

**ORLA**

MUSICAL INSTRUMENTS

**XM900**

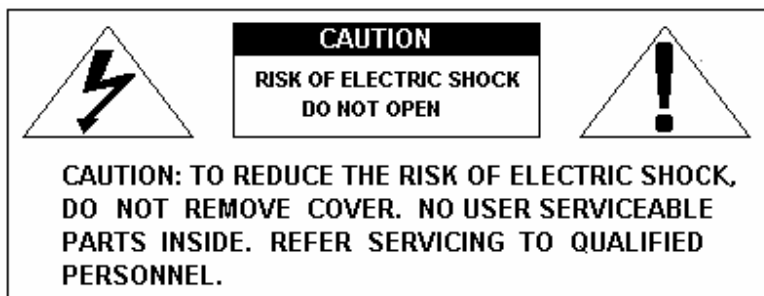
**ORCHESTRA MODULE**

Owner's Manual

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# SAFETY PRECAUTIONS AND INSTRUCTIONS



## WARNING

Make sure that the voltage set is suitable for the instrument (the voltage is indicated next to the AC power inlet).

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 polarised 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.

The product should be serviced by qualified personnel when

- A The power-supply cord or the plug has been damaged; or
- B Objects have fallen, or liquid has been spilled, into the product or
- C The product has been exposed to rain or
- D The product does not appear to operate normally, or exhibits a marked change in performance, or
- E The product has been dropped, or the cabinet damaged

**Do not attempt to service the product beyond that described in the maintenance instructions.**

**All other servicing should be referred to qualified service personnel.**

## **GROUNDING INSTRUCTIONS**

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

## **DANGER**

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

## **DATA HANDLING**

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

## **MULTI INFORMATION DISPLAY**

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

## **DISCLAIMER**

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

# A simple and quick guide to the use of the XM900

The XM900 Orchestra Module is probably the easiest instrument to use available in the market. All the sounds, styles and features are clearly marked on the control panel and they can be accessed at the touch of a button.

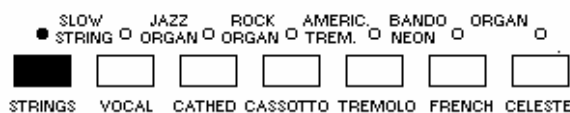
The information listed in the next few paragraphs are only to give an overall view on the features that will be explained in details later in this manual.

## SOUND SECTIONS

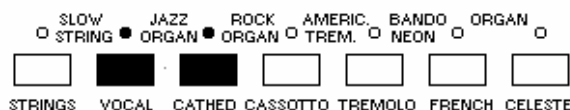
There are 6 Sound Section available and each section has a selection of sounds that can be selected by simply pressing the desired button:

- RIGHT 1, RIGHT 2, and FLUTES are always available on the Melody side.
- LEFT and BASS are always available on the Accompaniment side
- SPECIAL section can be available in the Accompaniment or Melody sections.

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 Leds, JAZZ ORGAN for example, press the two button related to the Leds.



The name of the selected sound will be also shown on the display.

The volume of each section can be adjusted with the related Volume control buttons.

## How to load a style from disk to the internal memory.

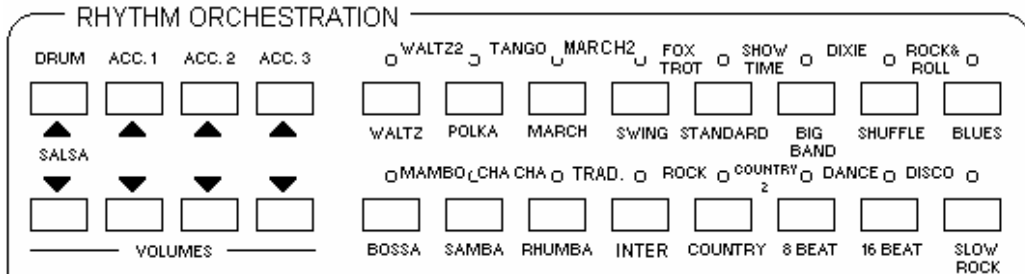
- a - Insert the style disk in the disk drive.
- b - Press the DISK button (Led on).
- c - Using the (<) and (>) DATA buttons select LOAD on the display



- d - Press the ENTER button.
- e - Using the SCROLL (^) and (v) buttons select CUSTOM STYLE on the display and press the ENTER button. The first style available on disk is now shown on display.



- f - Using the SCROLL (Λ) and (∨) buttons select the style you desire to load in the internal memory.
- g - The styles can be loaded in the 16 available buttons in the Rhythm Orchestration section.



- h - Now select in which position we are going to load the style from disk. Press, for example button nr.3 (MARCH) to select the physical position where we will store the new style from disk.
- i - Press ENTER to load the style from disk in position nr.3 and the display will show



- l - We can now start from paragraph (d) to load more new styles from disk.
- m - to exit the LOAD function press the DISK button off.

**How to load a Style Block from disk to the internal memory.**

- a - Insert the style disk in the disk drive.
- b - Press the DISK button (Led on).
- c - Using the (<) and (>) DATA buttons select LOAD on the display



- d - Press the ENTER button.
- e - Using the SCROLL (Λ) and (∨) buttons select STYLE BLOCK on the display and press the ENTER button.
- f - Using the SCROLL (Λ) and (∨) buttons select the style block you desire to load in the internal memory.
- g - Press ENTER to load the style block and the display will show



- h - to exit the LOAD STYLE BLOCK function press the DISK button off.

## How to Record a song on floppy disk.

- a - Insert a formatted disk in the disk drive making sure that the floppy disk is not protected (window is closed).
- b - Prepare the instrument with the registration required for the song.
- c - Press the RECORD button in the DISK FEATURES section to start the recording. The Song Recording will start as soon as the first key or chord is pressed or when the START button is pressed.  
The recording will store all the changes made during recording.
- d - To stop or finish recording press the RECORD button again and the display will show

**SAVE TO  
SONG\_001.MID**

- e - Press the ENTER button and the display will show

**FILE  
!! SAVING !!**

- e - If the file saved without problems the display will show

**SAVE  
OK**

- f - note that the internal computer will automatically give a progressive number to all your songs and it will be possible to save them without further problems.
- g - It is also possible to change the name by positioning the cursor under the letters position using the (<) and (>) DATA buttons and change the letters using the SCROLL (^) and (v) buttons.

## How to Play a song on floppy disk.

- a - Insert a floppy disk containing Standard Midi File format songs (.MID).  
The internal computer automatically selects the first available song.
- b - Using the SCROLL (^) and (v) buttons select the desired song on display.
- c - Press the PLAY button to start the selected song.
- d - To temporarily stop the song press PAUSE (Led on). To restart the song from the same point press the PAUSE button again (Led off).
- e - To stop the song press STOP.

## 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 1 SECTION* 30 Sounds, USER SOUNDS selectable from 297 internal sounds, Chorus, Sustain, Octave, Volume
- *RIGHT 2 SECTION* 18 Sounds, USER SOUNDS selectable from 297 internal sounds, Poly/Mono, Portamento, Chorus, Sustain, Octave, Volume
- *FLUTE SECTION* 9 Flute Pitch, USER SOUNDS, Vibrato, Motion Effect Slow/Fast, Slow Attack, Percussion, Sustain, Volume
- *SPECIAL SECTION* 14 Sounds, USER SOUNDS selectable from 297 internal sounds, Chorus, Sustain, Octave, Volume
- *LEFT SECTION* 10 Sounds, USER SOUNDS selectable from 297 internal sounds, Chorus, Sustain, Octave, Volume
- *BASS SECTION* 8 Sounds, USER SOUNDS selectable from 297 internal sounds, Sustain, Octave, Volume
- *STYLE SECTION* 106 Styles, 3 Variations, Auto Bass, Auto Chord, Intro/Ending, Fill In 1/2, Auto Start, Auto Set Up, Acc.Volumes, Drum Volume
- *DISK DRIVE (HD/DD)* REAL TIME Standard Midi File, Record, Pause, Play.
- *DIGITAL EFFECTS* 12 internal reverb presets, 8 Chorus Effect, 5 Enhancer effects
- *MIDI* 32 Midi Channels
- *TUNING* Pitch, Transpose
- *CONNECTIONS* Left and Right (Stereo/Mono) outputs, Left and Right (Stereo/Mono) inputs, Headphone, Pedal Volume, Double Pedal, Multi Pedal socket

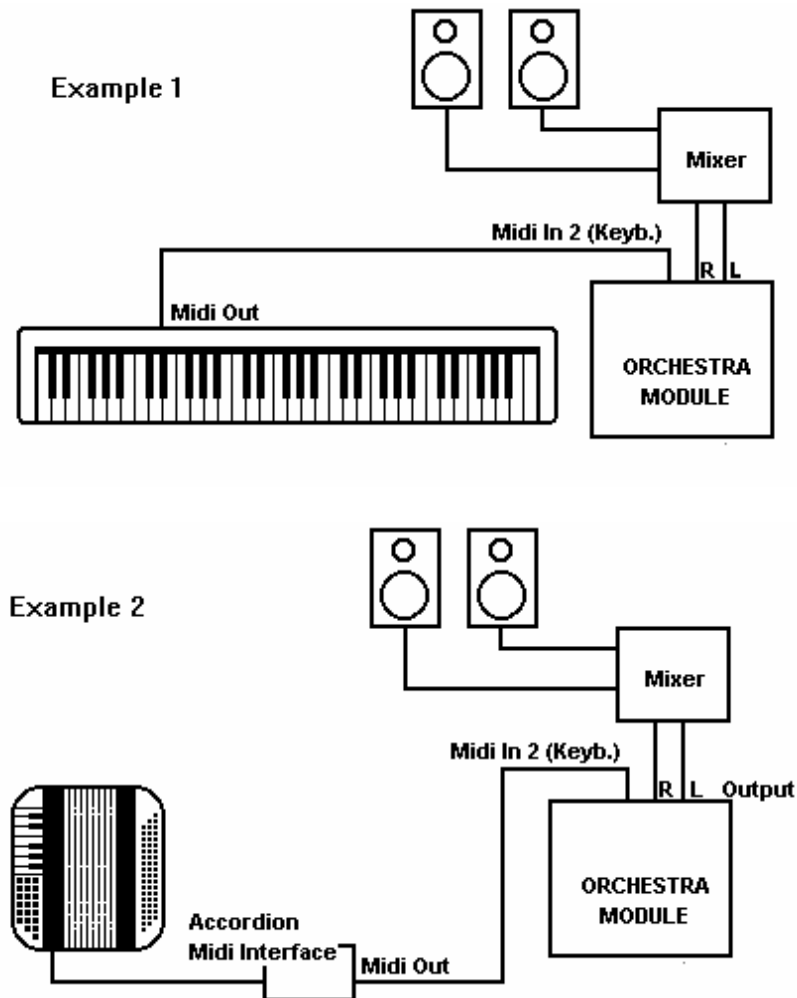
## INTRODUCTION

Welcome to the world of electronic musical instruments.

Your instrument has been designed and manufactured using the latest technology and computerised systems, to offer you years of trouble free pleasure. Read this manual carefully in order to fully exploit the potential of your instrument.

## GETTING STARTED

Connect the power cord in the rear of your instrument to the power supply. Connect the Midi cable to the Midi Out port of your keyboard (Example 1) or of your accordion (Example 2) and to the Midi In 2 (Keyb.) of your XM900 expander.



Also connect the XM900 to the Mixer console using the Right and Left Outputs.

If you are not using a Mixer Console but only a single amplifier connect the XM900 with a mono jack using the R/L Output.

## POWER ON

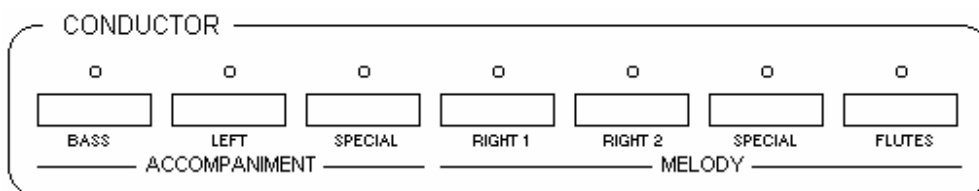
Locate the On/Off switch in the rear panel. To turn the instrument on simply push the On/Off switch to the On position . Push the ON/Off switch again to turn it off .

## MASTER VOLUME

The Master Volume control is to the right of the instrument. Move this control to the right and set the slider at about half way. The Master Volume slider control adjusts the overall volume of the instrument. If the headphone set is connected it will also adjust the headphone volume.

You are now about to start an exciting adventure with the XM900 Orchestra Module.

## CONDUCTOR

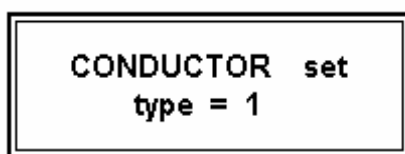


This is the heart of your instrument and you will find its function very useful.

This is the On/Off switch for each section and it will make the changes between one section to another very easy. Using the CONDUCTOR it is possible to prepare (even during playing) the sound that we are going to use in each section and you will be able to play this sound only at the right time by pressing the section button on the CONDUCTOR.

