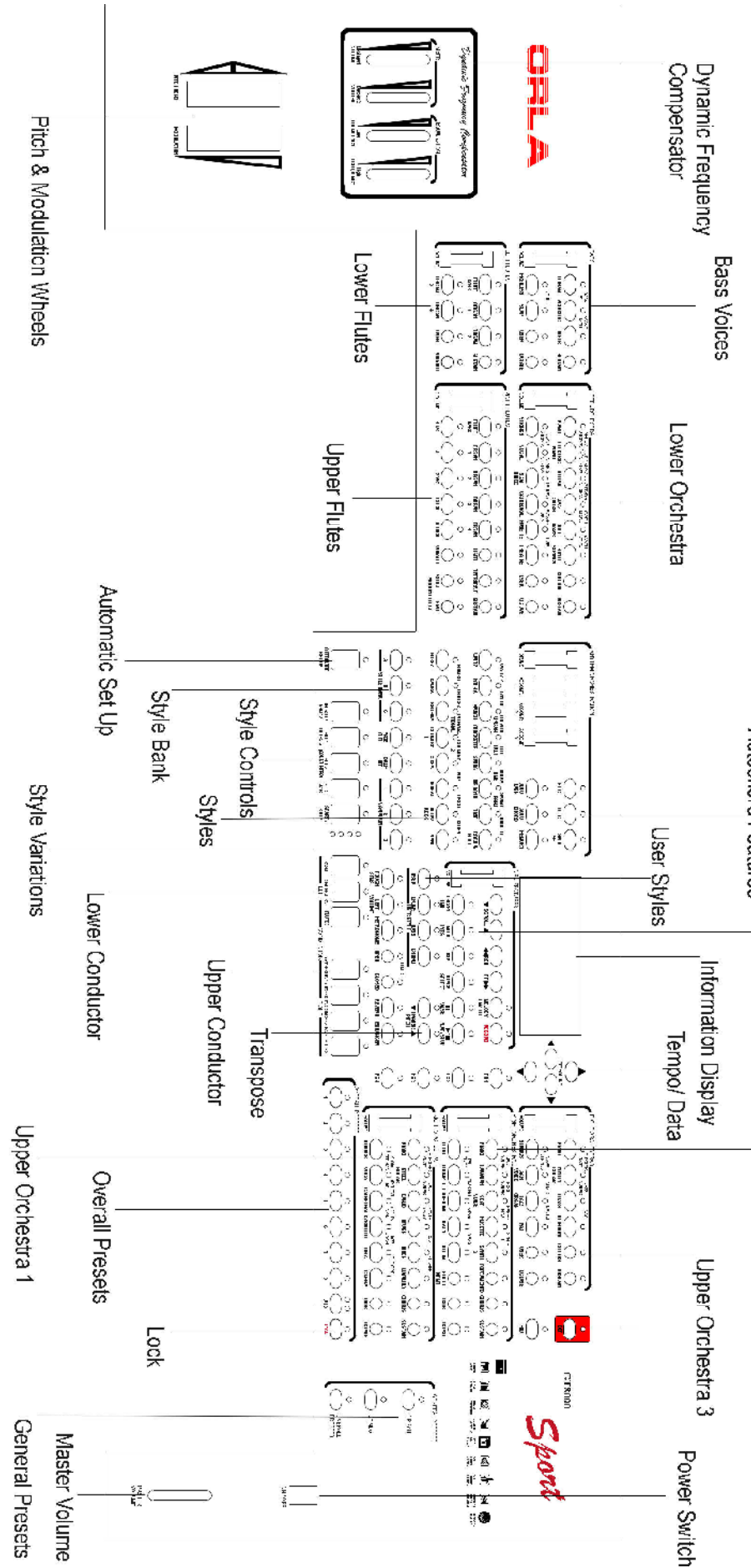
Welcome to the ORLA GTSPORT owners manual and we hope that this will help you to obtain maximum pleasure from this fine instrument.

In order to make the reading of this manual as easy as possible it has been arranged into three sections.

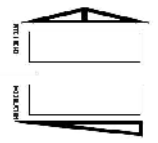
Pages 7 - 12 **GETTING STARTED** - This section contains the basic information that you require to start making music. In this section we cover the General Presets, Automatic Set Up and the Overall Presets.

Pages 13 - 45 **BASIC FEATURES** - This section contains a basic outline to many of the most frequently used features of the instrument . For the majority of users this section contains all of the information you will require. Each feature is clearly explained and in many cases examples are given for you to try.

Pages 46 - 84 **ADVANCED FEATURES** – This Section contains details of more advanced features such as Style programming and more advanced disk functions.



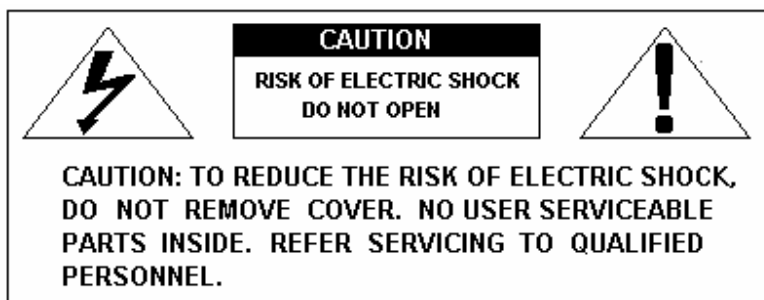
Pitch & Modulation Wheels



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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 These 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

- RIGHT ORCHESTRA 1 22 Sounds +22 USER SOUNDS selectable from 405 internal sounds, Chorus, Sustain, Octave, Volume.
- RIGHT ORCHESTRA 2 18 Sounds + 18 USER SOUNDS selectable from 361 internal sounds, Poly/Mono, Portamento, Chorus, Sustain, Octave, Volume
- RIGHT ORCHESTRA 3 14 Sounds + 14 USER SOUNDS selectable from 361 internal sounds, Chorus, Sustain, Octave, Volume

- RIGHT 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
- LEFT FLUTES 5 Flute Pitches, 4 Organ Presets + 4 USER Organ Presets, Vibrato, Sustain, Volume
- LEFT ORCHESTRA 22 Sounds +22 USER SOUNDS selectable from 361 internal sounds, Chorus, Sustain, Octave, Volume
- BASS 8 Sounds +8 USER SOUNDS selectable from 361 internal sounds, Sustain, Octave, Volume
- STYLE 90 Internal Styles + 16 User 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 106 Style Registrations
- OVERALL PRESETS 16 Programmable Presets
- GENERAL PRESETS 2 Banks of 16 Organ Registrations: Electric Organ, Combo.
- DISK DRIVE (HD/DD) REAL TIME Standard Midi File, Record, Pause, Play.
- DIGITAL EFFECTS 12 internal reverb presets, 5 Enhancer effects
- DFC Equalization and Volume controls
- 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).

GETTING STARTED

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 switched 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 for 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.

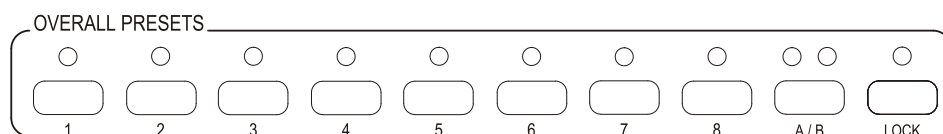
GENERAL PRESETS

This section provides 32 ready-made registrations. There are 2banks of 16 fixed Overall Presets, each one offering a variety of sounds in different categories.

The General Presets section is situated to the far right hand side of the main control panel above the upper manual of the instrument. There are 3 vertical buttons:

ORGAN COMBO OVERALL PRESETS

The first 2 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 keyboard at the right hand side.



For example if the 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 Right and left part of the keyboard and Bass pedals and also select a rhythm. The Combo section provides 16 “small group” 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 ORCHESTRA 3 section is used on the lower keyboard). It is possible to change registrations between sections as well as between Overall Presets.

	Electronic Organ	Combo
A1	Flute 16 ² -8 ² -4 ²	Piano Quartet
A2	Flute 16 ² -8 ² -4 ² -2 ²	Late Night Sax
A3	Flute 16 ² -4 ²	Shear Magic
A4	Flute 16 ² - 2 ²	Classic Ballad
A5	Flute Celesta	Benson Bossa
A6	Electronic Theatre 1	Accordion Jazz
A7	Electronic Theatre 2	Modern Jazz Flute
A8	Electronic Theatre 3	Modern Jazz Flugel
B1	Blues Organ	Hot Club Jazz
B2	Booker T	Simply Scat
B3	Euro Jazz	Mantran Harmony
B4	Late Night Jazz	Rayelettes
B5	Jimmy	Joplin Time
B6	Flutebar Harmony	Country Time
B7	American Heritage	The Shadows
B8	Latin Frenzy	Tartan Band

The General Presets registrations are fixed and cannot be overwritten, it is therefore impossible to erase these registrations.

Example: Press the Combo button in the General Presets section and then select preset A2. When you now play you will hear a lovely Tenor Saxophone sound on the right hand.

Now Press the Organ button in the General Presets section followed by preset B5 and you should now hear a lovely Jazz Organ on the right keyboard with jazz guitar on the left keyboard.

IMPORTANT : In each of these registrations ALL sections contain sounds appropriate to the theme selected and so any sections not initially being used can be introduced into the registration and will blend into the registration. This makes registration changes within each General Presets preset very easy.

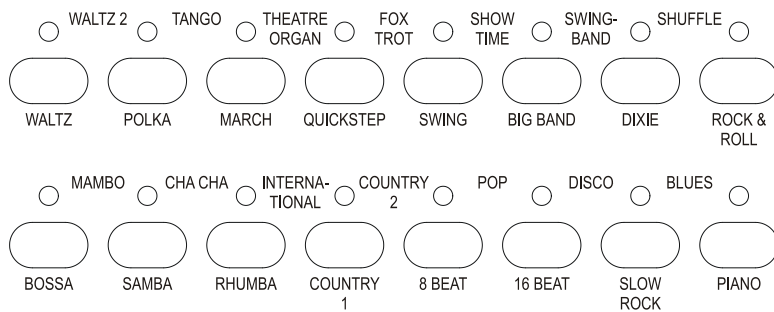
In addition there are a further 16 Overall Presets which can be selected using the Overall Preset button at the bottom of the General Presets section. The Overall Presets can be overwritten. The factory settings are as follows:

A 1	Sweet Tibia	B 1	Mantova Strings
A 2	Tibia Ensemble	B 2	Piano & Strings
A 3	Tibia & Vox	B 3	Vocal Strings
A 4	Theatre Celeste	B 4	Vienna
A 5	Full Theatre	B 5	Miller Reed
A 6	Cinema Organ	B 6	Miller Swing
A 7	Chapel Organ	B 7	Big Band Saxes
A 8	Church Organ	B 8	Brass Band

The General Presets 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 Bass Left Conductor Button 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.

SELECTING THE STYLES

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.

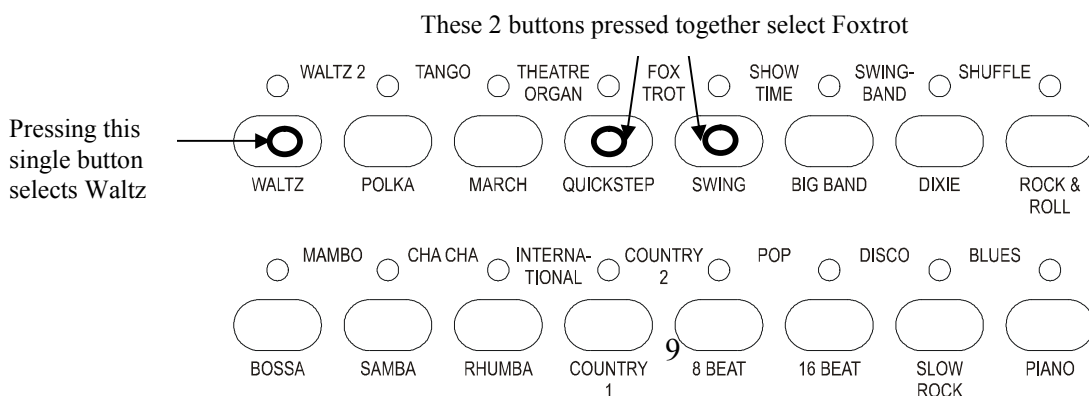
If Style Bank B is changed to Style Bank C by depressing the button the rhythm will change to a Viennese Waltz and the screen will change to VIENNESE.

