

KORG

Pa5X

PERFOR

MANCE

GUIDE

Important safety instructions

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with dry cloth.
- Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified by the manufacturer.
- Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- **WARNING** – This apparatus shall be connected to a mains socket outlet with a protective earthing connection.
- Turning off the standby switch does not completely isolate this product from the power line, so remove the plug from the socket if not using it for extended periods of time, or before cleaning. Please ensure that the mains plug or appliance coupler remains readily accessible.
- Mains powered apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
- **CAUTION:** The power supply cord is used as the main disconnect device. Ensure that the socket-outlet is located/installed near the equipment and is easily accessible.
- Do not install this equipment in a confined space such as a box for the conveyance or similar unit.
- No naked flame sources, such as lighted candles, should be placed on the apparatus.



⚠ WARNING

- **INGESTION HAZARD:** This product contains a button cell or coin battery.
- **DEATH** or serious injury can occur if ingested.
- A swallowed button cell or coin battery can cause **Internal Chemical Burns** in as little as **2 hours**.
- **KEEP** new and used batteries **OUT OF REACH OF CHILDREN**.
- **Seek immediate medical attention** if a battery is suspected to be swallowed or inserted inside any part of the body.



WARNING – Do not ingest battery, chemical burn hazard. This product contains a coin/button cell battery.

If the coin/button cell battery is swallowed it can cause severe internal burns in just 2 hours and can lead to death.

Keep new and used batteries away from children. If the battery compartment does not close securely, stop using the product and keep it away from children.

If you think the battery may have been swallowed or placed inside any part of the body seek immediate medical attention.

- Date/time Lithium button cell battery inside. Replace only with the same or equivalent type. The internal date/time Lithium button cell battery is user replaceable.
- **CAUTION** – Risk of explosion if battery is replaced by incorrect type. Dispose of used batteries according to the instructions.
- Do not expose batteries to excessive heat, such as direct sunshine, fire or the like.
- Remove and immediately recycle or dispose of used batteries according to local regulations and keep away from children. Do NOT dispose of batteries in household trash or incinerate.
- Even used batteries may cause severe injury or death.
- Call a local poison control center for treatment information.
- Battery type: CR2032 3V
- Non-rechargeable batteries are not to be recharged.
- Do not force discharge, recharge, disassemble, heat above 40°C or incinerate. Doing so may result in injury due to venting, leakage, or explosion resulting in chemical burns.
- Ensure the batteries are installed correctly according to polarity (+ and -).
- Do not mix old and new batteries, different brands or types of batteries, such as alkaline, carbon-zinc, or rechargeable batteries.
- Remove and immediately recycle or dispose of batteries from equipment not used for an extended period of time according to local regulations.
- Always completely secure the battery compartment. If the battery compartment does not close securely, stop using the product.

WARNING:

TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.



The lightning flash with arrowhead symbol within an equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

Other notices

Automatic power-off

To avoid wasting power, Pa5X will by default automatically enter standby mode after twenty minutes not using it (playing, pressing buttons or using the touch-screen). Please save your data (Keyboard Sets, Styles, Songs, and so on) before taking a prolonged pause.

Data handling

Data in memory may sometimes be lost due to incorrect user action. Be sure to save important data to the internal memory or to an external USB device. KORG will not be responsible for damages caused by data loss.

Display handling

Be very careful not to force the display when tilting it. Fully lower the display before carrying the instrument. Also, be very careful not to apply too much pressure on the display while carrying the instrument, or it might break.

Note about the LCD display

The integrated LCD display is a precision device, and careful attention has been paid to its product quality. Although you may notice some of the issues listed below, please be aware that these are due to the characteristics of LCD screens, and are not malfunctions.

- There may be pixels in the screen that are always dark (unlit) or always bright (lit).
- Depending on the displayed content, the brightness of the screen may appear uneven.
- Depending on the displayed content, horizontal stripes of shading may be visible.
- Depending on the displayed content, flickering or moiré patterns may be visible.

Cleaning

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Use a soft cotton cloth to clean the display. Some materials, such as paper towels, could cause scratches and damage it. Computer wipes are also suggested, provided they are specifically designed for LCD screens.

Do not spray any liquid on the LCD screen directly. Always apply the solution to your cloth first, then clean the screen.

Wooden sides

The instrument's sides are made of natural wood, whose characteristics vary from piece to piece. The more it is used, the more beautiful it will become. If you notice any irregularities, these are to be considered unique intrinsic characteristics, which further enhance its natural origin.

Example screens

Some pages of the manuals show snapshots of the screen along with an explanation of functions and operations. All sound, style, song or parameter names, as well as shown values, are merely examples and may not always match the actual display you are working on.

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Open source notice

Portions of this product's software are copyright ©2007 "The FreeType Project" (www.freetype.org). All rights reserved.

Copyright warning

• This professional device is intended only for use with works for which you yourself own the copyright, for which you have received permission from the copyright holder to publicly perform, record, broadcast, sell, and duplicate, or in connection with activities which constitute “fair use” under copyright law. If you are not the copyright holder, have not received permission from the copyright holder, or have not engaged in fair use of the works, you may be violating copyright law, and may be liable for damages and penalties.

KORG TAKES NO RESPONSIBILITY FOR ANY INFRINGEMENT COMMITTED THROUGH USE OF KORG PRODUCTS.

• The content that is built into this product or included with it may not be extracted, recorded, or stored in a form similar to its original state, and distributed or made publicly available on the internet.

The content of this product (such as sound programs, style data, accompaniment patterns, MIDI data, PCM sample data, audio data, operating system etc.) is the copyrighted property of KORG Inc. or is copyrighted material used by KORG Inc. under license from a third party. You do not need permission from KORG Inc. to use the above content to produce or perform musical works, or to record and distribute such works.

Disclaimer

The information contained in this manual have been carefully revised and checked through. Due to our constant efforts to improve our products, the specifications might differ to those in the manual. KORG is not responsible for any differences found between the specifications and the contents of the instruction manual – all specifications being subject to change without prior notice.

Liability

KORG products are manufactured under strict specifications and voltages required by each country. These products are warranted by the KORG distributor only in each country. Any KORG product not sold with a warranty card or carrying a serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

Service and user's assistance

For service, please contact your nearest Authorized KORG Service Center. For more information on KORG products, and to find software and accessories for your keyboard, please contact your local Authorized KORG distributor. For up-to-date information, please point your web browser to our [web site](#).

Keep your instrument up-to-date

Your instrument can be constantly updated as new versions of the operating system are released by KORG. You can download the operating system from our web site (www.korg.com/us/support/download/). Please, read the instructions supplied with the operating system.

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PLAY

01

Let's start!

Introduction

Welcome to Pa5X!

Many thanks, and congratulations on purchasing the KORG Pa5X Professional Arranger! We're confident it'll give you countless hours of enjoyment as you create great music on stage or at home.

Pa5X is an elegant and powerful music production workstation that boasts an intuitive user interface. The tiltable color touch screen and illuminated buttons on the control panel provide clear color-coded functions, making it easy to navigate and operate. The naturally responsive 88-note piano-like hammer-action keyboard and the 76- and 61-note semi-weighted keyboards offer a complete and authentic feel, allowing users to express themselves fully.

Pa5X, a robust and reliable live instrument, is also a powerful creative tool in the studio. It aids in songwriting and soundtrack composition, generating a produced sound that makes convincing demos or ready-to-use media music.

Our EDS-X (Enhanced Definition Synthesis-eXpanded) sound engine powers the onboard sounds, which range from ultra-realistic acoustic instruments to electric vintage keyboards, synth classics, and fantasy sounds and special effects for media and cinema production. We've also included instruments from various ages and cultures, providing ample room for your own expansions.

Pa5X is user-friendly, controlled through the KORG's DNC (Defined Nuance Control) system. This system enables the performer to precisely and expressively introduce the most subtle nuances and sound articulations. Faders, switches, real and virtual matrices of real-time controls, a joystick, and a ribbon controller provide immediate access to all the parameters of the sound. A dedicated strip display is associated with a complete set of programmable sliders and buttons.

The sounds are processed through an elaborate chain of effects for each Player and Keyboard Sound. Each Player even has a finalizer module. The final mastering effects on the audio outputs, resulting in a blended and produced instrument sound, are the result of KORG's long-term collaboration with Waves Audio, the industry leader in studio mastering effects.

To ensure the best audio quality, even at the lowest volume for rehearsing at night, you can add the optional KORG PaAS Amplification System. This system is specifically designed to connect directly to the Pa5X.

The optional modern, stylish dedicated ST-SV1-BK stand elevates the instrument to a solid statement on stage, while at the same time transforming it into a stylish piece of modern furniture in your living room.

Pa5X's included KORG XDS Crossfade Dual Sequencer/Player allows you to freely preload and mix Styles and Songs. You can also create your own Styles and record your own MIDI and MP3 Songs. The automatic harmonization, chord sequencer, and sophisticated chord recognition engine enable you to create the rich arrangement of a competent pop or jazz player.

With both Songs and Styles, you can display lyrics and chords in the internal or an external display. Additionally, you can convert any MIDI Song track into a readable score. Markers enable you to jump back to a specific passage that you want to repeat, which is useful for studying, rehearsing, or performing live.

You can record a MIDI Song using a full-featured sequencer, or do a quick capture of your live performance in the Recording Studio. Alternatively, you can record your singing and playing (including MP3 Songs) as an MP3 file and listen to it anywhere you like.

Songs and Styles can be saved in the onboard SongBook, along with all the associated sounds, effects, lyrics, and chords. These database-like entries are easy to synchronize with external score readers on a tablet. This allows you to use a digital music book to control your Pa5X. You can also create your own set lists, each dedicated to a specific style or show.

The dedicated audio inputs allow you to connect the voice and guitar, and the excellent onboard effects can process them. Our extensive experience in vocal harmonies and guitar effects is fully integrated here. Additionally, the Vocal Remover feature enables you to sing along with any MP3 Song.

Pa5X, the most evocative, powerful, and user-friendly complete Professional Arranger ever produced, offers much more. Explore Pa5X in depth and embark on a musical journey like never before. Enjoy your musical life with the new Pa5X!

Before starting to play...

What's in the box

After purchasing your Pa5X, please ensure that all the listed items are included in the package. If any item is missing, please contact your KORG dealer promptly.

- Pa5X
- Music stand
- AC power cable
- Quick Guide
- Pa5X-88 only: Safety felts for the ST-SV1-BK stand

What you can download

To download the most up-to-date software, the full User Manual, an easier Performance Guide, video tutorials, and a MIDI driver, point your web browser to our website (www.korg.com/us/support/download/).

What you can add

After purchasing Pa5X, you might also consider these other excellent options:

- The elegant KORG ST-SV1-BK keyboard stand, designed for safety and comfort, complementing your arranger design perfectly.

CAUTION: The Pa5X Professional Arranger is designed exclusively for use with the KORG ST-SV1-BK stand. Using it with any other stand may lead to instability and pose a risk of injury.

- The PaAS Amplification System, adding a three-way amplification system, a pair of integrated speakers, and a bass-reflex box.
- One of the sturdy pedals and footswitches from the KORG catalog.

Contacts

Your KORG dealers not only sell this instrument but also provide hardware and software accessories, along with valuable information on how to use these products. Don't hesitate to reach out to them for any assistance.

Our international website is www.korg.com. A comprehensive list of all KORG Distributors can be found on our dedicated web page (www.korg.com/us/corporate/distributors/).

Making a safety copy of your data

If you like customizing your musical resources, we recommend making frequent backups of your data. To do this, press the **FILE** button to access the **File** page. From there, select the **Internal** group, select the **All** folder, then choose the **Save** command from the **page menu** () located in the top right corner. Finally, save the data as a KST folder on an external storage device.

Restoring a safety copy

To restore a backup of your User data, reload the KST folder where you saved it. If the backup is on an external device, connect it. Press the **FILE** button to access the **File** page. Select the **Drives** group and then the external storage device. Select the KST folder where you backed up your data and choose the **Load** command from the **page menu** () located in the top right corner. Finally, load the data into the internal memory. If you prefer, you can selectively reload specific elements.

NOTE: Data saved from a Pa5X with operating system version 1.4 or newer cannot be read by Pa5X models with an older operating system version.

Restoring the original factory data

In case you want to revert to the original factory data and settings, use the **Factory Restore** command you can find in the **File > Menu > Factory Restore** page.

WARNING: This operation will erase all the User data!

NOTE: After completing the Factory Restore, the instrument will automatically turn off. Turn it on again.

Loading the Operating System

Your Pa5X can be constantly updated as new versions of the operating system are released. You can download the most recent operating system from our website (www.korg.com/us/support/download/). Please, refer to the instructions provided with the operating system.

To see which version of the operating system is installed in your Pa5X, press the **FILE** button to go to the **File** pages, and choose the **System Info** command from the **page menu** (☰).

HINT: Be sure your Pa5X always includes the latest version of the operating system. This version often includes new features and bug fixes.

WARNING: Do not install an operating system other than the official one provided by KORG for the Pa5X. Trying to install an operating system created for different models or downloaded from unauthorized websites may result in data loss and permanent damage to the instrument. KORG is not liable for any damage caused by improper installation of the operating system.

The front panel

The front panel houses the instrument's controls.

Slide guide for the music stand and PaAS amplification system



Headphones

Keyboard

Keyboard

Use the keyboard to play notes and chords. Depending on the status of the **SPLIT** indicator, the keyboard may be joined or split between different sounds.

Headphones connector

Connect a pair of headphones to this output. You can use headphones with an impedance of 16-200 Ohms (50 Ohms is suggested).

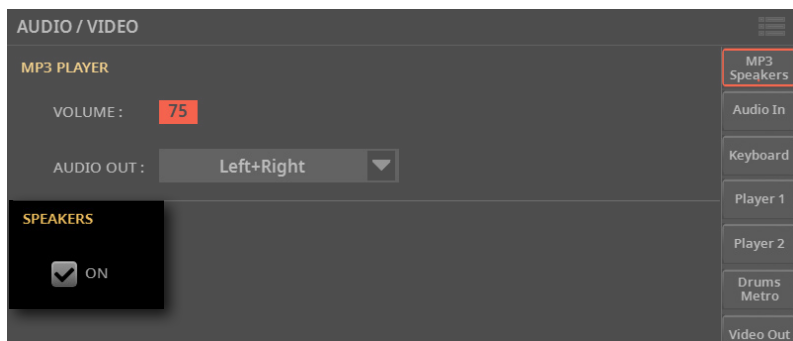
Music stand

A music stand is included with your Pa5X (see page 538 for instructions on how to assemble it).

PaAS amplification system

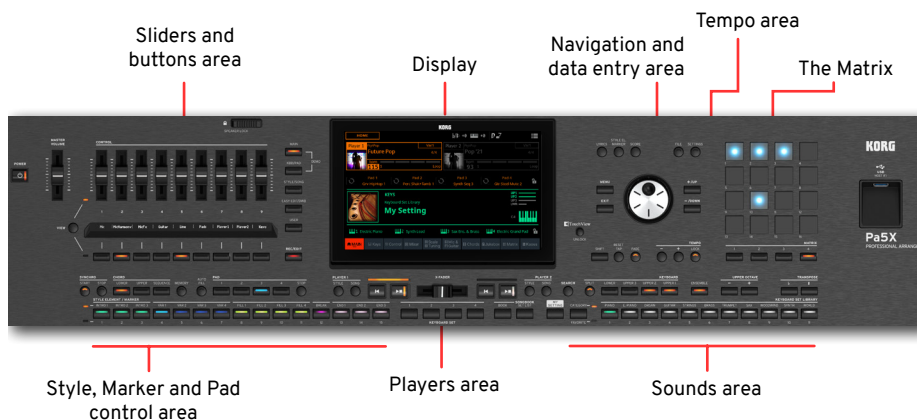
You can install the (optional) PaAS amplification system. When installed, control the output volume of the speakers via the **MASTER VOLUME** slider.

The speakers are automatically deactivated when you connect the headphones. As an alternative, you can manually deactivate them by deselecting the **Speakers** checkbox in the **Settings > Audio/Video > MP3/Speakers** page.



The control panel

The control panel, located on the front panel, houses the instrument's controls.



Sliders and buttons

Use this section to control each element of your performance in real time. The mode button on the right selects one of the available function groups. The small strip display always displays the assigned controls and their current state. (See [The Control section](#) on page 93).



Display

Use this touchscreen display to interact with the instrument. You can tilt the display for optimal visualization. Controls around the display will help you select the various elements.



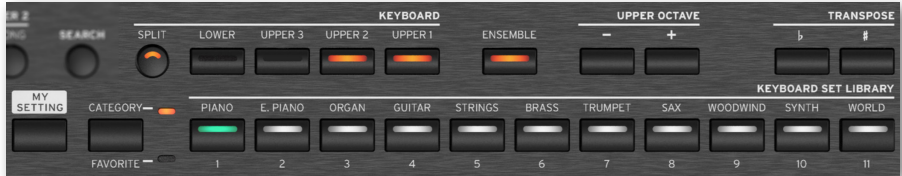
Navigation and data entry area

Use these controls to navigate through the menus, pages, and parameters, and modify the value of the selected parameter.



Sounds area

Sounds are the elements you can play on the keyboard. Here, you can select combinations of sounds saved as Keyboard Sets in a dedicated library. (See [Playing the Sounds](#) on page 53).



Styles, Pads and Markers area

Styles provide an automatic accompaniment with a virtual band. Markers allow jumping to saved points in the MIDI Song. You can play Sounds (selected as the Keyboard Sets) and Pads alongside the Styles and Songs. (See [Playing the Styles](#) on page 119 and [The Markers](#) on page 241).



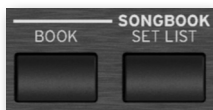
Players area

The two onboard Players can play different Styles and Songs. You can assign different elements to each Player, so you can have another Style or Song ready to play. You can mix the two Players with the **X-FADER**. (See [Playing the Styles](#) on page 119 and [Playing the Songs](#) on page 193).



SongBook area

The SongBook is a database of 'songs' called SongBook Entries. Each Entry represents a snapshot of the current situation, including the selected Style, Song, Keyboard Set, Pads, Chord Sequences, Voice, and Guitar effects. You can quickly access all the songs in the SongBook (Book) or selected lists of songs (Set Lists). (See [The SongBook](#) on page 255).



Tempo area

Use these buttons to control the Tempo of the Styles and Songs (see page 111). To turn on or off the metronome, press the **CONTROL > SWITCH #9** button while in **STYLE/SONG** mode. Then, practice with the metronome.



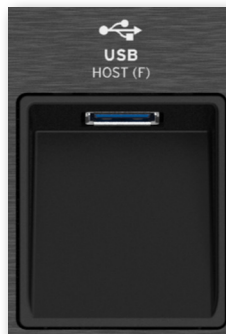
The Matrix

You can use this programmable matrix of large, easily accessible keys to trigger Pads, mute Tracks, select SongBook Entries from the selected Set List, or trigger Chord Sequences. (See [The Matrix](#) on page 307).



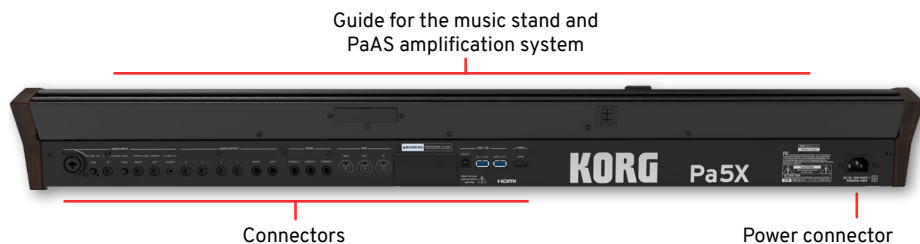
USB connector

Use this socket to connect an USB memory device, such as a USB pendrive, or other musical instruments to be used as controllers. Additionally, you can attach a small USB lamp to illuminate the control panel or music stand. Please note that there are two other ports located on the back of the instrument.



The rear panel

The rear panel houses the various connections.



Audio inputs

Use these connectors to connect a microphone, guitar, or any other musical instrument. The handy **STEREO** minijack can be used to directly connect the audio output of a media player, smartphone, or tablet. (See starting from [page 381](#)).



Audio outputs

Use the **LEFT/RIGHT** sockets to send the stereo audio signal to a mixer, a PA system, a set of powered monitors, or your hi-fi system. Additionally, four separate audio outputs (**1-4**) are available. (See [Connecting the audio outputs](#) on page 23).



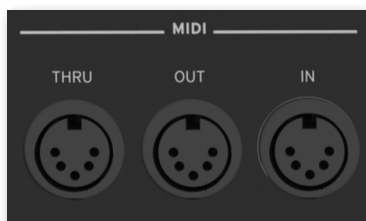
Pedal connectors

Use the **DAMPER** connector to connect a damper pedal, and the **ASSIGNABLE** connectors to connect two continuous and/or footswitch pedals.



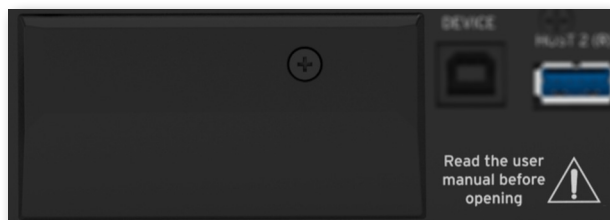
MIDI ports

Use these ports to connect Pa5X to external controllers (master keyboard, MIDI guitar, wind controller, MIDI accordion, MIDI pedalboard...), to a series of expanders, or to a computer with a MIDI interface.



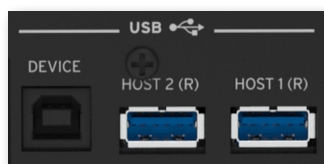
Battery and microSD slot

This opening contains the clock battery and the microSD card slot.



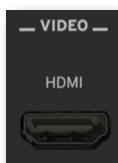
USB ports

Use these sockets to connect your Pa5X to a personal computer or a tablet (**DEVICE**) or to connect up to two USB memory devices, such as a USB pendrive, or another musical instrument to be used as a controller (**HOST1-R**, **HOST2-R**). Additionally, another **HOST** socket (**HOST-F**) is available on the front panel.



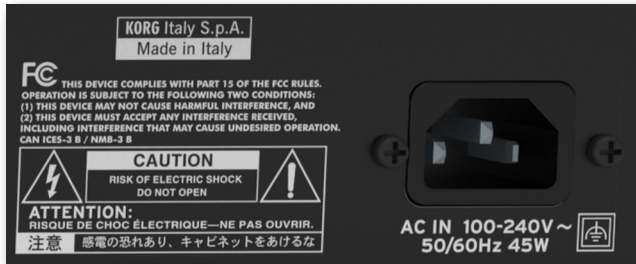
Video out

Connect Pa5X to a TV or video monitor to display lyrics and chords on a larger screen. (See [Video connections](#) on page 533).

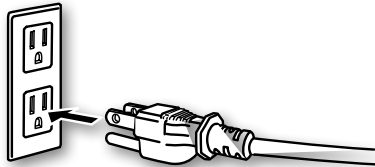


Power connector

Plug in the supplied IEC power cable into this socket.



Plug the other end of the cable into an AC power outlet, ensuring you use a compatible plug. Never force the plug into the socket!



WARNING: Before connecting the plug, ensure it's plugged into an AC socket with the appropriate voltage. Please refer to the safety information provided at the beginning of this manual.

Connecting the pedals

Connecting the damper pedal

Use the **PEDAL > DAMPER** connector to connect a damper pedal, such as the (optional) KORG PS-1, PS-3, or DS-1H. The DS-1H pedal offers all the nuances of half-pedaling on certain acoustic piano sounds. Experiment with it by gradually pressing and releasing the pedal while playing the **Concert Grand** Sound.