The CONDUCTOR can be set in two different modes:

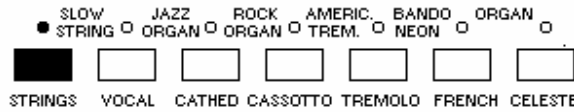
- Press the SET button.
- The RIGHT 1 button is now blinking in the CONDUCTOR section. The display now show:



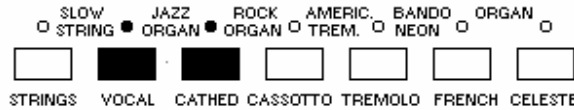
- Type 1 will allow the CONDUCTOR buttons to switch them ON or OFF when pressed.
- Type 2 will allow the CONDUCTOR buttons to be switched ON when pressed and automatically switch OFF all other sections in the CONDUCTOR.
- Set the desire type using the use the (^) and (v) DATA buttons.
- To store the new setting, simply press the SET button to exit the function.

## SELECTING SOUNDS

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



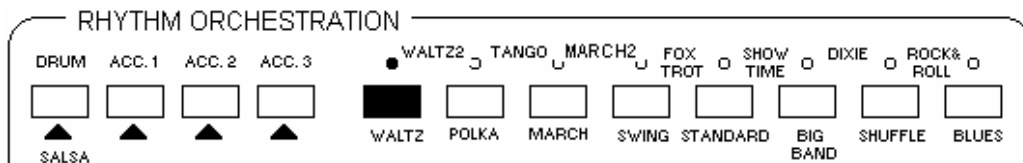
To select the voice indicated between two Leds, JAZZ ORGAN for example, press the two buttons related to the Leds.



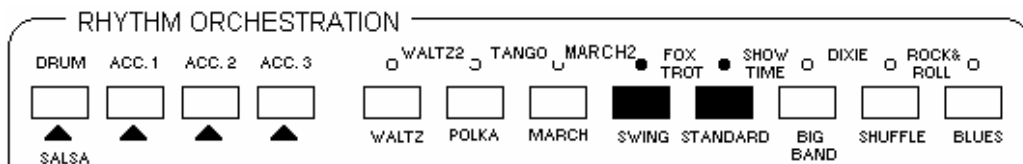
The name of the selected sound will be also shown on the display.  
The volume of each section can be adjusted with the related Volume control buttons.

## SELECTING STYLES

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



To select the style indicated between two Leds, FOX TROT for example, press the two buttons related to the Leds.



The 106 styles of the instrument are stored in two different areas:

- A first group of 90 styles are stored in three banks and can be selected via 16 buttons in two rows.
- A second group of 16 styles are stored in the User Styles Bank and can be accessed when the USER style button is switched ON using the 16 buttons in two rows of the RHYTHM ORCHESTRATION.

Using this section will enable you to include a professional accompaniment backing while you are playing. The rhythm and accompaniment styles can be set up to include a Bass line, three Accompaniment parts and Drums.

The Volume of the Arrangement parts can be easily controlled via the Volume Up/Down buttons. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the arrangement part.

## STYLE SELECTION – STYLE LIST

This function sets up a registration for each one of the 106 styles available.

To select the first group of 90 different styles using only 16 buttons the following system of operation is necessary.

If the first left hand button labeled WALTZ is selected and Style Bank A is selected the screen will show that the STDWALTZ is selected.

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

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

There are therefore 3 styles on each button.

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

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

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

<b>Rhythm</b>	<b>A</b>	<b>B</b>	<b>C</b>
<b>Upper Row</b>			
<b>WALTZ</b>	Waltz Standard $\frac{3}{4}$	Waltz Slow $\frac{3}{4}$	Waltz Viennese $\frac{3}{4}$
<b>WALTZ 2</b>	Jazz Waltz $\frac{3}{4}$	Oompah Waltz $\frac{3}{4}$	Musette $\frac{3}{4}$
<b>POLKA</b>	Polka	Party Polka	Polka 2
<b>TANGO</b>	Tango	Tango 2	Pasodoble
<b>MARCH</b>	March 2/4	March 6/8	Tarantella
<b>MARCH 2</b>	Theatre 2/4	Theatre 6/8	Quadriglia
<b>SWING</b>	Swing	Quickstep	Quickstep 2
<b>FOX TROT</b>	Fox Trot	Sing Song	Barn Dance
<b>STANDARD</b>	Standard	Easy Jazz	Bounce
<b>SHOW TIME</b>	Broadway	Show Ballad	Nice & Easy
<b>BIG BAND</b>	Big Band	Big Band Ballad	Big Band 2
<b>DIXIE</b>	Dixie	Dixie Slow	Dixie 3
<b>SHUFFLE</b>	Shuffle	Shuffle Piano	R & Blues
<b>ROCK &amp; ROLL</b>	Rock & Roll	Boogie	Twist
<b>BLUES</b>	Bluesy	Blues	Gospel
<b>Lower Row</b>			
<b>BOSSA</b>	Bossa	Bossa 2	Bossa 3
<b>MAMBO</b>	Mambo	Disco Mambo	Bolero
<b>SAMBA</b>	Samba	Samba Pop	Salsa
<b>CHA CHA</b>	Cha Cha	Cha Cha 2	Guaracha
<b>RHUMBA</b>	Rhumba	Beguine	Rhumba 2
<b>TRADITIONAL</b>	Reel 2/4	Reel 6/8	Irish Jig
<b>INTERNATIONAL</b>	Hawaiian	Sirtos	Gipsy
<b>ROCK</b>	Rock	Rock 2	Rock 3
<b>COUNTRY 1</b>	Country	Country 2	Bluegrass
<b>COUNTRY 2</b>	Country Waltz $\frac{3}{4}$	Country 2beat	Country Ballad
<b>8 BEAT</b>	8 Beat Ballad	8 Beat 2	8 Beat 3
<b>DANCE</b>	70' Disco	Philly	Funk
<b>16 BEAT</b>	16 Beat	16 Beat 2	16 Beat 3
<b>DISCO</b>	Disco	Disco Samba	Soul
<b>SLOW ROCK</b>	Slow Rock	Slow Rock 2	Slow Rock 3

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

To select the second group of 16 different styles using the USER button together with the 16 buttons the following system of operation is necessary.

- Please note that the names printed in the control panel do not match with the styles stored in the USER STYLE section.
- Switched ON the USER STYLE button.
- If the first left hand button labelled WALTZ is selected the screen will show that the ITALIAN WALTZ is selected.
- The Style Bank button is not active when in this mode.

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

<b>Upper Row</b>			
1 – Italian Waltz	2 - Orchestra Tango	3 - March 2/4	4 – Mazurka
5 – Honky Tonk	6 - Dixie 2	7 - Shuffle 2	8 - Blues 2
<b>Lower Row</b>			
1 – Meneito	2 – Samba	3 – Talisman	4 – Merengue
5 – Country Rock	6 – 8 Beat	7 – Soul 2	8 – Hully Gully

For example to select the TALISMAN style using the chart, the RHUMBA button has to be selected on Style Bank A.

## **AUTOMATIC SET UP**

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 button.

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 Melody and Accompaniment sections..

When the Automatic Set Up is selected the sounds that are being used are indicated by being illuminated in the Melody and Accompaniment 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 OVERALL PRESETS.

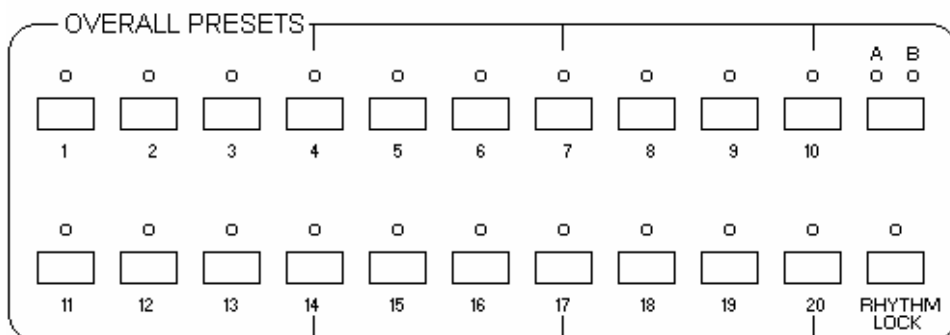
To do so follow the following procedure:

- 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 40 available settings. The Melody keyboard registration will change. However the Auto Accompaniments and Accompaniment keyboard sounds will remain the same.

It is therefore possible in this way to combine the Automatic Set Up registrations with the 40 registrations that may be in the Overall Presets.

## OVERALL PRESET



Overall Presets are combinations of sounds and features that have been set up beforehand at the factory. The 20 numbered buttons in 2 banks (A and B) for a total of 40 Overall Presets, present registrations that will suit many music styles.

When creating a new registration it is not necessary to start from scratch is simpler and quicker to select and modify an existing registration. Start with a registration that is similar to the one that is required. . We will therefore modify factory Overall Preset number A1.

1. Select Overall Preset A1 by pressing the Overall Preset button nr.1, ensure that the left hand Led above the A/B button is illuminated to indicate that bank A is selected. When the Melody Section is played there should now be a basic Organ sound. The Flutes button should be the only one selected on the Upper conductor. If this is not the case the registration has already been altered.
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.

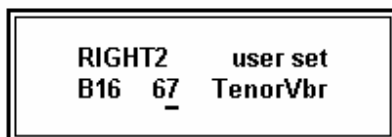


- b) Select the gray USER button in the Flute section, which is blinking.
- c) Select one of the organ buttons for example Organ2, which will now start blinking.
- d) Switch off the SET button. The new organ sound is now saved in the Organ 2 button. It will only remain there however when saved into an Overall Preset. Three more user organ sounds can be saved into Organ 1 Organ 3 and Organ4. The same process can be followed for the Lower flutes using the lower flute USER button on the control panel above the lower Flutebars. It is therefore possible to save 4 Upper organ and for Lower organ user presets into each Overall Preset.

Before saving into an Overall Preset we are going to alter a USER sound in the Right 2 Section .

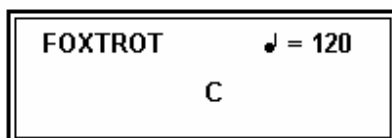
In the example that follows, we are going to change the USER Voice for Sax 1 in the Right 2 section. We will also make the new saxophone (ALTO 1) the lead voice - the other voices in the MELODY section will remain unchanged and therefore can be selected via the upper conductor buttons.

1. Press the Flutes button in the MELODY section of the CONDUCTOR (turns red LED off)
2. Press the RIGHT 2 button in the MELODY section (turns the red LED ON)  
When you play the upper manual you hear a saxophone.
3. Press and Hold the gray USER button in Upper Orchestra 2  
Red LED above the Sax 1 button now flashes.  
Screen will read:



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:



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

At present we have altered an organ sound and a sound in Orchestra 2. The sound now registered on the upper keyboard is Alto 1. To save this new registration to a preset.

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

Each of the remaining 15 Overall Presets can be changed in the same way.

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

Overall Presets can be easily set as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the Overall Presets button where you desired to store the new programs.  
Its Led will start blinking.  
Select the desired RHYTHM and the desired Tempo and select the sounds in the different sections selecting effects, octaves and volumes, etc.
- to store the new configuration , simply press the SET button to exit the function.

To return to the factory set Overall Presets it is necessary to reset the instrument.

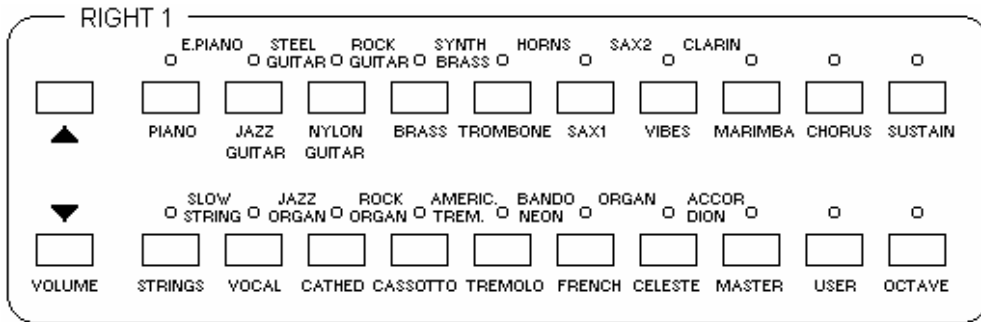
**If you wish to save the factory settings, or other presets that you create, you can transfer them to a floppy disk, via the Disk Drive. We will see this later on.**

## RHYTHM LOCK

The RHYTHM LOCK feature allows you to use the various OVERALL PRESETS using always the last selected rhythm. Infact if the RHYTHM LOCK button is Off, it will be possible to change complete registrations, including the rhythm just changing the OVERALL PRESETS.

If the RHYTHM LOCK button is On, the last selected rhythm will remain together with the OVERALL PRESETS registrations.

## RIGHT 1 SECTION



The RIGHT 1 section can be activated via the RIGHT 1 button in the CONDUCTOR section. This section offers a selection of 30 high-quality polyphonic sounds. To select a sound simply press the related button above the sound name. To select a sound indicated between two Leds, press the two buttons related to the Leds.