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 FOXTROT 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 Slow $\frac{3}{4}$	Waltz Standard $\frac{3}{4}$	Waltz Viennese $\frac{3}{4}$
WALTZ 2	Jazz Waltz	Oompah Waltz	Musette $\frac{3}{4}$
POLKA	Polka	Party Polka	Polka 2
TANGO	Tango 1	Tango 2	Pasodoble
MARCH	March 2/4	March 6/8	Reel 2/4
THEATRE ORGAN	Theatre $\frac{3}{4}$	Theatre 2/4	Theatre 6/8
QUICKSTEP	Quickstep	Organ Quickstep	Euro Fox
FOX TROT	Fox Trot	Sing Song	Barn Dance
SWING	Slow Swing	Swing	Easy Jazz
SHOW TIME	Broadway	Show Ballad	Bounce
BIG BAND	Dance band	Slow Band	Big Band Ballad
SWING BAND	Basie	Fast Band	Swing Band
DIXIE	Dixie	Dixie 2	Dixie 3
SHUFFLE	Shuffle	Shuffle Piano	Rhythm & Blues
ROCK & ROLL	Rock n Roll	Boogie	Twist
Lower Row			
BOSSA	Bossa	Bossa 2	Bossa 3
MAMBO	Mambo	Disco Mambo	Bolero
SAMBA	Samba Organ	Samba Pop	Salsa
CHA CHA	Cha Cha	Cha Cha 2	Guaracha
RHUMBA	Rhumba	Beguine	Rhumba 2
INTERNATIONAL	Hawaiian	Reggae	Irish Jig
COUNTRY 1	Country	Country 8 Beat	Bluegrass
COUNTRY 2	Country Waltz	Country 2 Beat	Country Ballad
8 BEAT	8 Beat	8 Beat 2	8 Beat 3
POP	Ballad 8	8 Beat 4	Modern $\frac{3}{4}$
16 BEAT	16 Beat	16 Beat 2	16 Beat 3
DISCO	Disco	Disco 2	Philly
SLOW ROCK	50's ballad	Slow Rock	Love Song
BLUES	Blues	Gospel Blues	Gospel
PIANO	Ragtime	Cool Jazz	Piano Ballad

For example to select the Beguine style using the chart, the Rhumba button has to be selected and Style Bank B.

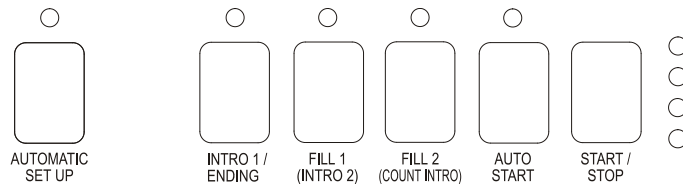
There are also 16 User Styles pre- loaded into the instrument .These are

Top Row	Erol Jazz	Rockney	Stride	Lounge	Saloon	70's Ballad	Honky Tonk	60's Organ
Bottom Row	R & Blues	Rock	Disco	Disco Samba	House	Rap	Soul	Funk

These rhythms are accessed by first pressing the User button in the User Style section and then pressing one of the 16 Rhythm buttons. The name of the style will be displayed in the screen. These style also have an automatic set up associated with them for you to try.

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: (IMPORTANT – DO NOT CHANGE CHORD DURING THE INTRO OR ENDING)

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 General Presets.

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 2 General Presets 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 32 General Presets 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.

DYNAMIC FREQUENCY COMPENSATOR

The sound of a Keyboard can vary depending on the environment in which it is situated and of course every individual's hearing is different with many of us responding in different ways to certain frequencies. With this very much in mind this brand new feature enables the user to adjust the overall sound of the keyboard relative to the surrounding and the individual's hearing. This feature is also extremely useful for people with hearing impairments.

To illustrate the effect of these controls on the sound let us use one of the Automatic Set ups as an example.

- 1) Select the Beguine rhythm (Rhumba Bank B)
- 2) Press the Automatic Set up button
- 3) Turn both sliders down as far as they will go
- 4) Play a chord with your left hand to start the rhythm accompaniment – listen to the sound
- 5) Whilst the rhythm is playing begin to turn both controls upwards until they are both fully on – you should hear a distinct change in the sound with the bass range and higher frequencies becoming more dominant. In this particular example listen to the bass sound in the accompaniment and the drum sounds.
- 6) Repeat this process whilst playing on the Right keyboard and again hear the difference in the sounds
- 7) Find a setting that suits your preference and hearing. (A standard setting would be with the Bass and Treble Equalization set in the middle, however of course the setting will very much be a personal choice)

Both controls are global features and therefore affect all sounds and Rhythms simultaneously.

BASIC FEATURES

MANUAL BALANCE

It is possible to adjust the balance between the Left Keyboard sections, including the bass and all of the auto accompaniment sections, and the Right Keyboard. This can be done using the (<) or (>) **Data** buttons.

When you press either the left or right hand data buttons the screen will show the current level for the left sections. Use (<) to reduce the volume and (>) to increase the volume of the left sections.

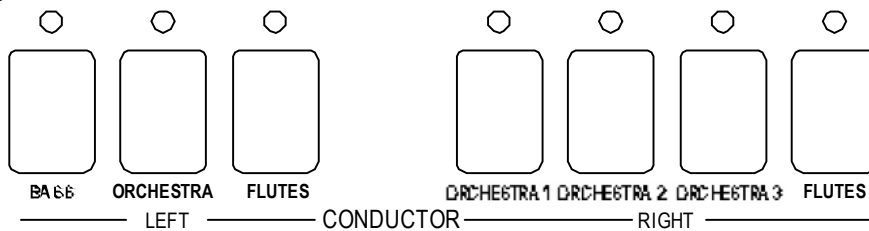
Once set this overrides the balance for all of the factory registrations for as long as the instrument is left switched on

Left Sections
Volume = 116

The individual sections of the left keyboard can be disabled from this feature.

1. Select the Left volume button (Just above the Left Conductor Buttons) at default all sections will be disabled from the above feature.
2. Press the set button (Top right hand side of the control panel)
3. Press the left volume button
4. Use the < > data buttons to move the cursor under the section to be enabled
5. Use the downward data button to enable section the screen will change from ON to - -
6. When the left volume is off all sections are effected by the left balance When the left volume is on only the sections selected with- - are effected.

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 Buttons are colour coded to match the relevant orchestral sections

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

There are 4 sections of sound solely allocated to the Upper keyboard:

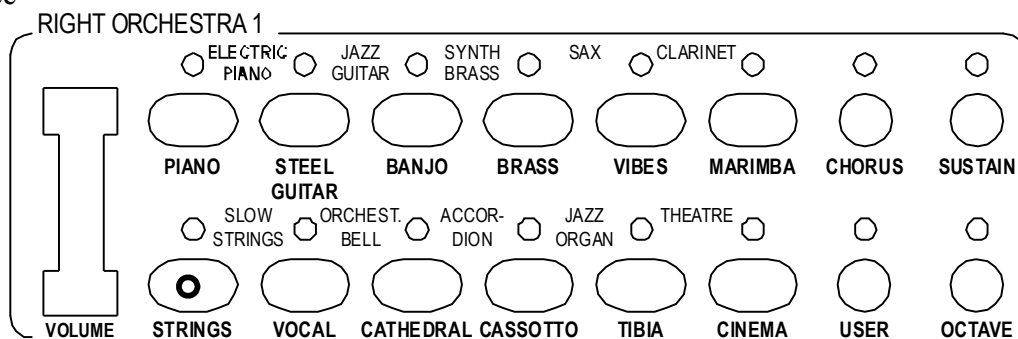
- Orchestra 1
- Orchestra 2
- Orchestra 3
- Flutes

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

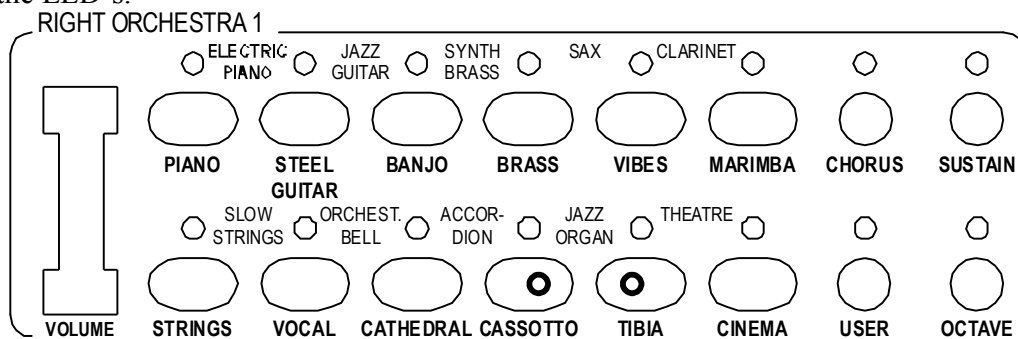
If no left conductor or MFC / OFC is selected the right sound will function over the whole of the keyboard.

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



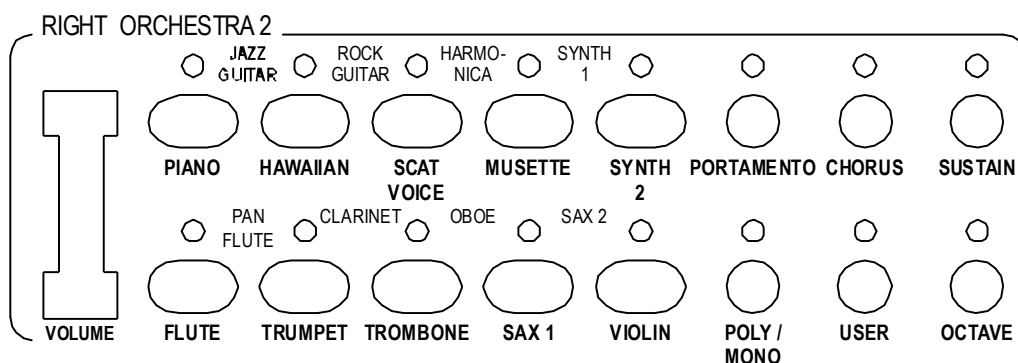
To select the voice indicated between two LED's, JAZZ ORGAN for example, press the two buttons related to the LED's.



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.

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

If Orchestra 1 is switched Off in the Conductor then the sound of Orchestra 2 will remain on its own. The sound of 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 Orchestra 2 are selected in the same way as in Orchestra 1. Unlike 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).

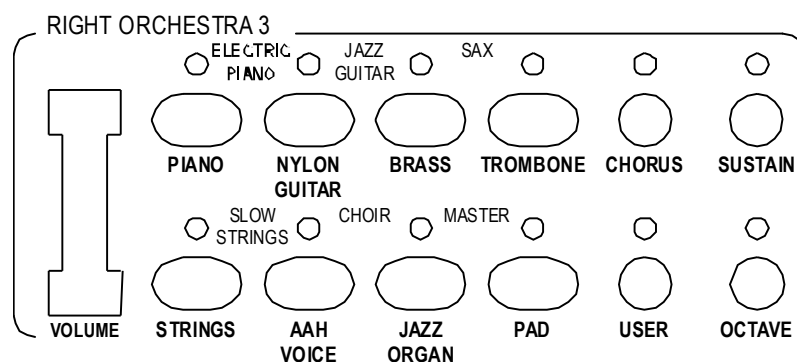
Both sections have an Octave switch, which in the factory settings usually takes the sound on the Upper keyboard down 1 octave. This can be altered. See relevant section later in the manual.

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.

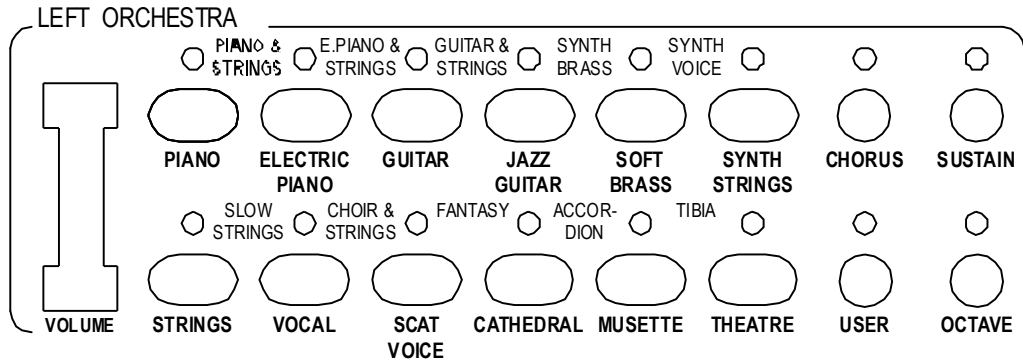
Each section also has a Chorus button. This when selected provides a third dimension to the sound. This can be changed. See relevant section later in the manual.

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.

Orchestra 3 works in the same way as Orchestra 1. If it is selected in the Right Conductor it becomes a third section for the Right keyboard.