If you need to change the polarity of the pedal and calibrate it, go to the **Settings > Controllers > Foot** page.

Connecting a pedal and/or footswitch

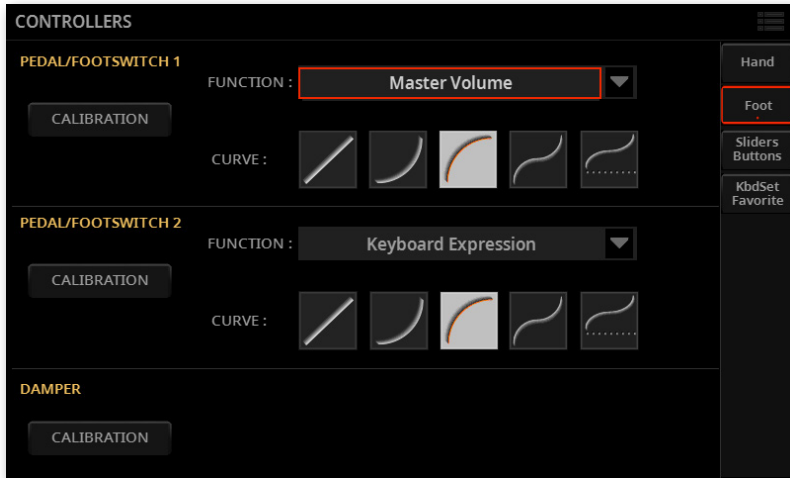
Use the **PEDAL > ASSIGNABLE** connectors to connect one or two footswitch pedals, such as the (optional) KORG PS-1, PS-3, or DS-1H, or one or two continuous pedals, like the (optional) KORG XVP-20 Volume pedal or the EXP-2 Expression pedal.

By default, these connectors will function as a **Master Volume** and a **Keyboard Expression** continuous pedals. However, if you wish to change the assigned functions, modify the pedal's polarity, or calibrate it, you can access these settings by going to the **Settings > Controllers > Foot** page.

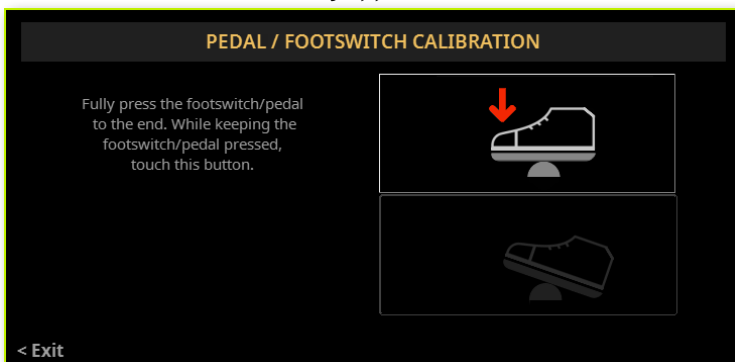
What if the pedals do not behave correctly?

If needed, you might have to calibrate the pedals to use their full range of values, without any 'dead spot'. Also, this procedure allows to choose a pedal's polarity, in case you are using a pedal working in reverse.

- 1 Go to the **Settings > Controllers > Foot** page.

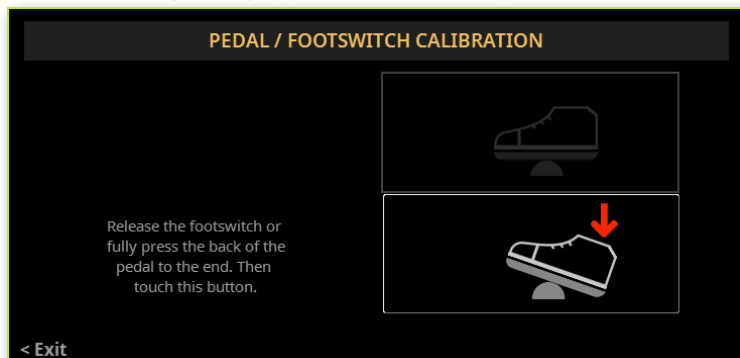


- 2 Touch the **Calibration** button in the area of the pedal to calibrate, to make the **Pedal/Footswitch Calibration** dialog appear.



- 3 Fully press the pedal down, and while continuing to press touch the **top** (highlighted) button to confirm the maximum value.

- 4 When the following dialog appears, release the pedal.



- 5 Touch the **lower** (now highlighted) button in the display to confirm the minimum value. Check if the pedal is working properly. In case it isn't, repeat the procedure.
- 6 Press the **EXIT** button to return to the previous page.

Connecting the audio outputs

Connecting the headphones

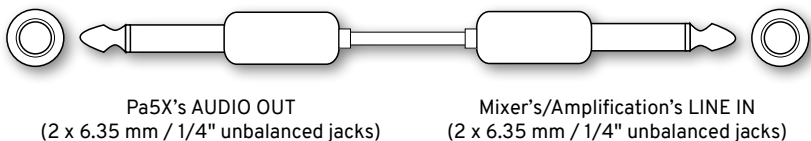
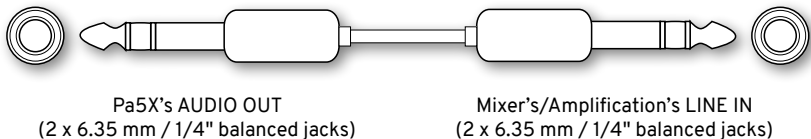
Connect a pair of headphones to the **PHONES** connector. Headphones with an impedance of 16-200 Ohms (50 Ohms is recommended) can be used. When connecting the headphones, the PaAS speakers are automatically deactivated.

Adjust the output level using the **MASTER VOLUME** slider.

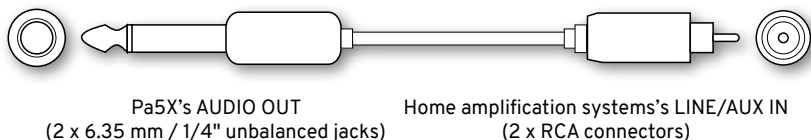
Connecting the line audio outputs

Use the **AUDIO OUTPUT** connectors to send the audio output to a mixer, a set of powered monitors, or an audio amplification system. These connectors are balanced/unbalanced (TRS) 6.35 mm, or 1/4", jack connectors. (Please note that balanced connectors and cables are also called stereo, while the unbalanced ones are called mono.)

Whenever feasible, use all balanced connections to minimize the likelihood of noise (hum) appearing in the audio signal.



When using a home audio amplifier, connect the other end of the cable to the CD, LINE IN, or TAPE/AUX input of your audio system. Avoid using the PHONO inputs.



- > Use the **LEFT** and **RIGHT** connectors as the main stereo outputs. Connect either of them to output a mono signal. Adjust the output level using the **MASTER VOLUME** slider.
- > Use the **1-4** connectors as separate sub-outputs. These can be used as stereo sub-mixes or as individual outputs to process and mix individual sounds with an external mixer or amplification system. The sounds are sent to these outputs with the Insert FXs applied. Master FXs and the MaxxAudio are deactivated. The **MASTER VOLUME** is not applied to these outputs. The **X-FADER** adjusts the balance between the Players on these outputs. Adjust their volume with the mixer's or external speaker's level controls.
- > If installed, the (optional) **PaAS** amplification system will work in parallel with the main audio outputs.

Powering up

Turning the instrument on

Connecting the power cable

Plug the supplied power cable into the **POWER** socket on the back of the instrument, and then plug the other end of the cable into a wall power socket.

When the cable is connected, the instrument enters the standby mode.

WARNING: When the instrument is in standby mode, it remains connected to the power line. Accessing the instrument's interior poses a safety risk. To completely disconnect the instrument from the power source, unplug the power plug from the wall socket.

Turning the power on or off

■ Turn the instrument on

> Press the **POWER** (⏻) button to turn the instrument on, which will exit the standby mode. After the instrument is turned on, wait for the welcome screen to disappear, and the Main page will appear on the display.

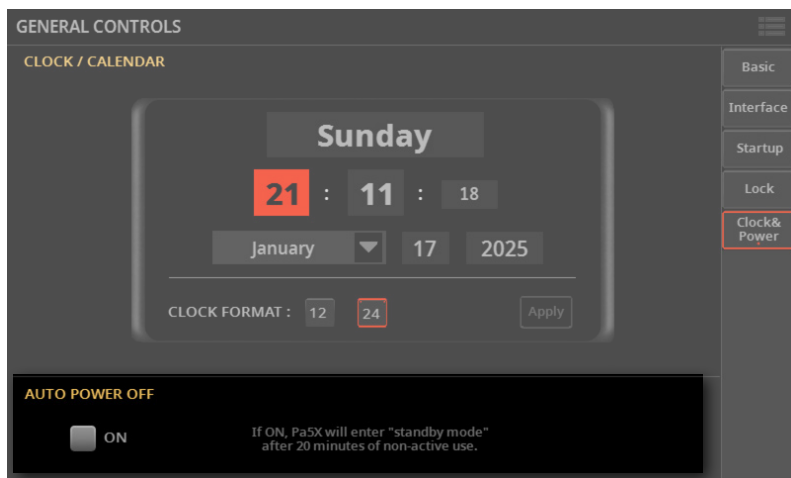
■ Turn the instrument off (standby)

> Keep the **POWER** (⏻) button pressed for about two seconds, then release it when the screen dims. The shutdown procedure will begin and last for a few seconds. Please refrain from disconnecting the power cable during this phase.

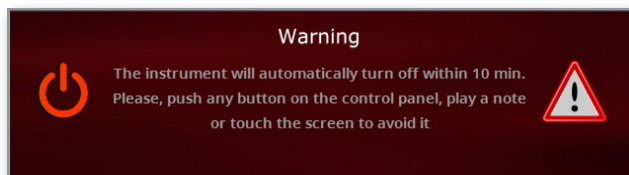
Automatic power off

Pa5X can automatically enter standby when not using it for twenty minutes, to save energy and help preserving the environment.

- 1 Go to the **Settings > Menu > General Controls > Clock & Power** page.
- 2 Select/deselect the **Auto Power Off** checkbox.



When this parameter is checked, a few minutes before automatic standby a message will warn you that the instrument is going to be put in standby. All unsaved data currently in edit will be lost.



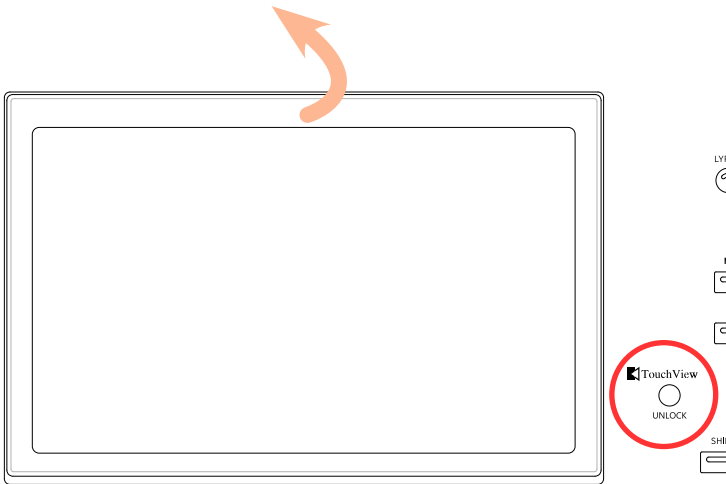
At this message, you can let the instrument enter standby, or you can touch the display, press any button on the display, or play the keyboard to leave it turned on and continue using it.

Tilting the display

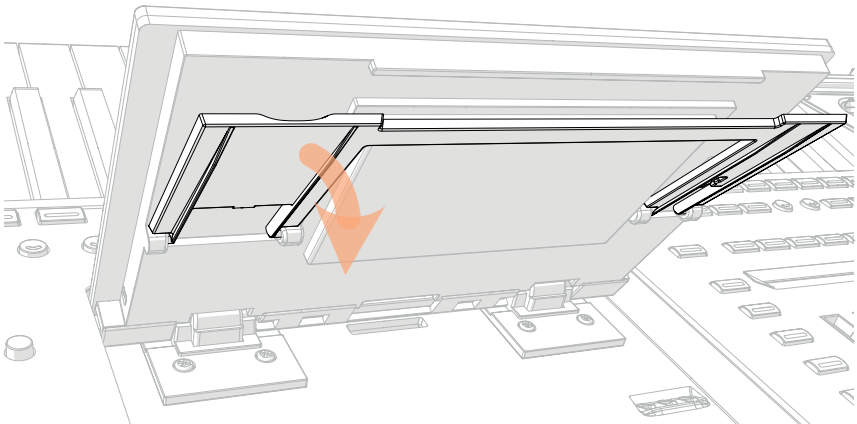
To ensure optimal visibility from any seating position, the display's tilt angle can be adjusted.

Raising the display

- 1 Press the **UNLOCK** button to release the display.

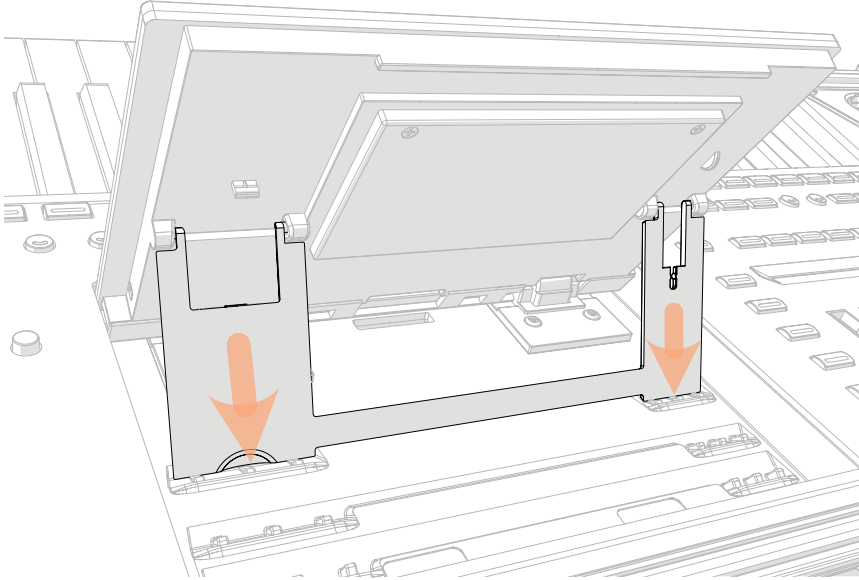


- 2 Keep the **UNLOCK** button pressed, and lift the display.
- 3 Open the safety bracket by detaching it from the top back of the display.



4 While still keeping the **UNLOCK** button pressed, adjust the tilt angle, and fix the bracket to one of the stops at the bottom of the display housing.

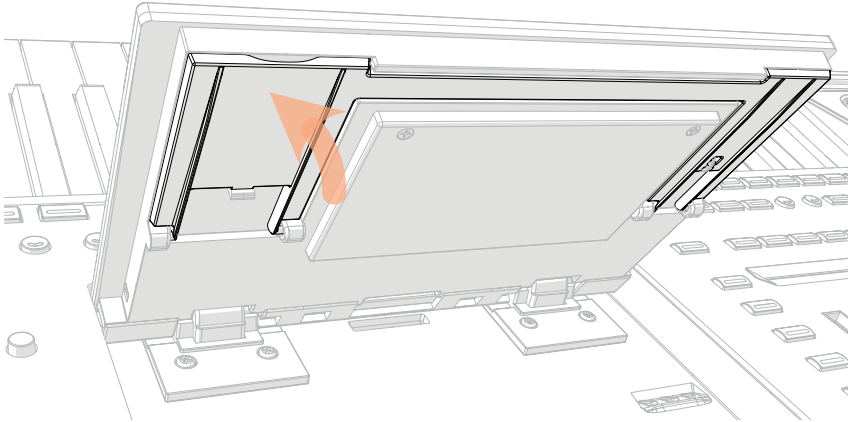
CAUTION: Do not apply excessive pressure, or you risk to break it!



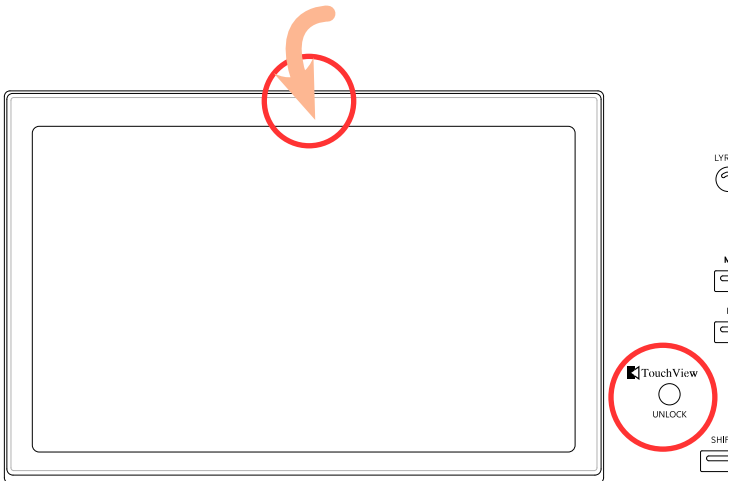
5 Release the **UNLOCK** button to fix the display to its current position.

Closing the display

- 1 Keep the **UNLOCK** button pressed, and lift the display.
- 2 Lift the safety bracket, and put it back to its closed position.



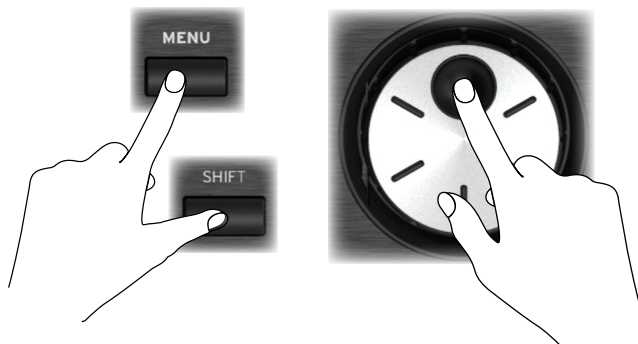
- 3 While still keeping the **UNLOCK** button pressed, guide the display down to its housing.
- 4 Release the **UNLOCK** button, and gently press the center of the top border of the display to lock it in its initial position.



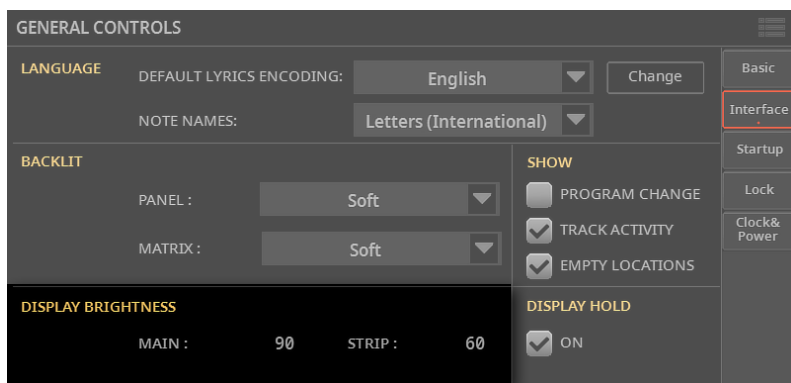
Adjusting the display brightness

The display brightness can be adjusted to match the ambient light.

➤ Keep the **SHIFT** and **MENU** buttons pressed, and use the **DIAL** to adjust the display brightness.



You can also adjust the brightness of the display and the strip display in the **Settings > General Controls > Interface** page.



Listening to the Demo Songs

You can listen to some songs we prepared to showcase the capabilities of this instrument.

■ Access the Demo mode

- > Press the **DEMO** buttons together.



■ Listen to all the Demo Songs

- > > Once you've accessed the Demo mode, do not press any button. All the Demo Songs will automatically play.

■ Choose a single Demo Song

- > Touch one of the options on the display, then select **one of the Demo Songs**.

■ Exit from the Demo mode

- > Press either of the **DEMO** buttons.

02

Choosing the Musical Resources

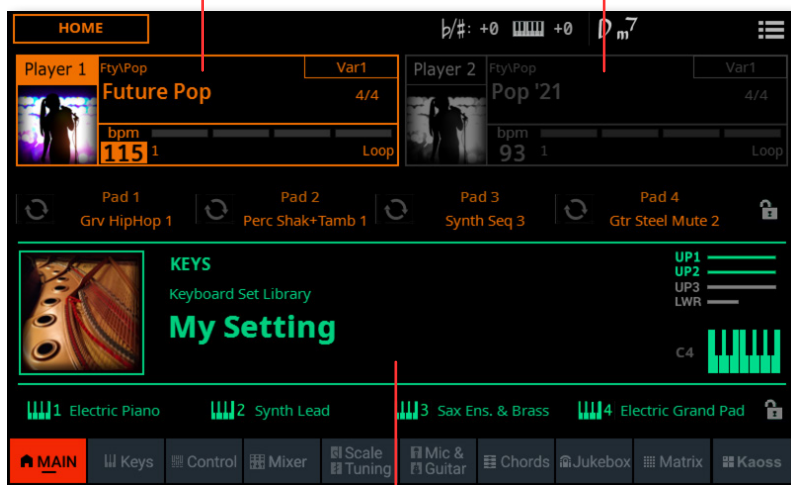
The Select window

Opening a Select window

When you press the **STYLE**, **SONG**, or one of the **KEYBOARD SET LIBRARY** buttons, the corresponding **Select window** appears.

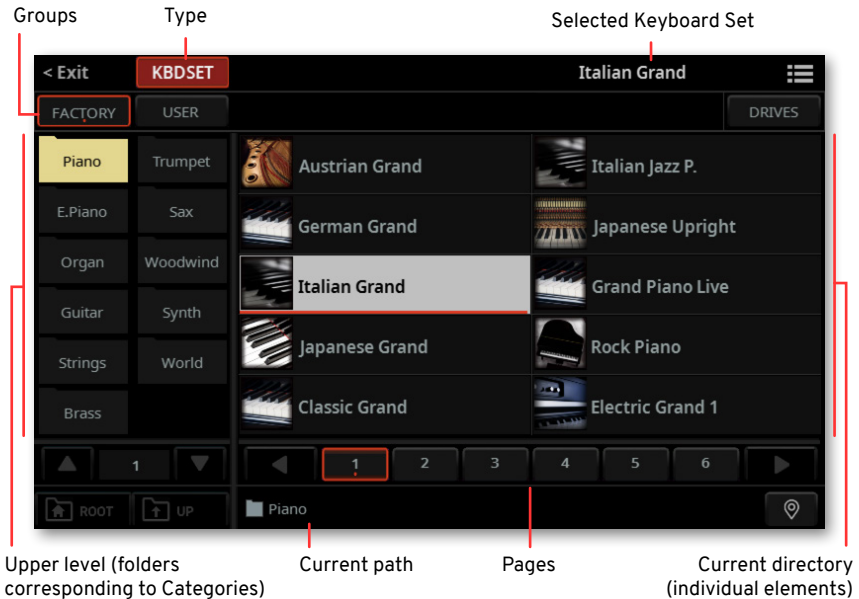
The **Select window** can also be opened by touching the name of the corresponding element (Style, Song, Keyboard Set, Voice or Guitar Pres et...) in the display.

Touch to choose a Style or Song



Touch to choose a Keyboard Set

For example, this is the **Select** window (in **Tile View** mode) when browsing for a Keyboard Set:



If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

You can always exit from this window by pressing the **EXIT** button, or by touching the **Exit** command in the top left corner of the display.