However the sounds available in RIGHT 1 section are not limited to the 30 sounds indicated in the section. It is possible to select a second set of 30 factory set sounds using the USER SOUND BANK feature. The User Bank can be also be reprogrammed by selecting sounds from the internal memory that contains 297 different sounds.

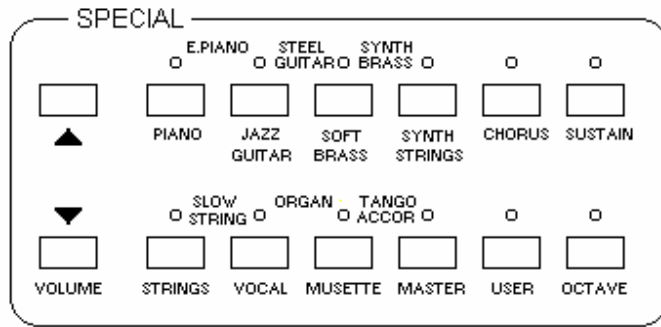
See how to program the USER BANK at the related paragraph.

All the available sounds in RIGHT 1 section have a certain amount of Sustain. The Sustain effect allows the sound to hold and slowly decay. It is also possible to customise the Sustain for each sound, both in the RIGHT 1 sounds and RIGHT 1 USER sounds. See how to program the SUSTAIN at the related paragraph.

As in all the other sound sections it is possible to change the octave of RIGHT 1 and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph.

The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the section.

## SPECIAL SECTION

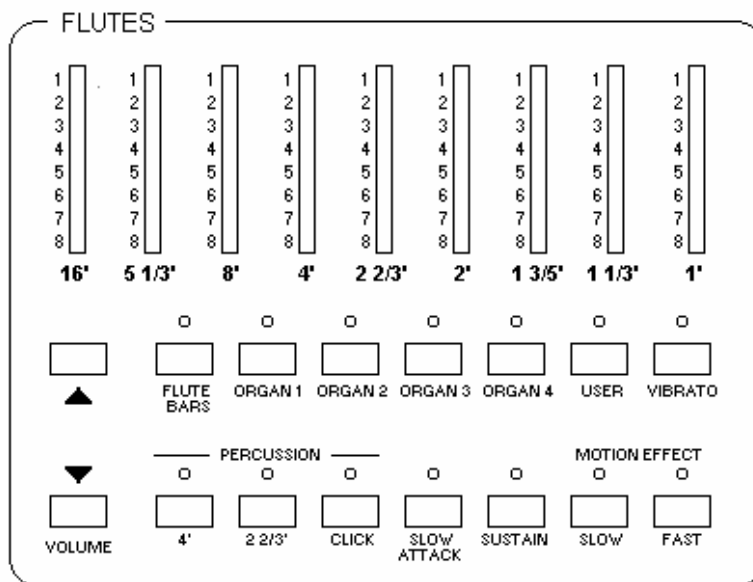


The SPECIAL section can be activated via the SPECIAL button in the CONDUCTOR section. Note that SPECIAL section can be used as a Melody section or as an Accompaniment section by assigning it to the ACCOMPANIMENT part or to the MELODY part. This section offers a selection of 14 high-quality polyphonic sounds. As per RIGHT 1 section the sounds available in SPECIAL section are not limited to the 14 sounds indicated in the section. It is possible to customise a second set of 14 sounds using the USER SOUND BANK feature. The User Bank can be programmed by selecting sounds from the internal memory that contains 297 different sounds. See how to program the USER bank at the related paragraph.

All the available sounds in SPECIAL section have a certain amount of Sustain. The Sustain effect allows the sound to hold and slowly decay. It is also possible to customise the Sustain for each sound, both in the SPECIAL sounds and SPECIAL USER sounds. See how to program the SUSTAIN at the related paragraph.

As with all the other sound sections it is possible to change the octave of SPECIAL and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph. The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section. When pressed the level (min. 0 - max 127) will be indicated on the display together with the name of the section.

## ADJUSTABLE FLUTES



The FLUTE section can be activated via the FLUTE button in the CONDUCTOR section. The buttons in the Flutes section are really several smaller groups. Lights indicate active buttons. There is a corresponding button marked Flutes in the Conductor.

## **FLUTE BARS**

Nine sliders are marked with footages. To use the Flute Bars in real time make sure that the FLUTE BAR button is activated.

The Flute Bars refer to the lengths of pipe used to help create the sounds of a real pipe organ. The longer the pipe, the lower the tone. It's common for a large pipe organ to have pipes as long as 32 feet, and as short as 1 foot. Footage numbers are used on your instrument only to indicate the relative highness or lowness of a particular flute voice. Move the slider to zero position to decrease the volume or move it to the 8 position to increase the volume of each pitch.

## **SLOW ATTACK**

It is possible to have two different attack type for the Flute section.

When SLOW ATTACK is activated the Flute section will have a softer and rounder attack. When SLOW ATTACK is off the Flute section 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.

When you press Slow along with one flute voice, you'll think that you're hearing two or three flutes playing the same notes. Fast makes the sound bigger and fuller.

Normally, Fast Motion effect is a rapid louder-softer effect. In the organ world, it's most often associated with the rotary speaker effect, used mostly on theatre organ settings. A spinning speaker seemed to make the music come from all around the room.

The VIBRATO is a nice effect specially if used playing Pop music.

## **FLUTES PRESETS**

There are four buttons marked as ORGAN1, ORGAN2, ORGAN3 and ORGAN4 and they are factory set preset organ sounds.

In addition to the various voices, longer reverb settings may be included, and, maybe, the motion effect.

## **PERCUSSION**

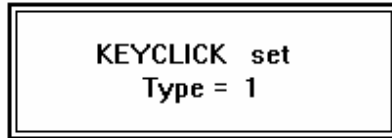
Percussion is a popular effect in many flute/organ setups. When a note or chord is first played, you'll hear a slight percussive effect, much like you would hear when a mallet strikes a xylophone. While most often associated with jazz organ, percussion can be added to theatre music, popular tunes, marches, almost anything if you use good taste.

Add the percussion buttons to each and all of the flutes and listen to the difference when you repeatedly press the percussion buttons off and on.

There are two 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.

Its Led will start blinking and the display will show:

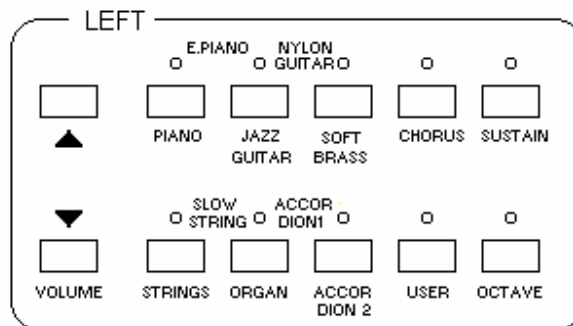


- Select Type 1 or Type 2 using the (Λ) and (V) DATA buttons.
- to store the new CLICK setting, simply press the SET button to exit the function.

## SUSTAIN

If you strike a piano key and hold it down, the sound lingers, and gradually fades out; this fading out is called sustain. Generally, the sustain feature adds a lingering quality to your music. With the higher flutes (4' and 2') and, maybe, percussion voices, sustain could help you achieve a nice celesta, or music box, effect. Sustain is very effective in ballads. You can adjust the sustain length. See how to program the SUSTAIN at the related paragraph.

## LEFT SECTION



The LEFT section can be activated via the LEFT button in the CONDUCTOR section. This section offers a selection of 10 high-quality polyphonic sounds dedicated for manual accompaniment. To select a sound simply press the related button above the sound name. To select a sound indicated between two Leds, press the two buttons related to the Leds.

However the sounds available in LEFT section are not limited to the 10 sounds indicated in the section. It is possible to select a second set of 10 sounds using the USER SOUND BANK feature. The User Bank can be also be reprogrammed by selecting sounds from the internal memory that contains 297 different sounds.

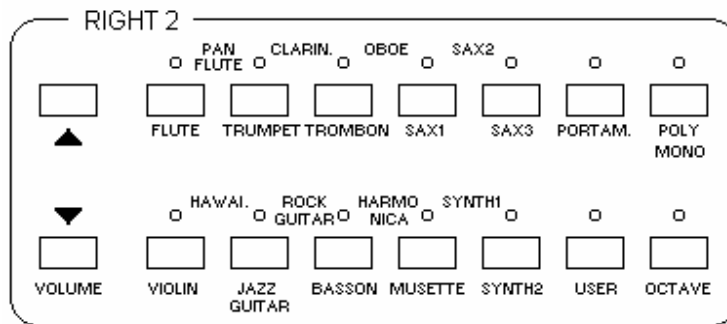
See how to program the USER BANK at the related paragraph.

All the available sounds in LEFT section have a certain amount of Sustain. The Sustain effect allows to hold and slowly decay the sound. It is also possible to customise the Sustain for each sound, both in the LEFT sounds and LEFT USER sounds. See how to program the SUSTAIN at the related paragraph.

As in all the other sound sections it is possible to change the octave of LEFT and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph.

The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the section.

## RIGHT 2 SECTION



The RIGHT 2 section can be activated via the RIGHT 2 button in the CONDUCTOR section. This section offers a selection of 18 high-quality sounds. The RIGHT 2 section can be played in monophonic or polyphonic mode combining its sounds with the other sections. When in mono mode the RIGHT 2 section will always correspond to the highest note played. As with all the other sections the sounds available in the RIGHT 2 section are not limited to the 18 sounds indicated in the section. It is possible to customise a second set of sounds using the USER SOUND BANK feature.

The User Bank can be programmed by selecting sounds from the internal memory that contains 297 different sounds. See how to program the USER bank at the related paragraph.

As with all the other sound sections it is possible to change the octave of RIGHT 2 and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph.

The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the section.

### POLY/MONO

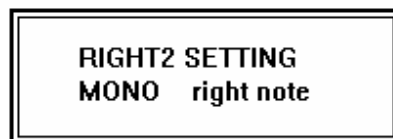
By selecting the POLY/MONO button, the RIGHT 2 section can be played in monophonic or polyphonic mode combining its sounds with the other sections.

When in mono mode the RIGHT 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 RIGHT 2 section.

It's Led will start blinking and the display will show:



In this setting the RIGHT 2 sound will always correspond to the highest note played.

To change the RIGHT 2 SETTING use the (^) and (v) DATA buttons and the display will show:

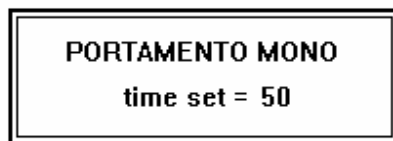


- In this setting the RIGHT 2 sound will always correspond to the last note played.
- to store the new RIGHT 2 setting, simply press the SET button to exit the function.

### PORTAMENTO

When the sounds of RIGHT 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 RIGHT 2 section. It's Led will start blinking and the display will show:

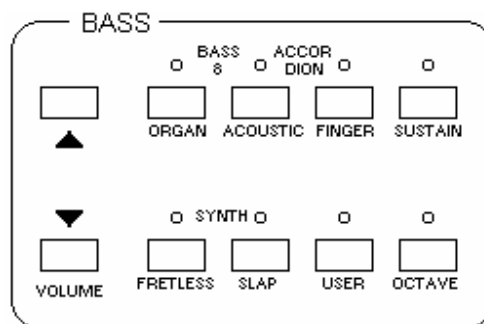


To change the Portamento speed use the (∧) and (∨) DATA buttons.

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.

### BASS SOUNDS



The instrument has 8 different Bass voices available. To select these press any of the BASS tabs.

The BASS section can be activated via the BASS button in the CONDUCTOR section.

The Bass section can be played only in monophonic mode. As with all the other sections the sounds available in the Bass section are not limited to the 8 sounds indicated in the section. It is possible to customise a second set of sounds using the USER SOUND BANK feature. The User Bank can be programmed by selecting sounds from the internal memory that contains 297 different sounds.

See how to program the USER bank at the related paragraph.

All the available sounds in BASS section have a certain amount of Sustain. The Sustain effect allows the sound to hold and slowly decay. It is also possible to customise the Sustain for each sound, both in the BASS sounds and BASS USER sounds. See how to program the SUSTAIN at the related paragraph.

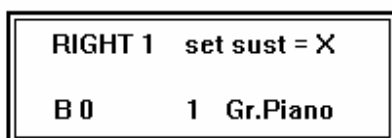
As with all the other sound sections it is possible to change the octave of BASS and to recall the new octave setting at the touch of a button. See how to program the OCTAVE at the related paragraph. The Volume of the section can be easily controlled via the Volume Up/Down buttons at the left of the section. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the section.

## 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:

- press the SET button. All the programmable features of the instrument will start blinking.
- press, for example, the USER button in the RIGHT 1 section. Its Led will light up.
- press, for example the PIANO sound button. The display will show:



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

The cursor is now positioned below the sound Program Change number.

Using the (^) and (v) DATA buttons it is possible to scroll all the sounds available in the instruments from sound bank 1 to sound bank 24.