The Left Orchestra works in exactly the same way as the Right Orchestra 1 but on the Lower Keyboard. It is situated above the Flute Bars at the top of the control panel. And brings in sounds to the left of the keyboard split

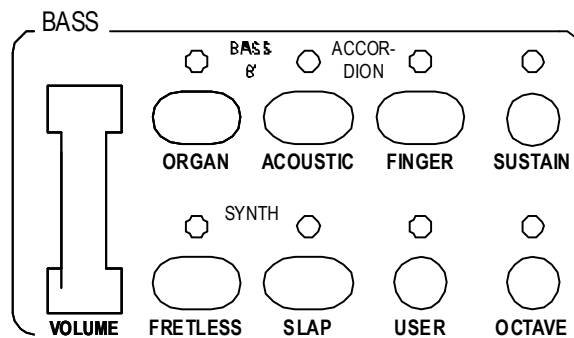


BASS

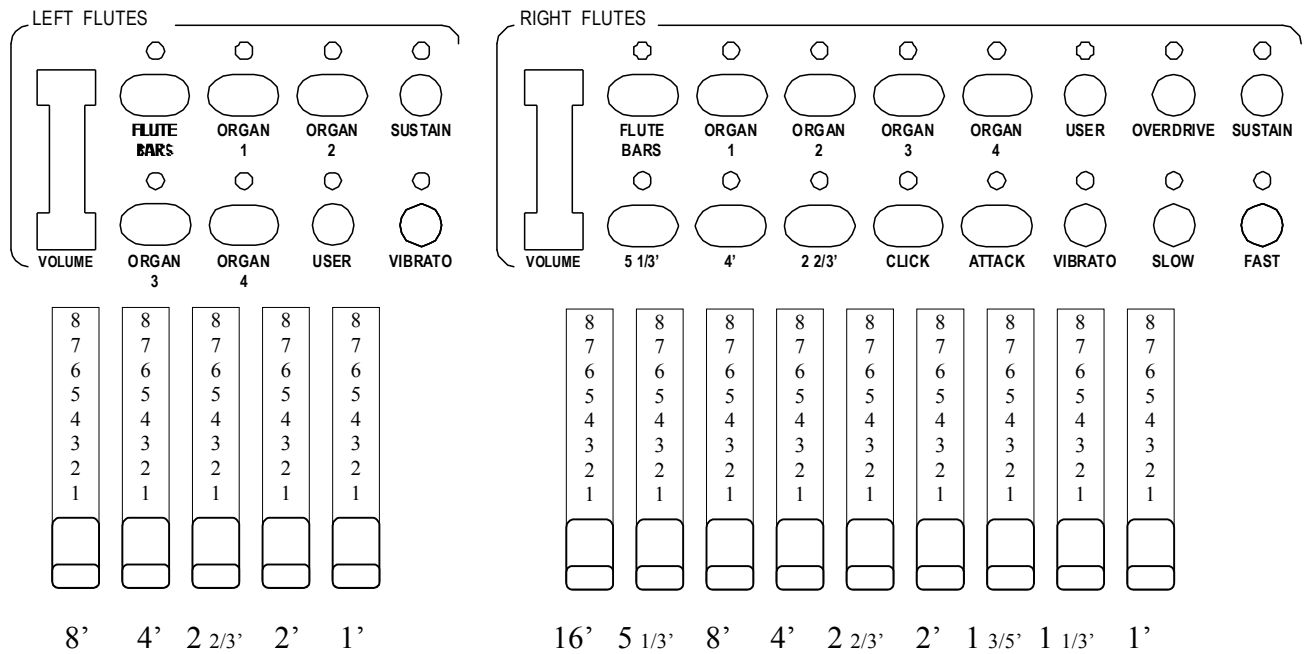
The instrument has 8 different Bass voices available for manual Bass. To select these press any of the BASS tabs. The BASS section can be played in the Lower keyboard and can be activated via the BASS button in the CONDUCTOR section.

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.



RIGHT AND LEFT FLUTES



The Right and Left FLUTES sections provide the organ sounds for the instrument. They are activated by selecting the relevant Right and Left 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 Right 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 $2 \frac{2}{3}$ 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.

SPLIT SET

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 **SPLIT SET** button . It's Led will start blinking and the display will show:
- Press the key on the keyboard where you would like the keyboard to split.
- 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.

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 PROGRAMING

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 General Organ Preset number A1.

1. Select organ preset A1 by pressing the Organ general preset button at the top of the General Presets 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 Right Keyboard is played there should now be a basic Organ sound to the right of the split. The Flutes button should be the only one selected on the Right conductor.
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 Right 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 Left 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 Right 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 to the right of the split point you hear a saxophone.

3. Press and Hold the gray User button in Right Orchestra 2

Red LED above the Sax 1 button now flashes.

Screen will read:

UPP2 Set Sustain 3
B16 66 CircuSax
=

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	♪ = 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 General Presets 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 of the 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: - PREBNK01
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 "PREBNK01".

When additional banks of Overall Presets are saved onto the same disk, the screen will read :- PREBNK02 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 the red **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)
7. 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.
8. To play the recording press the **Play/Stop** button far right second row under the screen.
9. 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.
10. Subsequent recordings will automatically save as SONG 002, SONG003 etc.

When you play back the performance it is possible to play along with the song using any other sounds on the organ. This is possible because the disk drive playback utilises a separate sound board to the main part of the organ. This means for example that if you have made a recording using drawbars then it is in fact possible to play over the top also using drawbars and on a different setting .

This enables you to produce arrangements that would not normally be possible through standard playing.

IMPORTANT Although it is possible to store many performances on one disk it is advisable to limit the number of songs per disk and always make a copy of your disk as disk errors can occur. Disks are an inexpensive storage media and therefore it makes sense to save a limited amount of data to each disk. This also makes searching for files easier.

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 :- GTSPORT .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)

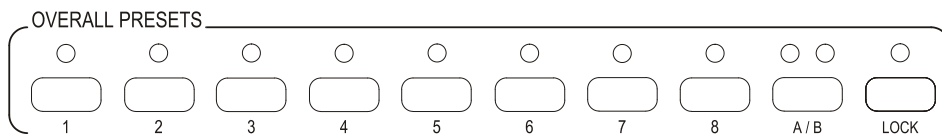
Screen will read :- GTSPORT .ASU

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

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 General Presets 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 ORCHESTRA 2 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 ORCHESTRA 2 section. Its Led will start blinking and the display will show:

PORTAMENTO MONO
Time set = 50

To change the Portamento speed use the (Λ) 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.

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 (Λ) 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:

Type = 1 Level = 3

- Select Type 1 or Type 2 using the (Λ) 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

EASY VOICE EDIT

Editing a sound can be a complex task but by using our new easy edit feature it is possible to easily alter the characteristics of a sound in a very simple way using the modulation wheel.

To illustrate this feature we will use an example for you to follow

- 1) Select the Combo button in the General Presets section
- 2) Press preset A1 (Piano Quartet) and listen to the piano sound on the upper keyboard
- 3) Press the red set button and move the Modulation wheel slightly and the screen displays

Wheel Assign Modulation

- 4) Use the (Λ) **Data** button and screen displays

Wheel Assign Filter Upp1
--

- 5) Whilst repeatedly playing a note on the upper keyboard slowly move the Modulation wheel upwards and hear the change in the sound.

- 6) Press the (Λ) **Data** button again and the screen now displays

Wheel Assign resonance Upp1

- 7) Repeat the movement of the modulation wheel and again hear the sound change.

To edit a sound in another sound section use the (>) **DATA** button to move the cursor to underneath Upp. 1 and use the (Λ) **Data** button to select a different section or the all option.

IMPORTANT: To hear the sound in the other section you must make sure that sections conductor button is switched on.

This is a live voice edit and the sounds cannot be saved.

When the set button is switched off which ever function was showing in the display (Modulation , Filter or Resonance) will operate live on the Modulation Wheel and on the particular section/sections it is assigned to.

Modulation affects all sections except the Right and Left. Flutes.

ENDLESS NEW SOUNDS CAN BE CREATED THIS WAY

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:

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

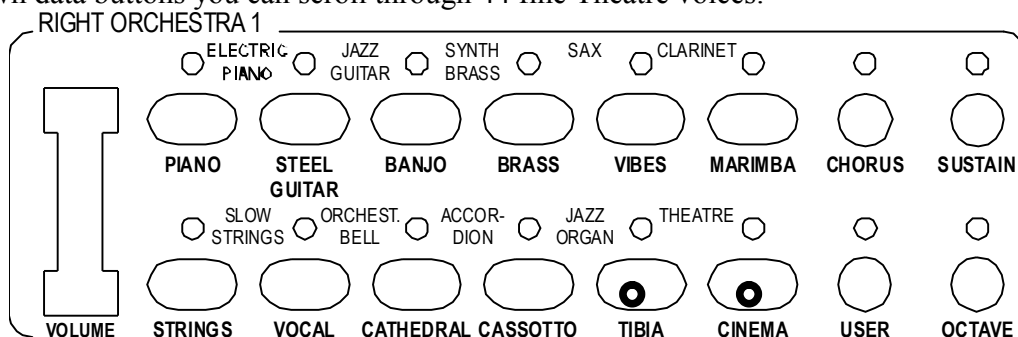
- X** is the Sustain value (the range is from 0 - no sustain - to 7- max sustain -)
- B0** is the Sound Bank number where Sound 1 Grand Piano is located (The bank number will change with each voice variation)

The cursor is now positioned below the sound Program Change number. Using the (Λ) and (V) **DATA** buttons it is possible to scroll all the sounds available in the instrument. 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. To select accordion sound always start with an accordion sound. To hear the full range of Theatre Organ sounds (Only available in Right Orchestra 1) start with the Tibia button on Right Orchestra 1 .

THEATRE ORGAN SOUNDS

Right Orchestra 1 section contains a dedicated bank of Theatre organ sounds. **These sounds are only available in this sections.** In Right Orchestra 1 we can access these sounds via either the Tibia, Theatre or Cinema sound buttons in conjunction with the User buttons.

To access the Theatre sound bank simply start by selecting one of the existing Theatre, Tibia or Cinema buttons then press and hold the relevant user button. The current user sound will appear and by using the up/down data buttons you can scroll through 44 fine Theatre voices.



1	Tibia 1	23	Theatre 9
2	Tibia 2	24	Tibia & Vox 1
3	Tibia 3	25	Tibia & Vox 2
4	Tibia 4	26	Tibia Acc. 1
5	Tibia 5	27	Tibia & Kinura 1
6	Tibia Ensemble 1	28	Tibia & Kinura 2
7	Tibia Ensemble 2	29	Tibia Acc. 2
8	Tibia Ensemble 3	30	Tibia Acc. 3
9	Tibia Ensemble 4	31	Tibia 6
10	Tibia Ensemble 5	32	Tibia Ensemble 8
11	Tibia Ensemble 6	33	Tibia & Chrysloglott
12	Tibia Ensemble 7	34	Post Horn & Trumpet
13	Full Tibia	35	Post Horn, Trumpet & Kinura 1

14	Full Tibia 2	36	Post Horn, Trumpet & Kinura 2
15	Theatre 1	37	Trumpet 8
16	Theatre 2	38	Trumpet 8 Trem
17	Theatre 3	39	Post Horn 8
18	Theatre 4	40	Post Horn 8 Trem
19	Theatre 5	41	Kinura 8
20	Theatre 6	42	Kinura 8 Trem
21	Theatre 7	43	Vox 8
22	Theatre 8	44	Vox 8 Trem

- To scroll the sounds use the (Λ) 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.**
- **The Other Orchestra sections including the Left and Bass contain a less comprehensive range of Theatre Organ Sounds.**

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

- To scroll the sounds use the (Λ) 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 a separate sustain value for 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 RIGHT 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 (Λ) and (∨) **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.

SUSTAIN PEDAL (Optional)

The Piano style sustain pedal can be used on all sections except the Upper and Lower Flutes and can be assigned to one or more sections of your choice. By default it is assigned to all Orchestra a sections. To modify this setting press the Red Set button and then depress the sustain pedal. The display reads

Pedal Sust. L= On U1 = -- U2= -- S = --
--

To move the cursor from section to section within the display use the (<) **and** (>) **DATA** buttons and to switch a section On or Off use the (Λ) **and** (∨) **DATA** buttons. When a section is off this is indicated in the screen by two dashes.

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 RIGHT 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 LEFT ORCHESTRA Section
- U1** indicates the RIGHT ORCHESTRA 1 Section.
- U2** indicates the RIGHT ORCHESTRA 2 Section.
- S** indicates the RIGHT ORCHESTRA 3 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.

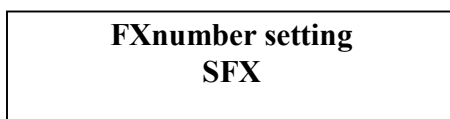
After about 5 seconds of inactivity the octave button will cease blinking.

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

PROGRAMMABLE FX BUTTONS

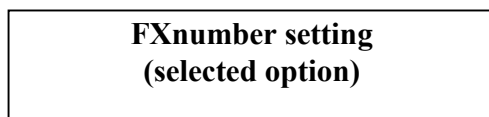
1. Press **SET** button (various red LED lights flash).
2. Press “**FX**” button (FX1 - FX4 whichever one you wish to over-write).
Red LED above selected FX button now flashes.

Screen will read:



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

Screen will now read:



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

This is a useful setting as it allows playing lower down the keyboard range.