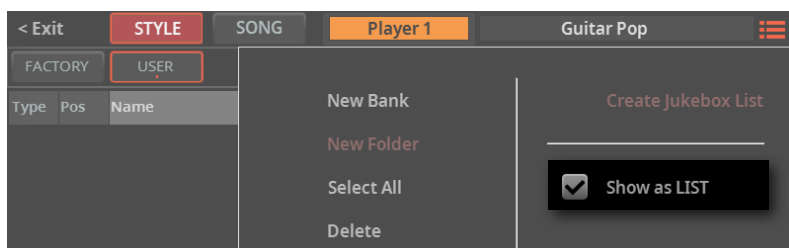
Select windows stay open until you press the **EXIT** button or touch the **Exit** command. If you prefer they automatically close after a few seconds, or after you select something, turn the **Display Hold** parameter off (see **Display Hold** on page 47).

The Select window in detail

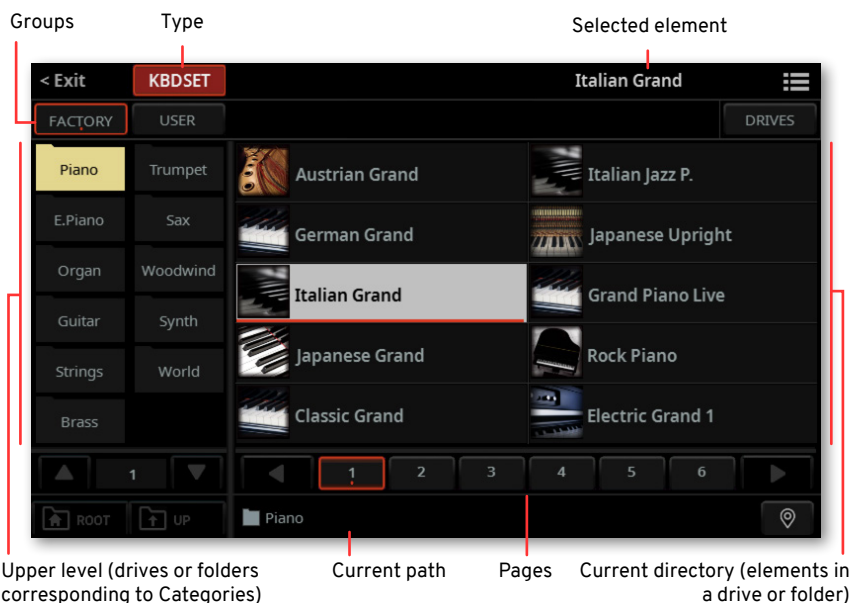
Here are the separate sections of a **Select** window.

Tile View or List View

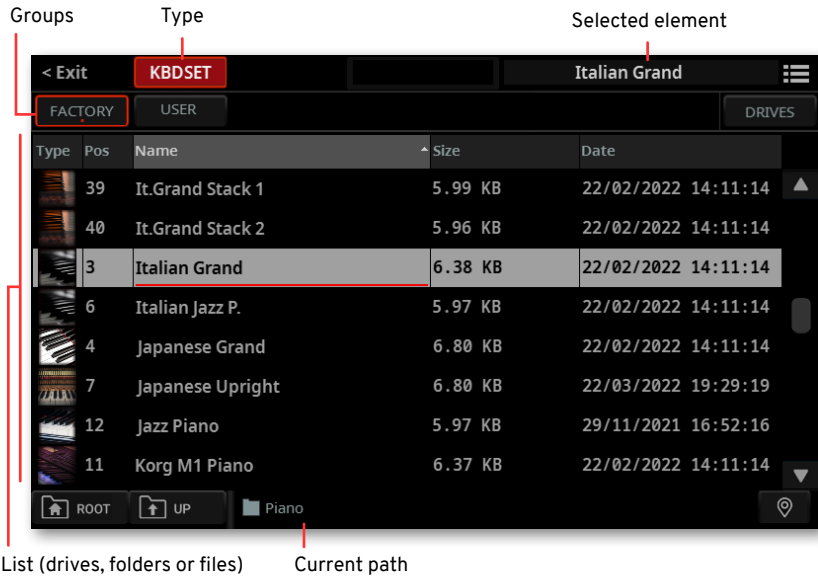
You can see the content of a **Select** window as Tiles or as a List. To choose the View mode, select or deselect the **Show as List** option in the **page menu** (☰).



> In **Tile View** mode (the default one) you see the musical resources as big tiles, easier to select.



- > In **List View** mode you see the musical resources as a list.



Title bar

The **title bar**, showing the **type** of element you are going to select on the left, and the **selected element** on the right. It also contains the **Exit soft-button** and the **page menu icon** (☰).



Type	Meaning
KBDSET	Keyboard Set
STYLE	Style
SONG	Song
PAD	Pad
CHSEQ	Chord Sequence
MIC PSET	Mic Preset
GTR PSET	Guitar Preset
MIDI PSET	MIDI Preset
QT PSET	Quarter Tone Scale Preset
MAXPSET	Waves MaxxAudio® Preset

Group stripe

■ The groups

The **group** stripe, where you can select from **Factory** elements (supplied by KORG), **User** elements (your own custom elements in the internal memory), and **Drives** (custom elements read directly from an external storage device, including removable ones).

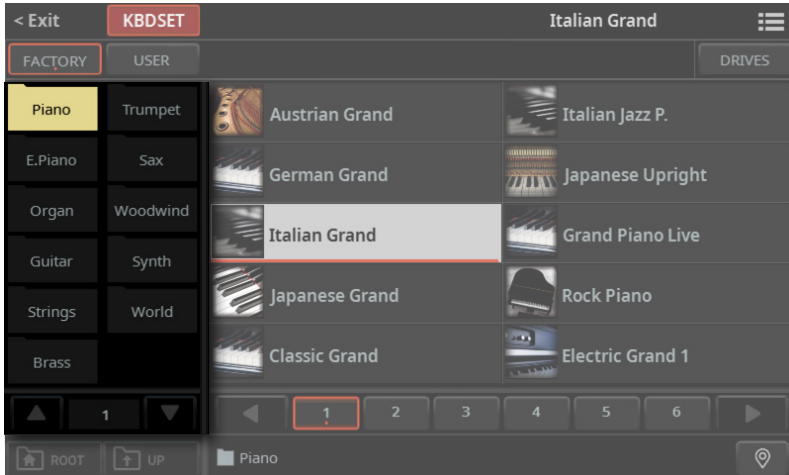


Group	Meaning
Factory	Elements included at the factory, that can't be modified or overwritten.
User	Internal memory area where you can save new or edited elements, or where you can copy elements from an external storage device.
Drives	Elements accessed from an external storage device. You can organize them freely, as if they were ordinary files.

■ Files from the Factory or User banks

If you are choosing from the **Factory** or **User** banks, you will find the elements organized in **categories** (shown as folders).

> While in **Tile View** mode, choose a different category by touching one of the **category folders** in the left side of the **Select** window.



> While in **List View** mode, touch the **Root** button to see the list of the categories, then touch a **category folder** to see its content.



■ Files from the Drives

If you are choosing from the **Drives**, choose one of the available **storage devices (drives)**.

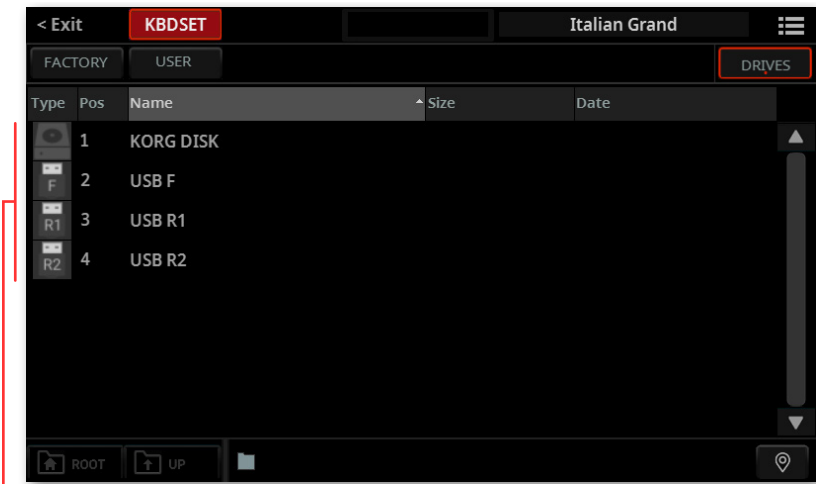
> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.



Drives

Selected drive's content

> While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected drive**.



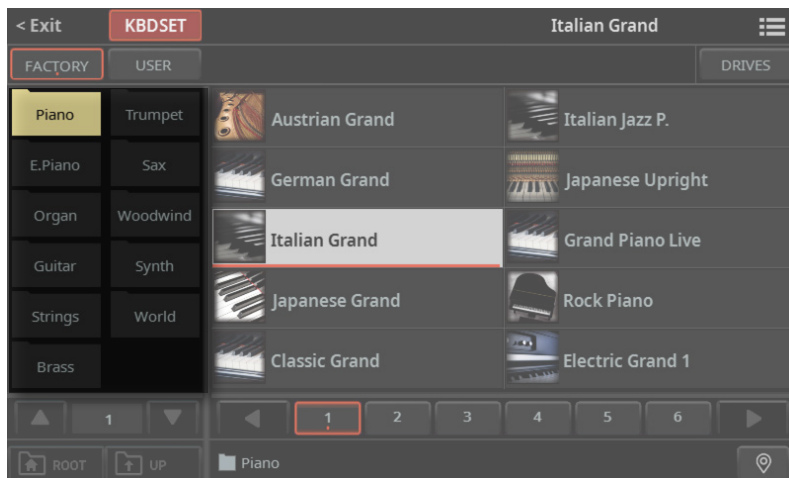
Drives – Touch to see their content

Drive	Meaning
KORG DISK	Storage space inside the internal drive (separate from the User area)
SD USER	Storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

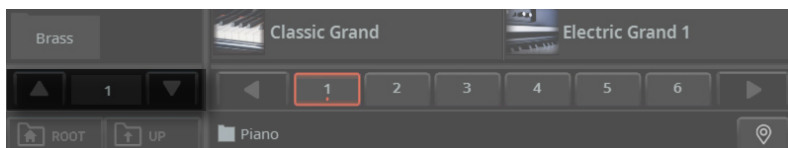
The Tile View

■ Upper level (containing drive or folder)

While in **Tile View** mode, you can see two directory levels at the same time. The **upper level**, in the left side of the display, contains a list of **drives** or **folders**. Touch one of them to see its content in the right side of the display.

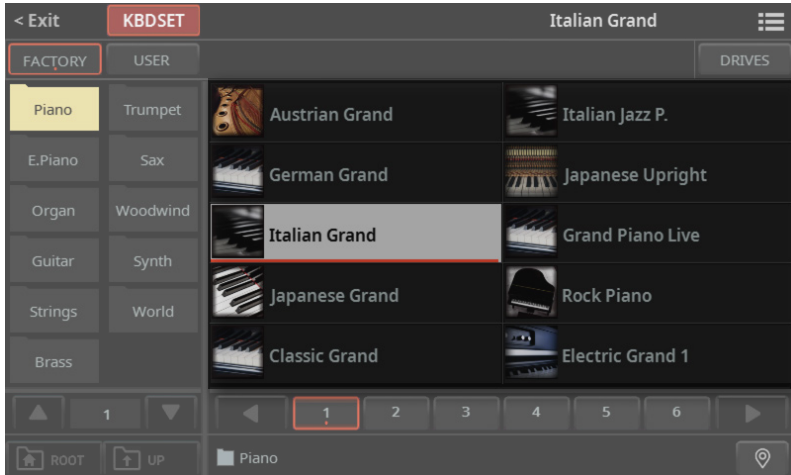


Under it, you can see the page number selector. Scroll through the different pages, if the folders are too many to fit in a single page.



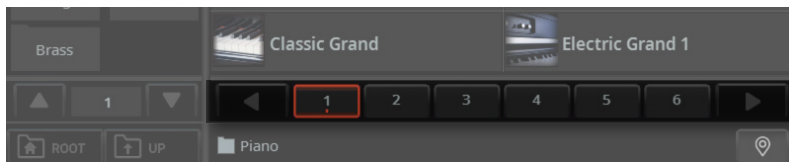
■ Lower level (current directory)

The **lower level**, showing the **current directory**, usually shows the individual elements contained in the folder you touched in the first level. You can immediately select an element by touching it.



Under the elements, you can see the **page number selector**. Scroll through the different pages, if the elements are too many to fit in a single page. You can touch a **page number** to select it.

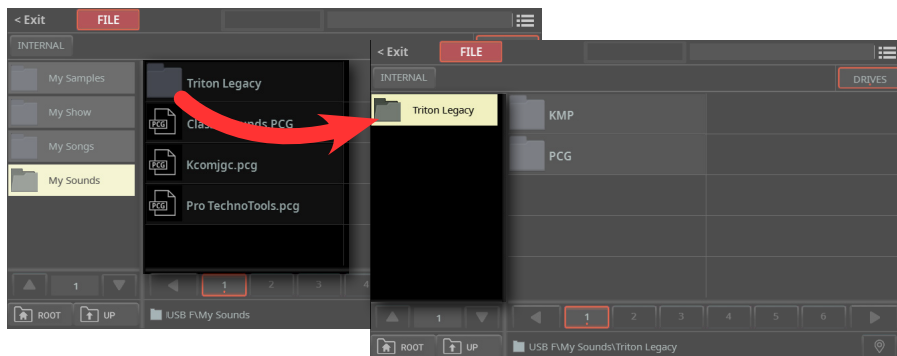
If the pages are more than the ones that can be contained in the list, use the **left/right arrows** to scroll them in the display. Or use the **DIAL** or **UP/DOWN** buttons to move through the pages.



With Keyboard Sets, you can repeatedly press the same **button** in the **KEYBOARD SET LIBRARY** section to cycle through the pages.



The **lower level** shows the **current directory**, and may also contain folders. If so, touch one of the folders to see its content. The content of the **lower level** will be moved to the **upper level**.

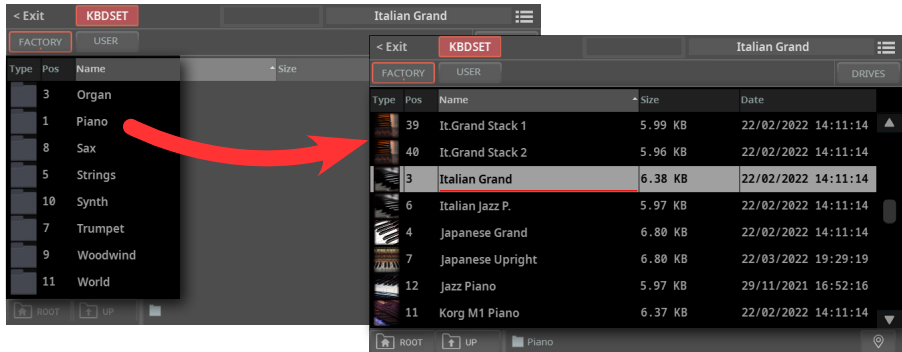


You can go to the parent folder at the upper level by touching the **Up** button, or to the top level of the drive by touching the **Root** button.

The List View

■ Going though the directory levels

While in **List View** mode, you can see the current directory as a list of files and folders. You can open a folder by touching it.



You can go to the parent folder by touching the **Up** button, or to the top level by touching the **Root** button.

■ Browsing through the files and folders

Use the **vertical scrollbar** in the display, or the **DIAL** or **UP/DOWN** controls to scroll the list of files or folders.

With Keyboard Sets, you can press the same **button** in the **KEYBOARD SET LIBRARY** section again to jump to the next page.

When the file or folder you are looking for appears in the display, touch it to open or select it.

■ Sorting by label/column

On top of the list you can find some **labels**, each one corresponding to a column of data. You can choose one of the labels to sort the list according to that type of data.

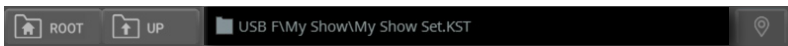
Type	Pos	Name	Size	Date
------	-----	------	------	------

■ Changing the order of the list

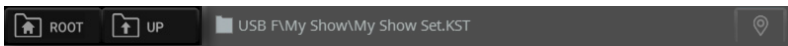
- > Reorder the items according to a different **sorting criterion** by touching the corresponding **label** on top of the list.
- > By touching the label again, the order of the items will switch between **ascending** and **descending**.

File path, Up, Root

The **file path** is where you can see the position of the selected item in the storage device or the internal memory.

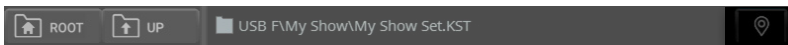


You can go to the parent folder at the upper level by touching the **Up** button, or to the top level of the drive by touching the **Root** button.



Locate button

If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

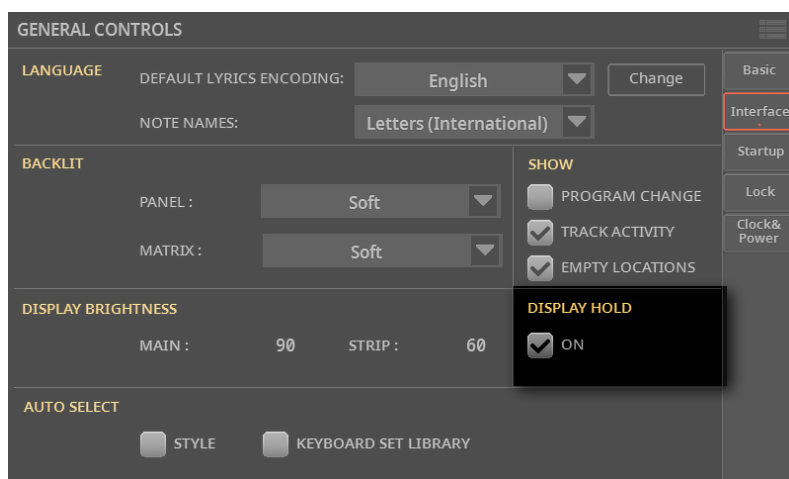


Display Hold

You may prefer to leave a **Select** window open after you have done your choice, maybe to continue trying other elements in that window. Or, you may prefer to let it automatically close after you have completed your choice. This depends on the **Display Hold** parameter.

Here is how to turn the Display Hold parameter on or off.

- 1 Go to the **Settings > Menu > General Controls > Interface** page.



- 2 Turn the **Display Hold** parameter on or off:
 - > Select the **On** checkbox to turn it on. All **Select** windows will remain open on the display, until you press the **EXIT** button.
 - > Deselect the **On** checkbox to turn it off. All **Select** windows will automatically close after you have chosen an element.
- 3 Press the **EXIT** button to return to the previous page.

The Player and the Tracks

Styles, Songs and the Players

You can play a Style or a Song with either Player 1 or Player 2. Therefore, if you want, you can assign a Style or Song to one of the Players, and have the other player be ready for the next musical selection. You can also mix Styles and Songs with the different Players.

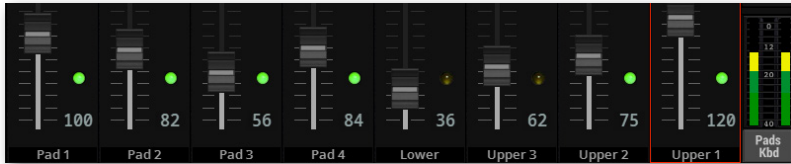
You can choose which Player has the focus by moving the **X-FADER**, or by pressing the corresponding **PLAY/STOP** (▷◻) button when both Players are stopped.

- > When using the **X-FADER**, you immediately hear the Player that is in focus.
- > When using the **PLAY/STOP** (▷◻) button, you may or may not hear the Player that is in focus.

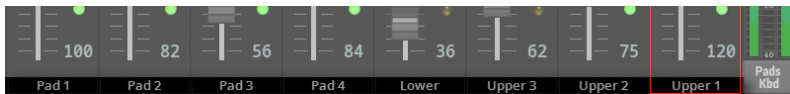


Keyboard, Style, Song and Pad tracks

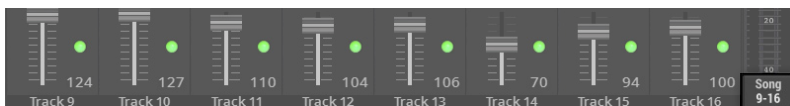
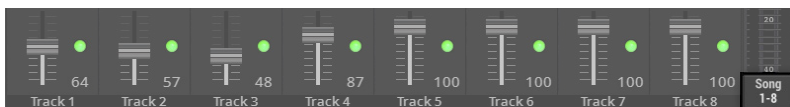
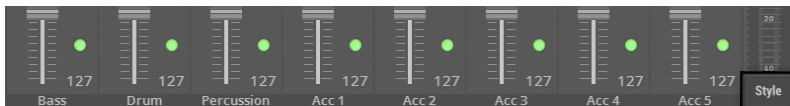
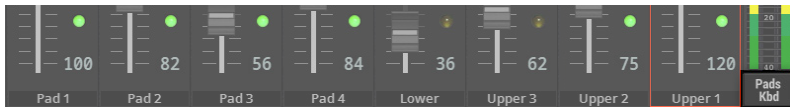
The Sounds are assigned to Keyboard, Style, Song, or Pad tracks. You can see eight of them at a time in the display.



Which track is shown can be seen in the track's label at the bottom of the page.



By touching the **TRACK SELECT** button next to the tracks, you can switch to a different group of eight tracks. Which one are displayed depends on the current elements (Keyboard Sounds, Pads, Style, Song).



Saving the musical resources

Pa5X allows you to edit most of its data. Changes can then be saved into the **User** area of the internal memory (never the **Factory** area, that is protected), or in the **Settings** area.

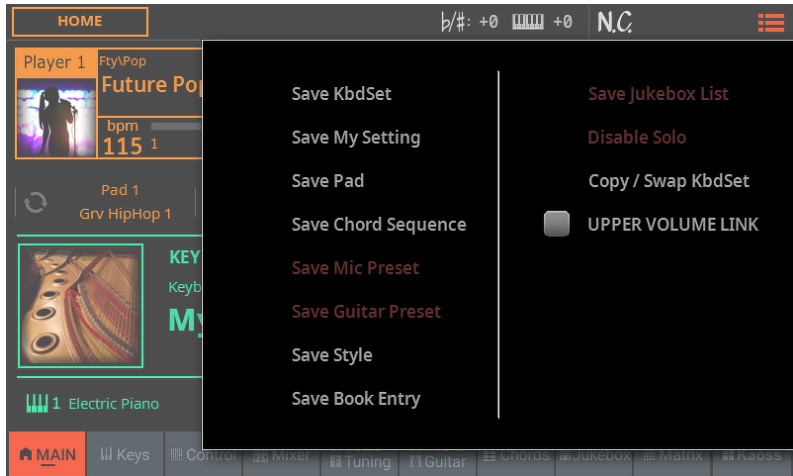
Saving the Settings

Most of the changes you make in the **Settings** mode (the one you access by pressing the **SETTINGS** button) are automatically saved. There is no need to save them after editing.

Some of the parameters (like MIDI channels, QT Scale or Waves MaxxAudio® programming), that can have multiple settings, are not automatically saved, and must be saved in their own presets.

Saving changes to Keyboard Sets, Styles, MIDI Songs and Pads

When you do some changes to the sounds, the effects and the various parameters of a Keyboard Set, a Style, a MIDI Song or a Pad, you can save them by choosing the corresponding **Save** command from the **page menu** (☰), while in one of the **Home** pages.