A further bank of 40 Accordion Sounds is available in bank 32. We will see how to access this bank later on.

It is also possible to select the above page simply pressing and holding the USER button. The page will be automatically set on the display and it will be available for a few seconds to allow quick changes while playing.

- move the cursor using the (<) and (>) buttons and position it under the values that need to be changed.  
 To select the new sound refer to the SOUND LIST page at the end of this manual or simply take your time looking for the desired sound while scrolling the sound list on the display.  
 Moving the cursor with (<) and (>) buttons it is possible to select the Bank number and the Sound number and using the (^) and (v) DATA buttons it is possible to change the bank and sound numbers.  
 To set the Sustain value, position the cursor under the sust. value.
- it is possible to reprogram all the sound section with as many sounds as the section has indicated in the panel silk-screening.

## ACCORDION SOUNDS

To access to sound bank 32 simply move the cursor under the bank position and using the (Λ) DATA button select the new bank.

Here you find a selection of very fine accordion sounds listed from 1 to 40.

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

Scroll the sounds using the (Λ) and (∨) DATA buttons to find your favourite sounds.

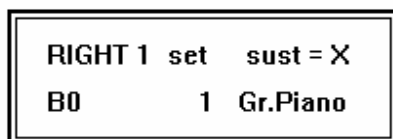
- to store the new USER Sound Bank, simply press the SET button to exit the function.

To return to the factory set USER SOUND it is necessary to reset the instrument.

## SETTING SUSTAIN

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

- press the SET button. All the programmable features of the instrument will start blinking.
- press, for example, the SUSTAIN button in the RIGHT 1 section. Its Led will light up.
- press, for example the PIANO sound button. The display will show:



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.

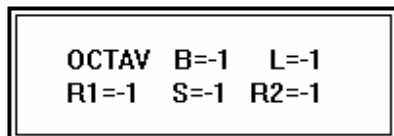
- To select the new Sustain Value use the (Λ) and (∨) DATA buttons.
- it is possible to reprogram the Sustain Value to all the available sounds in all the sound section.
- to store the new Sustain Values, simply press the SET button to exit the function. To return to the factory set SUSTAIN VALUES reset the instrument.

## 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 the SET button. All the programmable features of the instrument will start blinking.
- press, for example, the OCTAVE button in the RIGHT 1 section. Its Led will start blinking..
- the display will show:



B	indicates the BASS Section.
L	indicates the LEFT section.
R1	indicates the RIGHT 1 Section.
S	indicates the SPECIAL Section.
R2	indicates the RIGHT 2 Section.

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

It is also possible to select the above page simply pressing and holding the OCTAVE button. The page will be automatically set on the display and it will be available for a few seconds to allow quick changes while playing.

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

## O.M.C. (ORLA Magic Chord) - DUET

Whenever you play a chord with the left hand, this function adds a complete chord to the melody line played with the right hand.

There are two 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.     |

They can be easily selected as follows:

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



To select the Open or Closed configuration use the (^) and (v) DATA buttons.

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

OMC will be active in all sections when in Fisa Mode or in Piano Mode (refer to MIDI paragraph). In Master mode it will only be active on the section that are switched on in the Conductor.

DUET adds a second note to the melody line played.

## DIGITAL REVERB

The DIGITAL REVERB effects expand the sounds of your instrument giving your music a new dimension. The instrument has the possibility to have at any given time one reverb type available. However it is possible to customise the reverb settings 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 start blinking and the display will show:

**DIGITAL EFFECT**  
**type = Room 2**

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, Organ Stage, Organ Theatre.**

NOTE: The Reverb Organ effects are specially made for Theatre Organ Music.

By pressing the Reverb button a second time the display will show:

**Left=on      Right=on**  
**B= --      D= --      A=on**

Left	indicates all the ACCOMPANIMENT parts as indicated in the CONDUCTOR
Right	indicates all the MELODY parts as indicated in the 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.

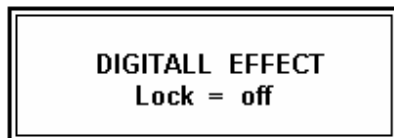
By pressing the Reverb button a third time is possible to change the amount of digital reverb that each section will have. Press again the selected reverb button and the display will show:

**EFFECT LEVEL**  
**LEFT = 100**

Moving the cursor with the (<) or (>) buttons you can select the desired section.

The available sections are: LEFT, RIGHT 1, SPECIAL, RIGHT 2, FLUTES.  
With the (∧) and (∨) DATA buttons it is possible to set the Reverb value of the section.

By pressing the Reverb button a fourth time it is possible to lock the reverb settings for all the different registrations in the AUTO SET UP and OVERALL PRESETS memory locations.



Moving the cursor with the (∧) or (∨) buttons you can select to set the REVERB LOCK ON or OFF.

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

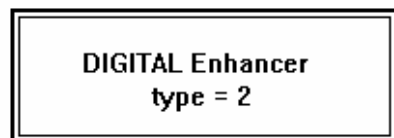
To return to the factory set REVERB VALUES it is necessary to reset the instrument.

## DIGITAL ENHANCER

The DIGITAL ENHANCER adds more presence to the sounds of your instrument giving your music a new dimension. The instrument has the possibility 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 start blinking and the display will show:



With the (∧) and (∨) 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 REVERB setting, simply press the SET button to exit the function.

## CHORUS EFFECT

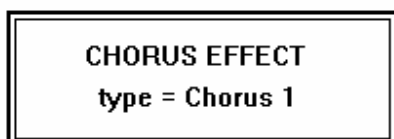
RIGHT 1, LEFT and SPECIAL sections feature the CHORUS effect. This gives all the sounds of the RIGHT 1, LEFT and SPECIAL sections a "fuller", "rounder" and "warmer" sound.

It is possible to select with this button 1 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 customise the effect settings and the new configuration can be set as follow:

- press the SET button. All the programmable features of the instrument will start blinking.
- Press the one of the Chorus buttons available in the sections. Its Led will start blinking, and the display will show:



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

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

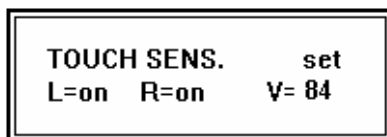
To return to the factory set CHORUSEFFECTS it is necessary to reset the instrument.

## TOUCH SENSITIVITY

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

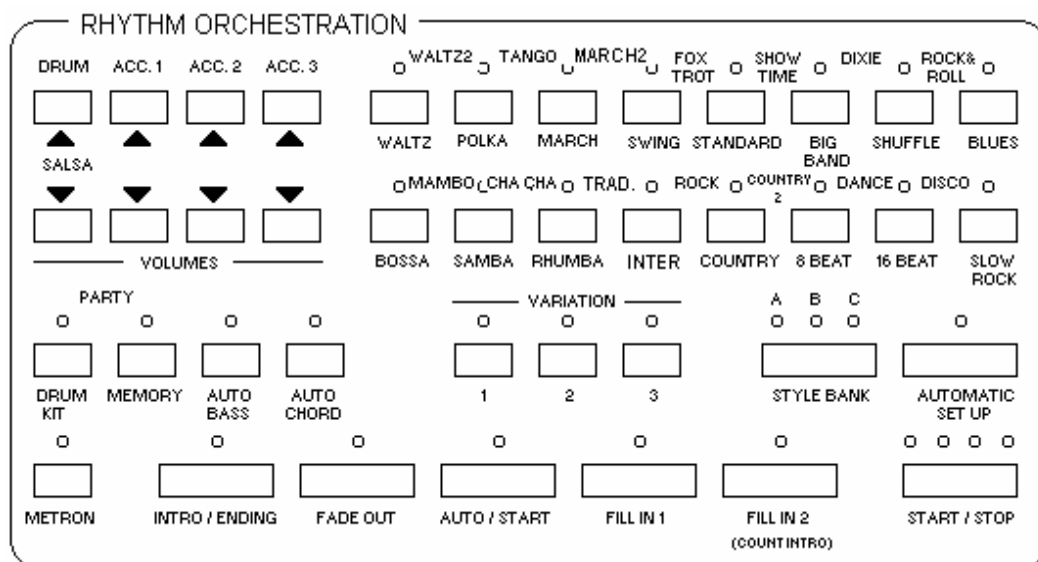
The Touch Sense On/Off feature can be set as follow:

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



- L (Left) indicates all the ACCOMPANIMENT parts as indicated in the CONDUCTOR
- R (Right) indicates all the MELODY parts as indicated in the CONDUCTOR. It is possible to have the sections listed in the ACCOMPANIMENT or in the MELODY part to respond to Touch Sense or not independently of one another.
- V (Value) gives you the volume the instrument will play when used without Touch Sense (Off). The minimum volume will be at value 20 and the maximum volume will be at value 127. It is possible to change the value by using the (^) and (v) Data buttons.
- to store the new TOUCH SENSE setting , simply press the SET button to exit the function.

## RHYTHM ORCHESTRATION



The 90 styles of the instrument are stored in tree banks and can be selected via 16 buttons in two rows. Using this section will enable you to include a professional accompaniment backing while you are playing. The rhythm and accompaniment styles can be set up to include a Bass line, three Accompaniment parts and Drums.

The Volume of the Arrangement parts can be easily controlled via the Volume Up/Down buttons. When pressed the Volume level (min. 0 - max 127) will be indicated on the display together with the name of the arrangement part.

### STYLE BANK

The BANK SELECT button allows access to the 3 styles banks (A,B,C), each one with 30 styles, in real time.

### 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.

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 start blinking and the display will show:



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

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

## **METRONOME**

A simple Metronome feature is available. This can be easily set by selecting the style on the style list. Press the button to start it at your convenience. Press it again to stop it.

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:



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

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

## **INTRO/ENDING**

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

## **FILL IN 1/2**

These produce a variation between two segments (BARS) of the rhythm. These are normally used to underline 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 sort of short INTRO. If FILL IN 2 will be used as Intro it will produce, according to the selected style a metronome type introduction.

## **MEMORY**

When selected, the notes played in the accompaniment keyboard 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.

There are 8 different DRUM KIT available:

**STANDARD, ROOM, POWER, ELECTRIC, MODERN, JAZZ, ORCHESTRA, SFX.**

They can be easily selected as follows:

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



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

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

### TEMPO

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

Press the (+) and(-) buttons simultaneously to set TEMPO at 120.

### STYLE VARIATIONS 1/2/3

There are three different levels of accompaniment in the instrument.

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

Variation 2 extra feeling to the accompaniment.

Variation 3 gives the style an orchestral dimension.

### AUTO CHORD

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

### AUTO BASS

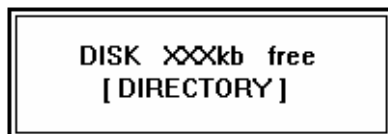
If this function is activated the automatic chords played will be accompanied by a nice bass line.

To play the bass manually turn off the AUTO BASS and use the BASS Section sounds.

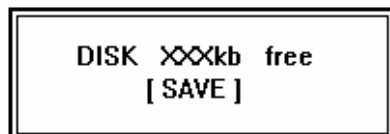
The sound that is automatically selected by the internal computer when playing with Auto Bass can be changed with a different one.

It is possible to save the Bass Setting onto disk and it will be a good idea to save the default Auto Bass sounds into disk. This will be very useful to restore the original setting without resetting the instrument.

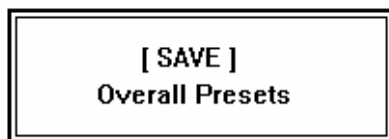
- Press the DISK button and the display will indicate



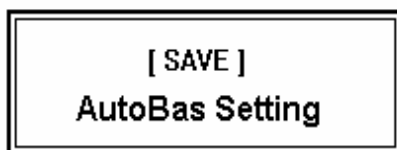
Select the SAVE page with the (<) and (>) DATA buttons



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



Using the (∧) and (∨) SCROLL buttons select the AUTO BASS SETTING page.  
The display indicate



Press ENTER to save the Auto Bass Setting.  
The internal computer will automatically save the song giving a progressive name:  
AUTBAS01.AUB  
AUTBAS02.AUB  
AUTBAS03.AUB

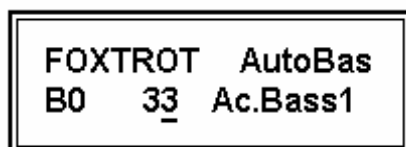
Press the ENTER button again to save the Auto Bass Setting onto disk. The display indicates



The Auto Bass Setting is now saved. This will be now available for future use.

The new sounds can be selected as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press AUTO BASS button in the RHYTHM ORCHESTRATION section. Its Led lights up.  
The display will show:



The cursor is now positioned below the sound Program Change number.

Using the (∧) and (∨) DATA buttons it is possible to scroll all the sounds available in the instruments from sound bank 1 to sound bank 24.

To select the new sound refer to the SOUND LIST page at the end of this manual or simply take your time looking for the desired sound while scrolling the sound list on the display.

Moving the cursor with (<) and (>) buttons it is possible to select the Bank number and the Sound number and using the (∧) and (∨) DATA buttons it is possible to change the bank and sound numbers.