Remember to play the melody on the upper part of the keyboard when using the OMC. This is not necessary however when using the octave option (both OMC buttons pressed together)

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.

The Lock button can be used to lock the MFC/OFC setting only and not the lower and bass sounds. For example if you always play using Multi Fingered Chords then once set you can move from preset to preset both on Overall Presets and General Presets settings and the organ will remain in MFC mode.

To do this press set the red set button followed by the LOCK button the screen displays

Lock Setting
All LEFT

Press the (Λ) or (∨) **DATA** button and the screen changes to

Lock Setting
only MFC/OFC

To save the desired setting simply switch off the SET button

POWER UP SETTING

The Lock button has one further function and that is to determine what sound comes on when you first switch the organ on. By default the organ will always provide a nice basic organ sound upon switching on however you can set an option for it to come on with the last setting used before it was switched off.

To alter the default option press the red Set button and press the Lock button two times. The screen displays

POWER30P Setting
Default

Press the (Λ) or (∨) **DATA** button and the screen changes to

POWER UP Setting
Last

To save the desired setting simply switch off the SET button

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 follow:

- 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 (Λ) 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, Stage, or 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 (Λ) 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: LEFT ORCHESTRA (Lower), RIGHT ORCHESTRA 1 (Upper 1), RIGHT ORCHESTRA 2 (Upper 2), ORCHESTRA 3 (Special), & FLUTES.

With the (Λ) 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.**

By pressing the Reverb button one more time it is possible to lock the chosen reverb setting so that the reverb setting remains the same regardless of any change of registration via the overall presets or the automatic set ups. Pressing the reverb button again brings up the following display

**DIGITAL EFFECT
LOCK = OFF**

With the (Λ) and (∇) **DATA** buttons it is possible to set the Reverb LOCK to ON or OFF.

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 (Λ) and (∇) **Data** 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

RIGHT ORCHESTRA 1, RIGHT ORCHESTRA 2, LEFT ORCHESTRA A, and ORCHESTRA 3

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 Right Orchestra 1 section. Its Led will continue blinking, and the display will show for example:

**CHORUS EFFECT
Type = Chorus 1**

With the (Λ) and (∇) **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.

It is not possible to have different chorus effects on different sections at the same time.

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 Sens.** button can be simply be switched off.

The Touch Sensitivity feature can be set as follow:

- Press the **SET** button. All the programmable features of the instrument will start blinking.
- Press the **Touch Sens.** 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.

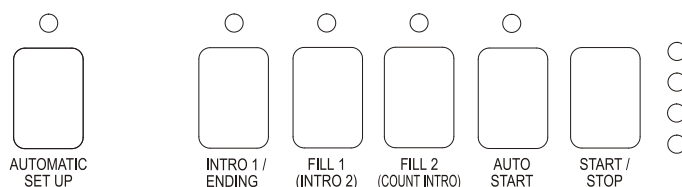
CURVE is the degree of touch response

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 (\) **DATA** buttons to adjust the value Curve 1 is more sensitive Curve 5 less sensitive.

It is possible to have the Left or Right 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 (Λ) and (∨) **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 an introduction (INTRO) which differs for major and minor chords. 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.

FILL IN ½

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 (Left Orchestra a & 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 right keyboard. There are 8 different DRUM KITS available: STANDARD, ROOM, POWER, ELECTRIC, MODERN, JAZZ, ORCHESTRA, and 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:

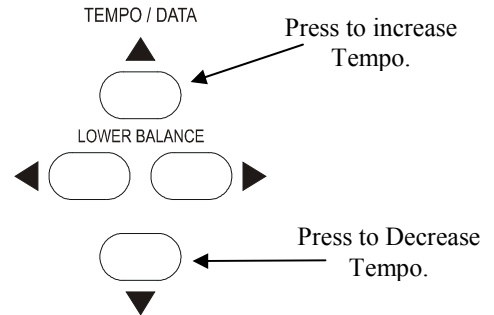
Drum Kit Set
STANDARD

To select the other Drum Kit configurations available use the (Λ) and (∨) 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

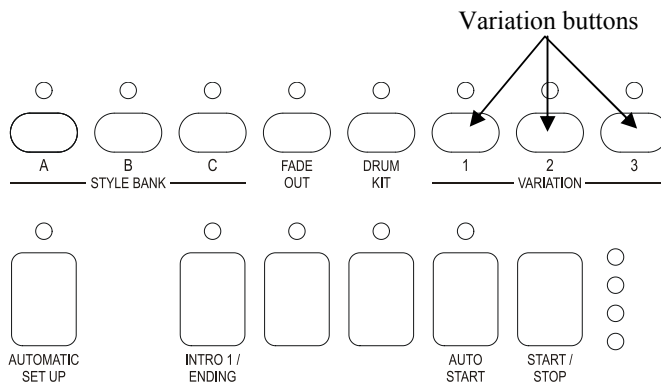
There are three different levels of accompaniment in the instrument.

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 progressively 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.

There are two options on how the auto bass is generated 1) Standard – this is the default setting and the bass notes is taken from the chord 2) Custom – the bass notes are taken from the bass pedals (optional) for example if you play a C chord then you need to play a C pedal . In this mode it is possible to play a C chord but on a G bass as is sometimes required in certain pieces of music. If you choose a bass other than the root this is shown in the display.

To select the mode required press the Set button and press the Auto bass button twice. The screen displays

**AutoBass Setting
Standard**

Use the (Λ) or (∨) **Data** buttons to change the option to Custom

**AutoBass Setting
Custom**

To save your selection simply switch off the Set Button

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 left flutes or the LEFT ORCHESTRA sounds.

By default the Autochord generated have a memory on so that if you release your left hand chord the accompaniment will continue. Should you wish to alter this setting so that only the drums continue to play when your left hand is released the press the red Set button and press the Autochord button twice. The screen displays

**Auto Accomp. Set
Type = 1**

Type 1 has the fixed memory.

To set the accompaniment to type 2 use the (Λ) or (∨) **Data** buttons to change the screen to

**Auto Accomp. Set
Type = 2**

In this mode only the drums play when your left hand is released.

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

LOWER MEMORY

When the Memory button (directly to the right of the Auto Chord Button) is pressed this will hold all left hand voices even when your left hand is released. This can be particularly useful to smooth out chord changes or allow time for a registration change using your left hand.

IMPORTANT: When the Lower Memory is used the Auto Accompaniment memory operates regardless of the Type 1 or 2 setting.

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.

Two different modes are available on Multi fingered chords

Press the red set button followed by the MFC button. The screen displays

MFC Setting
Type =1

In this mode the chord can be detected by just a single note or any two notes from the chord. This can be useful if you suddenly come across a chord you do not know for example G# chord. If this is the case simply play a single G# note with your left hand and you will hear the full chord produced.

Use the (Λ) or (V) **Data** buttons to change the screen to

MFC Setting
Type =2

In this mode the chord will only change upon pressing a full 3 or 4 note chord. This avoids unnecessary chord changes if the left hand chord is not formed cleanly i.e not all of the notes of the chord are press simultaneously.

To save your selection simply switch off the Set button.

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

C minor

C Seventh

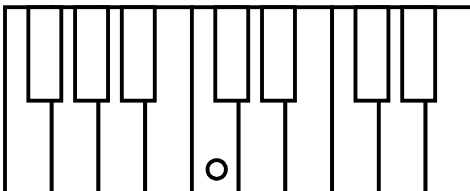
C Diminished

Press the key C.

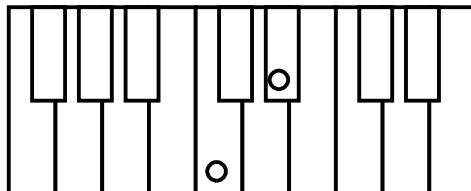
Press the key C + the 3rd key to the right

Press the key C + the 2nd key to the left

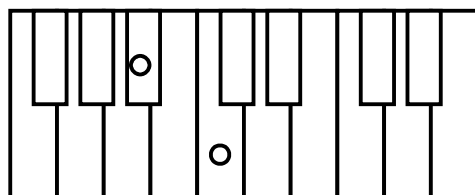
Press the key C + the 3rd key to the right + 4th key to the left



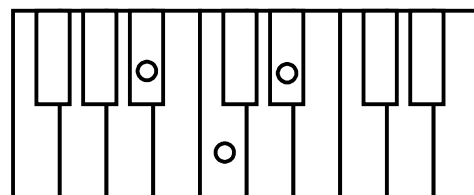
C chord - press C key



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

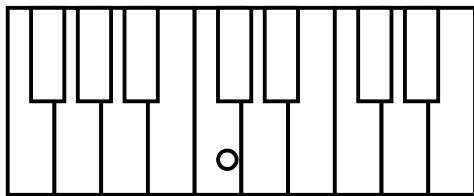
C Diminished

Press the key C.

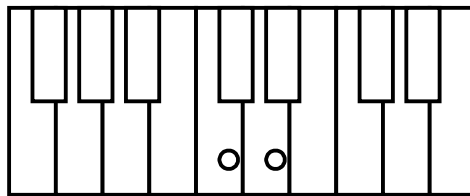
Press the key C + the next key to the right

Press the key C + the next two keys to the right

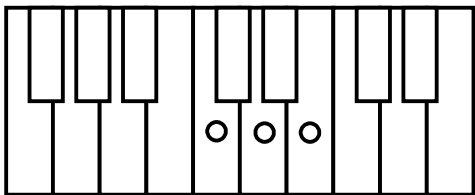
Press the key C + the next three keys to the right



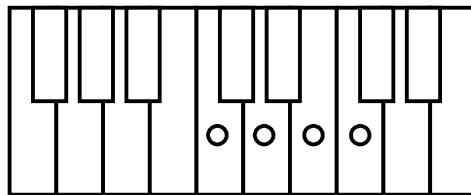
C chord - press C key



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

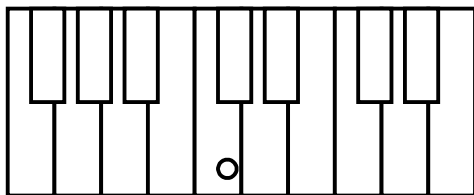
C minor 7th

Press the key C.

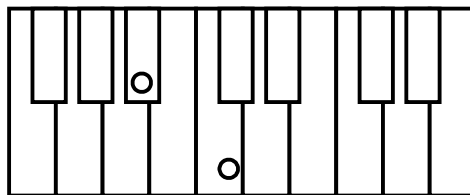
Press the key C + any black key to the left

Press the key C + any white key to the left

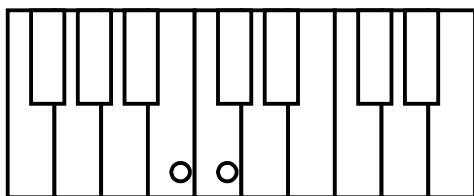
Press the key C + any black + any white key to the left



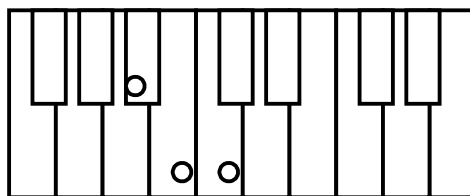
C chord - press C key



C minor - press C + any black key to left

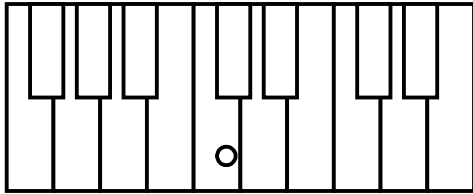


C 7th - press C + any white key to left

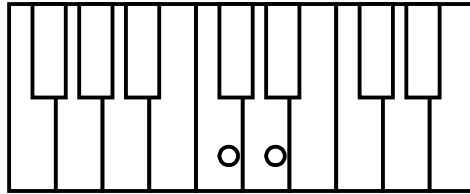


C minor 7th - press C + any black and any white to left

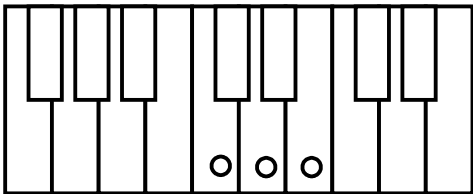
Type 4	C Major	Press the key C.
	C minor	Press the key C + the next key to the right
	C Seventh	Press the key C + the next two keys to the right
	C minor seventh	Press the key C + the next three keys to the right



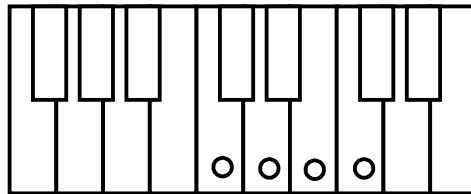
C chord - press C key



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 (**O.F.C**). Its Led will start blinking.
- Select the desired OFC type (see list below) using the (**/**) and (****) **DATA** buttons.
- To store the new configuration, simply press the **SET** button to exit the function.

STYLE MAKER

This brand new feature enables you to quickly and easily create new styles by revoicing the existing styles. This really is style making without the programming!