Saving changes to Mic, Guitar and MIDI Presets

When you do some changes to a Mic, Guitar or MIDI Preset, you can save them by choosing the corresponding **Save** command from the **page menu** (☰), while in one of their **edit** pages.

Saving other types of data

You can edit and save Styles, MIDI Songs, MP3 Songs, Chord Sequences, Sounds, Samples, Audio Loops, Effects for the Sounds. You can save them by choosing the corresponding **Save** command from the **page menu** (☰), while in one of their **edit** pages.

03

Playing the Sounds

The Keyboard Sets

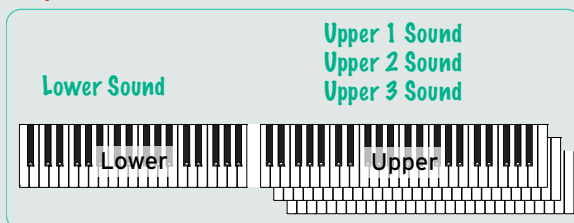
Keyboard Sets and the Sounds

Keyboard Sets are what you play on the keyboard. They can be individual sounds, or rich ensembles of timbres split or layered across the keyboard.

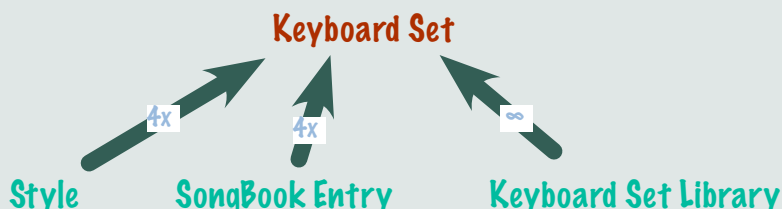
Individual timbres are called the **Sounds**. Pa5X contains timbres from any instrumental family (pianos, strings, synthesizers...). A set of Sounds playing together on the keyboard can be saved as a **Keyboard Set**.

To automatically recall sounds with all their settings (effects, transposition, and so on) you select a Keyboard Set.

Keyboard Set



Keyboard Sets are individually contained in the Keyboard Set Library (**KEYBOARD SET LIBRARY** buttons). For your convenience, a group of four perfectly matched Keyboard Sets is automatically assigned to the four **KEYBOARD SET** buttons under the X-FADER, each time you select a Style or SongBook Entry.



When choosing a Style or SongBook Entry, the Keyboard Set may be automatically recalled depending on the status of the **Style to Keyboard Set** function (see page 129). If you want this to happen, turn this function on. By default, you can turn it on or off by using **BUTTON #7** when the **CONTROL** section is in **USER** mode.

Choosing your preferred Keyboard Set

Choosing the 'My Setting' Keyboard Set

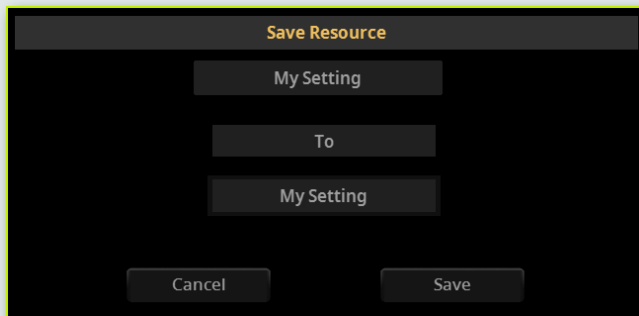
- > Press the **MY SETTING** button to choose your preferred sounds.



The My Setting Keyboard Set

My Setting is a special Keyboard Set, where you can save your preferred settings for things like sounds and effects to be played on the keyboard, and programming for control sliders, buttons, and the assignable switches. This Keyboard Set is automatically chosen when the instrument is turned on, and will automatically configure the instrument for you.

You can save here your preferred Keyboard Set. Keep the **MY SETTING** button pressed for about one second, until the **Save** dialog appears, then touch the **Save** button to confirm saving to memory.



As an alternative, you can open this dialog by choosing the **Save My Setting** command from the **page menu** (☰).

Choosing a Keyboard Set from the library

Keyboard Sets are contained in a dedicated library, that you can access from the control panel or from the display.

■ Open the Select window from the control panel

1 Use the **CATEGORY/FAVORITE** button to choose the type of Keyboard Set you want to select.



Type	Meaning
Category	The full database of Keyboard Sets contained in the Library. You can browse between the categories.
Favorite	A selection of your preferred Keyboard Sets, that can be accessed by pressing a single button.

2 Press one of the buttons of the **KEYBOARD SET LIBRARY** section. The selected button's light indicator will turn green.

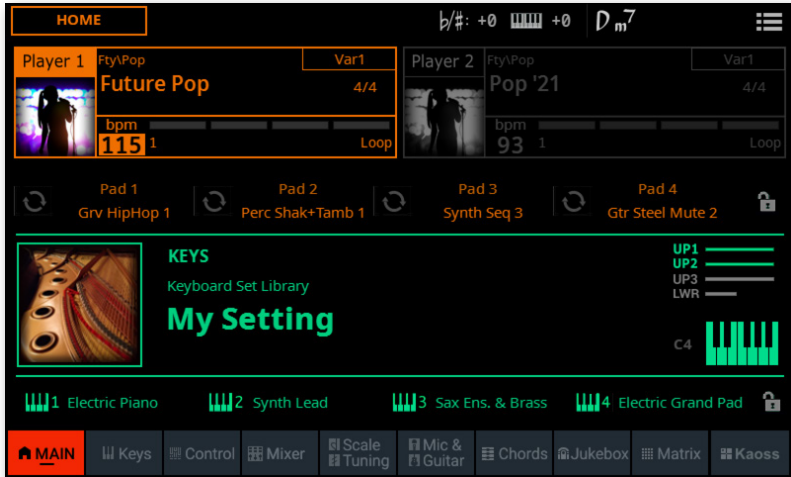
You will notice that each of them has an **instrument family name** (Piano, E.Piano...) printed over it. Under the buttons, you will see the number corresponding to the Favorite Keyboard Set (1-11).



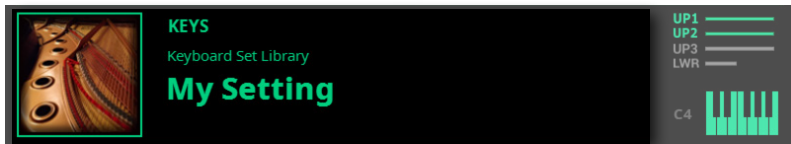
■ Open the Select window from the display

1 Go to the Home > Main page.

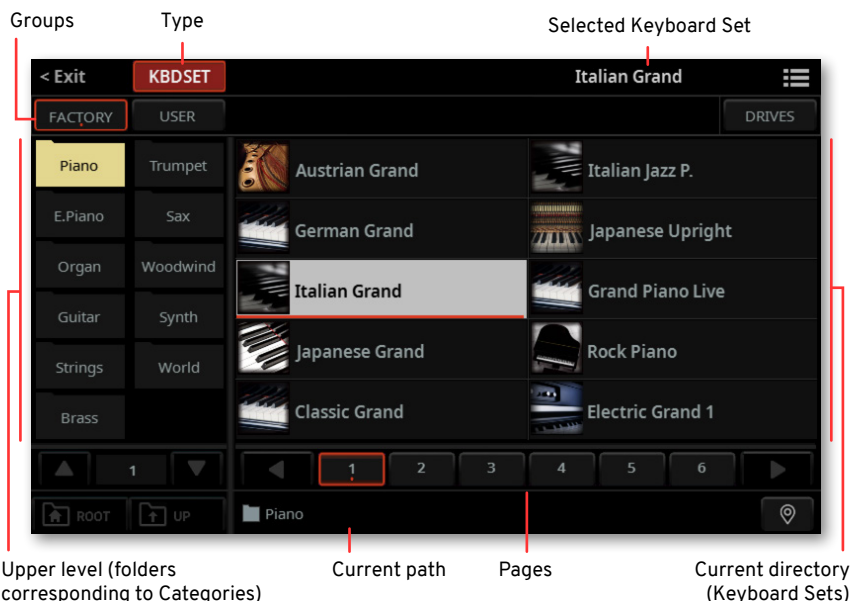
When turning the instrument on, you are already in the **Main** page. If you are not in the **Main** page, press the **EXIT** button in the control panel.



2 Touch the name of the selected Keyboard Set.



As soon as you press the button or touch the display, the **Keyboard Set Select** window appears.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

■ Choose a Keyboard Set

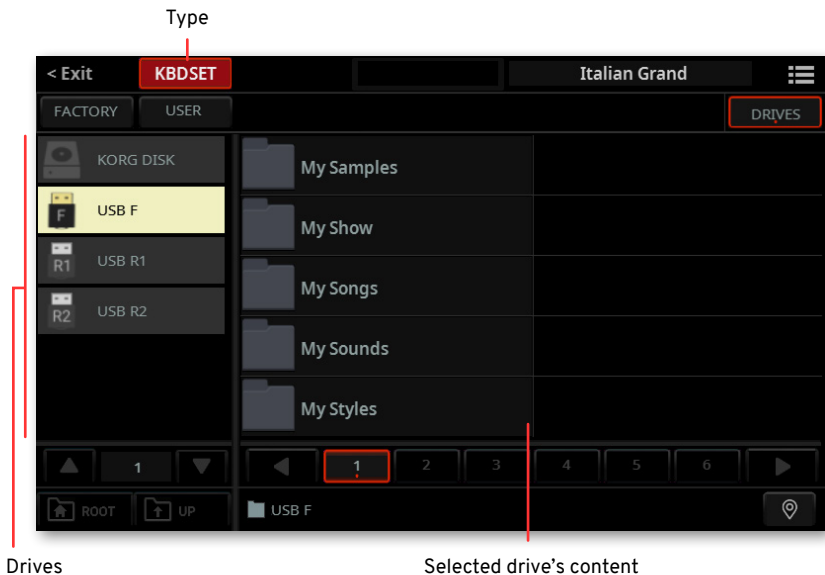
1 To choose one of the available groups from which to choose a Keyboard Set, touch the **buttons** in the second line at the top of the window.



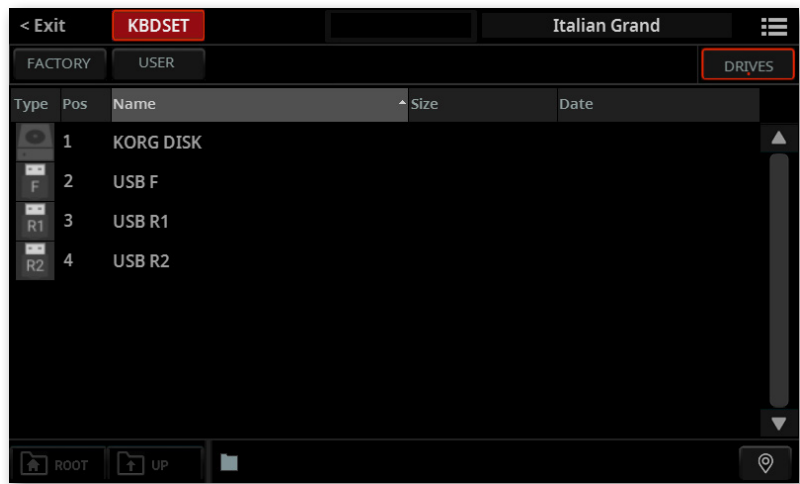
Group	Meaning
Factory	Keyboard Sets included at the factory, that can't be modified or overwritten.
Local	Some models could include Local-type Keyboard Sets, that are data customized for a particular country or added by an Add-On.
User	Internal memory area where you can save new or edited Keyboard Sets, or where you can copy Keyboard Sets from an external storage device.
Drives	Keyboard Sets accessed from an external storage device. You can organize them freely, as if they were ordinary files.

2 If you are choosing from the **Drives**, choose one of the available **storage devices (drives)**.

> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

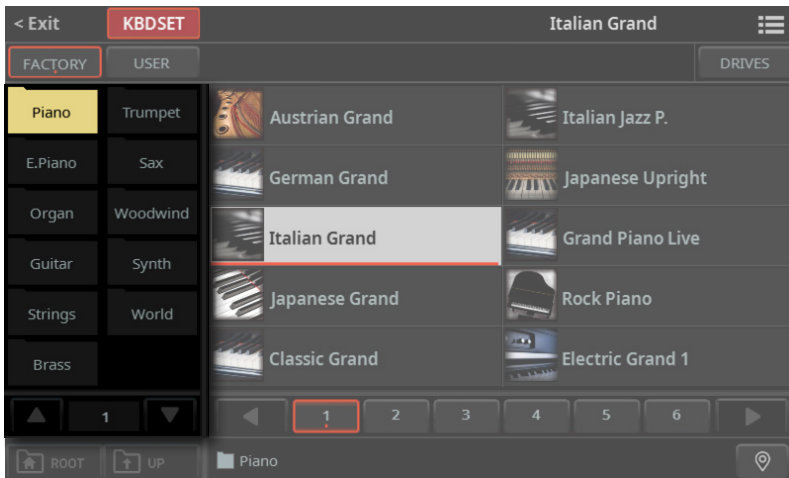


> While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected drive**.

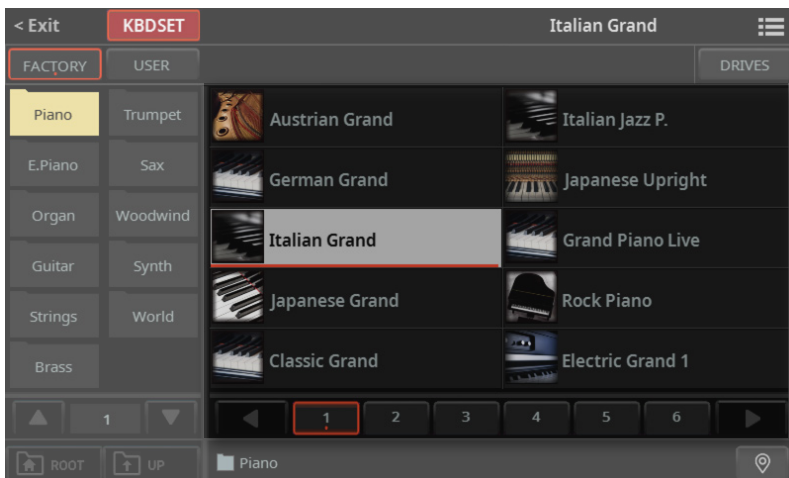


Drive	Meaning
KORG DISK	Storage space inside the internal drive (separate from the User area)
SD USER	Storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

3 In **Tile View** mode, if you are choosing from the **Factory**, **Local** or **User** banks, you will find the Keyboard Sets organized in **categories** (shown as folders). If you want to choose a different category, touch one of the category folders in the left side of the **Keyboard Set Select** window.



4 The Keyboard Sets contained in the selected folder appear in the right side of the window.



5 If the selected category folder contains more elements than the ones that can be seen in a page, choose the other pages. You can repeatedly press the same **button** in the **KEYBOARD SET LIBRARY** section to cycle through the pages.



In **List View** mode, pressing the same **button** again will jump to the next page.

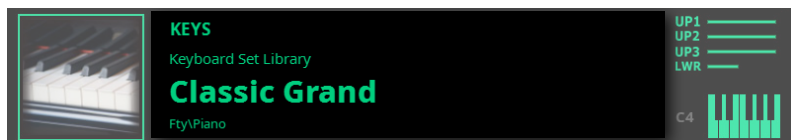
6 If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

7 Touch the **name of the Keyboard Set** you want to choose.

8 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** option is turned on. See **Display Hold** on page 47.

In the end, you will see the name of the selected Keyboard Set in the dedicated area of the **Main** page. The sounds assigned to the keyboard will change.



Digital Drawbars

You will notice that some Keyboard Sets in the Organ group of the library contain the ‘DWB’ abbreviation in their name. These Keyboard Sets contain Digital Drawbars Sounds, that are simulations of electro-mechanical organs of the past.

When you choose one of them, choose the **DRAWBARS** mode in the **CONTROL** section. Then use the **sliders** to control the drawbars and the corresponding footage of the organ sound; and use the **buttons** to control the classic drawbar organ features, like the amp rotation speed and the overdrive.

Factory, Local, User, Drives

Across the pages, you will find words like Factory, User, Drives. These terms refer to the type of protection from saving, or how much you can customize them.

- > **Factory** (and **Local**) are elements that you can’t overwrite or modify. They are meant to warrant that musical resources (like SongBook Entries) will always find linked musical resources (like Styles).
- > **User** are elements that you can save, modify or overwrite. User Keyboard Set and Pad categories can be renamed to create your own categories.
- > **Drives** indicate groups of User elements that you can directly access as ordinary files from a storage device (including external ones).

Choosing a Keyboard Set from a Style or a SongBook Entry

There are four matched Keyboard Sets in each Style or SongBook Entry, fine-tuned for the containing Style or SongBook Entry. You can choose them from the control panel or from the display.

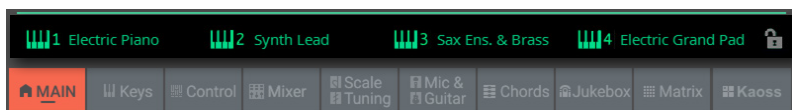
Choosing a Keyboard Set from the control panel

- Press one of the buttons in the **KEYBOARD SET** section under the X-FADER.



Choosing a Keyboard Set from the display

- While in the **Main page**, touch one of the **Keyboard Set names** to select it. The Sounds assigned to the keyboard will change.



Letting the Style choose Keyboard Set #1

When choosing a Style or SongBook Entry, the Keyboard Set may be automatically recalled depending on the status of the **Style to Keyboard Set** function.

■ Access the Style to Keyboard Set function from the control panel

- 1 Press the **USER** button in the **CONTROL** section.

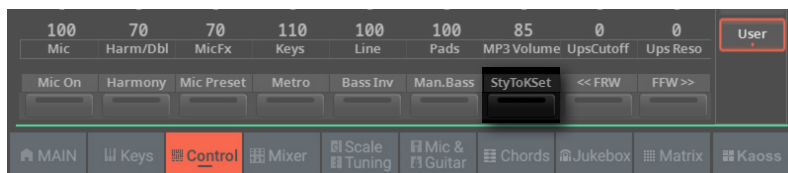


- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.



■ Access the Style to Keyboard Set function from the display

- > Go to the **Home > Control > User** pane.



■ Turn the Style to Keyboard Set function on or off

- > Repeatedly press (or touch) the **Style to Keyboard Set** switch to set the function.

Style to Keyboard Set indicator	Meaning
Off	Styles don't select a Keyboard Set.
On	When choosing a Style, Keyboard Set #1 is automatically selected.
Blinking	Choosing a Variation automatically recalls the corresponding Keyboard Set (1 – 4) inside the Style. For example, choose Variation 2, and Keyboard Set 2 will be automatically recalled; choose Variation 3, and Keyboard Set 3 will be automatically recalled.

Playing and controlling the sound

Playing the keyboard

The instrument's keyboard is like a piano keyboard. Just play it!

With some Sounds, you can press the keys while they are already down, and the sound might vary (for example, you might hear more vibrato).

Using the pedals

Pedals do different things depending on how they are programmed. The **Damper** pedal is precisely that – a damper pedal, sustaining notes until you release the pedal. An **Assignable** pedal (or footswitch) may change depending on how it is programmed in the **Settings > Menu > Controllers > Foot** page.

Using the control sliders and buttons

Depending on the selected mode, the **CONTROL** sliders and buttons can control different things, like volume levels of the different sounds, the organ drawbars or some assignable functions. How they work is shown by the strip display under the sliders.

Using the assignable switches

Depending on the chosen Keyboard Set and the assigned functions, these controllers can do different things. With the DNC Sounds, the switches can either 'book' a function, that will be triggered while playing, or enable (or disable) it by pressing the button to 'toggle' it. In other cases, these switches can 'toggle' or 'trigger' the assigned function.

Indicator status	Meaning
Off	No DNC function assigned.
Purple steady	Booking DNC function available.
Purple blinking	Booking DNC function waiting to be executed. Then, it will return steady.
Light green steady	Toggle DNC function available.
Light green blinking	Toggle activated. Press it again to disable it.

Using the Matrix

The **Matrix** of programmable buttons can be used to trigger Pads, Chord Sequences, choose SongBook Entries from the selected Set List, or mute Tracks. Press one of the four **preset** buttons under the **Matrix** to choose a set of functions. Use the **Preset** pop-up menu in the **Home > Kaoss** pane to choose additional presets.

Touch one or more of the **Matrix buttons** to select the corresponding function. If they are on/off switches, touch them again to turn them off.

The color of the switches may change, depending on the assigned function and the selected Player. Switches with no function assigned are off.

Indicator status	Meaning
Off	No function assigned.
Orange/Blue steady	Function activated.
Orange/Blue blinking	One-shot function playing.

Using the joystick

Moving the joystick left of right usually changes the Sound's pitch. Moving it forward usually add modulation, but this depends on the selected sounds. With the electro-mechanical organs, pushing the joystick forward changes the rotary speaker's speed. What it does when pulled back depends on the selected Sounds. Just experiment!

Using the ribbon controller

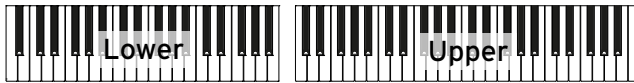
Sweeping left of right on the ribbon controller usually changes the brilliance of the sounds and/or the pitch, but how it works depends on the selected sounds.

Customizing the Keyboard Sets

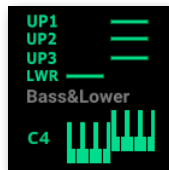
Playing different Sounds with the left and right hand

Splitting the keyboard

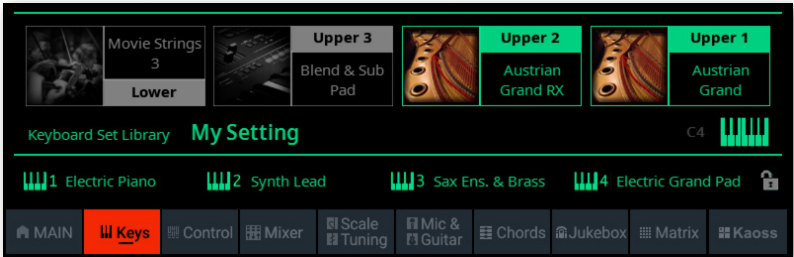
- Split the keyboard into a Lower (left hand) and Upper (right hand) part
- > Press the **SPLIT** button on the control panel to light up its indicator. The keyboard will be divided into a Lower (left hand) and Upper (right hand) part.



The **split status icon** is shown in the **Main** page, next to the name of the Keyboard Set. Which of the Upper and Lower Sound is playing is also shown (green parts are playing, dimmed ones are muted).



You can see the Sounds assigned to each part in the **Home > Keys** page.

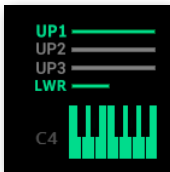


■ **Remove the split and play the Upper Sounds over the full keyboard range**

> Press the **SPLIT** button again to turn its indicator off. The Upper Sounds will play on the full keyboard range, as in an acoustic piano.



The **full keyboard status icon** is shown, next to the name of the Keyboard Set. Which of the Upper and Lower Sound is playing is also shown.



Split, Keyboard modes, Sounds

When changing the **SPLIT** status, the number of Sounds you hear may change.