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

## TRANSPOSE

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

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

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

For example, transposing to E:

1 - Press TRANSPOSE UP four times.

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

**Transp = +4**

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

If the new key is A#:

2 - Press TRANSPOSE DOWN two times.

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

**Transp = - 2**

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

The instrument provides other features using the Transpose function.

It is possible to transpose the full instrument or only parts of it, like only the Song played or only the notes played.

Let's explore this:

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

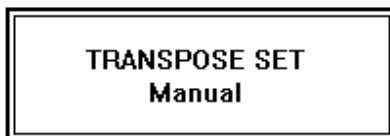
**TRANSPOSE SET  
Manual & Song**

With this setting the Transpose feature will be active on the full instrument.

Using the (∧) and (∨) DATA buttons it is possible to set

**TRANSPOSE SET  
Song**

With this setting the Transpose feature will only transpose the Song played by the SMF disk. Using the (^) and (v) buttons it is possible to set



With this setting the Transpose feature will only transpose the notes played on the different section without affecting the Song notes.

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

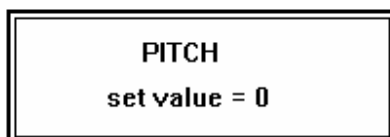
## PITCH - FINE TUNING

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

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.

The display shows:



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

## LEFT VOLUME

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

Set the Volume of the accompaniment sections at the desired level using the Volume Pedal and press the LEFT VOL. button.

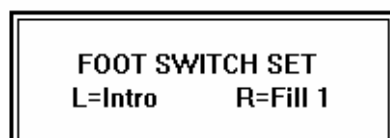
The volume levels will be stored automatically and the pedal will affect only the sections selected on the Melody sections.

This feature will be particularly helpful when using SMF disks for your backing. In fact LEFT VOLUME will allow you to control the volume of what you play in real time without interferences with the disk volumes.

## PROGRAMMABLE DOUBLE PEDAL

The optional double pedal can be programmed to satisfy your needs.

- press the SET button. All the programmable features of the instrument will start blinking.
- press one of the two pedal switches and the display will show:

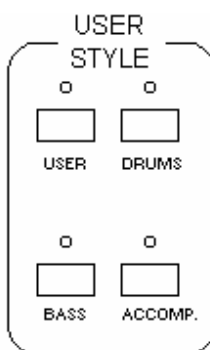


Moving the cursor with the (<) or (>) buttons you can decide if you want to change the Left or the Right pedal setting. With the (^) and (v) buttons it is possible to select the many possibilities for each pedal:

**Fill 1, Fill 2, Start/Stop, Variation, Glide, Hold, Overall Preset - (Down), Overall Preset + (Up), Fade, Tempo - (Down), Tempo + (Up), Flutes Tremolo Select, Flutes Vibrato On/Off, Conductor Right 1, Conductor Right 2, Conductor Special R, Conductor Flutes, Conductor Left, Conductor Special L, Conductor Bass, Play Song.**

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

## PROGRAMMABLE STYLES



Your instrument has a very sophisticated feature that allows you to program new rhythms and accompaniment including INTRO, FILL IN, MAIN style, ENDING complete with drum, bass and chord configurations.

- Note that in order to program your own style it is necessary to use the keyboard set on midi channel nr.1

The Programmable Styles can be easily edited as follows:

- press the SET button. All the programmable features of the instrument will start blinking.
- press the USER button in the USER STYLE section.

Its Led will start blinking and the display will show:



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

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

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

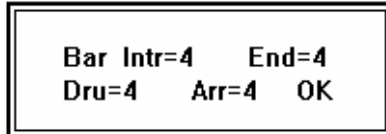
## PROGRAMMING A NEW STYLE

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

The next page on the display will be:



It is possible to select many configurations positioning the cursor below the Time Signature Values. It is possible to select the first value as: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15. It is possible to select the second value as: 2, 4, 8, 16. When the desired Time Signature is selected, select OK with the (^) Data buttons. The next page will show:



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 a different number of bars for the Drum line and the Arrangement line. Intro and Ending can be programmed in a min. configuration of 1 bar to a max configuration of 9 bars.

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

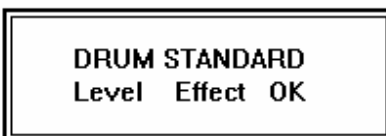
1 2 4 8 16

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

1 2 4 8 16

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

When you have selected the desired configuration select OK with the (^) Data buttons. The next page will be:



As soon as the above page appear 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 Effect.

- DRUM KIT - Use the data buttons to select one of the following Drum Kits:  
**STANDARD, ROOM, POWER, ELECTRONIC, MODERN, JAZZ, ORCHESTRA, SFX**
- Level - Use the data button to set the volume of the Drum Kit.

<b>DRUM</b>	<b>setting</b>
<b>Level=127</b>	<b>OK</b>

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

<b>Pan</b>	<b>Rev</b>	<b>Cho</b>	<b>DRUM</b>
<b>64</b>	<b>100</b>	<b>0</b>	<b>OK</b>

Use the data buttons to select the Panning Value, the Reverb value and the Chorus value.

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

<b>Style set</b>	<b>DRUM 1</b>
<b>Main</b>	<b>OK</b>

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

It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

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

<b>Main 1</b>	<b>120</b>
<b>M=n</b>	<b>Q=off Del</b>

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 on the keyboard the Drum set configuration and identify the position on the various keys of the drum sounds you are going to use for programming.

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

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

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

How to delete a single hit:

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

Delete all hits from the same instrument:

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

Delete the full drum pattern:

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

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

<b>Style set</b>	<b>DRUM 1</b>
<b>Main</b>	<b>OK</b>

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

<b>Style set</b>	<b>DRUM 2</b>
<b>Main</b>	<b>OK</b>

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

NOTE: It is not possible to have a complete Drum line for Variation 2 and 3 but it is possible to add more Drum hits to have a better Drum line.

Follow the same instructions for programming Variation 3.

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

<b>STYLE set</b>	<b>BASS</b>
<b>Main</b>	<b>Major OK</b>

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

It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Bass line for Major, minor and Seventh chords.

Press the (v) Data button to select the following page:

<b>BASS</b>	<b>Ac.Bass</b>
<b>Level</b>	<b>Effect OK</b>

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

<b>BASS</b>	<b>setting</b>
<b>Level=127</b>	<b>OK</b>

Effect - When selecting the Effect the display will show:

<b>Pan</b>	<b>Rev</b>	<b>Cho</b>	<b>BASS</b>
<b>64</b>	<b>100</b>	<b>0</b>	<b>OK</b>

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

<b>MAIN 1</b>	<b>120</b>
<b>M=n</b>	<b>Q=off Del</b>

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

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

<b>STYLE set ACC. 1</b>
<b>Main Major OK</b>

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

It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Accompaniment line for Major, minor and Seventh chords.

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

<b>Main 1</b>	<b>120</b>
<b>M=n</b>	<b>Q=off Del</b>

In this page is possible to program Accompaniment line in the Main Style Accompaniment 1.

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

**STYLE set ACC. 2**  
**Main Major OK**

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

It is possible to program the following parts:

Intro, Ending, Fill 2, Fill 1, Main

It is also possible to program a different Accompaniment line for Major, minor and Seventh chords. Select OK to go to the next page. The display will show:  
STYLE set ACC. 2

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

In this page is possible to program Accompaniment line in the Main Style Accompaniment 2. Now press for a third time the CHORD button in the USER STYLE section to program Accompaniment 3.

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

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

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

If you do not want to save the new style press the (V) button to exit the function. To save the new style select OK in the display using the (^) DATA button and the following page will show

**! Saving Style !**  
**ZZZZZZZZ into XX**

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

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

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

## REPROGRAMMING AN INTERNAL STYLE

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

- press the SET button. All the programmable features of the instrument will start blinking.
- press the USER button in the USER STYLE section.

Its Led will start blinking and the display will show:



STYLE PROGRAM  
New\_style OK

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

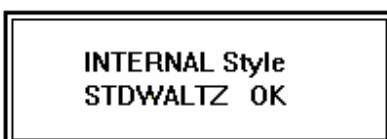
The display will show:



STYLE PROGRAM  
Intern.modify OK

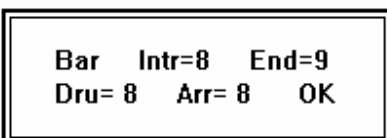
To program a New Style using as a starting point one of the 90 ROM styles (for example Waltz 1 in Bank A) select the desired style in the RHYTHM ORCHESTRATION by pushing the related button. Select OK on the display with the (^) Data button.

The next page on the display will be:



INTERNAL Style  
STDWALTZ OK

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



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

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

## REPROGRAMMING A USER STYLE

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

- press the SET button. All the programmable features of the instrument will start blinking.
- press the USER button in the USER STYLE section.

Its Led will start blinking and the display will show:



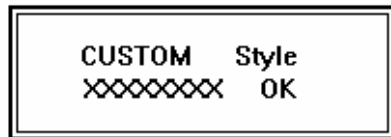
Moving the cursor with the (<) or (>) buttons move the cursor under the Style type name. With the (^) and (v) buttons it is possible to select the desired function.

The display will show:



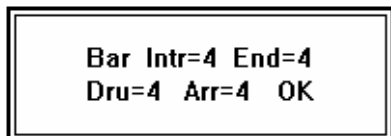
To program a New Style using as a starting point one of the 16 RAM styles select the desired style in the RHYTHM ORCHESTRATION by pushing the related button. Select OK on the display with the (^) Data button.

The next page on the display will be:



Select OK with the (^) Data buttons.

The next page will show:



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

## **XM900 DIRECT TO DISK SEQUENCER**

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

How to store a Sequence:

- 1 - Press the RECORD BUTTON in the DISK DRIVE section.
- 2 - Now the Disk Drive unit is waiting to store information about the song.

The song can be programmed using the styles.

As soon as the first note is played the Disk will start storing the song information.

The disk will store all changes.

- 3 - Press the Record button again to stop recording.

## **XM900 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).

### **A quick explanation of care and use of the Disk Drive.**

Your XM900 is equipped with a full-function, Floppy disk drive, located at the far right-hand end of the lower 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 XM900, and the MIDI feature (which keeps all of the voices and their locations in order).

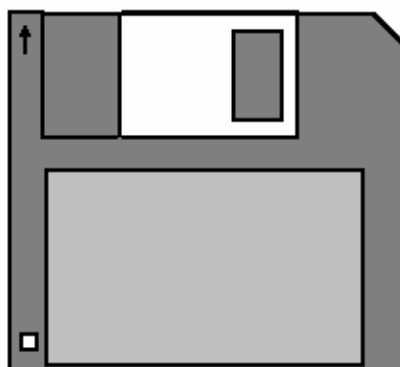
If you're not familiar with Floppy disks and their drives, here are a few basics that you should be aware of:

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

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

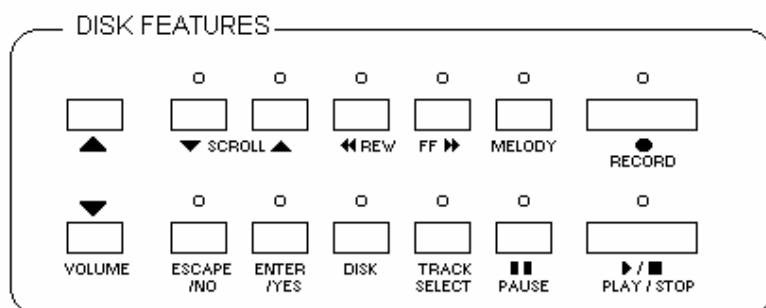
- You can load data from the disk - also called retrieving, or reading - regardless of the position of the write/protect tab.
- To record over data on the disk, move the tab to the write position (the hole is covered). To play the disk (as opposed to recording), the disk can remain protected.
- Be sure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

of) the really important files; disk drives have been known to "eat" a disk now and then. Simply load the file into the XM900, and then save it onto a different disk. See how to insert the disk below.



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

## DISK DRIVE FEATURES



### PLAY/STOP

Press the 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 mute the midi channel 4 when selected.

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

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



MELODY SETTING  
CHANNEL= 4

- To select a different midi channel use the (Λ) and (V) 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 the disk in 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.

### RECORD MODE

To record a song onto the disk is very simple.

- 1 - Press the RECORD button.  
Make sure that the disk is not protected.  
If the disk is protected the display will indicate



DISK  
PROTECTED

If the disk is not protected the display will show:



Time Sign. 120  
4/4 1.1  
first — second

Using the Data buttons is possible to change the Time Signature.

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

Select the first value as: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15.

Select the second value as: 2, 4, 8, 16.

When the appropriate Time Signature is selected start recording the song.

- 2- As soon as the first note is played the internal computer starts loading the information directly onto the disk.  
All the notes, the sound changes and volume changes will be saved.
- 3 - To stop the recording press the RECORD button again.

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

**SAVE TO  
SONG\_001.MID**

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

#### **A) AUTOMATIC SAVE OF THE SONG**

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

Song 001.MID  
Song 002.MID  
Song .....MID

#### **B) CHANGE THE NUMBER OF THE SONG**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

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

**SAVE  
O.K.**

The new song is now saved.