First let us choose a style. In this example we will use the Standard Waltz.

- 1) Select Standard Waltz (Waltz bank B)
- 2) Press automatic Set up
- 3) Start the style playing by playing a chord on the lower keyboard
- 4) Whilst the style is running press the red Set Button
- 5) Press the Auto Chord button - Screen displays

STDWALTZ	AutoAc.1
B0	27 Jazz Guitar

- 6) Use the (>) **Data** button until the cursor is under the sound number (in this case 27 Jazz Guitar)
- 7) Use the (^) or (v) **Data** buttons to scroll to select a different sound – try 25 Nylon Guitar.
- 8) Use (<) **Data** button until the cursor is under Auto Ac. 1
- 9) Use the (^) **Data** button to change to AutoAC.2 – Screen displays

STDWALTZ	AutoAc.2
B0	74 Flute

- 10) Use the (>) **Data** button until the cursor is under the sound number (this time 74 Flute)
- 11) Use the (^) or (v) **Data** buttons to scroll to select a different sound – try 10 Glocken.
- 12) Use (<) **Data** button until the cursor is under Auto Ac. 2
- 13) Use the (^) **Data** button to change to AutoAC.3 – Screen displays

STDWALTZ	AutoAc.3
B0	50 StrgEns2

- 14) Use the (>) **Data** button until the cursor is under the sound number (this time 50 String Ensemble 2)
- 15) Use the (^) or (v) **Data** buttons to scroll to select a different sound – try 53 Vocal
- 16) Switch off the Set button.

You may at this point need to adjust the volumes for each section to suit but you now have a new style. This style we have created in this example has very much a Christmas feel about it.

IMPORTANT: This new setting will automatically be stored for that particular style and will remain until you perform a reset or reload the factory style setting from your master set up disk Your new styles can be saved onto disk first in order that you can reload them later.

TO SAVE YOUR NEW STYLES TO DISK

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 Enter/Yes button underneath the screen. (Second button second row)

Screen will read :- Overall Presets

5. Press upward arrow scroll button 5 times (1st row second button under screen)

Screen will read :- Style Accomp. Set

6. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read :- SAVE

AUTSTY01.STY

7. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read !!! SAVING!!! , then revert to ..SAVE...

8. Switch off disk button

ALL MODIFICATIONS TO THE STYLES HAVE NOW BEEN SAVED

TO LOAD THE ORIGINAL STYLE SETTINGS

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 upward arrow scroll button 5 times (1st row second button under screen)

Screen will read :- Style Accomp. Set

7. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read :- UKSTYLE.STY

7. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read !!! LOADING !!! , then revert to ..LOAD...

8. Switch off disk button

THE FACTORY STYLE VOICING HAS NOW BEEN RESTORED

Once you have tried this a few times I am sure you will find this an easy and rewarding way to create and save new styles for certain tunes.

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 (Λ) and (∨) **DATA** buttons.

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

TRANSCOPE

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 TRANSCOPE button UP or DOWN as many times as are required according to the above table.

For example, transposing to E

- 1- Press TRANSCOPE UP four times

As soon as the TRANSCOPE 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 TRANSCOPE UP and DOWN buttons simultaneously.

If the new key is A#

- 2- Press TRANSCOPE 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 (Λ) and (V) 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 (Λ) and (V) 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.

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 Right Orchestra 1, Conductor Right Orchestra 2, Conductor ORCHESTRA 3 Upper, Conductor ORCHESTRA 3 Lower, Conductor Upper Flutes, Conductor Lower Flutes, Conductor Left Orchestra a, Conductor Bass.

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

TO LOAD STYLES FROM DISK

1. Insert GT Style 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 **upward arrow scroll** button 3 TIMES (1st row second button under screen)
Screen will read :- Style Block
7. Press **Enter/Yes** button underneath the screen .(Second button second row)
Screen will read :- XXXXX .BLK
8. 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 buttons**.

ADVANCED FEATURES

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 (located directly under the disk volume) 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. (New_Style)
- 2 - It is possible to modify one of the 90 internal ROM styles. (Intern. Modify)
- 3 - It is possible to modify one of the 16 RAM DISK STYLES. (Custom Modify)

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

PROGRAMMING A NEW STYLE

To program a New Style select **OK** on the display by pressing the (^) **Data** button whilst the cursor is under **OK**

The next page on the display will be:

Time Signature 4/4 OK
--

It is possible to select many different Time Signatures by positioning the cursor below the Time Signature values. Use the (<) or (>) **Data** buttons to move the cursor across to underneath the 2 numeric values of the Time Signature. Then use the (^) and (v) **Data** buttons to set the value for each part.

It is possible to select the top value as: 2,3,4,5,6,7,8,9,10,11,12,13,14 or15.

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

When the desired Time Signature is selected, return the cursor to under **OK** and confirm 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 part and the Arrangement part.

Intros and Endings can be programmed to any length between 1 bar and 9 bars

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

1 2 4 8 or 16

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

1 2 4 8 or 16

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

As before use the (<) or (>) **Data** buttons to move the cursor across to underneath each part of the display and use the (Λ) and (∨) **Data** buttons to set the value for each part. When all values have been set, return the cursor to under **OK** and confirm with the (Λ) Data button.

The next page displayed 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 use the (<) or (>) **Data** buttons until the cursor is directly under STANDARD and then use the (Λ) and (∨) **Data** buttons to select one of the following Drum Kits

Standard, Room, Power, Electronic, Modern, Jazz, Orchestra or SFX

Level - Use the use the (<) or (>) **Data** buttons until the cursor is directly under Level and then use the (Λ) and (∨) **Data** buttons to set the level (volume) of the drums this screen is displayed as soon as you touch either of the (Λ) and (∨) **Data** buttons.

DRUM setting
Level = 127 OK

Effect - Use the use the (<) or (>) **Data** buttons until the cursor is directly under Effect then press either of the (^) and (v) **Data** buttons and the following screen is displayed

Pan	Rev	Cho	DRUM
64	100	0	OK

Use the Data buttons as before to select the 1) Panning Value (below 64 the drum sounds will pan to the left and a setting of more than 64 will pan the drums to the right), 2) Reverb Value and 3) Chorus Value.

Select OK as before to go to the next page. The Display will show:

Style set DRUM 1
Main OK

By using the (<) or (>) **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

The different options are selected using the (^) and (v) **Data** buttons when the cursor is under **Main** Return the cursor to **OK** and confirm by pressing the (^) **Data** button 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 where the different drum sounds you will need are on the keys of the Upper Keyboard .

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 (The metronome sound will not be heard on the finished style)

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 (>) **Data** buttons. Press the (^) **Data** button to activate the Delete function and, with the style running, at the same time depress the key on the upper keyboard which corresponds to the drum sound 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 (>) **Data** buttons.

Press the (^) or (v) **Data** 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 (>) **Data** buttons. Press the (^) or (v) button to activate the Delete 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 new 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.

We are now ready to program the bass line. Press the **BASS** button in the CUSTOM STYLE section and the display shows:

STYLE set	BASS
Main	Major OK

By using the (<) or (>) **Data** buttons to position the cursor under Main it is now possible to select which part of the style we will start programming. By then using the (^) or (v) **Data** buttons it is possible to choose 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.

Position the cursor under Major by using the (<) or (>) **Data** buttons and then select the 3 options using the (^) or (v) **Data** buttons.

When you have completed your choices position the cursor under OK and press (^) to confirm and move to the next screen.

BASS	Ac. Bass
Level	Effect OK

Level - Use the data buttons to set the volume of the Bass track.
(See page 35 for how to set a level)

BASS	setting
Level = 127	OK

Effect - When selecting the Effect the display will show:
(See page 35 for how to set the Effect)

Pan	Rev	Cho	BASS
64	100	0	OK

Use the data buttons to select the Panning Value, the Reverb value and the Chorus value.
With the cursor under OK press (^) 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 Start and play the bass line over the predetermined number of bars. When you are happy with the pattern you are ready to move on to programming the accompaniment chord parts

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

STYLE set ACC. 1
Main Major OK

By using the (<) or (>) **Data** buttons to position the cursor under Main it is now possible to select which part of the style we will start programming. By then using the (^) or (v) **Data** buttons it is possible to choose program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different chord part for Major, minor and Seventh chords.
Position the cursor under Major by using the (<) or (>) **Data** buttons and then select the 3 options using the (^) or (v) **Data** buttons.

When you have completed your choices position the cursor under OK and press (^) to confirm and move to the next screen.

MAIN 1	120
M = n	Q = off Del

In this page is possible to program Accompaniment line in the Main Style Accompaniment 1. The procedure for recording the Chord parts is identical to programming the Bass parts (see pages 36/37)

Press the CHORD button in the USER STYLE section a second time and the display shows:

STYLE set ACC 2
Main Major OK

We are now ready to record our second Chord Part (Acc. 2) using the same method. Again 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

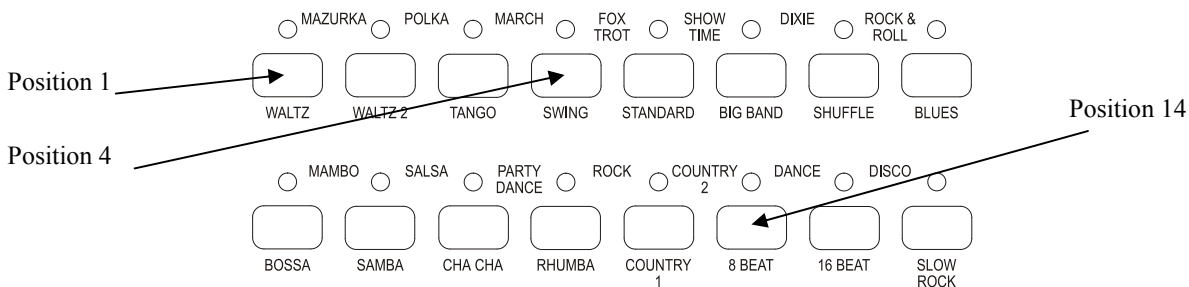
This page allows you to program Accompaniment 2 in the Main Style part. Now press CHORD button in the USER STYLE section for a third time to program Accompaniment 3.

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 where to indicate the name of the newly programmed style
To name the new USER STYLE, move the cursor to the first letter using the (<) or (>) **Data** buttons and using the (v) or (^) **Data** buttons select the first letter. Move the cursor to the right and use (v) or (^) **Data** buttons select the second letter. Repeat until name is formed (Maximum of 8 characters).

XX - This is the location number related to the 16 style buttons in the Rhythm Orchestration Section (e.g. Waltz is position 1 , Waltz 2 is position 2, through to Slow Rock which is position 16 .Push the Rhythm 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) **Data** 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 !
ZZZZZZZ into XX

← *ZZZZZZZ* will be the style name and *XX* its location

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 the newly programmed styles on to a disk. These can be saved in blocks of up to 16 USER STYLES or as individual styles.

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.
SOME INTERNAL STYLES CANNOT BE MODIFIED AS THE PART OF THE INFORMATION IN THE STYLE IS NOT ACCESSIBLE FROM THE STYLE PROGRAMMER.

The easiest way to produce a new style is to edit some of the 90 factory styles already in the instrument This is done 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

Move the cursor with the (<) or (>) buttons until the cursor is under the Style type name and using 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) first select the desired style in the RHYTHM ORCHESTRATION section by pushing the

related style button.(do not forget to select the correct style Bank A,B or C). Move the cursor with the (<) or (>) **buttons** until the cursor is under **OK** and confirm by using the (^) **Data** button. The next page on the display if we selected STDWALTZ for example 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

You now continue to reprogram the parts of the style you wish to modify in exactly the same way as described in the section **PROGRAMMING A NEW STYLE** (Page 33-39)

REPROGRAMMING A USER STYLE

It is also possible to edit one of the USER STYLES in the instrument this may be a preloaded User Style or one loaded from a disk or indeed a style you have created and stored yourself.

This is done 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

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

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** button.

The next page will show:

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

You now continue to reprogram the parts of the style you wish to modify in exactly the same way as described in the section **PROGRAMMING A NEW STYLE** (Page 33-39).

SOME BASICS ABOUT DISK AND YOUR DISK DRIVE

Your GTSPORT 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 GTSPORT 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 floppy disks with care.
- 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 may 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 to a disk 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.

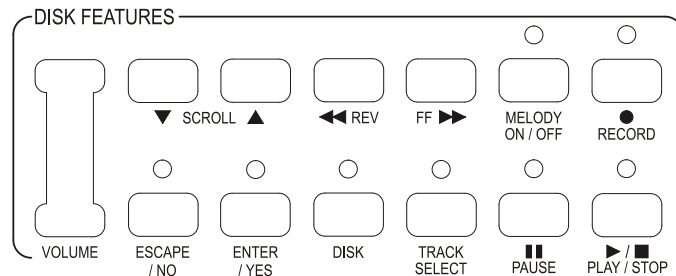
- You can load data from the disk - also called retrieving, or reading - regardless of the position of the write/protect tab.
- To record over data on the disk, move the tab to the write position (the hole is covered) To play the disk (as opposed to recording), the disk can remain protected.
- Be sure 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, as 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

GTSPORT DIRECT TO DISK RECORDER

The GTSPORT is equipped with a simple to use Song Recorder and through the use of disks it is possible to store as many songs as desired. Each song recorder will be saved directly on to the disk in Standard Midi file 0 format.