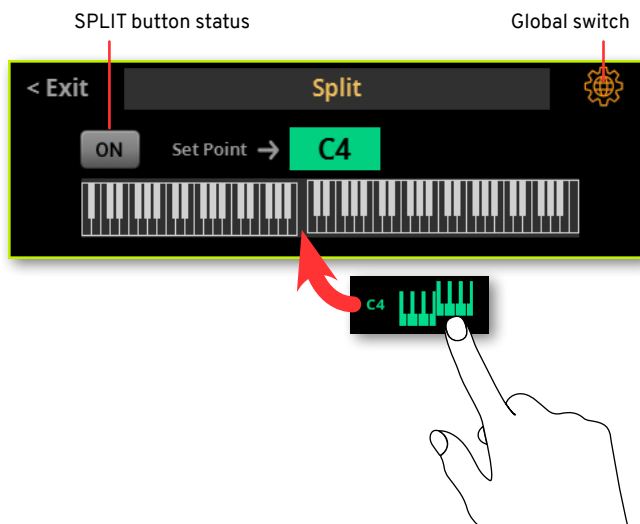
SPLIT indicator	Keyboard mode	Left hand (Lower) Sound	Right hand (Upper) Sounds
Off	Full	No Lower Sound	Up to three Upper Sounds assigned to the full extension of the keyboard
On	Split	A single Lower Sound as-igned to the left hand	Up to three Upper Sounds assigned to the right side of the keyboard.

Changing the local split point

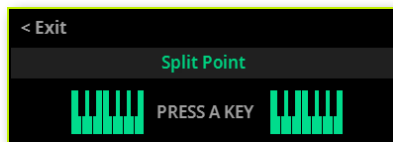
You can choose a different point where the keyboard divides into an Upper and a Lower part. This is called the **split point**.

■ Change the local split point from the control panel

1 While in the **Home > Main** or **Keys** page, touch the **Split** icon to open the **Split** dialog.



2 Touch the **keyboard diagram** in the display. When the **Press a key** message appears, play the lowest note of the Upper (right) part on the keyboard.



As an alternative, touch the **Set Point** parameter to select it, and use the **DIAL** or **UP/DOWN** controls to select the new split point.

When you change the split point, the **Global** switch is automatically deselected. The split point is now local (see 'Global' and 'local' split point on page 73).

■ Save the local split point

The local split point can be saved into a Keyboard Set. Each Keyboard Set associated to a Style or SongBook Entry can have a different split point.

- Save the changes to a User Keyboard Set.

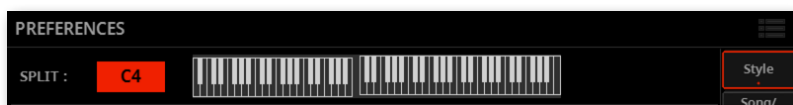
Changing the global split point

The global split point is both the general setting you use when there is no local split point, and a ‘template’ from which to start setting the various local split points saved into the Keyboard Sets. You can edit it and use it as the main split point of the instrument. Some Keyboard Sets might override the global split point with their own local split point.

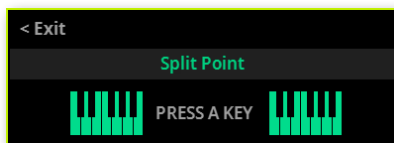
■ Change the global split point

- 1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press one of the **PLAYER > STYLE** buttons to open the **Style** page.



- 2 Touch the **keyboard diagram** in the display. When the **Press a key** message appears, play the lowest note of the Upper (right) part on the keyboard.



Press the **EXIT** button, if you want to exit without changing the split point.

- 3 As an alternative, touch the **Split** parameter's value to select it, and use the **DIAL** or **UP/DOWN** controls to select the new split point.
- 4 Press the **EXIT** button to return to the previous page.

‘Global’ and ‘local’ split point

You can choose a ‘global’ split point that is not changed when choosing a different Keyboard Set. Or you can choose a ‘local’ split point that is better suited to the individual Keyboard Set, and can change when selecting it. The current ‘local’ split point can be saved into a User Keyboard Set.

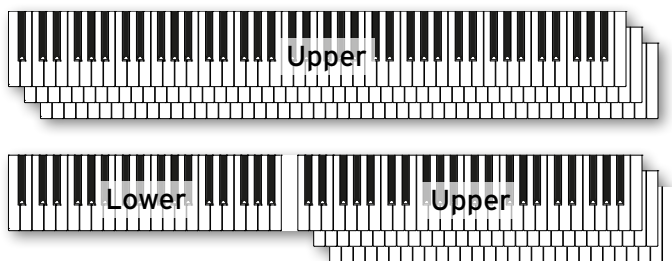
To change the type of split point, select or deselect the **Global** switch in the **Split** dialog.



Global Split	Split type	Meaning
On (Selected)	Global	Leave this box checked to use the global split point. This is the general setting from which you can start programming the local settings.
Off (Deselected)	Local	This box is automatically deselected when you start programming a local split point in the Split dialog. The local split point can be saved into a User Keyboard Set. Use it when you need a particular split point for a particular Keyboard Set.

Playing two or three Sounds at the same time

You can play up to three layered Sounds on the keyboard. This is useful to add, for example, a layer of strings or synth pads to a grand piano sound. The Sounds will be assigned to the Upper part of the keyboard. When the **SPLIT** button indicator is turned off (**Full Keyboard** mode), the Upper parts will play on the full range of the keyboard, as it happens on an acoustic piano. Otherwise (**Split Keyboard** mode), you will play the Upper Sounds with the right hand.



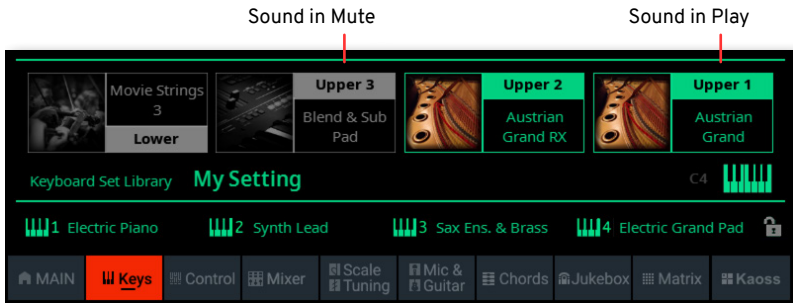
■ Turn a Sound on or off from the control panel

> Use the **LOWER**, **UPPER3**, **UPPER 2** and **UPPER1** buttons in the **KEYBOARD** section to turn the corresponding Sounds on or off.

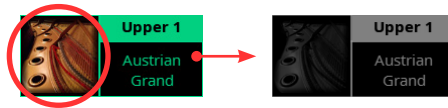


■ Turn the selected Sound on or off from the display

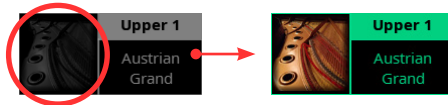
1 Go to the **Home > Keys** page. Sounds with icons in solid colors are in play, while dimmed ones are in mute.



2 If the Sound you want to mute is in play, touch the **icon of the Sound** to set it to mute.



3 If the Sound you want to hear is in mute, touch the **icon of the Sound** to set it to play.



■ Save the Sound status

> Save the changes to a User Keyboard Set.

Choosing different Sounds

You can assign different Sounds to the keyboard. The new combination of Sounds can then be saved into a User Keyboard Set.

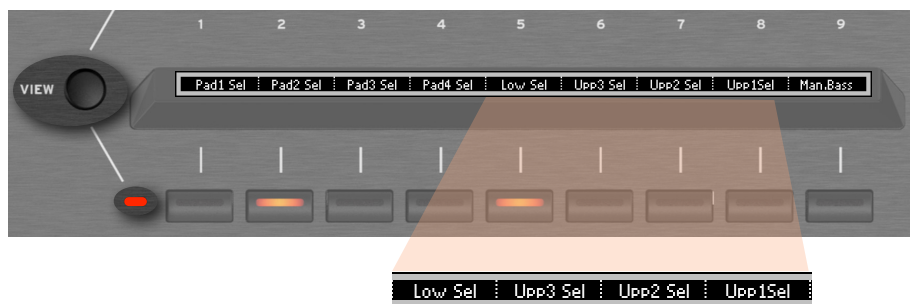
You can follow the same procedure when choosing Sounds for the other combinations of Sounds (Style and MIDI Song tracks, that can be saved into the current User Style or a MIDI Song).

■ Open the Select window from the control panel

- 1 Press the **KBD/PAD** mode button in the **CONTROL** section.



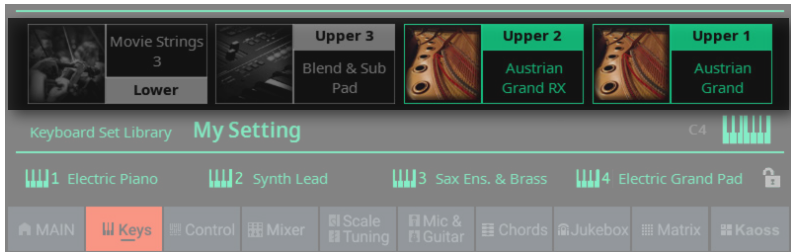
- 2 If you want, press the **VIEW** button to turn its lower indicator on, and see the functions assigned to the **CONTROL** buttons. As you see, the buttons are programmed as **Sound Select** buttons for the corresponding parts.



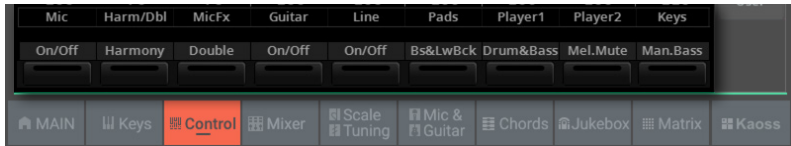
- 3 Press the **CONTROL** button corresponding to the Sound you want to change.

■ Open the Select window from the display

- > While in the **Home > Keys** page, touch the **name of the Sound** you want to change.

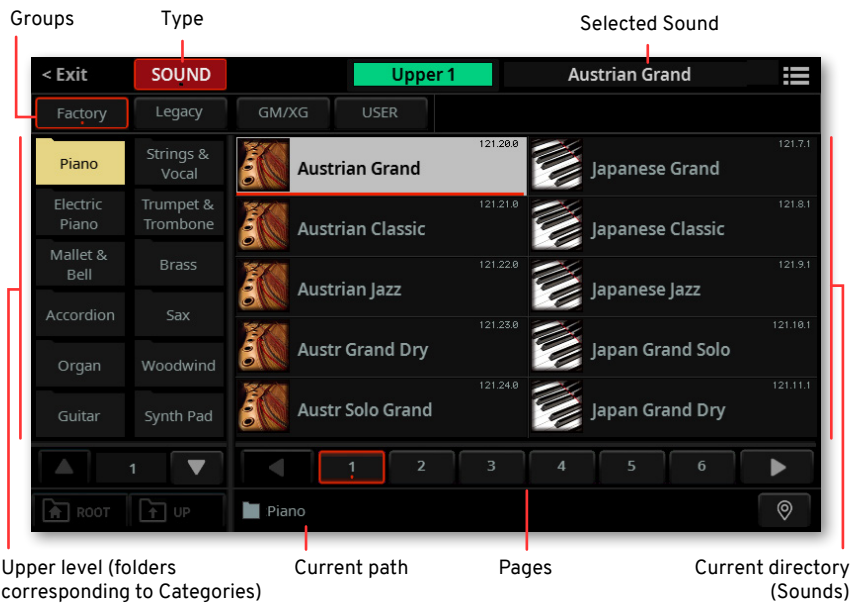


- > While in the **Home > Control** page, touch the **Select** button corresponding to the Sound you want to change.



■ Choose a Sound

1 Browse through the Sounds in the **Sound Select** window.



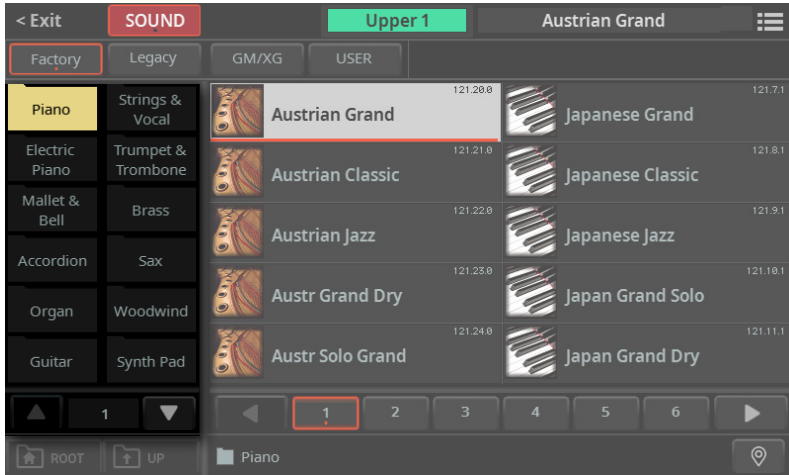
You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

2 To choose one of the available **types of Sound**, touch the **buttons** at the top of the window.

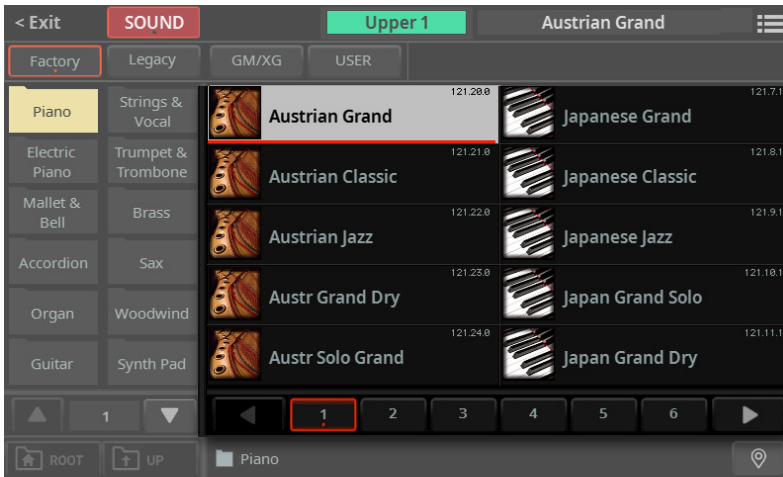


Type of Sound	Meaning
Factory	Standard Pa5X Sounds, that can't be modified or overwritten. These are the richest, most modern Sounds of the whole collection.
Legacy	Legacy Sounds, allowing for greater compatibility with older Pa-Series instruments.
GM/XG	Sounds allowing for full compatibility with MIDI Songs based on General MIDI and XG Sounds and Drum Kits.
Local	Some models could include Local-type Sounds, that are data customized for a particular country or added by an Add-On.
User	Internal memory area where you can load new Sounds and Drum Kits from an external device, or save new or edited Sounds and Drum Kits.

3 In **Tile View** mode, if you want to choose a different category, touch one of the category folders in the left side of the **Sound Select** window.



4 The Sounds contained in the selected folder appear in the right side of the window.



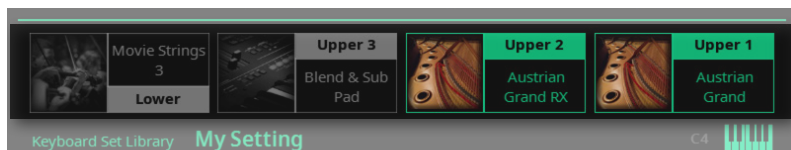
5 If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

6 Touch the **name of the Sound** you want to choose.

7 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** option is turned on. See [Display Hold](#) on page 47.

In the end, you will see the name of the selected Sound in the dedicated area of the **Keys** page.

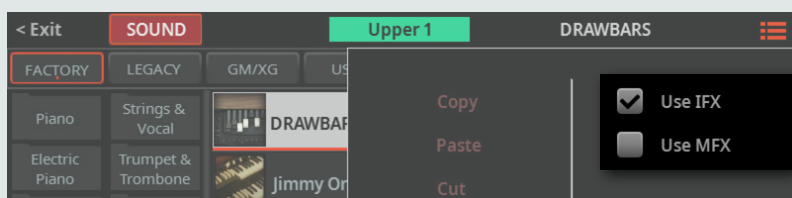


■ Save the assigned Sounds

- Save the changes to a User Keyboard Set.

Using the Sound's own effects

When choosing a Sound, you can also enable the **Use IFX** and/or **Use MFX** options in the **Sound Select** window's **page menu**, to let the selected Sound select its own insert and/or master effects.



The status of these parameters is global, and will be preserved even when turning the instrument off.

Transposing the Upper Sounds to a different octave

All Upper Sounds can be transposed to an upper or lower octave using the **UPPER OCTAVE -** and **+** buttons. The current octave transposition is shown in the status bar.



- **Transpose the Upper Sounds one octave up**
 - > Press the **UPPER OCTAVE +** button on the control panel.
- **Transpose the Upper Sounds one octave down**
 - > Press the **UPPER OCTAVE -** button on the control panel.
- **Reset the octave transposition**
 - > Press both **UPPER OCTAVE** buttons together.
- **Save the Sound transposition**
 - > Save the changes to a User Keyboard Set.

Using the Ensemble to add harmony

There are several types of Ensemble, but with most of them what you play with your right hand will be harmonized with the chords you play with your left hand.

Turning the Ensemble on or off

■ Turn the Ensemble function on

- 1 Be sure the **SPLIT** indicator is turned on.
- 2 Press the **ENSEMBLE** button to light up its indicator.

Play chords with your left hand, and a melody with your right hand. You will hear the chord notes added to the melody.

■ Turn the Ensemble function off

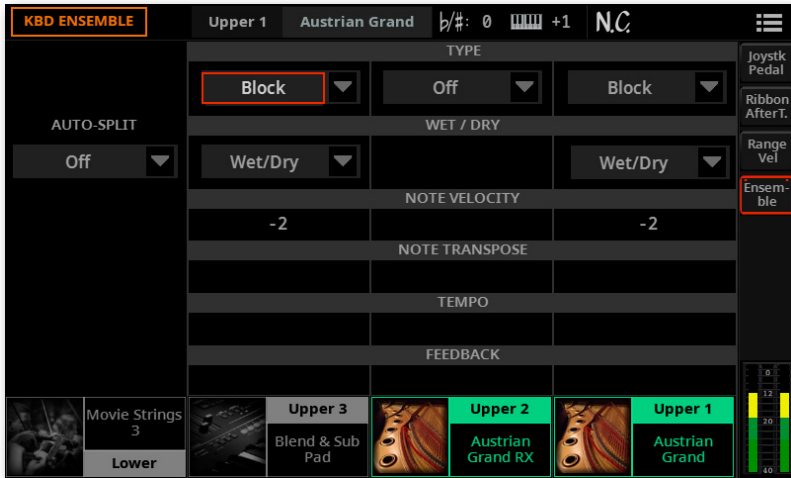
- > Press the **ENSEMBLE** button again to turn its indicator off.

Choosing an Ensemble type

■ Select a different harmonization style

1 Go to the **Home > Menu > Keyboard/Ensemble > Ensemble** page.

As an alternative, keep the **SHIFT** button pressed, and press the **ENSEMBLE** button to open the **Ensemble** page.



2 Use the **Type** parameter to choose an **Ensemble type** for each of the Upper Sounds.

Ensemble type	Meaning
Duet	Adds a single note to the melody.
Close	Adds a closed-position chord to the melody.
Open 1	Adds an open-position chord to the melody.
Open 2	As the above, but with a different chord shape.
Block	Block harmonization – very typical of jazz music.
Power Ensemble	Adds a fifth and an octave to the melody, as heard in hard rock.
Third UP	This option adds a third over the melody note (depending on the recognized chord).
Fourths LO	Typical of jazz, this option adds two perfect fourths under the melody.
Fourths UP	As the above, but with notes added over the melody.
Fifths	This adds two fifths below the original note.
Octave	Adds an octave to the melody.
Dual	This option adds to the melody line a second note, at a fixed interval set with the “Note” parameter. When selecting this option, a transposition value appears (-24...+24 semitones to the original note).
Brass	Typical Brass section harmonization.
Reed	Typical Reed section harmonization.
Trill	When two notes are played on the keyboard, this option trills them. If three or more notes are played, only the last two are trilled. You can set the trill speed by using the Tempo parameter (see below).
Repeat	The played note is repeated in sync with the Tempo parameter (see below). When playing a chord, only the last note is repeated.
Echo	As the Repeat option, but with the repeated notes fading away after the time set with the Feedback parameter (see below).

3 Use the **Wet/Dry** parameter to enable/disable the original note.

Wet/Dy	Meaning
Wet/Dry	Both the original note and the harmonization notes will play.
Wet Only	Only the harmonization notes will play.

4 Use the **Auto Split** parameter to assign a different musical role to each of the Upper Sounds.

Auto Split	How it works
Top Note	If more than a single Upper Sound is in play, the last uppermost note is assigned to Upper 1, while the other Upper Sounds, if available, play the other chord notes.
Top Retrigger	If the uppermost note is released, while other notes are still playing, the uppermost note is retriggered and assigned to Upper 1.
Top & Bottom Note	If all the Upper Sounds are in play, the last uppermost note is assigned to Upper 1, the last lowermost note is assigned to Upper 3, while Upper 2 plays the other chord notes.
Top & Bottom Retrigger	If the uppermost note is released, while other notes are still playing, the uppermost note is retriggered and assigned to Upper 1. When the lowermost note is released, while other notes are still playing, the lowermost note is retriggered and assigned to Upper 3.

5 When they appear, adjust the **additional parameters**.

Additional parameters	How it works	Value
Note Velocity	Velocity (dynamics) difference between the melody played with your right-hand and the added harmonization notes.	-10...0
Note Transpose	Transposition of the harmonization notes. ± 12 semitones = ± 1 octave.	-24...0...+24
Tempo	Note duration for the Trill, Repeat or Echo Ensemble options. This is in sync with the Tempo value.	1/23...4/4
Feedback	Repetitions of the original note/chord when the Echo option is selected.	1...8

■ Exit the Ensemble settings page

- > Press the **EXIT** button to return to the previous page.

■ Save the Ensemble settings

- > Save the changes to a User Keyboard Set.

The Favorite Keyboard Sets

Choosing a Favorite Keyboard Set

Favorite Keyboard Sets are a selection of your preferred Keyboard Sets, that can be accessed by pressing a single button in the **KEYBOARD SET LIBRARY** section.

1 To select the Favorite Keyboard Sets, first light up the **FAVORITE** indicator by pressing the **CATEGORY/FAVORITE** button. The corresponding row of buttons will become available.



2 Press one of the **KEYBOARD SET LIBRARY** buttons (lower row, buttons 1-11) to select the corresponding Favorite Keyboard Set.



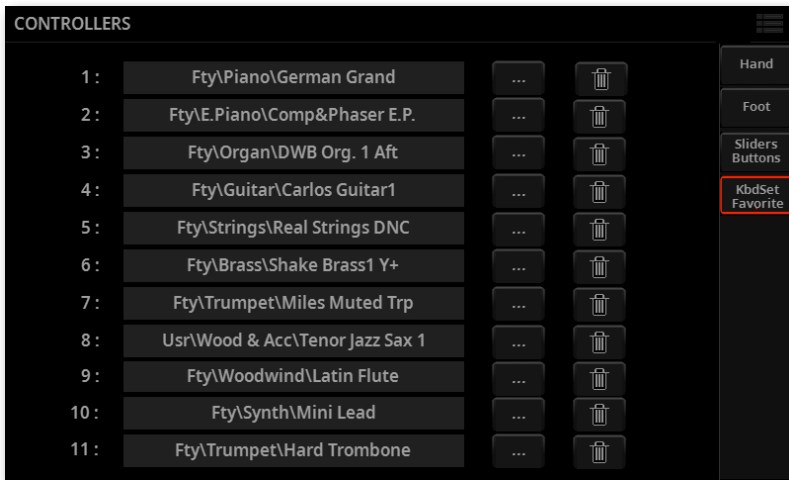
3 Press the **CATEGORY/FAVORITE** button again to return to the regular Keyboard Sets (upper row, buttons **PIANO ... WORLD**).