### C) NAME THE SONG

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

<b>FILE EXIST</b> <b>Replace it?</b>
---

- 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

<b>FILE</b> <b>!! SAVING !!</b>
------------------------------------

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

<b>SAVE</b> <b>O.K.</b>
----------------------------

The new song is now saved.

### DISK VOLUME

This is a very useful feature that allows you to balance the overall volume of the disk unit with the rest of the instrument.

### TRACKS VOLUME

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

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

<b>on</b>	<b>+0db</b>	<b>120</b>
<b>Track 1</b>		<b>1.1</b>

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

To save the changes onto separate file that will be recalled automatically every time the 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.

### OCTAVE AND SOUND CHANGE

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

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

on	+0db	120
Track 1		1.1

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

trak	1	Oc= --
B --	?	-----

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

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

- 1 - Press PLAY/STOP to stop the song.
- 2 - Press the RECORD button and hold it.

- 3 - Press the TRACK SELECT button at the same time .
- 4 - The display will show

**SAVE Track Set  
confirm?**

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

**Track Set  
!!Saving!!**

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

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

## PROGRAMMING THE CHAIN

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

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

**CHAIN Setting  
XXXXXX.MID 1**

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

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

**SAVE  
CHAIN 01.CHN**

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

### A) AUTOMATIC SAVE OF THE CHAIN

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

CHAIN\_01.CHN  
CHAIN\_02.CHN  
CHAIN\_XX.CHN

## B) CHANGE THE NUMBER OF THE CHAIN

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



FILE EXIST  
Replace it? .....

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

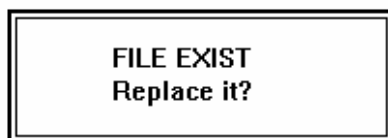


FILE  
!! SAVING !!

The new CHAIN is now saved.

## C) NAME THE SONG

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



FILE EXIST  
Replace it? .....

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



FILE  
!! SAVING !!

The new CHAIN is now saved.

## PLAY MEDLEY

It is possible to play all the songs contained in a disk in a medley form.

To play the Song Medley press the PAUSE button and hold it while pressing the PLAY button.

## LOOP FEATURE

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

To select the song part that you wish to loop.

- 1 - Select the song using the SCROLL buttons.

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

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

## DISK SERVICES

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

### DIRECTORY

Press the DISK button and the display will indicate

```

DISK XXXkb free
[ DIRECTORY ]
```

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

```

[ DIRECTORY ]
XXXXXXXXXX.XXX
```

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

```

DISK XXXkb free
[ DIRECTORY ]
```

### SAVE

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

```

DISK XXXkb free
[ SAVE ]
```

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

```

[ SAVE ]
Overall Presets
```

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

**[ SAVE ]**  
**XXXXXXXX.OVP**

There are three ways to SAVE the OVERALL PRESET

**A) AUTOMATIC SAVE OF THE OVERALL PRESETS**

- 1- Press ENTER to save the Overall Preset.
- 2- The internal computer will automatically save the song giving a progressive name:  
OVERP\_01.OVP  
OVERP\_02.OVP  
OVERP\_XX.OVP

**B) CHANGE THE NUMBER OF THE OVERALL PRESET**

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

**FILE EXIST**  
**Replace it?**

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

**FILE**  
**!! SAVING !!**

The new Overall Preset is now saved.

**C) NAME THE OVERALL PRESET**

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

**FILE EXIST**  
**Replace it?**

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

**FILE**  
**!! SAVING !!**

The new Overall Preset is now saved.

The display now indicate

DISK XXXkb free  
[ SAVE ]

Press ENTER and the display indicates

[ SAVE ]  
Overall Presets

Select with the SCROLL buttons the next page on display:

[ SAVE ]  
Automatic Set Up

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

[ SAVE ]  
AUTOS\_01.ASU

There are three ways to SAVE the AUTOMATIC SET UP

**A) AUTOMATIC SAVE OF THE AUTO SET UP**

- 1- Press ENTER to save the AUTO SET UP.
- 2 - The internal computer will automatically save the song giving a progressive name:  
AUTOS\_01.ASU  
AUTOS\_02.ASU  
AUTOS\_03.ASU

**B) CHANGE THE NUMBER OF THE AUTO SET UP**

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

FILE EXIST  
Replace it?

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

**FILE  
!! SAVING !!**

The new AUTO SET UP is now saved.

### **C) NAME THE AUTO SET UP**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new AUTO SET UP is now saved.

The display now indicate

**DISK XXXkb free  
[ SAVE ]**

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

**[ SAVE ]  
Custom Style**

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

**[ SAVE ]  
XXXXXXXXX.ASU**

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

**FILE EXIST  
Replace it?**

If the file is not to be replaced press the ESCAPE button.

If the number is to be replaced press ENTER. The display will indicate:

**FILE  
!! SAVING !!**

The display now indicate

**DISK XXXkb free  
[ SAVE ]**

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

**[ SAVE ]  
Style Block**

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

Press ENTER and the display will indicate

**[ SAVE ]  
BLOCK\_01.BLK**

There are three ways to SAVE the STYLE BLOCK

**A) AUTOMATIC SAVE OF THE STYLE BLOCK**

- 1- Press ENTER to save the STYLE BLOCK.
- 2 - The internal computer will automatically save the song giving a progressive name:  
BLOCK\_01.BLK  
BLOCK\_02.BLK  
BLOCK\_03.BLK

**B) CHANGE THE NUMBER OF THE STYLE BLOCK**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new STYLE BLOCK is now saved.

### **C) NAME THE STYLE BLOCK**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new STYLE BLOCK is now saved.

**DISK XXXkb free  
[ SAVE ]**

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

**[ SAVE ]  
Midi Settings**

In this page is possible to save the Midi Settings of the instrument .

Press ENTER and the display will indicate

**[ SAVE ]  
MIDSET01.SET**

There are three ways to SAVE the Midi Settings.

### **A) AUTOMATIC SAVE OF THE MIDI SETTING**

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

MIDSET01.SET  
MIDSET02.SET  
MIDSET03.SET

## B) CHANGE THE NUMBER OF THE MIDI SETTING

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new Midi Setting is now saved.

## C) NAME THE MIDI SETTING

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new MIDI SETTING is now saved.

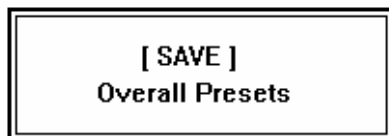
- Press the DISK button and the display will indicate

**DISK XXXkb free  
[ DIRECTORY ]**

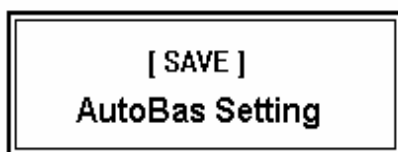
Select the SAVE page with the (<) and (>) DATA buttons

**DISK XXXkb free  
[ SAVE ]**

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



Using the (^) and (v) SCROLL buttons select the AUTO BASS SETTING page. The display indicate



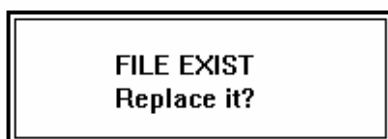
There are three ways to SAVE the Auto Bass Setting.

#### **A) AUTOMATIC SAVE OF THE AUTO BASS SETTING**

- 1 - Press ENTER to save the Auto Bass Setting.
- 2 - The internal computer will automatically save the song giving a progressive name:  
AUTBAS01.AUB  
AUTBAS02.AUB  
AUTBAS03.AUB

#### **B) CHANGE THE NUMBER OF THE AUTO BASS SETTING**

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



- 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



The new Auto Bass Setting is now saved.

#### **C) NAME THE AUTO BASS SETTING**

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

FILE EXIST  
Replace it?

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

FILE  
!! SAVING !!

The new AUTO BASS SETTING is now saved.

The display now indicates

DISK XXXkb free  
[ SAVE ]

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

[ SAVE ]  
ALL

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

Press ENTER and the display will indicate

[ SAVE ]  
ALL\_\_001.ALL

There are three ways to SAVE the ALL file.

#### **A) AUTOMATIC SAVE OF THE ALL FILE**

- 1- Press ENTER to save the ALL FILE.
- 2- The internal computer will automatically save the song giving a progressive name:  
ALL\_\_001.ALL  
ALL\_\_002.ALL  
ALL\_\_003.ALL

#### **B) CHANGE THE NUMBER OF THE ALL FILE**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new ALL FILE is now saved.

### **C) NAME THE ALL FILE**

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

**FILE EXIST  
Replace it?**

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

**FILE  
!! SAVING !!**

The new ALL FILE is now saved.

### **LOAD**

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

**DISK XXXkb free  
[ LOAD ]**

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

**[ LOAD ]  
Overall Presets**

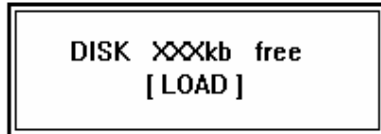
Press ENTER button to select the Overall Preset function and the display indicates:



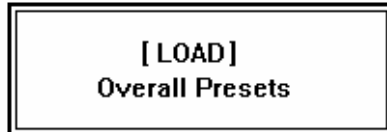
Use the SCROLL buttons to select the name of the Overall Preset block. Press ENTER to load the selected Overall Preset setting.



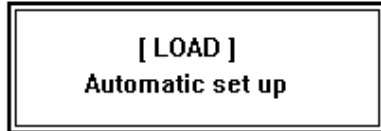
The display now indicate



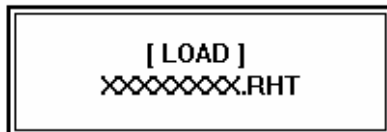
Press ENTER to select the function



Select with the SCROLL buttons the next page on display:



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



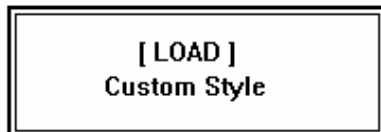
Use the SCROLL buttons to select the name of the AUTO SET UP. Press ENTER to load the selected AUTO SET UP setting.



The display will now indicate



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



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

[ LOAD ]  
XXXXXXXX.STL

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

FILE  
!!LOADING!!

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

DISK XXXkb free  
[ LOAD ]

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

[ LOAD ]  
Style Block

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

[ LOAD ]  
XXXXXXXX.BLK

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

FILE  
!!LOADING!!

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

DISK XXXkb free  
[ LOAD ]

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

[ LOAD ]  
Midi Setting

Press ENTER button to select the MIDI SETTING function and the display indicates:

[ LOAD ]  
MIDSET01.SET

Use the SCROLL buttons to select the name of the MIDI SETTING. Press ENTER to load the selected MIDI SETTING.

**FILE  
!!LOADING!!**

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

**DISK XXXkb free  
[ LOAD ]**

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

**[ LOAD ]  
AutBass Setting**

Press ENTER button to select the AUTO BASS SETTING function and the display indicates:

**[ LOAD ]  
AUTBAS01.AUB**

Use the SCROLL buttons to select the name of the AUTO BASS SETTING. Press ENTER to load the selected AUTO BASS SETTING.

**FILE  
!!LOADING!!**

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

**DISK XXXkb free  
[ LOAD ]**

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

**[ LOAD ]  
ALL**

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

**[ LOAD ]  
XXXXXXXXX.ALL**

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

```
FILE
!!LOADING!!
```

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

```
DISK XXXkb free
[ LOAD ]
```

Press ESCAPE to leave the LOAD pages.

## RENAME

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

```
DISK XXXkb free
[RENAME]
```

Press ENTER to select the function on the display

```
RENAME
XXXXXXXX.XXX
```

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

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

```
Rename XXXXXXXX
in XXXXXXXX.XXX
```

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

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

```
FILE EXIST
Replace it?
```

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

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

```
FILE
!! RENAMING !!
```

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

## DELETE

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

**DISK XXXkb free**  
**[ DELETE ]**

Press ENTER to select the function on the display

**[ DELETE ]**  
**XXXXXXXX.XXX**

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

**[ DELETE ] confirm?**  
**XXXXXXXX.XXX**

To confirm press the ENTER button and the display will indicate

**FILE**  
**!!DELETING!!**

## **COPY**

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

**DISK XXXkb free**  
**[ COPY ]**

Press ENTER to select the function on the display

**[ COPY ]**  
**single file**

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

**[ COPY single ]**  
**XXXXXXXX.XXX**

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

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

After a few seconds the display will indicate

[ COPY single ]  
insert TARGET

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

[ COPY single ]  
writing...

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

[ COPY single ]  
copy complete

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

[ COPY single ]  
insert SOURCE

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

In case the function COPY ALL will be selected it will be necessary to change the disks several times.  
At the end of the COPY procedure the DISK feature will automatically be switched off.

## FORMAT

**When formatting a disk all the information contained will be erased.**

To access the FORMAT feature press the DISK button and using the (<) and (>) DATA buttons select the FORMAT page.

DISK XXXkb free  
[ DELETE ]

To Format the disk press ENTER. The display will indicate

FORMAT DISK  
are you sure?