How to Record a Song.

- 1 - Set up the Organ as required.
- 2 - Press the Red **RECORD BUTTON** in the DISK DRIVE section.
- 3 - As soon as the first note is played or the Rhythm is started the recording begins and the disk will start storing the song information The disk will store all volume and registration changes.
- 4 - Press the **Record** button again to stop recording.

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

**SAVE TO
SONG_001.MID**

The song number will vary depending on how many songs have already been saved on the same disk

- 5 - Press **ENTER/YES** to save the song.(If you are not happy with the performance press **ESCAPE/NO** and the song will not be saved
- 6 - The computer then scans the disk to see how many songs have already been saved. If this is the first recording it will automatically suggest the name **SONG_001.MID**. However if for example 3 songs were detected it will name the new song **SONG_004.MID**. This process is automatic and therefore you do not have to worry about naming the song if you don't want to or selecting a location on the disk where you would like it stored.

There are 3 different ways to indicate the name of the song.

A) AUTOMATIC SAVE OF THE SONG

- 1- When the recording is complete press **ENTER/YES** 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- When an automatic song name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** 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- When an automatic song name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (S). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the song. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then confirm by pressing the **ENTER/YES** button..
- 2 - If the new name already exists the display will show:

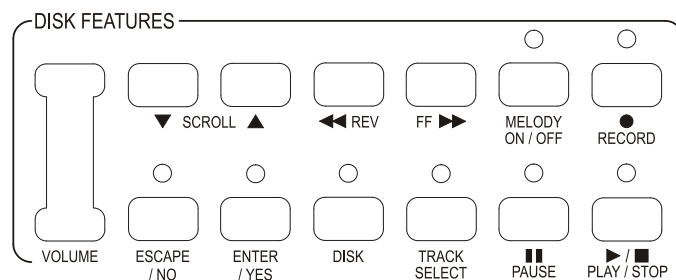
**FILE EXIST
Replace it?**

- 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!!**

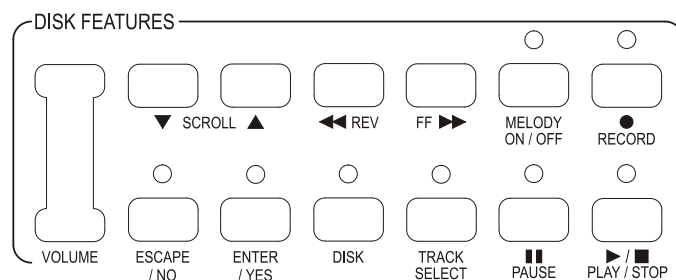
When the screen changes the song is saved

GTSPORT 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).

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 is used to mute 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. It's Led will start blinking..
- The display will show:

MELODY SETTING CHANNEL = 4

- To select a different midi channel use the (\wedge) and (\vee) 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. This is particularly useful when playing along with a pre recorded disk to ensure a correct balance between the disk and the organ.

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 with the (<) and (>) **DATA** buttons to under the track **on/off** location (top left of display) enables you to mute the selected track by using the **SCROLL** buttons. Setting the track to Off is indicated by (--) in the display.
- 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/YES** button and the display will indicate

**Track Set
!!SAVING!!**

While the song is running either 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 appropriate to change the Octave of a specific Track or indeed to completely change the instrument used on 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 (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.

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.

PROGRAMMING A SONG CHAIN

To group the songs in a **CHAIN** format (plays back songs on a disk in a specified order) Before performing this task make sure the disk write protect is off.(The hole is closed in the bottom left corner of the disk)

- 1 - Press **ENTER/YES** button (the **ESCAPE/NO** button LED will light). The display indicates

**CHAIN Setting
XXXXXXXX.MID 1**

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

- 2- Using the **SCROLL** buttons select the name of the first song to group in the Chain.
- 3 - Press **ENTER/YES** to confirm.
- 4 - Using the **SCROLL** buttons select the second song to group in the Chain.
- 5 - Press **ENTER/YES** to confirm. Repeat this procedure with all the songs to be grouped into the chain.
- 6- Press **ESCAPE/NO** to store the chain setting and the display will indicate

**SAVE
CHAIN 01.CH**

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

A) AUTOMATIC SAVE OF THE CHAIN

- 1- Press ENTER/YES to save the song chain.
- 2 - The internal computer will automatically save the song chain giving a progressive name:
CHAIN_01.CHN
CHAIN_02.CHN
CHAIN_XX.CHN

B) CHANGE THE NUMBER OF THE CHAIN

- 1- When an automatic chain name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** to save the new chain 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 CHAIN is saved

C) NAME THE CHAIN

- 1- When an automatic chain name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (C). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new CHAIN is now saved.

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/YES** button (Led on) once at the beginning of the bar you want to start the loop, and press the **ENTER/YES** button (**the ESCAPE/NO Led will light**) 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/NO** button is not switched off.

DISK SERVICES

By pressing the **DISK** button you can select one of the following features:
DIRECTORY, SAVE, LOAD, RENAME, DELETE, COPY or FORMAT.

DIRECTORY

Press the **DISK** button and the display will indicate

DISK XXXkb free
[DIRECTORY]

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

[DIRECTORY]
XXXXXXXX.XXX

This could be any type of file i.e. Song, Overall Preset, Custom Style etc.

At this point all of the files of the disk can be viewed using the **SCROLL** buttons. Press **ESCAPE/NO** to leave the **DIRECTORY** pages.

DISK XXXkb free
[DIRECTORY]

SAVE

This function allows us to transfer and store data from the organ on to the disk
Select the next page using the (<) and (>) **DATA** buttons

DISK XXXkb free
[SAVE]

Press the **ENTER/YES** button to select the **SAVE** function. The display now indicates the next feature that is:

[SAVE]
OVERALL PRESETS

Press **ENTER/YES** 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 PRESETS

A) AUTOMATIC SAVE OF THE OVERALL PRESETS

1- Press **ENTER/YES** to save the Overall Preset.

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

PREBNK01
PREBNK02
OVERP_XX.OVP



The number refers to a whole bank of 16 overall presets not one individual preset

B) CHANGE THE NUMBER OF THE OVERALL PRESET

- 1- When an automatic overall preset name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** to save the new overall presets 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 OVERALL PRESETS are saved

C) NAME THE OVERALL PRESET

- 1- When an automatic overall presets name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (O). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the overall presets. Move the cursor to the right to under the next letter and once again use the (^) and (v)

DATA buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 **OVERALL PRESETS** are now saved.

The display now indicates

DISK XXXkb free
[SAVE]

Press **ENTER/YES** and the display indicates

[SAVE]
Overall Presets

Select with the **SCROLL** buttons the next page on display:

[SAVE]
Automatic Set Up

Press **ENTER/YES** 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/YES** 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
- Each of these files represents a full set of 90 individual Automatic Set-Ups

B) CHANGE THE NUMBER OF THE AUTO SET UP

- 1- When an automatic Auto Set-up name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** to save the new Automatic 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!!**

When the screen changes the AUTOMATIC SET UP's are saved

The new AUTO SET UP is now saved.

C) NAME THE AUTO SET UP

- 1- When an automatic Set Up name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (A). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new AUTOMATIC SET UP's are now saved.

The display now indicates

DISK XXXkb free
[SAVE]

Press the **ENTER/YES** button and select the next page using the **SCROLL** buttons

[SAVE]
Custom Style

Press **ENTER/YES** 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/YES** 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./YES**

The display will indicate:

FILE
!!SAVING!!

The individual Custom Style is now saved

The display now indicates

DISK XXXkb free
[SAVE]

Press the **ENTER/YES** 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**. (You do not have to have filled all 16 user locations before saving as a block)

Press **ENTER/YES** 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/YES** 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- When an automatic Style Block name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** 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!!

When the screen changes the **STYLE BLOCK** is saved

C) NAME THE STYLE BLOCK

- 1- When an automatic Style Block name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (B). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new **STYLE BLOCK** is now saved.

The display now indicates

DISK XXXkb free
[SAVE]

Press the **ENTER/YES** button and select the next page using the **SCROLL** buttons

[SAVE]
Midi Setting

Press **ENTER/YES** and the display will indicate

[SAVE]
MIDSET 01.ALL

There are three ways to **SAVE** the Midi setting file.

A) AUTOMATIC SAVE OF THE MIDISSET FILE

- 1- Press **ENTER/YES** 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 MIDISSET FILE

- 1- When an automatic Midiset file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** to save the MIDISSET 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 display changes the new Midiset is saved

C) NAME THE MIDISSET FILE

- 1- When an automatic Midiset file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (B). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new MIDiset file is now saved.

Press the **ENTER/YES** button and select the next page using the **SCROLL** buttons

[SAVE]
Auto Accomp. Set

Press **ENTER/YES** and the display will indicate

[SAVE]
AUTSET01.STY

There are three ways to **SAVE** the Auto Accompaniment file.

A) AUTOMATIC SAVE OF THE AUTO ACCOMP. FILE

- 1- Press **ENTER/YES** to save the **AUTO ACCOMP. FILE**.
- 2 - The internal computer will automatically save the song giving a progressive name:
AUTSET01.STY
AUTSET02.STY
AUTSET03.STY

B) CHANGE THE NUMBER OF THE AUTO ACCOMPANIMENT FILE

- 1- When an automatic Auto Accompaniment file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** to save the new AUTSET 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 display changes the new Auto Accompaniment Set is saved

C) NAME THE AUTO ACCOMPANIMENT FILE

- 1- When an automatic AUTSET file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (B). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new AUTSET file is now saved.

Press the **ENTER/YES** 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/YES** 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/YES** 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- When an automatic ALL file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the position of the number. Use the (^) and (v) **DATA** buttons to change the number
- 2- Press **ENTER/YES** 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!!

When the screen changes the new ALL file is saved

C) NAME THE ALL FILE

- 1- When an automatic ALL file name is suggested in the display move the cursor using the (<) and (>) **DATA** buttons until the cursor under the first letter (A). Use the (^) and (v) **DATA** buttons select the first letter of the new name of the Chain. Move the cursor to the right to under the next letter and once again use the (^) and (v) **DATA** buttons select the next letter. Repeat until the name is complete (Maximum of 8 characters) and then 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 new ALL file is now saved.

LOAD

This functions allows us to load data from the disk into the organ

Insert the disk containing the data you wish to load into the Disk Drive

Press the **DISK** button – Screen reads **DIRECTORY**

Select the next page with the (>) **DATA** button – Screen reads **SAVE**

Select the next page with the (>) **DATA** button – Screen reads **LOAD** (see below)

**DISK XXXkb free
[LOAD]**

Press the **ENTER/YES** button and the display now indicates the next function:

**[LOAD]
Overall Presets**

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

The name of the first
Overall Presets file found
on the disk appears here

**[LOAD]
XXXXXXXXX.OVP**

Use the **SCROLL** buttons to select the name of the Overall Preset block that you wish to load. Press **ENTER/YES** to load the selected Overall Preset setting.

**FILE
!!LOADING!!**

The display now indicates that the load is complete by returning to the initial LOAD screen

**DISK XXXXkb free
[LOAD]**

Press **ENTER/YES** to select the function

Presets

Select the next load option by using the **SCROLL** buttons

[LOAD]
Automatic Set Up

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

The name of the first
Automatic Set Up file found
on the disk appears here

[LOAD]
XXXXXXXX.ASU

Use the **SCROLL** buttons to select the name of the AUTO SET UP you would like to load.
Press **ENTER/YES** to load the selected AUTO SET UP setting.

FILE
!!LOADING!!

The display now indicates that the load is complete by returning to the initial LOAD screen

DISK XXXkb free
[LOAD]

Press **ENTER/YES** and select the next load option by using the **SCROLL** buttons

[LOAD]
Custom Style

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

The name of the first
Custom Style found on
the disk will appear here

[LOAD]
XXXXXXXX.STL

Use the **SCROLL** buttons to select the name of the Custom Style that you wish to load.
Press **ENTER/YES** to load the selected style.

FILE
!!LOADING!!

The display now indicates that the load is complete by returning to the initial LOAD screen .

DISK XXXkb free
[LOAD]

Press **ENTER/YES** and use the **SCROLL** buttons to select the next load option.

[LOAD]
Style Block

Press the **ENTER/YES** button to select the STYLE BLOCK load function and the display indicates:

The name of the first
Style block found on
the disk appears here

[LOAD]
XXXXXXXXX.BLK

Use the **SCROLL** buttons to select the name of the STYLE BLOCK that you wish to load.

Press **ENTER/YES** to load the selected STYLE BLOCK file.

FILE
!!LOADING!!

The display now indicates that the load is complete by returning to the initial LOAD screen .