Creating a list of Favorite Keyboard Sets

You can create your own list of Favorite Keyboard Sets.

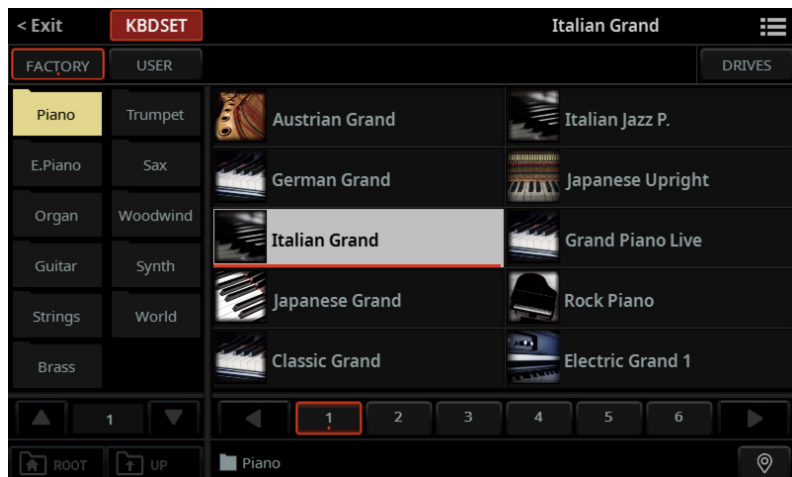
1 Go to the **Settings > Menu > Controllers > Keyboard Set Favorite** page.

As an alternative, keep one of the **FAVORITE** buttons pressed for about one second to open this page.



Each of the items in this page corresponds to one of the **FAVORITE** buttons in the **KEYBOARD SET LIBRARY** section on the control panel.

2 Touch the **Browse (...)** button next to the Favorite you want to replace. The **Keyboard Set Select** window will appear.



3 Browse through the drives and folders, and choose the desired Keyboard Set.

4 If you want to remove an assigned Keyboard Set from one of the buttons, touch the **Delete (🗑)** button.

04

Volume and Control

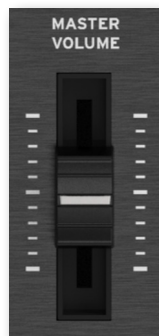
Adjusting the volume

The Master Volume

The general volume control, adjusting the output volume for the headphones, the main outputs and the integrated speakers (if installed) is the **MASTER VOLUME** slider.

CAUTION: Set the volume to a comfortable level. A level too high can damage your hearing!

- Move the slider up to increase the output level.
- Move the slider down to decrease the output level.



The X-Fader

The **X-FADER** (short for ‘crossfader’) allows for mixing the two Players.

■ Assign a Style or Song to each of the Players

> Either use the **STYLE** or **SONG** button in the **PLAYER 1** or **PLAYER 2** sections, or touch the **name of the Style or Song** in the display.

For more details, please see the relevant chapters in the manual.

■ Synchronize the two Players, and start both of them

> If you want to synchronize both Player’s Tempo to the Tempo of the current Player, turn the **TEMPO > LOCK** on. You can start one Player after the other one, and they will play at the same Tempo.

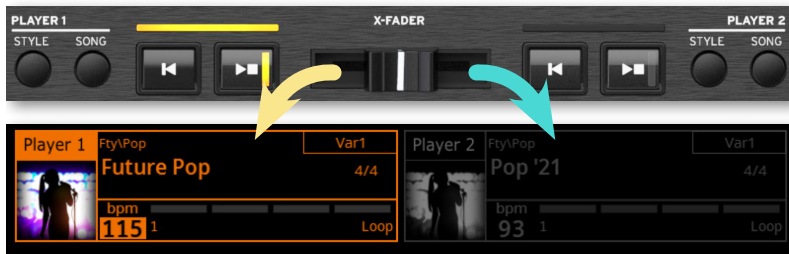
> If you want both Players to start at the same time, keep the **SHIFT** button pressed, and press any of the two **PLAY/STOP** (▷◻) buttons.

■ Mix the two Players

> During playback, move the **X-FADER** slider to mix the two Players.

> Move the **X-FADER** slider fully to the left to only listen to Player 1, fully to the right to only listen to Player 2. Move it to the center to balance the two Players.

The indicator over the corresponding Player section will turn on.



■ Separately control each Player

> During playback, control each Player by using the dedicated **PLAYER** controls on the control panel.

■ Stop the Players

- > Press the **PLAY/STOP** (▷◻) button to stop the corresponding Player. If you are playing a Song, it will pause at the current position.
- > Press the **STOP/GO TO START** (◻◀) button to stop the corresponding Player. If you are playing a Song, it will be rewound to the beginning.
- > Keep the **SHIFT** button pressed, and press any of the two **PLAY/STOP** (▷◻) buttons to stop both Players at the same time.

■ Fade between songs

Instead of starting both Players together, you can start them one after the other, and fade between them.

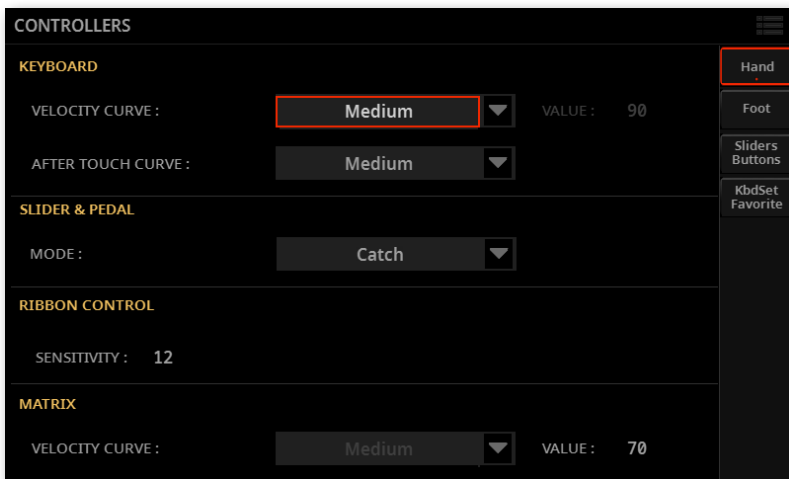
- 1 Assign a first Syle or Song to Player 1, and a second Style or Song to Player 2.
- 2 Move the **X-FADER** slider fully to the left, to only listen to Player 1.
- 3 Start Player 1.
- 4 When the song is nearing the end, start Player 2.
- 5 Smoothly move the **X-FADER** slider toward the right, to fade out the first Player and fade in the second Player.
- 6 While Player 2 is playing, assign a third Style or Song to Player 1, and repeat the above procedure (by reversing the **X-FADER** direction) to fade out Player 2 and fade in Player 1.

The Control section

Catch vs. Jump behavior of the sliders (and the pedals)

When moving a slider (or a pedal), the value of the controlled parameter can immediately jump to the current slider/pedal value, or wait for it to reach the current parameter value, and catch it only at that point.

- 1 Go to the **Settings > Menu > Controllers > Hand** page.

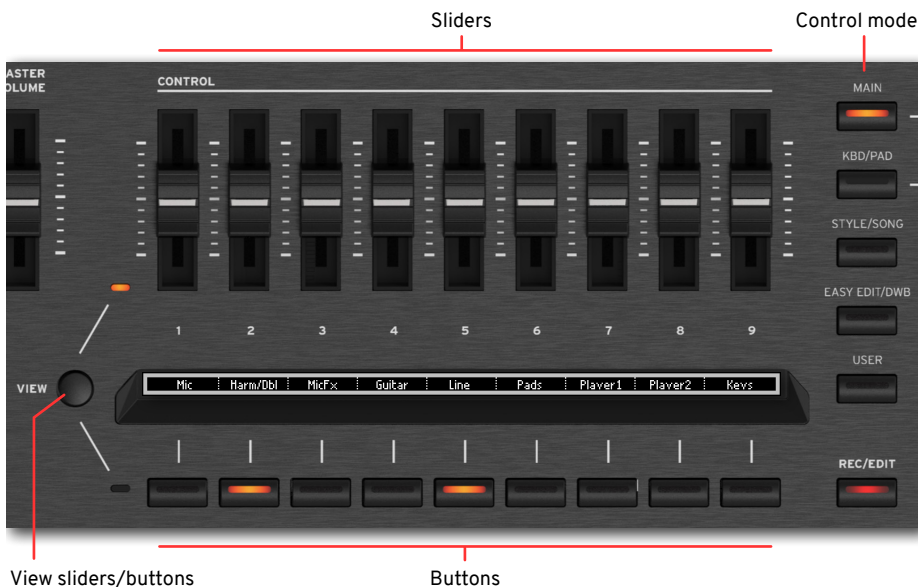


- 2 Use the **Slider&Pedal > Mode** pop-up menu to choose between the **Catch** and the **Jump** mode.

Mode	Meaning
Catch	The parameter value will not be updated until the slider or pedal has reached the current value. This allows for a smoother action.
Jump	The parameter value will immediately jump to the current value of the slider or pedal. This allows for a more immediate response.

The individual volume levels and buttons

The sliders and the buttons in the **CONTROL** section are always accessible, whichever the page you are in.



The **mode buttons** on the right allow for choosing different sets of programming for the sliders and the buttons.

The **sliders** allow for adjusting the volume of the Keyboard Sounds, the Pads, the two Players (with their Style or Song), or the individual Sounds. They also allow for controlling the level of the Audio Inputs.

The **buttons** allow for switching functions on/off, or muting/setting back to play the individual Sounds. They also allow for turning the Audio Inputs on/off.

The Easy Edit, Drawbars and User modes also allow for controlling other parameters of the sound. The User mode also allows for mixing the sound parameters with any other type of controls.

Adjusting the levels from the control panel

The **CONTROL** section can work in one of five modes. Each mode controls a particular set of elements or groups of elements.

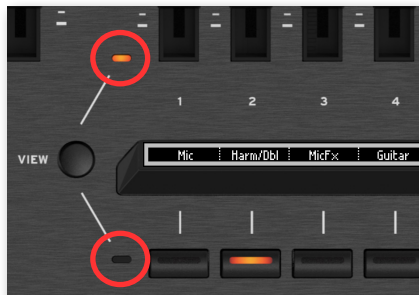
- 1 Press one of the **mode buttons** on the right of the **CONTROL** section to choose one of the modes. Its indicator will turn on.



- 2 With MIDI Songs, you can press the **SONG** mode button again to cycle between Tracks 1-8 and 9-16. When the button is pressed again, you can briefly see the sliders' MIDI value.
- 3 To see which function is assigned to each slider or button, check the **strip display** under the sliders.



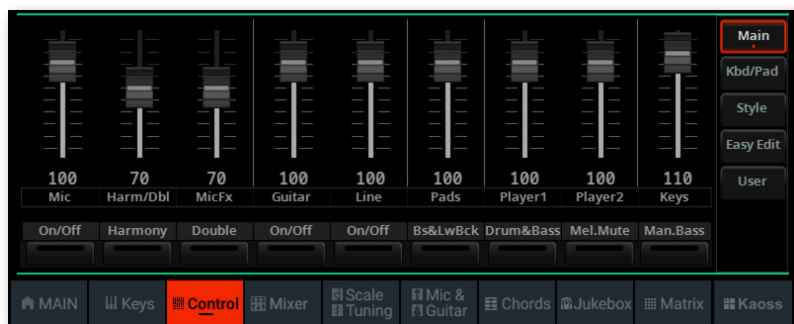
- 4 You can alternate between the sliders and the buttons by pressing the **VIEW** button. An indicator will turn on next to the sliders or the buttons, to tell what is shown in the strip display.



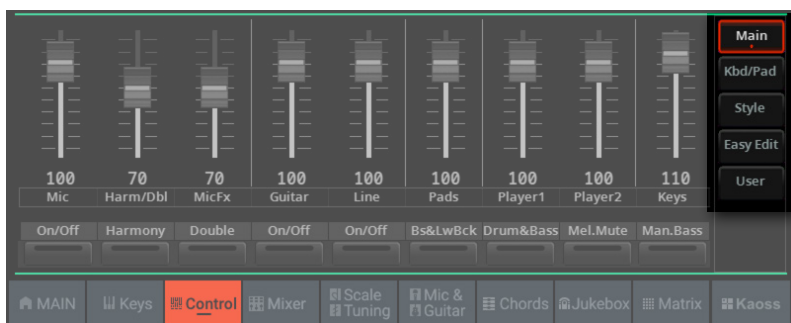
Adjusting the levels from the display

You can see and access the **CONTROL** section from the **Control** pane.

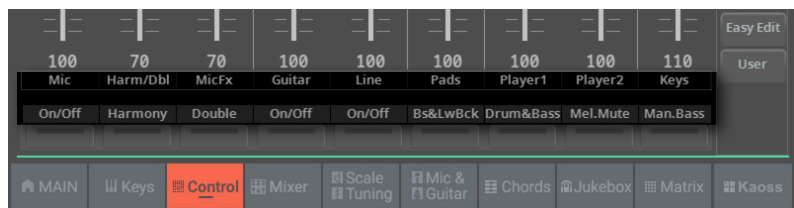
- 1 Go to the **Home > Control** page. This mirrors the **CONTROL** section on the control panel.



- 2 Choose the control mode with the **mode buttons** on the right side of the page.



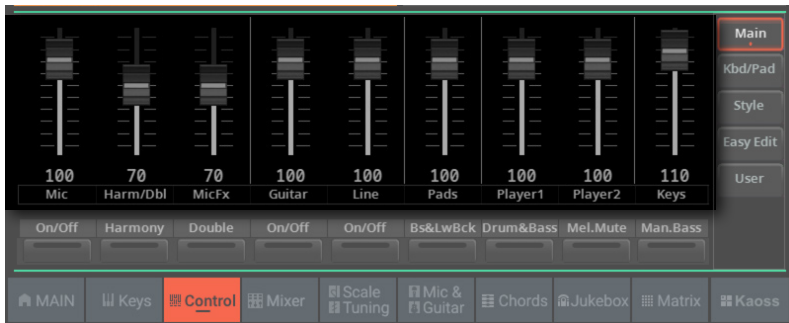
- 3 Check the functions assigned to the sliders and the buttons with the **labels** between them. The labels mimic the **strip display** on the control panel.



- 4 With MIDI Songs, you can touch the **Song** mode button again to cycle between Tracks 1-8 and 9-16.

5 Drag the virtual slider whose level you want to change.

As an alternative, use the **DIAL** or **UP/DOWN** controls to change the volume level of the selected channel.



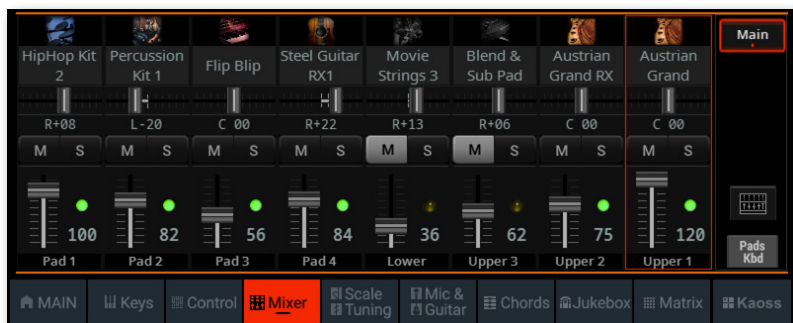
6 Touch the button whose function you want to turn on/off.



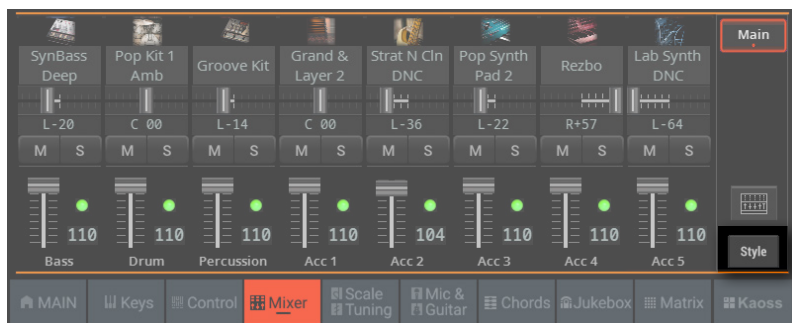
Adjusting the levels from the Mixer pane

For individual adjustment of each Sound's volume level and pan, you can switch to the **Mixer** pane.

- 1 Go to the **Home > Mixer** page.



- 2 Touch the **TRACK SELECT** button next to the tracks, to switch to a different group of eight tracks. Which one are displayed depends on the current elements (Keyboard Sounds, Pads, Style, Song).



- 3 Drag the virtual slider whose level you want to change.

As an alternative, use the **DIAL** or **UP/DOWN** controls to change the value of the selected parameter.

Switching to the full Mixer page

While in the **Home > Mixer** page, you can quickly switch to the full **Mixer** page, and adjust the individual levels of the Sounds.

- 1 Touch the **Mixer** button to switch to the **Home > Menu > Mixer > Main** page.



- 2 While in the **Mixer** page, adjust the level and other parameters of the individual Sounds. You can also switch to the other pages of the Mixer/FX section to do other adjustments.



- 3 Press the **EXIT** button if you want to return to the **Home > Mixer** page.

The Control modes in detail

Each control mode gives access to a particular set of elements or groups of elements.

The Main control mode

The **Main** mode controls groups of sounds, like the Keyboard, the Players, and the audio inputs. It also includes switches for the Drum&Bass and the Manual Bass functions (that can be used with the Styles).

Access this mode by pressing the **MAIN** mode button in the **CONTROL** section.



#	Slider	controls the level of...	Button	turns on/off...
1	Mic	Microphone input	Mic On	Microphone input
2	Harmony/Dbl	Harmony and Double voices	Harmony	Harmony voices
3	MicFx	Delay and Reverb effects on the Mic input	Double	Double voices
4	Guitar	Guitar input	Guitar On	Guitar input
5	Line	Audio from the Line input	Line On	Audio from the Line input
6	Pads	The Pads (proportionally)	Bs&LwBck	Bass&Lower Backing
7	Player 1	Style or Song from Player 1	Drum&Bass	Drum&Bass
8	Player 2	Style or Song from Player 2	Mel.Mute	Mutes the melody track or a MIDI Song Melody and the solo voice of a MP3 Song
9	Keys	All the Keyboard Sounds	Man.Bass	Manual Bass

The Keyboard/Pad control mode

The **Keyboard/Pad** mode controls the volume of the individual Pads and Keyboard Sounds. It also controls the Keyboard Sounds as a whole. A set of switches lets you open the **Select** window to choose the Pads and the Keyboard Sounds. It also includes a switch for the Manual Bass function.

Access this mode by pressing the **KBD/PAD** mode button in the **CONTROL** section.



#	Slider	controls the level of...	Button	selects...
1	Pad1	Pad 1	Pad1 Sel	Pad 1
2	Pad2	Pad 2	Pad2 Sel	Pad 2
3	Pad3	Pad 3	Pad3 Sel	Pad 3
4	Pad4	Pad 4	Pad4 Sel	Pad 4
5	Lower	Lower Sound	Low Sel	Lower Sound
6	Upper3	Upper 3 Sound	Upp3 Sel	Upper 3 Sound
7	Upper2	Upper 2 Sound	Upp2 Sel	Upper 2 Sound
8	Upper1	Upper 1 Sound	Upp1 Sel	Upper 1 Sound
9	Keys	All the Keyboard Sounds	Man.Bass	Turns Manual Bass on/off

The Style control mode

The **Style** mode controls the volume of the individual Style Sounds, when a Style is playing or ready to play. It also controls the Keyboard Sounds as a whole. You can mute each of the Style Sounds. You can turn the Metronome on/off.

Access this mode by pressing the **STYLE/SONG** mode button in the **CONTROL** section when a Style is assigned to the current Player.



#	Slider	controls the level of...	Button	mutes...
1	Bass	Bass Style Track	Bass Mute	Bass Style Track
2	Drum	Drum Style Track	Drum Mute	Drum Style Track
3	Perc	Percussion Style Track	Perc Mute	Percussion Style Track
4	Acc1	Acc1 Style Track	Acc1 Mute	Acc1 Style Track
5	Acc2	Acc2 Style Track	Acc2 Mute	Acc2 Style Track
6	Acc3	Acc3 Style Track	Acc3 Mute	Acc3 Style Track
7	Acc4	Acc4 Style Track	Acc4 Mute	Acc4 Style Track
8	Acc5	Acc5 Style Track	Acc5 Mute	Acc5 Style Track
9	Keys	All the Keyboard Sounds	Metro	Turns Metronome on/off

The Song control mode

The **Song** mode controls the volume of the individual MIDI Song Sounds, when a MIDI Song is playing or ready to play. It also controls the Keyboard Sounds as a whole. You can mute each of the Song Sounds. You can turn the Metronome on/off.

Access this mode by pressing the **STYLE/SONG** mode button in the **CONTROL** section when a MIDI Song is assigned to the current Player.

MIDI Songs have sixteen tracks, each one with a Sound assigned. To cycle between Tracks 01-08 and Tracks 09-16, press the **STYLE/SONG** button again in the **CONTROL** section, or touch the **Song** button again in the **Home > Control** page.



#	Slider	controls the level of...	Button	mutes...
Tracks 01-08				
1	Track1	MIDI Song Track 01	Tk1 Mute	MIDI Song Track 01
2	Track2	MIDI Song Track 02	Tk2 Mute	MIDI Song Track 02
3	Track3	MIDI Song Track 03	Tk3 Mute	MIDI Song Track 03
4	Track4	MIDI Song Track 04	Tk4 Mute	MIDI Song Track 04
5	Track5	MIDI Song Track 05	Tk5 Mute	MIDI Song Track 05
6	Track6	MIDI Song Track 06	Tk6 Mute	MIDI Song Track 06
7	Track7	MIDI Song Track 07	Tk7 Mute	MIDI Song Track 07
8	Track8	MIDI Song Track 08	Tk8 Mute	MIDI Song Track 08
Tracks 09-16				
1	Track9	MIDI Song Track 09	Tk9 Mute	MIDI Song Track 09
2	Track10	MIDI Song Track 10	Tk10 Mute	MIDI Song Track 10
3	Track11	MIDI Song Track 11	Tk11 Mute	MIDI Song Track 11
4	Track12	MIDI Song Track 12	Tk12 Mute	MIDI Song Track 12
5	Track13	MIDI Song Track 13	Tk13 Mute	MIDI Song Track 13
6	Track14	MIDI Song Track 14	Tk14 Mute	MIDI Song Track 14
7	Track15	MIDI Song Track 15	Tk15 Mute	MIDI Song Track 15
8	Track16	MIDI Song Track 16	Tk16 Mute	MIDI Song Track 16
Keyboard				
9	Keys	All the Keyboard Sounds	Metro	Turns the Metronome on/off

Since MIDI Songs are already dynamically mixed by the original creators, their volume may automatically change during playback.

The volume of the MIDI Song tracks may change when choosing a different Song.

You can mute/unmute the Song track that you will want to play or sing live. The Melody track in a MIDI Song is usually #04.

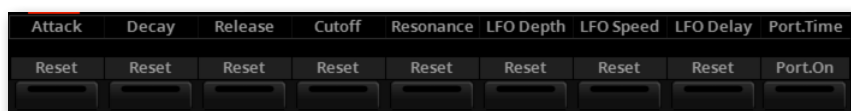
The Easy Edit control mode

The **Easy Edit** mode controls the most important parameters of the Upper Sounds. The changes are an offset relative to the saved values.