To confirm press the ENTER button and the display will indicate

Track 01 Side 1  
!! FORMATTING !!

Press ESCAPE to leave the FORMAT page.

## **MIDI FEATURES**

### **INTRODUCTION TO MIDI**

MIDI, the Musical Instrument Digital Interface, is a standard communication interface that allows Midi musical instruments to share information and control one another.

If the MIDI OUT of a first instrument is connected to the MIDI IN of a second keyboard or tone generator, the second instrument will respond to the notes played on the first transmitting keyboard. This makes it possible to play two instruments at the same time using a Master instrument to drive a Slave instrument.

### **MIDI MESSAGES TRANSMITTED AND RECEIVED**

Your instrument has been designed to transmit and receive most MIDI system signals.

As the XM900 is a GM instrument, it will be responding to today Midi standards and to Program Changes 1/128 and Sound Bank Changes 1/32.

However is 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 receive the following

Program Change numbers:

RIGHT 1	- PC 1/30
SPECIAL	- PC 1/14
LEFT	- PC 1/10
RIGHT 2	- PC 1/18
BASS	- PC 1/8

#### **MIDI CHANNELS**

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

Midi Channels:

RIGHT 1	- Channel 1
LEFT	- Channel 2
BASS	- Channel 3
RIGHT 2	- Channel 4
SPECIAL	- Channel 5
FLUTES	- Channel 6
Auto Accomp. 1	- Channel 7
Auto Accomp. 2	- Channel 8
Auto Accomp. 3	- Channel 9
Drum	- Channel 10
Control Ch.	- Channel 16

#### **CONTROL CHANGE**

Your instrument transmits and receives the following:

RIGHT 1	- Volume
SPECIAL	- Volume
RIGHT 2	- Volume
BASS	- Volume
DRUM	- Volume
ACC. 1/2/3	- Volume

## MIDI SETTINGS

It is possible to have many different midi settings:

The new midi settings can be set as follow:

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

<b>In1= Fisa</b>	<b>PC= GM</b>
<b>Clk= Int</b>	<b>Out= Keyb</b>

Use the data buttons to explore the page.

**In1** This midi in port can be used to drive the Chord Recognition and can be set in different modes.  
**Fisa** this indicates that the connection in Midi In port nr.1 is preset to be used with a very simple accordion that has only 3 midi channels.

**Mast** this is the setting for master keyboards and computers

**Piano** this is the setting for Digital pianos with only 1 midi channel available at the time

**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.

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

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

<b>IN</b>	<b>Ch</b>	<b>PC</b>	<b>CC</b>
<b>Rt_1</b>	<b>1</b>	<b>on</b>	<b>on</b>

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.

<b>IN</b>	<b>Ch</b>	<b>PC</b>	<b>CC</b>
<b>Ctrl</b>	<b>16</b>	<b>on</b>	<b>on</b>

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

Bx 1F yy (Bx Channel) (1FControl Change, default ch.16) (yy Value)

Key Start	0	Auto Bass	8	Conductor - Flutes	16
Variation 1	1	Auto Accomp.	9	Play	17
Variation 2	2	Conductor - Bass	10	Down (V)	18
Variation 3	3	Conductor - Poly 3	11	Up (Λ)	19
Fill 1	4	Conductor - Poly 2 Left	12	Fade	20
Fill 2	5	Conductor - Poly 1	13	Minus (-)	21
Intro/Ending	6	Conductor - Poly 2 Right	14	Plus (+)	22
Memory	7	Conductor - Solo	15		

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

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

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

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

OUT	Ch	PC	CC	Lc
Rt_1	1	on	on	on

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

By pressing the midi button a fourth time it is possible to set the Local Control for the disk drive unit. This will enable you to play songs using sounds from a second sound module and save polyphony in the XM900.

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

## NOTE

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

- Ch 1 for the Melody part
- Ch 2 for Accompaniment part
- Ch 3 for Bass part

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

## PIANO MODE

It will be possible with this setting to drive the Accompaniment and the Melody parts of the module with only 1 midi channel.

Typical application a Digital Piano with no split point.

The Split point will be provided by the module:

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

**PIANO MODE set**  
**split = A#3**

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

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

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

**PIANO MODE set**  
**split = A#3**

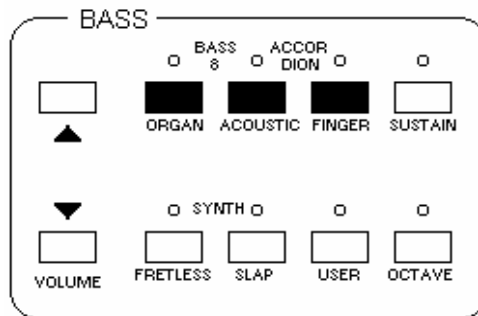
When in the above page select the FULL KEYBOARD MODE using the (∧) and (∧) DATA buttons and the display will show

**PIANO MODE set**  
**Full Keyboard**

## RESET

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

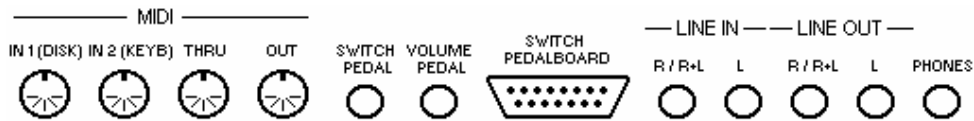
- 1 - Make sure that the instrument is switched off.
- 2 - Press and hold the top 3 bass sound buttons



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

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

# CONNECTIONS



## HEADPHONE -

One headphone can be plugged in for private practice. This is located at the back of the instrument and allows you to play without disturbing and being disturbed by outside noise.

## LINE OUT

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

## LINE IN

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

## MIDI CONNECTIONS

The Midi IN 1 (DISK) connector receives the Midi data from an external Midi device. Using MIDI IN 1 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 2 (KEYB.) connector also receives the Midi data from an external Midi device. Using MIDI IN 2 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.

## SWITCH PEDALBOARD

This is the connection of an optional set of 5 pedals with the following functions: Start/Stop, Fill1, Fill2, Intro/Ending, Style Variation.

## SWITCH PEDAL

This is the connection of an optional set of 2 pedals that can be programmed to your requirements.

## TROUBLESHOOTING

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

### **Problem**

*No sound at power on.*

*No sound when the keys are pressed.*

*Drum Sounds playing on keyboard.*

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

*Distorted sound if connected to an amp.*

*Some notes seem cut out when using the disk.*

*The instruments play in the wrong key.*

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

*The disk drive produces a noise during use.*

*Not possible to store information on disk.*

### **Remedy**

Is the AC plug connected?  
Is The Master Volume slider turned up?  
Is one headphone plugged in?  
Are the cables connected properly?  
Is the amplifier switched on?

Is The Master Volume slider turned up?  
Are the volume of the selected section set minimum level?  
Is the Local Control of the selected section set to Off?

Drum Kit button is switched on in Right 1 section.

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

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

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

Check the Transpose setting.

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

This occurs when the disk drive is reading a disk. It does not indicate a problem.

The remaining memory capacity of the disk is not enough to accomodate the new file.

## Bank/Program Change Sound List (A)

Bnk	PC	Sound		Bnk	PC	Sound
0	1	Grand Piano 1		32	14	Master 3
8	1	Grand Piano 2		0	15	Chimes
16	1	Grand Piano+Strings		8	15	Church Bell
32	1	Bassoon		9	15	Church Bell 2
0	2	Bright Piano		16	15	Tubular Bells
32	2	Cassotto		32	15	Master 4
0	3	El.Grand Piano		0	16	Dulcimer
32	3	Double Basson		32	16	Master 5
0	4	Honky Tonk		0	17	Drawbar Organ
32	4	18+16+8		8	17	Detune Organ 1
0	5	E. Piano 1		14	17	Theatre Organ 1
8	5	Detune E.Piano1		15	17	Theatre Organ 2
16	5	Soft E.Piano		16	17	60' Organ
24	5	Mixed E.Piano		32	17	Master 6
32	5	Bandon 1		0	18	Jazz Organ 1
0	6	E.Piano 2		8	18	Jazz Organ 2
8	6	Detune E.Piano2		14	18	Chapel Organ 1
16	6	Soft E.Piano+Strings		15	18	Tibia 1
32	6	Bandon 2		16	18	Detune Organ 2
0	7	Harpsichord 1		32	18	Musette
8	7	harpsichord 2		0	19	Rock Organ 1
32	7	Tuba Fisa		8	19	Rock Organ 2
0	8	Clavinet		14	19	Chapel Organ 2
8	8	Funky Clavinet		15	19	Tibia 2
32	8	Accordeon		16	19	Overdrive Organ
0	9	Celesta		32	19	French
32	9	Horn		0	20	Church Organ 1
0	10	Glockenspiel		8	20	Church Organ 2
32	10	Organ		14	20	Chapel Organ 3
0	11	Music Box		15	20	Tibia 3
32	11	Harmonium		16	20	Church Organ 3
0	12	Vibes		32	20	Italian Accordion
32	12	Master 1		0	21	Reed Organ
0	13	Marimba		32	21	Brilliant
32	13	Master 2		0	22	Musette
0	14	Xylophone		8	22	Master
				32	22	Violino

## Bank/Program Change Sound List (B)

Bnk	PC	Sound		Bnk	PC	Sound
0	23	Harmonica		32	34	Diatonic Bass
32	23	Celeste		0	35	Pick Bass
0	24	Tango Accordion		8	35	Bass 16+8
32	24	Tremolo		16	35	Bass 8
0	25	Nylon Guitar1		24	35	Organ Bass 2
8	25	Nylon Guitar 2		32	35	Diatonic Chord
16	25	Nylon Guitar+Strings		0	36	Fretless Bass 1
32	26	American Tremolo		8	36	Fretless Bass 2
0	26	Steel Guitar		32	36	Accordion Bass 1
8	26	12 Strings		0	37	Slapp Bass 1
16	26	Mandolin		8	37	Slapp Bass 2
32	26	Tango Accordion		32	37	AccordionBass2
0	27	Jazz Guitar		0	38	Slap Bass 3
8	27	Hawaiian Guitar		8	38	Slap Bass 4
32	27	Musette+Piccolo		32	38	Accordion Chord 1
0	28	Clean Guitar 1		0	39	Synth Bass 1
8	28	Clean Guitar 2		8	39	Synth Bass 3
32	28	Oboe1		16	39	Synth Bass 5
0	29	Muted Guitar		32	39	Accordion Chord 2
8	29	Funk Guitar		0	40	Synth Bass 2
32	29	Oboe 2		8	40	Synth Bass 4
0	30	Overdrive Guitar		32	40	Accordion Bass 3
32	30	Clarinet		0	41	Violin 1
0	31	Distortion Guitar		8	41	Violin 2
8	31	Feed Back Guitar		0	42	Viola
16	31	Distorted Guitar Vibr.		0	43	Cello
32	31	Flute		0	44	Contrabass
0	32	Guitar Harmonics		0	45	Tremolo Strings
8	32	Guitar Feed Back		0	46	Pizzicato
32	32	Piccolo		0	47	Harp
0	33	Acoustic Bass 1		0	48	Timpani
8	33	Acoustic Bass 2		0	49	Strings Ensemble 1
16	33	Bass+Ride Cymbal		8	49	Orchestra
32	33	Diatonic		0	50	Strings Ensemble 2
0	34	Finger Bass		8	50	Octa Strings
8	34	Big Bass		16	50	Strings Ensemble 3
16	34	Big Bass Sustain		0	51	Synth Strings 1
24	34	Organ Bass 1		16	51	Synth Strings 3

## Bank/Program Change Sound List (C)

Bnk	PC	Sound		Bnk	PC	Sound
16	51	Synth Strings 3		0	71	Bassoon
0	52	Synth Strings 2		0	72	Clarinet
0	53	Choir Aah		16	72	Romagna Clarinet
8	53	Big Choir		0	73	Piccolo
16	53	Choir+Strings		0	74	Flute
0	54	Scat Voice		8	74	Jazz Flute
0	55	Synth Voice		0	75	Recorder
0	56	Orchestra Hit		0	76	Pan Flute
0	57	Trumpet 1		0	77	Blow Bottle
16	57	Trumpet 2		0	78	Shakuhac
0	58	Trombone 1 Vibr.		0	79	Whistle
8	58	Trombone 2		0	80	Ocarina
16	58	Trombone 1 Vibr.		0	81	Square 1
0	59	Tuba		1	81	Square 2
0	60	Muted Trumpet		8	81	Syn Wave
16	60	Muted Trumpet Vibr.		0	82	Saw Tooth 1
0	61	French Horn 1		1	82	Saw Tooth 2
8	61	French Horn 2		8	82	Syn Flute
16	61	French Horn Vibr.		0	83	Calliope
0	62	Brass		0	84	Chiff
8	62	Soft Brass		0	85	Charang
16	62	Big Brass		0	86	Voice
0	63	Synth Brass 1		8	86	Voice Sust.
8	63	Synth Brass 3		0	87	Fifths
0	64	Synth Brass 2		0	88	Bass Lead 1
8	64	Synth Brass 4		8	88	Bass Lead 2
0	65	Soprano Sax		0	89	Fantasy 1
0	66	Alto Sax 1		8	89	Orchestra Bell
8	66	Alto Sax 2		16	89	Fantasy 2
16	66	Romagna Sax		0	90	Warm Pad
0	67	Tenor Sax		0	91	Polisynth
8	67	Night Sax		0	92	Choir
16	67	Tenor Sax Vibr.		0	93	Bowed
0	68	Baritone Sax		0	94	Metallic
0	69	Oboe		0	95	Halo
16	69	Oboe Vibr.		0	96	Sweep
0	70	English Horn		0	97	Rain