DISK XXXkb free
[LOAD]

IMPORTANT – because a style block is a large file it will take a few minutes to load. Do not interrupt the disk drive during the load procedure.

Press **ENTER/YES** and use the **SCROLL** buttons to select the next load option.

[LOAD]
Midi Setting

Press the **ENTER/YES** button to select the Midi Setting function and the display indicates:

The name of the first Midi
Setting file found on the
disk appears here

LOAD
XXXXXXXXX.SET

Use the **SCROLL** buttons to select the name of the MIDiset FILE that you wish to load.
Press **ENTER/YES** to load the selected settings.

FILE
!!LOADING!!

The display now indicates that the load is complete by returning to the initial LOAD screen.

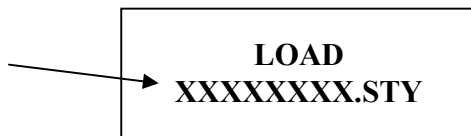
DISK XXXkb free
[LOAD]

Press **ENTER/YES** and use the **SCROLL** buttons to select the next load option.

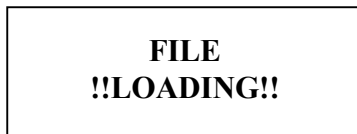
[LOAD]
Auto Accomp Set

Press the **ENTER/YES** button to select the Auto Accompaniment Set FILE function and the display indicates:

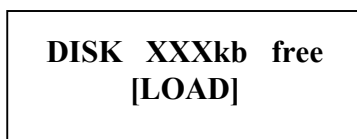
The name of the first
Auto Accomp Set file
found on the disk



Use the **SCROLL** buttons to select the name of the ALL FILE that you wish to load.
Press **ENTER/YES** to load the selected settings.



The display now indicates that the load is complete by returning to the initial LOAD screen.

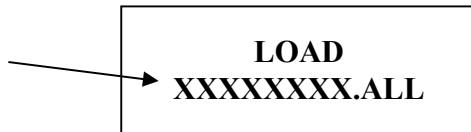


Press **ENTER/YES** and use the **SCROLL** buttons to select the next load option.

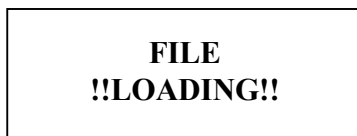


Press the **ENTER/YES** button to select the ALL FILE function and the display indicates:

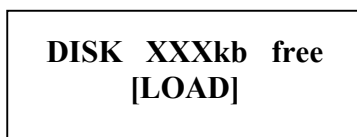
The name of the first
All file found on the
disk appears here



Use the **SCROLL** buttons to select the name of the ALL FILE that you wish to load.
Press **ENTER/YES** to load the selected settings.



The display now indicates that the load is complete by returning to the initial LOAD screen.



Press **ESCAPE/NO** to leave the LOAD pages.

IMPORTANT – If you attempt to load any file type e.g. Overall Presets, Style Block etc. that are not present on that particular disk the screen indicates **NO FILES**. If this is the case simply press **ESCAPE/NO** to return to the main load screen and choose an alternative load option.

RENAME

This function allows you to rename any existing files stored on a disk.

Insert the disk, containing the file you wish to rename, into the Disk Drive

Press the **DISK** button – Screen reads **DIRECTORY**

Select the next page with the (>) **DATA** button – Screen reads **SAVE**

Select the next page with the (>) **DATA** button – Screen reads **LOAD**

Select the next page with the (>) **DATA** button – Screen reads **RENAME** (see below)

DISK XXXkb free
[RENAME]

Press **ENTER/YES** to select the function on the display

The name of the first file found
on the disk appears here.

RENAME
XXXXXXXXX.XXX

Using the **SCROLL** buttons select the file that needs to be renamed. (It will scroll through all of the files found on the disk regardless of the file type)

When the file that you wish to rename is shown in the screen press **ENTER/YES**.

The display will indicate

Rename XXXXXXXX
In XXXXXXXX.XXX

The cursor will now be flashing underneath the first letter of the new name.

Use the (V) and (Λ) **DATA** buttons to select the first letter or number in the new name to the file.

Use the (>) **DATA** button to move the cursor to the next letter and once again use the (V) and (Λ) **DATA** buttons select this next letter or number.

Repeat this process for each character up to a maximum of 8.

Press **ENTER/YES** to confirm your new name. *

If the new name already exists the display will show:

FILE EXIST
Replace it?

If the name is not to be replaced press the **ESCAPE/NO** button

If the name is to be replaced press the **ENTER/YES** button.

* If the new name does not
already exist you will see this
screen straight away

FILE
!!RENAMING!!

The display now indicates that the renaming is complete by returning to the initial **RENAME** screen

DISK XXXkb free
[RENAME]

If you wish to rename another file press **ENTER/YES** and repeat the process as above.
If you wish to exit the rename function press **ESCAPE/NO**

DELETE

This function allows you to remove any unwanted files from a disk.

Insert the disk, containing the file/files you wish to delete, into the Disk Drive

Press the **DISK** button – Screen reads **DIRECTORY**

Select the next page with the (>) **DATA** button – Screen reads **SAVE**

Select the next page with the (>) **DATA** button – Screen reads **LOAD**

Select the next page with the (>) **DATA** button – Screen reads **RENAME**

Select the next page with the (>) **DATA** button – Screen reads **DELETE** (see below)

```
DISK XXXkb free
[DELETE]
```

Press **ENTER/YES** to select the function on the display

The name of the first
file found on the disk
appears here.

```
[DELETE]
XXXXXXXXX.XXX
```

Using the **SCROLL** buttons select the file that you wish to delete. (It will scroll through all of the files found on the disk regardless of the file type)

When the file that you wish to delete is shown in the screen press **ENTER/YES**.

The display will indicate

```
[DELETE] confirm?
XXXXXXXXX.XXX
```

To confirm press the **ENTER/YES** button and the display will indicate

```
FILE
!!DELETING!!
```

IMPORTANT – once a file is deleted it is gone forever so take extra care when using this function to avoid deleting files accidentally. Remember that a large amount of information can be stored on one single disk and so it is not usually necessary to delete a file simply to provide more disk space. It is better to keep any files that you may need at some future point.

COPY

This function allows you to make copies of saved files from one disk to another. This can be particularly useful for making back up copies of your most important files.

Insert the disk, containing the file/files you wish to copy, into the Disk Drive

Press the **DISK** button – Screen reads **DIRECTORY**

Select the next page with the (>) **DATA** button – Screen reads **SAVE**

Select the next page with the (>) **DATA** button – Screen reads **LOAD**

Select the next page with the (>) **DATA** button – Screen reads **RENAME**

Select the next page with the (>) **DATA** button – Screen reads **DELETE**

Select the next page with the (>) **DATA** button – Screen reads **COPY** (see below)

DISK XXXkb free
[COPY]

Press **ENTER/YES** to select the function on the display

[COPY]
single file

Using the **SCROLL** buttons you can choose to either copy a single file or all of the files. Having made this choice (your chosen option will be shown in the screen) press **ENTER/YES**.

The display now shows the first available file on disk to be copied.

(If the All Files option was chosen the disk drive will begin reading the data on the disk immediately)

[COPY single]
XXXXXXXXX.XXX

Using the **SCROLL** buttons select the file to be copied

To confirm press the **ENTER/YES** 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 Target Disk is the disk you are copying to and the Source Disk is the disk you are copying the data from)

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

This will be the case if the file being copied is only a small file.

If it is a large file the display will prompt you to re insert the source disk.

[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 the case of the function **COPY ALL** 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 are at least 200kb of spare space on the source disk before copying.

FORMAT

IMPORTANT: When formatting a disk all the information contained on it will be erased permanently.

Insert the disk, containing the file you wish to FORMAT, into the Disk Drive
Press the **DISK** button – Screen reads **DIRECTORY**

Select the next page with the (>) **DATA** button – Screen reads **SAVE**

Select the next page with the (>) **DATA** button – Screen reads **LOAD**

Select the next page with the (>) **DATA** button – Screen reads **RENAME**

Select the next page with the (>) **DATA** button – Screen reads **DELETE**

Select the next page with the (>) **DATA** button – Screen reads **COPY**

Select the next page with the (>) **DATA** button – Screen reads **FORMAT** (see below)

DISK XXXkb free
[FORMAT]

To Format the disk press **ENTER/YES**.

The display will indicate

FORMAT DISK
Are you sure?

If you are sure you wish to format the disk press the **ENTER/YES** button and the display will indicate

Track 01 Side 1
!! FORMATTING !!

Formatting will take several minutes and when the format is complete the screen returns to the Directory page

DISK XXXkb free
[DIRECTORY]

Press the **DISK** button to exit the disk functions.

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 GTSPORT is a GM instrument, it will be respond to today's 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:

RIGHT ORCHESTRA 1	- PC 1/22
RIGHT ORCHESTRA 2	- PC 1718
RIGHT ORCHESTRA 3	- PC 1/14
LEFT ORCHESTRA	- PC 1/22
BASS	- PC 1/8

MIDI CHANNELS

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

	MIDI CHANNEL	SCREEN ABBREVIATION
RIGHT ORCHESTRA 1	Channel 1	Upp1
LEFT ORCHESTRA	Channel 2	Low
BASS	Channel 3	Bass
RIGHT ORCHESTRA 2	Channel 4	Upp2
RIGHT ORCHESTRA 3	Channel 5	Spec
RIGHT FLUTES	Channel 6	UFlu
LEFT FLUTES	Channel 7	LFlu
FX	Channel 8	FX
DRUM	Channel 10	DRUM
AUTO ACCOMP. 1	Channel 11	Acc1
AUTO ACCOMP. 2	Channel 12	Acc2
AUTO ACCOMP.3	Channel 13	Acc3
CONTROL CHANNEL	Channel 16	Ctrl

MIDI SETTINGS

IMPORTANT: Unless you have an additional instrument or expander connected to the organ the midi settings are irrelevant and do not in any way effect the normal functioning of your organ.

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

- 1- Press the **SET** button. All the programmable features of the instrument will start blinking.
- 2- Press the **MIDI** button (located directly below the **SET** button) The **MIDI** 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. The (<) and (>) **DATA** buttons move the cursor around the screen and the (/) and (v) **DATA** buttons change the setting or value.

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	Right Keyboard
Channel 2	Left 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 you to drive the Accompaniment and the Melody parts with only 1 midi channel. Typical application is on 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 Right Keyboard
- Ch 2 for the Left Keyboard
- Ch 3 for the Bass Section (Pedalboard)

MASTER MODE When using this setting the keyboard will communicate across 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 GTSPORT with only 1 midi channel. Typical application is a Digital Piano with no split point.

The Split point will be provided by the organ:

- 1- Press the **SET** button. (All the programmable features of the instrument will start blinking.)
- 2- Press the **Midi** button 5 times.
- 3- Its Led will start blinking and the display reads

PIANO MODE SET
Split = A#3

To change or set the Split Point use the (Λ) and (∨) **DATA** 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 you to play chords across the full keyboard.

PIANO MODE SET
Split = A#3

When in the above page select the **FULL KEYBOARD MODE** using the (Λ) and (Λ) **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 Upp_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
--

Here is 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 - Left Orchestra 3			:	12	
Conductor - Right Orch.1			:	13	
Conductor - Right Orch 3			:	14	
Conductor - Right Orch.2			:	15	
Conductor - Right Flutes			:	16	
Conductor - Left Flutes			:	29	
Play			:	17	
Down (V)			:	18	
Up (Λ)			:	19	

Fade	:	20
Minus (-)	:	21
Plus (+)	:	22

NOTE: If code 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
Upp_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 GTSPORT.

Pressing the MIDI button for the Fifth time takes you to the Piano Split Mode as described on page 80.

To store the new Midi setting, simply press the **SET** button to exit the midi functions.

Remember to back up your Midi settings to disk.

CONNECTIONS

HEADPHONE

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 anyone else or being disturbed by outside noise. On the GT8000 there are two headphone sockets located on the underside of the keyboard on the left hand side of the instrument. As the GT8000 is a modular system, there is a separate On/Off switch to the rear of the instrument to the right hand side between the two mains cables. This is used to switch off the speakers.

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 internal amplifier and speakers. There are four inputs on the GT8000.

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 Output 2 and connect both Left and Right outputs. To use a mono system, connect one jack lead to the L/R output. There are four outputs on the GT8000

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 each side of the Volume pedal that can be programmed to your requirements.

VOLUME PEDAL

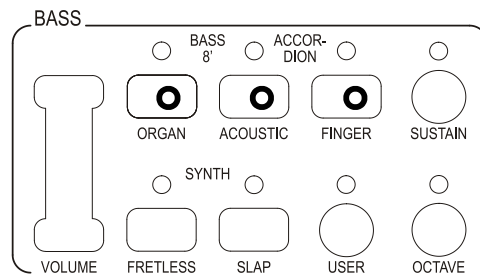
- The socket is located near to the SUSTAIN pedal socket. This is an analog controlled Volume Pedal and this also will control the level of the input sockets.