If you want to quick edit all the other Sounds, you can go to the **Home > Menu > Track Controls > Sound Edit** page.

The changes made here can be saved to a Keyboard Set.

Access this mode by pressing the **EASY EDIT/DWB** mode button in the **CONTROL** section when an ordinary Sound is selected.



#	Slider	controls the value of...	Button	resets the value of...
1	Attack	Attack Time	AttackRS	Attack Time
2	Decay	Decay Time	DecayRS	Decay Time
3	Release	Release Time	ReleasRS	Release Time
4	Cutoff	Filter Cutoff Frequency	CutoffRS	Filter Cutoff Frequency
5	Resonance	Filter Resonance	ResonRS	Filter Resonance
6	LFO Depth	LFO Depth	LFODpRS	LFO Depth
7	LFO Speed	LFO Speed	LFOSpRS	LFO Speed
8	LFO Delay	LFO Delay	LFODelayRS	LFO Delay
9	Port.Time	Portamento Time	Port.On	Turns Portamento on/off

The Drawbars control mode

When a Drawbar Sound is assigned to the keyboard, you can control the drawbars with the sliders in the **Drawbars** mode.

Access this mode by pressing the **EASY EDIT/DWB** mode button in the **CONTROL** section when a Digital Drawbars Sound is selected.

If you press the **EASY EDIT/DWB** button a second time, you get access to the **Digital Drawbars Edit** page (see [Editing the Digital Drawbars](#) on page 372).



16'	5 1/3'	8'	4'	2 2/3'	2'	1 3/5'	1 1/3'	1'
Dwb Perc	Dwb Harm	Dwb Leak	DwbKeyOn	DwbKeyOff	Dwb Vibr	DwbOvdrw	DwbBrake	RotaryF/S

#	Slider	controls the level of...	Button	turns on/off...
1	16'	Corresponding tonewheel	Dwb Perc	Drawbars percussion
2	5 1/3'		Dwb Harm	Percussion harmonic
3	8'		Dwb Leak	Drawbar Leak
4	4'		DwbKeyOn	Key On sound
5	2 2/3'		DwbKeyOff	Key Off sound
6	2'		Dwb Vibr	Vibrato*
7	1 3/5'		DwbOvdrw	Overdrive*
8	1 1/3'		DwbBrake	Rotary Speaker Brake*
9	1'		RotaryF/S	Switches between the Fast and Slow speed of the Rotary Speaker*

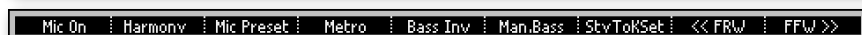
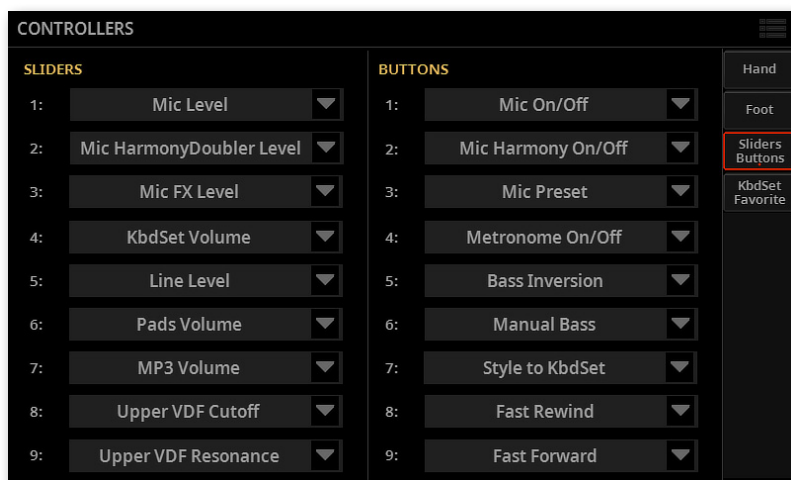
*) These controls are only available if the Organ Vibrato/Chorus, CX-3 Amp and one of the Rotary Speakers effects are assigned to the Internal FXs.

The User control mode

The **User** mode controls the parameters you assign to the sliders and buttons. This programming is unique and automatically saved in the Settings.

Access this mode by pressing the **USER** mode button in the **CONTROL** section.

To program the set of controls, go to the **Settings > Menu > Controllers > Sliders/Buttons** page.

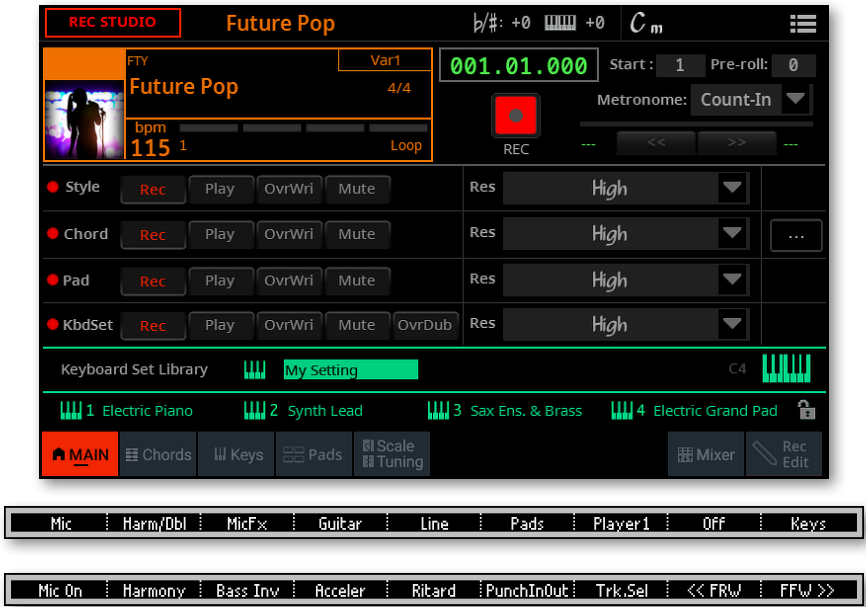


#	Slider	controls the level of...	Button	turns on/off...
1	Mic	Microphone input	Mic On	Microphone input
2	Harmony/DbI	Harmony and Double voices	Harmony	Harmony voices
3	MicFx	Delay and Reverb effects on the Mic input	Mic Preset	Opens the Mic Preset Select window
4	Keys	All Keyboard Sounds	Metro	Metronome click
5	Line	Audio from the Line input	Bass Inv	Bass Inversion
6	Pads	The Pads (proportionally)	Man.Bass	Manual Bass
7	MP3 Volume	MP3 Songs	StyToKSet	Style to Keyboard Set
8	Ups Cutoff	Filter Cutoff (Upper Sounds)	<<FRW	Fast Rewind
9	Ups Reso	Filter Resonance (Upper Sounds)	FFW>>	Fast Forward

The Recording Studio control mode

When entering the **Recording Studio** mode, dedicated parameters are automatically assigned to the **CONTROL** section.

Access this mode by pressing the **REC/EDIT** button, then choosing the **Recording Studio** button in the **edit menu**.



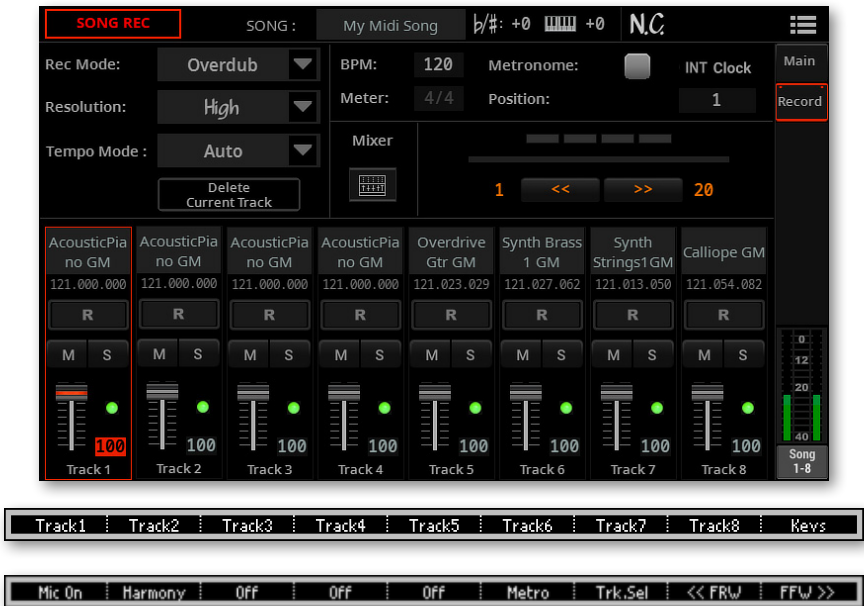
#	Slider	controls the level of...	Button	turns on/off...
1	Mic	Microphone input	Mic On	Microphone input
2	Harmony/Dbl	Harmony and Double voices	Harmony	Harmony voices
3	MicFx	Delay and Reverb effects on the Mic input	Bass Inv	Bass Inversion
4	Guitar	Guitar input	Acceler.	Accelerando
5	Line	Audio from the Line input	Ritard.	Ritardando
6	Pads	The Pads (proportionally)	PunchInOut	Start/Stop Overwrite/Overdub recording
7	Player 1	Style or Song from Player 1	Trk.Sel	Track Select
8	Off	–	<< FRW	Fast Rewind
9	Keys	All the Keyboard Sounds	FFW >>	Fast Forward

The Song Record/Edit control mode

While in **Song Edit** mode, the **CONTROL** section gets a special assignment. The sliders control the tracks volume (as they do when playing a Song), while the buttons control functions dedicated for song recording.

Access this mode by pressing the **REC/EDIT** button, then choosing the **New Song** or **Song Edit** button in the **edit menu**.

MIDI Songs have sixteen tracks, each one with a Sound assigned. To cycle between Tracks 01-08 and Tracks 09-16, press the **STYLE/SONG** button again in the **CONTROL** section, or touch the **Song** button again in the **Record** page.



#	Slider	controls the level of...	Button	controls...
1	Track1 (9)	MIDI Song Track 01 (09)	Mic On	Microphone input
2	Track2 (10)	MIDI Song Track 02 (10)	Harmony	Harmony voices
3	Track3 (11)	MIDI Song Track 03 (11)	Off	(deactivated)
4	Track4 (12)	MIDI Song Track 04 (12)	Off	(deactivated)
5	Track5 (13)	MIDI Song Track 05 (13)	Off	(deactivated)
6	Track6 (14)	MIDI Song Track 06 (14)	Metro	Metronome click
7	Track7 (15)	MIDI Song Track 07 (15)	Trk.Sel	Track Select (01-08 / 09-16)
8	Track8 (16)	MIDI Song Track 08 (16)	<<FRW	Fast Rewind
9	Keys	The Keyboard Sounds	FFW>>	Fast Forward

The Sound Edit control mode

While in **Sound Edit** mode, the **CONTROL** section gets a special assignment. The sliders control the Sound's **Macro Edit** parameters level, while the buttons reset them to the default value.

Access this mode by pressing the **REC/EDIT** button, then choosing the **Sound Edit** button in the **edit menu**.



#	Slider	controls the value of...	Button	resets the value of...
1	Attack	Attack Time	AttackRS	Attack Time
2	Decay	Decay Time	DecayRS	Decay Time
3	Release	Release Time	ReleaseRS	Release Time
4	Cutoff	Filter Cutoff Frequency	CutoffRS	Filter Cutoff Frequency
5	Resonance	Filter Resonance	ResonRS	Filter Resonance
6	LFO Depth	LFO Depth	LFODpRS	LFO Depth
7	LFO Speed	LFO Speed	LFOSpRS	LFO Speed
8	LFO Delay	LFO Delay	LFODelayRS	LFO Delay
9	Off	-	Reset All	All Sound parameters

05

Tempo and Metronome

Tempo

Setting the Tempo value

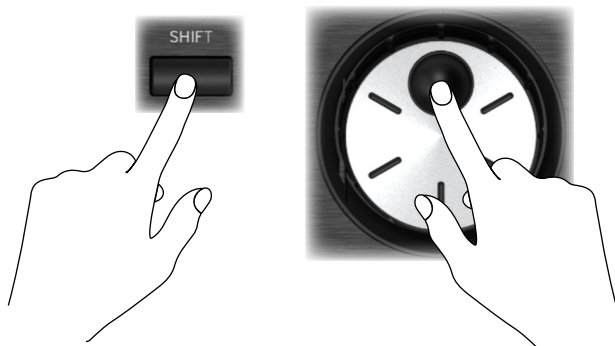
While an optimal Tempo value is saved with each Style or Song, you can freely adjust it at your will. This will also set the Tempo for the Metronome.

Adjusting the Tempo value from the control panel

- > Use the **TEMPO** controls to adjust the Tempo value (or the speed of the MP3 Song).



- > As an alternative, for bigger Tempo changes, keep the **SHIFT** button pressed and use the **DIAL** or **UP/DOWN** controls.



Adjusting the Tempo value from the display

- 1 If it is not highlighted, touch the **Tempo** value in the display.



- 2 Use the **DIAL** or **UP/DOWN** controls to adjust the Tempo value.

As an alternative, touch the **Tempo** field again to open the **numeric keypad**, and enter the Tempo value as a number.

Resetting the Tempo value

- > Press both **TEMPO** buttons (+ and -) at the same time.

The Tempo value memorized in the Style or the MIDI Song will be recalled. With MP3 Songs, the original speed of the Song will be restored.



Other Tempo operations

‘Tapping’ the Tempo value

You can ‘tap’ (beat) the Tempo value of a Style or MIDI Song.

- > While no Style or MIDI Song is playing, beat the Tempo on the **RESET/TAP** button. Beat as many times as indicated by the **Meter** numerator (for example, three times in 3/4).



At the end, the Style or MIDI Song will start playing with the ‘tapped’ Tempo.

Resetting the Style or Song position to the beginning

While a Style or MIDI Song is playing, you can make it go back to the beginning.

- > While a Style or MIDI Song is playing, press this button to make it restart from the beginning.



Locking the Tempo value

You can prevent the Tempo value from automatically changing when choosing a different Style or MIDI Song. MP3 Songs are not affected by this 'lock', and will always play at the recorded Tempo.

You are free to continue setting the Tempo manually, including beating the Tempo with the **Tap Tempo** function.

Locking the Tempo value is very important to make both Players play at the same Tempo. When the Tempo Lock is enabled, both the Players will play at the Tempo of the selected Player, and changing Tempo will affect both Players.

Please remember you can start (and stop) both Players at the same time by keeping the **SHIFT** button pressed and pressing one of the **PLAY/STOP** (▷◻) buttons.

■ Prevent the Tempo value from changing

> Press the **TEMPO > LOCK** button to light up its indicator. The Tempo value will not change when choosing a different Style or Song. You can still manually change the Tempo value (as seen above).



■ Let the Style or Song change the Tempo value

> Press the **TEMPO > LOCK** button again to turn its indicator off. When choosing a different Style or Song, the memorized Tempo value will be recalled.

Tempo Change events found in the Style pattern or the MIDI Song may still change the Tempo.

■ Synchronize the two Players

> If you want to synchronize both Player's Tempo to the Tempo of the current Player, turn the **TEMPO > LOCK** on. You can start one Player after the other one, and they will play at the same Tempo.

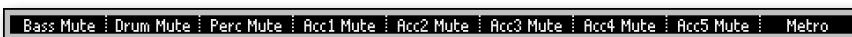
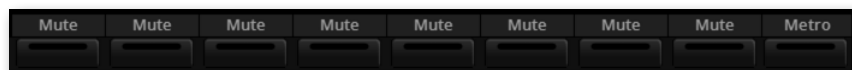
> If you want both Players to start at the same time, keep the **SHIFT** button pressed, and press any of the two **PLAY/STOP** (▷◻) buttons.

Metronome

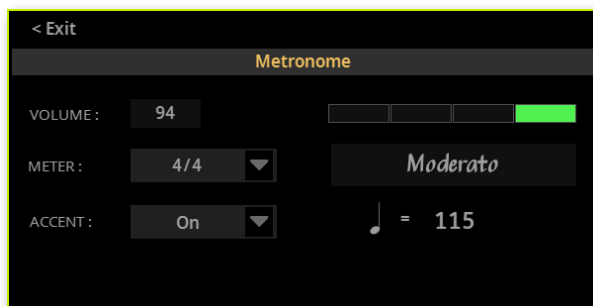
Turning the metronome on and off

Turning the metronome on

1 Be sure the **CONTROL** mode is including the **METRO** command. The **STYLE/SONG** mode includes it, as well as the default **USER** programming.



2 Press the **METRO** button to turn its indicator on. The **Metronome** window will open, and the metronome will start playing, beating the current Tempo.



Turning the metronome off

➤ Press the **METRO** button to turn its indicator off. The metronome will stop.

Setting the meter, accent and volume

Setting the meter

You can mark the beginning of the measure, by setting the meter and accent.

- 1 Press the **METRO** button to open the **Metronome** window.



- 2 Use the **Meter** parameter to choose the meter (time signature).
- 3 Use the **Accent** parameter to choose the accent.

Accent	Meaning
Off	No accent.
On	The first beat of each measure is accented.
Bell	A bell sound is heard at the first beat of each measure.

Adjusting the metronome volume

- > While in the **Metronome** window, use the **Volume** parameter to adjust the metronome volume.

Closing the Metronome window

- > Press the **METRO** button to exit the window and stop the metronome.
- > Press the **EXIT** button to exit the window without stopping the metronome. Then, press the **METRO** button to stop the metronome.

Playing with the metronome

While the metronome is turned on, you can start a Player. The metronome will play at the same tempo of the Player. It will get the same tempo of the current Player.

When you stop the Player by pressing the **STOP/GO TO START** (⏮) button, the metronome will also stop.

06

Playing the Styles

The Styles

The Style and its Elements

Styles are collections of musical patterns in a particular music genre – or ‘musical style’ – offering an eight-parts automatic accompaniment, similar to an eight-member band playing with you. Chords you play on the keyboard will be recognized and will adapt the patterns to suit the music. Different sections can be selected to let you create a complete song in real time.

Accompaniment parts

Accompaniment parts are like the members of a band. With Pa5X you get five pitched instrument players (for example guitar, piano, strings, synthesizers), a bass player, a percussion player, and a drum player.

Chords and patterns

Accompaniment patterns are repeating musical patterns (like a bass groove, a guitar riff or a piano chord progression) that are dynamically adapted to match the recognized chords. They may vary depending on the type of chord (like C Major, C minor, or 7th).

Sections and Style Elements

Songs are made of different sections (Intro, Verse 1, Bridge, Chorus 1 and so on). There are different patterns for each song section, and they are collected under the Style Element buttons (INTRO, VARIATION, FILL, BREAK, ENDING). While the name of the Intro, Fill, Break and Ending are the same as the name of the corresponding song section, Variations can be used either for Verse, Bridge, Chorus or Special sections. The arrangement becomes denser the higher goes the Style Element number.



Auto Fill

Pa5X can automatically match each Variation with a Fill. When the **AUTO FILL** indicator is on, when going from a Variation to a different one a Fill is automatically selected, without having to press one of the **FILL** buttons.

Choosing the Styles

You can play a Style with either Player 1 or Player 2. If you want, you can assign a Style to each of the players, and have the other player be ready for the next musical selection. You can also mix Styles and Songs with the different Players.

HINT: You can let the Players automatically choose a Style (and/or a Song) at startup. To choose which one(s), go to the **Settings > Menu > General Controls > Startup** page.

You can choose a Style from the control panel or from the display.

We'll assign a Style to Player 1. Instructions for Player 2 would be identical, apart for the different player.

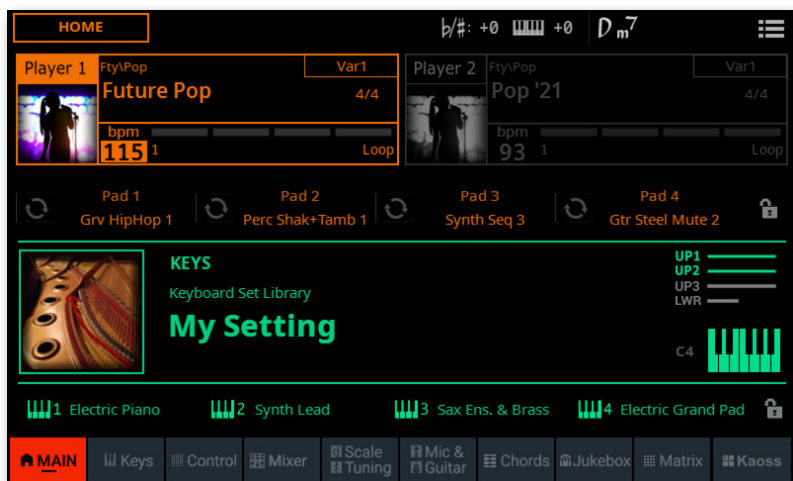
-
- **Open the Select window from the control panel**
 - > While in any page, press the **STYLE** button in the **PLAYER 1** section.
-



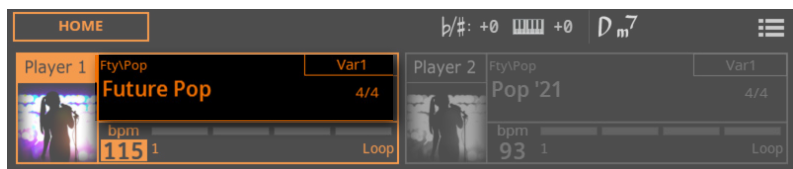
■ Open the Select window from the display

1 Go to the Home > Main page.

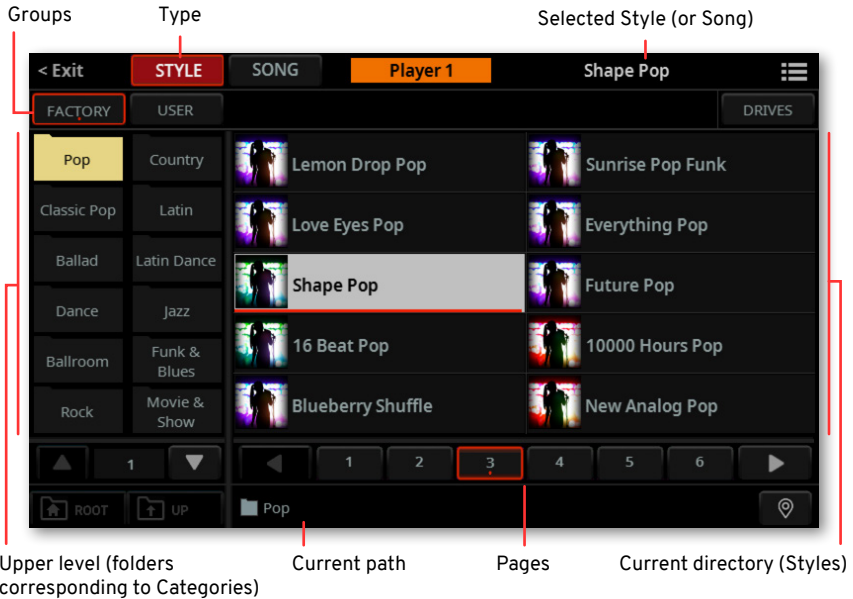
When turning the instrument on, you are already in the **Main** page. If you are not in the **Main** page, press the **EXIT** button in the control panel.