## Bank/Program Change Sound List (D)

Bnk	PC	Sound		Bnk	PC	Sound
0	98	Soundtrack		0	123	Sea Shore
0	99	Crystal		1	123	Rain
0	100	Atmosphere 1		2	123	Thunder
8	100	Atmosphere 2		3	123	Wind
0	101	Brightness		4	123	Stream
0	102	Goblins		5	123	Bubble
8	102	Ghost		0	124	Birds 1
0	103	Echoes		1	123	Dog
2	103	Echo Pan		2	123	Horse
0	104	Sci-fi		3	123	Birds 2
0	105	Sitar		0	125	Telephone 1
0	106	Banjo		1	125	Telephone 2
0	107	Shamisen		2	125	Door Open
0	108	Koto 1		3	125	Door Close
8	108	Koto 2		4	125	Scratch
0	109	Kalimba		5	125	Wind Chime
0	110	Bagpipe		0	126	Helicopter
0	111	Fiddle		1	126	Car Start
0	112	Shanai		2	126	Car Break
0	113	Tinkbell		3	126	Car Pass
0	114	Agogo		4	126	Car Crash
0	115	Steel Drum		5	126	Police
0	116	Wood Block		6	126	Train
8	116	Castanet		7	126	Jet
0	117	Taiko Drum		8	126	Star Ship
8	117	Concert Bass Drum		9	126	Burst Noise
0	118	Melodic Tom 1		0	127	Applause
8	118	Melodic Tom 2		1	127	Laughing
0	119	Syn Drum 1		2	127	Screaming
8	119	Syn Drum 2		3	127	Punch
9	119	Syn drum 3		4	127	Heart Beat
0	120	Reverse Cymbal		5	127	Foot Step
0	121	Guitar Fret Noise		6	127	Yeah
1	121	Guitar Cut Noise		0	128	Gun Shot
2	121	String Slap		1	128	Machine
0	122	Breath Noise		2	128	Laser Gun
1	122	Key Click		3	128	Explosion

<b>Drum Kit - a -</b>					
	<b>STANDARD PC=1</b>	<b>ROOM PC=9</b>	<b>POWER PC=17</b>	<b>ELECTRIC PC=25</b>	<b>TR-808 PC=26</b>
24 - C1	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left
25 - C#1	Finger Snap Right	Finger Snap Right	Finger Snap Right	Finger Snap Right	Finger Snap Right
26 - D1	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
27 - D#1	High Q	High Q	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click	Square Click	Square Click
33 - A1	Metron. Click	Metron. Click	Metron. Click	Metron. Click	Metron. Click
34 - A#1	Metron. Bell	Metron. Bell	Metron. Bell	Metron. Bell	Metron. Bell
35 - B1	Bass Drum 2	Bass Drum 2	Bass Drum 2	<b>El. Bass Drum 2</b>	<b>808 Bass Drum 2</b>
36 - C2	Bass Drum 1	Bass Drum 1	Bass Drum 1	<b>El. Bass Drum 1</b>	<b>808 Bass Drum 1</b>
37 - C#2	Side Stick	Side Stick	Side Stick	Side Stick	<b>Side Stick</b>
38 - D2	Snare Drum 1	Snare Drum 1	<b>Gated Snare</b>	<b>El. Snare Drum 1</b>	<b>808 Snare Drum</b>
39 - D#2	Hand Clap	Hand Clap	Hand Clap	Hand Clap	Hand Clap
40 - E2	Snare Drum 2	Snare Drum 2	Snare Drum 2	<b>Gated Snare</b>	Snare Drum 2
41 - F2	Low Floor Tom	<b>Room Low Tom 2</b>	<b>Room Low Tom 2</b>	<b>El. Low Tom 2</b>	<b>808 Low Tom 2</b>
42 - F#2	Close Hi-Hat	Close Hi-Hat	Close Hi-Hat	Close Hi-Hat	<b>808 Close Hi-Hat</b>
43 - G2	H. Floor Tom	<b>Room Low Tom 1</b>	<b>Room Low Tom 1</b>	<b>El. Low Tom 1</b>	<b>808 Low Tom 1</b>
44 - G#2	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat	<b>808 Pedal Hi-Hat</b>
45 - A2	Low Tom	<b>Room Mid Tom 2</b>	<b>Room Mid Tom 2</b>	<b>El. Mid Tom 2</b>	<b>808 Mid Tom 2</b>
46 - A#2	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat	<b>808 open Hi-Hat</b>
47 - B2	Low Mid Tom	<b>Room Mid Tom 1</b>	<b>Room Mid Tom 1</b>	<b>El. Mid Tom 1</b>	<b>808 Mid Tom 1</b>
48 - C3	Hi Mid Tom	<b>Room Hi Tom 2</b>	<b>Room Hi Tom 2</b>	<b>El. Hi Tom 2</b>	<b>808 Hi Tom 2</b>
49 - C#3	Crash Cymbal1	Crash Cymbal1	Crash Cymbal1	Crash Cymbal1	<b>808 Crash Cymb 1</b>
50 - D3	High Tom	<b>Room Hi Tom 1</b>	<b>Room Hi Tom 1</b>	<b>El. Hi Tom 1</b>	<b>808 Hi Tom 1</b>
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	<b>Reverse Cymbal</b>	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell	Cowbell	<b>808 Cow Bell</b>
57 - A3	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2
58 - A#3	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	<b>808 Mute Hi Cong</b>
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga	Open Hi Conga	<b>808 Open Hi Cong</b>
64 - E4	Conga Low	Conga Low	Conga Low	Conga Low	<b>808Low Conga</b>
65 - F4	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo	High Agogo	High Agogo
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas	Maracas	<b>808 Maracas</b>
71 - B4	Short Whistle	Short Whistle	Short Whistle	Short Whistle	Short Whistle
72 - C5	Long Whistle	Long Whistle	Long Whistle	Long Whistle	Long Whistle
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74 - D5	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75 - D#5	Claves	Claves	Claves	Claves	<b>808 Claves</b>
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79 - G5	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle
81 - A5	Open Triangle	Open Triangle	Open Triangle	Open Triangle	Open Triangle
82 - A#5	Shaker	Shaker	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85 - C#6	Castanets	Castanets	Castanets	Castanets	Castanets
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87 - D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo

<b>Drum Kit - b -</b>					
	<b>JAZZ PC=33</b>	<b>BRUSH PC=41</b>	<b>ORCHES. PC=49</b>	<b>SOUND FX PC=57</b>	
24 - C1	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	xxxxxxxxxxxxxx	
25 - C#1	Finger Snap Right	Finger Snap Right	Finger Snap Right	xxxxxxxxxxxxxx	
26 - D1	Snare Roll	Snare Roll	Snare Roll	xxxxxxxxxxxxxx	
27 - D#1	High Q	High Q	<b>Closed Hi-hat</b>	xxxxxxxxxxxxxx	
28 - E1	Slap	Slap	<b>Pedal Hi-Hat</b>	xxxxxxxxxxxxxx	
29 - F1	Scratch Push	Scratch Push	<b>Open Hi-Hat</b>	xxxxxxxxxxxxxx	
30 - F#1	Scratch Pull	Scratch Pull	<b>Ride Cymbal</b>	xxxxxxxxxxxxxx	
31 - G1	Sticks	Sticks	Sticks	xxxxxxxxxxxxxx	
32 - G#1	Square Click	Square Click	Square Click	xxxxxxxxxxxxxx	
33 - A1	Metron. Click	Metron. Click	Metron. Click	xxxxxxxxxxxxxx	
34 - A#1	Metron. Bell	Metron. Bell	Metron. Bell	xxxxxxxxxxxxxx	
35 - B1	Bass Drum 2	Bass Drum 2	Bass Drum 2	xxxxxxxxxxxxxx	
36 - C2	Bass Drum 1	Bass Drum 1	Bass Drum 1	xxxxxxxxxxxxxx	
37 - C#2	Side Stick	Side Stick	Side Stick	xxxxxxxxxxxxxx	
38 - D2	<b>Jazz Snare 2</b>	<b>Brush Tap</b>	<b>Concert SD</b>	xxxxxxxxxxxxxx	
39 - D#2	Hand Clap	<b>Brush Slap</b>	<b>Castanets</b>	High Q	
40 - E2	<b>Jazz Snare 1</b>	<b>Brush Swirl</b>	<b>Concert SD</b>	Slap	
41 - F2	Low Floor Tom	Low Floor Tom	<b>Timpani F</b>	Scratch Push	
42 - F#2	Close Hi-Hat	Close Hi-Hat	<b>Timpani F#</b>	Scratch Pull	
43 - G2	H. Floor Tom	H. Floor Tom	<b>Timpani G</b>	Sticks	
44 - G#2	Pedal Hi-Hat	Pedal Hi-Hat	<b>Timpani G#</b>	Square Click	
45 - A2	Low Tom	Low Tom	<b>Timpani A</b>	Metronome Click	
46 - A#2	Open Hi-Hat	Open Hi-Hat	<b>Timpani A#</b>	Metronome Bell	
47 - B2	Low Mid Tom	Low Mid Tom	<b>Timpani B</b>	Guitar Slide	
48 - C3	Hi Mid Tom	Hi Mid Tom	<b>Timpani C</b>	Guitar Cut Noise 1	
49 - C#3	Crash Cymbal1	Crash Cymbal1	<b>Timpani C#</b>	Guitar Cut Noise 2	
50 - D3	High Tom	High Tom	<b>Timpani D</b>	Double Bass Slap	
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	<b>Timpani D#</b>	Key Click	
52 - E3	Chinese Cymbal	Chinese Cymbal	<b>Timpani E</b>	Laughing	
53 - F3	Ride Bell	Ride Bell	<b>Timpani F</b>	Screaming	
54 - F#3	Tambourine	Tambourine	Tambourine	Punch	
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat	
56 - G#3	Cowbell	Cowbell	Cowbell	Foot Step 1	
57 - A3	Crash Cymbal2	Crash Cymbal2	<b>Concert Cymb. 2</b>	Foot Step 2	
58 - A#3	Vibraslap	Vibraslap	Vibraslap	Applause	
59 - B3	Ride Cymbal 2	Ride Cymbal 2	<b>Concert Cymb. 1</b>	Door Creaking	
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo	Door Closing	
61 - C#4	Low Bongo	Low Bongo	Low Bongo	Scratch	
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	Wind Chime	
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga	Car Start	
64 - E4	Conga Low	Conga Low	Conga Low	Car Breaking	
65 - F4	High Timbale	High Timbale	High Timbale	Carr Pass	
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Car Crash	
67 - G4	High Agogo	High Agogo	High Agogo	Police	
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Train	
69 - A4	Cabasa	Cabasa	Cabasa	Jet	
70 - A#4	Maracas	Maracas	Maracas	Helicopter	
71 - B4	Short Whistle	Short Whistle	Short Whistle	Starship	
72 - C5	Long Whistle	Long Whistle	Long Whistle	Gun Shot	
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Machine Gun	
74 - D5	Long Guiro	Long Guiro	Long Guiro	Laser	
75 - D#5	Claves	Claves	Claves	Explosion	
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Dog	
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Horse	
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Birds	
79 - G5	Open Quica	Open Quica	Open Quica	Rain	
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Thunder	
81 - A5	Open Triangle	Open Triangle	Open Triangle	Wind	
82 - A#5	Shaker	Shaker	Shaker	Seashore	
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Bubble	
84 - C6	Bell Tree	Bell Tree	Bell Tree	Yeah	
85 - C#6	Castanets	Castanets	Castanets	xxxxxxxxxxxxxx	
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	xxxxxxxxxxxxxx	
87 - D#6	Open Surdo	Open Surdo	Open Surdo	xxxxxxxxxxxxxx	
88 - E6			Applause		



# XM900 - Midi Implementation Chart - V 1.0

FUNCTION		TRANSMITTED	RECOGNIZED	REMARKS
Basic Channel	Default	Ch 1 - 16 Ch 1 - 16	Ch 1 - 16 Ch 1 - 16	
Mode	Default Message	Mode 3 X	Mode 3 X	
Note Number:	True Voice			
Velocity	Note On Note Off	O X	O X	
After Touch	Key Channel	X X	X X	
Pitch Bend		X	O	
Control Change	7 11 64 66 67	O X O O O	O O O O O	Volume Expression Damper 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	X O X X	
Mode 1: OMNI ON, POLY		Mode 3: OMNI OFF, POLY		O = YES
Mode 2: OMNI ON, MONO		Mode 4: OMNI OFF, MONO		X = NO

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