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.
- 4 - Press SET Button (Top right side of Panel)
- 5 - Press Split Set Button
- 6 - Depress note on keyboard where split point is desired
- 7 - Switch off SET Button.

It is then necessary to reload the factory settings.

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

9. Press upward arrow scroll button 6 Times (1st row second button under screen)

Screen will read :- All

10. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read :- GTSPORT .ALL

11. Press Enter/Yes button underneath the screen. (Second button second row)

Screen will read !!! LOADING !!! , then revert to ..LOAD...

This is a large file which will take a considerable time to Load.

12. Switch off disk button

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?
Is 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?
Is 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 the 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 maximum 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.

GTSPORT - Midi Implementation Chart - V 1.0

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

GT 9000 SOUNDS LIST		
PC	Bnk	Sound
1	0	Grand Piano
	8	Grand Piano 2
	16	Grand Piano+Strings
	24	Octa Piano 1
	25	Octa Piano 2
	31	Tibia 16 & 4 Trem
	32	Bassoon
2	0	Bright Piano
	31	Tibia 16 & 8 Trem
	32	Cassotto
	0	El.Grand Piano
3	31	Tibia 16 & 4 & 2 Trem
	32	Double Basson
4	0	Honky Tonk
	31	Tibia 16 & 8 & 4 Trem
	32	16+16+8
	0	E. Piano 1
5	7	Detune E.Piano1
	8	E.Piano 3
	16	Soft E.Piano
	24	Mix E.Piano
	31	Tibia 16 & 8 & 4 & 2 Trem
	32	Bandon1
	0	E.Piano 2
6	8	Detune E.Piano2
	16	E.Piano 2 + Strings
	24	E.Piano 2 + Voice
	31	Tibia 16 & 2 2/3 Trem
	32	Bandon2
7	0	Harpsichord 1
	8	Harpsichord 2
	16	Harpsi + Strings
	31	Tibia 16 & 8 & 2 2/3 Trem
	32	Tuba Fisa
8	0	Clavinet
	8	Funky Clavinet
	31	Tibia 16 & 4 & 2 2/3 Trem
	32	Accordeon
	0	Celesta
9	31	Tibia 16 & 8 & 4 & 2 & 2 2/3 Trem
	32	Horn
10	0	Glockenspiel

	32	Organ
	31	Tibia 16 & 8 & 3 1/5 Trem
11	0	Music Box
	31	Tibia 8 & 1 3/5 Trem
	32	Harmonium
12	0	Vibes
	31	Tibia 8 & 2 2/3 & 1 3/5 Trem
	32	Master 1
13	0	Marimba
	8	Marimba 2
	31	Tibia 16 & 6 2/5 & 8 & 4 & 2 Trem
	32	Master 2
14	0	Xylophone
	31	Tibia 16 & 6 2/5 & 8 & 4 & 2 2/3 Trem
	32	Master 3
15	0	Chimes
	8	Church Bell
	9	Church Bell 2
	16	Tubular Bells
	31	Theatre Organ 1
	32	Master 4
16	0	Dulcimer
	31	Theatre Organ 2
	32	Master 5
17	0	Drawbar Organ
	8	Detune Organ 1
	13	Click Organ
	14	Theatre Organ 1
	15	Theatre Organ 2
	16	60' Organ
	17	Rock Organ 1
	18	Cool Organ
	20	Tonewheel
	22	Rotor Organ
	23	Gospel Organ
	26	Jazz Organ 2
	27	Rock Organ 2
	31	Tibia 16 & 8 & 4 Trem+PH8 Trem
	32	Master 6
18	0	Jazz Organ 3
	8	Jazz Organ 4
	15	Tibia 16 & 4 Tremolo
	16	Detune Organ 2
	31	Tibia 8 Trem + Glock

	32	Musette
19	0	Rock Organ 3
	14	Chapel Organ
	15	Tibia 8 & 4 Tremolo
	17	Tibia 8' Tremolo
	18	Tibia 16 & 2 Tremolo
	19	Tibia 8 Trem+Post Horn 8
	20	Kinura 8' + Tremolo
	21	Tibia 8 Trem+Vox 8 Trem
	22	Trumpet 8'
	23	Vox 8 Tremolo
	24	Tibia 8 Trem + Chrysoglott
	25	Post Horn Tremolo
	31	Tibia 8 Trem + Vox Trem + Glock
	32	French
20	0	Church Organ 1
	8	Church Organ 2
	14	Lower Organ
	15	Vox 8 Tremolo
	16	Church Organ 3
	24	Church Org.// Dynamic Choir
	31	Tibia 8 Trem + Kinura 8 + Glock
	32	Italian Accordion
21	0	Reed Organ
	31	Tibia 8 Trem + Trumpet 8 Trem
	32	Brilliant
22	0	Musette
	8	Master
	31	Tibia 8 Trem + Post Horn 8
	32	Violino
23	0	Harmonica
	8	Blues Harmonica
	31	Tibia 8 & 4 Trem + PosHor 8
	32	Celeste
24	0	Tango Accordion
	31	Tibia 8 Trem + Vox 8 Trem
	32	Tremolo
25	0	Nylon Guitar
	8	Nylon Guitar 2
	16	Nylon Guitar+Strings
	31	Tibia 8 & 4 Trem + Vox Trem

	32	American Tremolo
26	0	Steel Guitar
	8	12 Strings
	16	Mandolin
	31	Tibia 8 Trem
	32	Tango Accordion
27	0	Jazz Guitar
	1	Jazz Guitar 2
	4	Double Jazz Guitar 1
	5	Double Jazz Guitar 2
	6	Jazz Guitar + Vibes
	8	Hawaiian Guitar 1
	16	Hawaiian Guitar 2
	24	Country Guitar
	31	Tibia 8 Trem + Kinura 8
	32	Musette+Piccolo
28	0	Clean Guitar 1
	8	Clean Guitar 2
	16	Electric Guitar
	24	60 's Guitar
	31	Tibia 8 & 2 2/3 Trem + Kinura 8
	32	Oboe1
29	0	Muted Guitar
	8	Funk Guitar 1
	16	Funk Guitar 2
	31	Tibia 8 & 4 Trem
	32	Oboe 2
30	0	Overdrive Guitar
	31	Tibia 8 & 2 Trem
	32	Clarinet
31	0	Distortion Guitar
	8	Feed Back Guitar
	16	Distorted Guitar Vibr.
	31	Tibia 8 & 4 & 2 Trem
	32	Flute
32	0	Guitar Harmonics
	8	Guitar Feed Back
	31	Tibia 8 & 4 & 2 2/3 Trem
	32	Piccolo
33	0	Acoustic Bass 1
	1	Acoustic Bass 2
	8	Acoustic Bass 3
	16	Bass + Ride Cymbal
	31	Tibia 8 Trem with Chrysoglott
	32	Diatonic
34	0	Finger Bass 1

	1	Finger Bass 2
	2	Finger // Slap Bass
	3	Finger Bass 3
	8	Big Bass
	16	Big Bass Sustain
	24	Organ Bass 1
	31	Post Horn + Trumpet
	32	Diatonic Bass
35	0	Pick Bass
	8	Bass 16+8
	16	Bass 8
	24	Organ Bass 2
	31	Post Horn + Trumpet + Kinura
	32	Diatonic Chord
36	0	Fretless Bass 1
	8	Fretless Bass 2
	31	Post Horn + Trumpet + Kinura Trem
	32	Accordion Bass 1
37	0	Slap Bass 1
	8	Slap Bass 2
	31	Trumpet 8
	32	AccordionBass2
38	0	Slap Bass 3
	8	Slap Bass 4
	31	Trumpet 8 Trem
	32	Accordion Chord 1
39	0	Synth Bass 1
	8	Synth Bass 3
	16	Synth Bass 5
	31	Post Horn
	32	Accordion Chord 2
40	0	Synth Bass 2
	8	Synth Bass 4
	31	Post Horn + Trem
	32	Accordion Bass 3
41	0	Violin 1
	8	Violin 2
	31	Kinura 8
42	0	Viola
	31	Kinura 8 + Trem
43	0	Cello
	31	Vox Humana 8
44	0	Contrabass
	31	Vox 8 Trem
45	0	Tremolo Strings
46	0	Pizzicato

47	0	Harp
48	0	Timpani
49	0	Strings Ensemble 1
	16	Dynamic Orchestra
	25	Orchestra + Flute
	26	Orchestra + Oboe
	27	Orchestra + Horn 1
	28	Orchestra + Horn 2
50	0	Strings Ensemble 2
	8	Octa Strings 1
	16	Strings Ensemble 3
	17	Octa Strings 2
	18	Accomp. Strings 1
	19	Accomp. Strings 2
51	0	Synth Strings 1
52	0	Synth Strings 2
53	0	Choir Aah
	4	Choir Aah + Voice
	8	Big Choir
	16	Choir+Strings 1
	17	Choir+Strings 2
	18	Strings + Voice
	24	Choir + Organ
	25	Choir + Principal 8'
54	0	Scat Voice
55	0	Synth Voice
	8	Pop Voice
	16	Soft Pad
56	0	Orchestra Hit
57	0	Trumpet
	8	Trumpet2
	16	Trumpet3
58	0	Trombone 1
	4	Trombone 2
	8	Mellow Trombone
	24	Soft Trombone
59	0	Tuba
	8	Tuba 2
60	0	Muted Trumpet
61	0	French Horn 1
	8	French Horn 2
	16	Horn Section
	17	Flugel Horn
62	0	Brass
	3	Soft Brass 1
	4	Soft Brass 2
	8	Soft Brass 3

	9	Soft Brass 4
	16	Big Brass 1
	24	Big Brass 2
	25	Big Brass 3
	26	Big Brass 4
63	0	Synth Brass 1
	8	Synth Brass 3
64	0	Synth Brass 2
	8	Synth Brass 4
65	0	Soprano Sax
66	0	Alto Sax 1
	8	Alto Sax 2
	16	Circus Sax
67	0	Tenor Sax
	16	Tenor Sax Vibrato
	24	Sax Section 1
	25	Sax Section 2
	26	Sax Section 3
68	0	Baritone Sax
69	0	Oboe
70	0	English Horn
71	0	Bassoon
72	0	Clarinet
	4	Clarinet Vibrato
	8	Mellow Clarinet
	16	Circus Clarinet
	24	Clarinet Section
73	0	Piccolo
74	0	Flute
	8	Jazz Flute
75	0	Recorder
76	0	Pan Flute
77	0	Blow Bottle
78	0	Shakuhachi
79	0	Whistle
80	0	Ocarina
81	0	Square 1
	1	Square 2
	8	Syn Wave
82	0	Saw Tooth
	1	Saw Tooth 2
	8	Syn Flute
83	0	Calliope
84	0	Chiff
85	0	Charang
86	0	Voice
	8	Voice Sust.

87	0	Fifths
88	0	Bass Lead 1
	8	Bass Lead 2
89	0	Fantasy 1
	8	Orchestra Bell
	16	Fantasy 2
90	0	Warm Pad
91	0	Polisynth
92	0	Choir
93	0	Bowed
94	0	Metallic
95	0	Halo
96	0	Sweep
97	0	Rain
98	0	Soundtrack
99	0	Crystal
100	0	Atmosphere 1
	8	Atmosphere 2
101	0	Brightness
102	0	Goblins
	8	Ghost
103	0	Echoes
	2	Echo Pan
104	0	Sci-fi
105	0	Sitar
106	0	Banjo
107	0	Shamisen
108	0	Koto 1
	8	Koto 2
109	0	Kalimba
110	0	Bagpipe
111	0	Fiddle
112	0	Shanai
113	0	Tinkbell
114	0	Agogo
115	0	Steel Drum
116	0	Wood Block
	8	Castanet
117	0	Taiko Drum
	8	Concert Bass Drum
118	0	Melodic Tom 1
	8	Melodic Tom 2
119	0	Syn Drum 1
	8	Syn Drum 2
	9	Syn drum 3
120	0	Reverse Cymbal
121	0	Guitar Fret Noise

	1	Guitar Cut Noise
	2	String Slap
122	0	Breath Noise
	1	Key Click
123	0	Sea Shore
	1	Rain
	2	Thunder
	3	Wind
	4	Stream
	5	Bubble
124	0	Birds
	1	Dog
	2	Horse
	3	Birds 2
125	0	Telephone 1
	1	Telephone 2
	2	Door Open
	3	Door Close
	4	Scratch
	5	Wind Chime
126	0	Helicopter
	1	Car Start
	2	Car Break
	3	Car Pass
	4	Car Crash
	5	Police
	6	Train
	7	Jet
	8	Star Ship
	9	Burst Noise
127	0	Applause
	1	Laughing
	2	Screaming
	3	Punch
	4	Heart Beat
	5	Foot Step
	6	Yeah
	7	One
	8	Two
	9	Three
	10	Four
128	0	Gun Shot
	1	Machine
	2	Laser Gun
	3	Explosion

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