2 Touch the name of the Style (or Song) in the display.



As soon as you touch the display, the **Style Select** window appears.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

3 Be sure you are browsing the Styles, and not the Songs. If not, touch the **STYLE** button at the top of the window.



■ Choose a Style

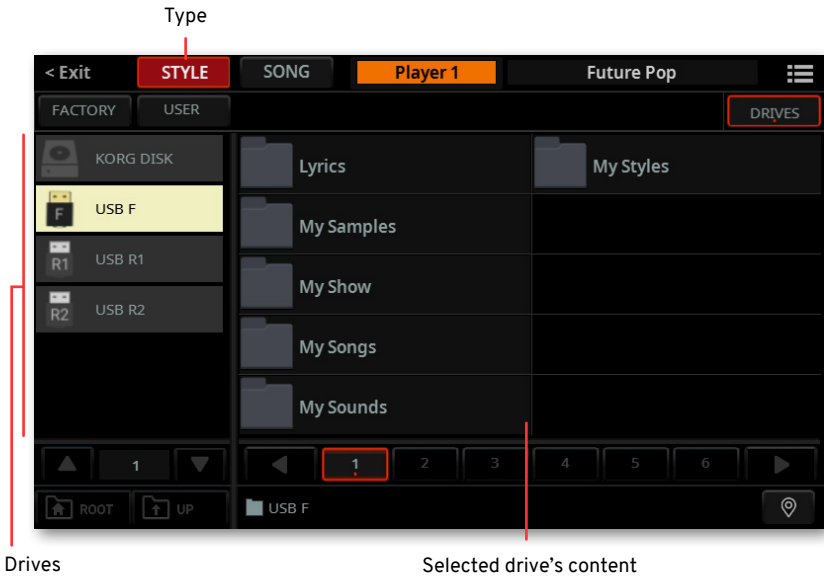
1 To choose one of the available **groups** from which to choose a Style, touch the **buttons** in the second line at the top of the window.



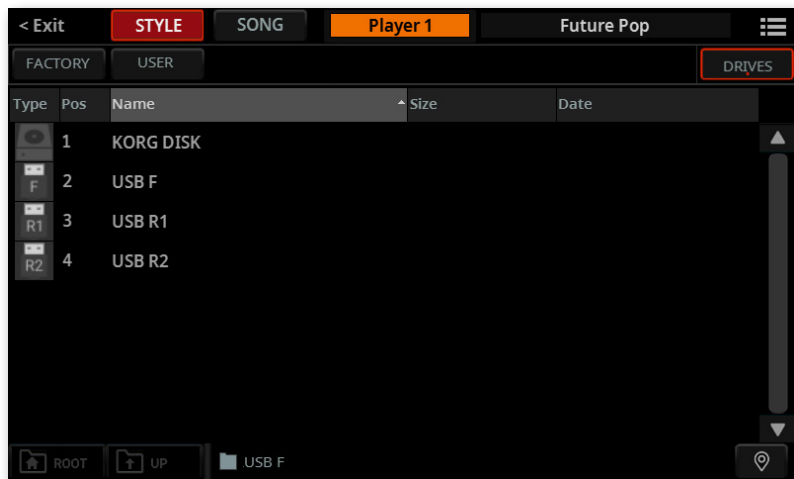
Group	Meaning
Factory	Styles included at the factory, that can't be modified or overwritten.
Local	Some models could include Local-type Styles, that are data customized for a particular country or added by an Add-On.
User	Internal memory area where you can save new or edited Styles, or where you can copy Styles from an external storage device.
Drives	Styles accessed from an external storage device. You can organize them freely, as if they were ordinary files.

2 If you are choosing from the **Drives**, choose one of the available **storage devices (drives)**.

> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

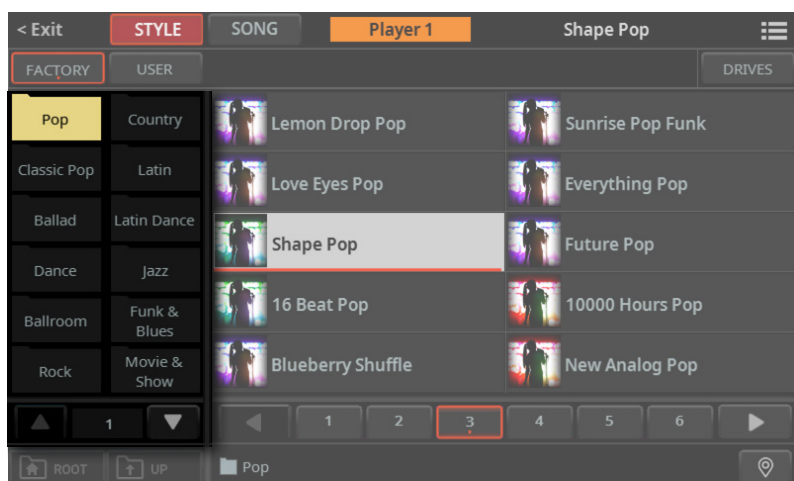


- > While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected** drive.

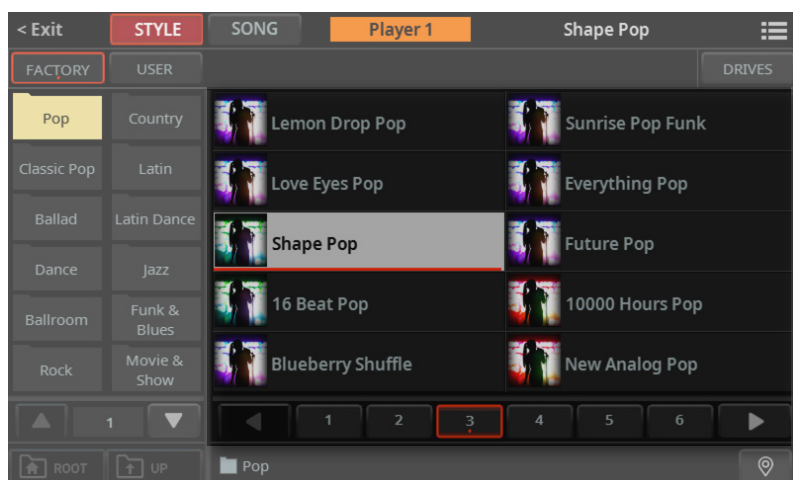


Drive	Meaning
KORG DISK	Storage space inside the internal drive (separate from the User area)
SD USER	Storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

3 In **Tile View** mode, if you are choosing from the **Factory**, **Local** or **User** banks, you will find the Styles organized in **categories** (shown as folders). If you want to choose a different category, touch one of the category folders in the left side of the **Style Select** window.



4 The Styles contained in the selected folder will appear in the right side of the window.



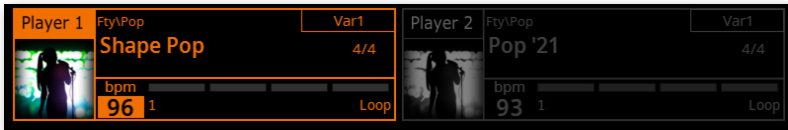
5 If you are lost while browsing though the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

6 Touch the **name of the Style** you want to choose.

7 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** parameter is turned on. See **Display Hold** on page 47.

In the end, you will see the name of the selected Style in the dedicated area of the **Main** page.



8 If you want, repeat the same procedure to assign another Style (or Song) to the other Player.

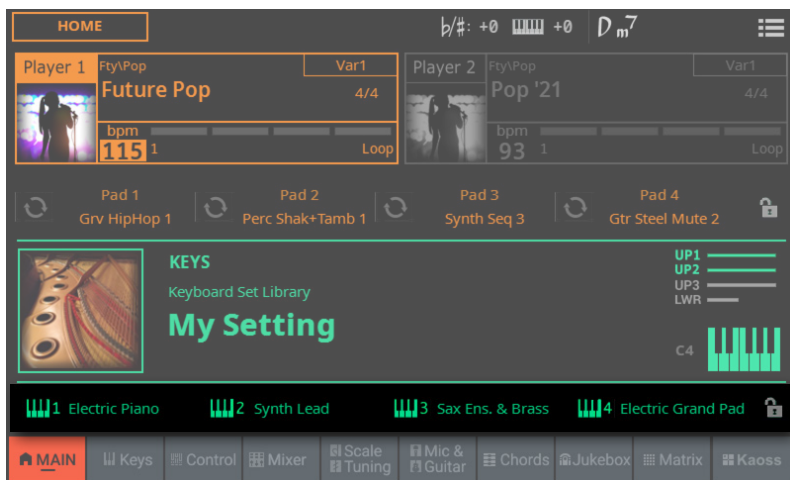
Selecting a Keyboard Set with the Style

The Style's Keyboard Sets

With each Style (and SongBook Entry) four Keyboard Sets are assigned to the **KEYBOARD SET** section under the **X-FADER**.



You can also choose them from the **Keyboard Set** area of the **Main** page.



Turning the Style to Keyboard Set function on or off

Choosing a Style might also automatically select the first Keyboard Set in the **KEYBOARD SET** section under the **X-FADER**. This depends on the status of the **Style to Keyboard Set** function.

As per factory programming, this function is assigned to **CONTROL > BUTTON #7** when in **USER** mode.

■ Access the Style to Keyboard Set function from the control panel

- 1 Press the **USER** button in the **CONTROL** section.

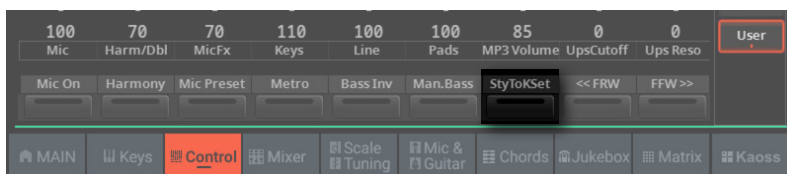


- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.



■ Access the Style to Keyboard Set function from the display

- > Go to the **Home > Control > User** pane.



■ Turn the Style to Keyboard Set function on or off

> Repeatedly press (or touch) the **Style to Keyboard Set** switch to set the function.

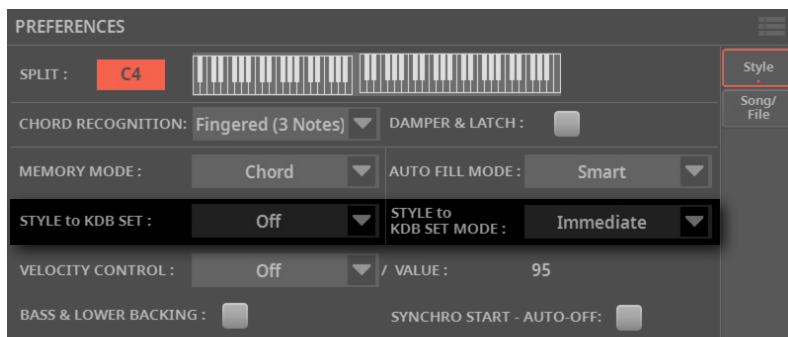
Style to Keyboard Set indicator	Meaning
Off	Styles don't select a Keyboard Set.
On	When choosing a Style, Keyboard Set #1 is automatically selected.
Blinking	Choosing a Variation automatically recalls the corresponding Keyboard Set (1 – 4) inside the Style. For example, choose Variation #2, and Keyboard Set #2 will be automatically recalled; choose Variation #3, and Keyboard Set #3 will be automatically recalled.

Programming the Style to Keyboard Set function

You can program how the **Style to Keyboard Set** button works.

1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER 1 > STYLE** button to open the **Style** page.



2 Use the **Style to Keyboard Set** menu to set the default status of the function.

Style to Keyboard Set indicator	Meaning
Off	Styles don't select a Keyboard Set.
On	When choosing a Style, Keyboard Set #1 is automatically selected.
Var to KbdSet	Choosing a Variation automatically recalls the corresponding Keyboard Set (1 – 4) inside the Style. For example, choose Variation #2, and Keyboard Set #2 will be automatically recalled; choose Variation #3, and Keyboard Set #3 will be automatically recalled. This is equivalent to the Style to Keyboard Set indicator blinking.

3 Use the **Style to Kbd Set Mode** menu to choose when the Keyboard Set should be selected.

Style to Kbd Set Mode	Meaning
Next Measure	When you choose a Style, the new Keyboard Set will not be automatically selected until the first beat of the next measure is reached.
Immediate	When you choose a Style, the new Keyboard Set will be immediately selected.

4 Press the **EXIT** button to return to the previous page.

Playing with the Styles

Starting and stopping the Styles

You can manually start and stop the automatic accompaniment, by using the controls in the **PLAYER 1** or **PLAYER 2** section.



■ Set the right mix

➤ Move the **X-FADER** fully toward the Player you want to listen to. Move it fully to the left for Player 1, to the right for Player 2.

The indicator over the corresponding Player section will turn on.

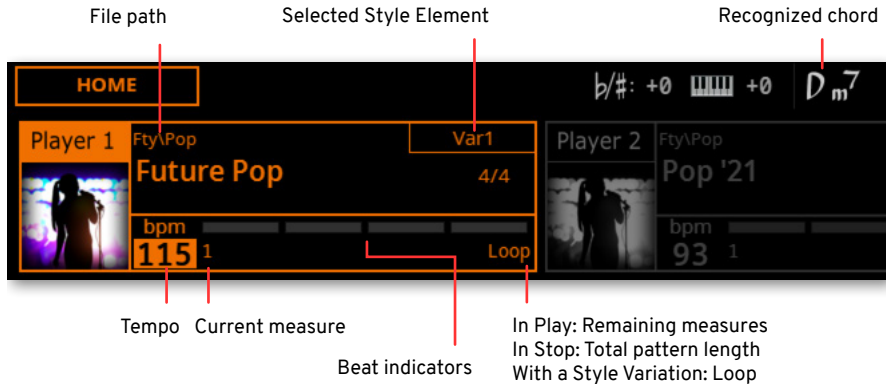


➤ Move it to an intermediate position to mix the two Players.

■ Start the accompaniment

- 1 Press the **PLAY/STOP** (▷◻) button.
- 2 Play some chords with your left hand, while playing a melody with your right hand.

While the accompaniment is playing, please note the various indicators in the display.



■ Stop the accompaniment

- > Press the **PLAY/STOP** (▷◻) button again.
- > As an alternative, you can press the **STOP** (⏏) button.

■ Start and stop both Players at the same time

You can start both Players at the same time, to mix them with the **X-FADER** while playing.

- > Keep the **SHIFT** button pressed, and press any of the two **PLAY/STOP** (▷◻) buttons to start both Players at the same time.
- > Keep the **SHIFT** button pressed, and press any of the two the **PLAY/STOP** (▷◻) buttons to stop both Players at the same time.

Automatic start and stop

You can let the Players automatically start or stop by just playing the keyboard in the chord recognition area, without having to press the **PLAY/STOP** (▶□) button. This leaves your hands free for playing.

This will work the same way regardless of whether a Style or a Song is assigned to the Player.

HINT: Use the **CHORD** section on the control panel to set the chord recognition area.

Using Synchro Start and Stop

■ Make the Player start automatically (Synchro Start)

- 1 Press the **SYNCHRO > START** button to light up its indicator.



- 2 Play a chord, and see how the Player will start automatically.
- 3 Stop the Player by pressing the **PLAY/STOP** (▶□) button.

■ Make the Player start and stop automatically (Synchro Start and Stop)

- 1 Be sure the **SYNCHRO > START** indicator is turned on.
- 2 Press the **SYNCHRO > STOP** button, to light up both the **START** and **STOP** indicators.



- 3 Play a chord to start the Player, and keep the keys pressed.
- 4 Lift your hands from the keyboard, and see how the Player will automatically stop.

■ Make the Player stop automatically (Synchro Stop)

1 Press the **SYNCHRO > START** button again to turn it off, and leave only the **SYNCHRO > STOP** indicator lit.



2 Press the **PLAY/STOP** (▷◻) button to start the Player, then play a chord and keep the keys pressed.

3 Lift your hands from the keyboard, and see how the Player will automatically stop.

Manually disabling Synchro Start and Stop

■ Deactivate the Synchro Start/Stop functions

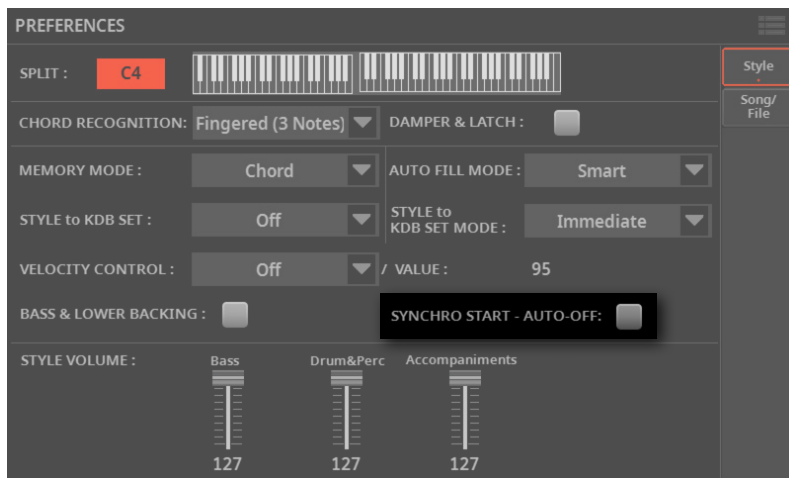
> Press the **SYNCHRO > START** and/or **SYNCHRO > STOP** buttons to turn both indicators off.



Automatically disabling Synchro Start

If you prefer, you can automatically disable the Synchro Start command after using it. This is useful to prevent the Player from starting unexpectedly.

- 1 Go to the **Settings > Menu > Preferences > Style** page.



- 2 Use the **Synchro Start – Auto Off** parameter to enable or disable this function.

Synchro Start – Auto Off	Meaning
Off	After the Player starts, the Synchro Start function will remain active.
On	After the Player starts, the Synchro Start function will be disabled. If you want to use it again, turn it back on.

NOTE: When this parameter is enabled, pressing the **SYNCHRO > STOP** button activates the Synchro Stop command, and also enables the Synchro Start function. The **SYNCHRO > START** indicator is automatically turned on.

Choosing the Style Elements from the control panel

You can use the **buttons** in the **STYLE ELEMENT / MARKER** section on the control panel to choose the Style Elements. With a Style assigned to the current Player, the **indicator** on the left of the buttons will show that the Style Elements can be selected.



Choosing an Intro

An Intro is the introduction of the song. To choose the right Intro for your song, please note that **Intro 1** plays a short pattern with a prerecorded chord sequence and melody, while **Intro 2** plays on the chord recognized on the keyboard. **Intro 3** is usually a one-bar Count In.

Style Element	Suggested use
Intro 1	Intro with prerecorded chord sequence and melody
Intro 2	Intro with chord recognized on the keyboard
Intro 3	Usually a one-measure Count In

1 Press one of the **VARIATION** buttons on the control panel to choose the Variation you want to use for the first verse. The button's indicator will be on, meaning the Variation is waiting to start.



2 Press one of the **INTRO** buttons on the control panel to 'book' one of the Intro sections. The button's indicator will be on, meaning the Intro is waiting to start. The button's indicator on the selected **VARIATION** button will be flashing, meaning it is booked after the Intro.



3 Start the accompaniment.

Choosing a Variation to play a Verse or Chorus

Variations can be used for verses, choruses, bridges or specials. To choose the right Variation for your verse, please note that Variations are of growing ‘density’ and ‘loudness’. This means that **Variation 1** will be the ‘sparsest’ and the ‘quietest’ of the arrangements, while **Variation 4** will be the ‘densest’ and ‘loudest’ of them. Usually, you will use Variation 1 for the first verse, Variation 4 for the last chorus.

Style Element	Suggested use
Variation 1	Verse, Bridge, Chorus or Special (lowest density)
Variation 2	Verse, Bridge, Chorus or Special (medium-low density)
Variation 3	Verse, Bridge, Chorus or Special (medium-high density)
Variation 4	Verse, Bridge, Chorus or Special (highest density)

> Wait for the Intro to end playing, and then the selected Variation will start playing. The selected **VARIATION** indicator will stay lit.



> As an alternative, you can start the Variation before the end of the Intro. While the Intro is playing, press one of the **VARIATION** buttons. The Variation will start at the next measure.

Choosing a Fill

Fills are phrases that can be used for smoothly bridging between different sections of a song. Their density is similar to that of the same numbered Variations.

Style Element	Suggested use
Fill 1	Fill (lowest density)
Fill 2	Fill (medium-low density)
Fill 3	Fill (medium-high density)
Fill 4	Fill (highest density)

■ Manually selecting a Fill

You can directly choose a Fill.

- 1 When you want to choose a Fill, press one of the **FILL** buttons to choose the Fill you want to play. The button's indicator will be on while the Fill is playing.

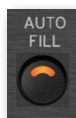


- 2 If you want, choose a different Variation before the end of the Fill.

■ Automatically selecting a Fill

If you like, you can let Pa5X automatically select a Fill when you choose a Variation.

- 1 Press the **AUTO FILL** button to light up its indicator.



- 2 Press one of the **VARIATION** buttons. A Fill will be automatically selected.



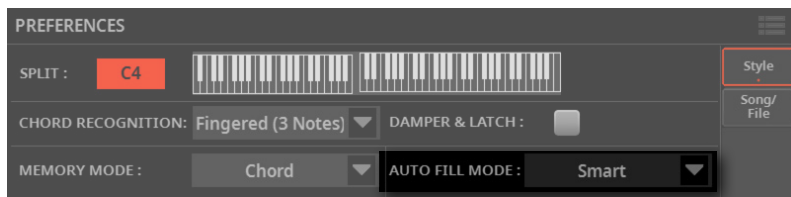
- 3 When you no longer need this function, press the **AUTO FILL** button again to turn the indicator off.

Programming the Auto Fill

You can program how the **Auto Fill** works.

1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



> Use the **Auto Fill mode** menu to choose the Auto Fill mode.

Auto Fill Mode	Meaning
Current Variation	The Fill with the same number of the previous Variation will be automatically selected. For example, if you are going from Variation 2 to Variation 3, Fill 2 will be automatically selected.
Target Variation	The Fill with the same number of the target Variation will be automatically selected. For example, if you are going from Variation 2 to Variation 3, Fill 3 will be automatically selected.
Smart	Auto Fill tries to make the transition smoother. For example, if you are going from Variation 1 to Variation 4, Fill 3 will be automatically selected.

2 Press the **EXIT** button to return to the previous page.

Choosing a Break

A break introduces a short pause in your song, creating a suspension and a sense of surprise.

Style Element	Suggested use
Break	One-measure break

> When the Variation is nearing its end, press the **BREAK** button to play a short musical break.



Choosing an Ending

To choose the right Ending for your song, please note that **Ending 1** plays a pattern with a prerecorded chord sequence and melody, while **Ending 2** plays on the chord recognized on the keyboard.

Style Element	Suggested use
Ending 1	Ending with prerecorded chord sequence and melody. It will start at the next measure.
Ending 2	Ending with the chord recognized on the keyboard. It will start at the next measure.
Ending 3	Two-measure Ending, starting immediately, without waiting for the measure to end.

> When it is time to end the song, press one of the **ENDING** buttons on the control panel to 'book' one of the Ending sections.



After the Ending, the Style will automatically stop.

Looping sections

If you feel that an Intro, a Fill, a Break or Ending should last longer than the recorded pattern, you can let it enter a cycling loop.

■ Set a Style Element to loop

- Press twice the button of the Intro, Fill, Break or Ending to loop.

The indicator on the button will start flashing, and the pattern will start repeating.

■ Exit from the loop

Do one of the following:

- Press the same Style Element button again, or
- Select a different Style Element.

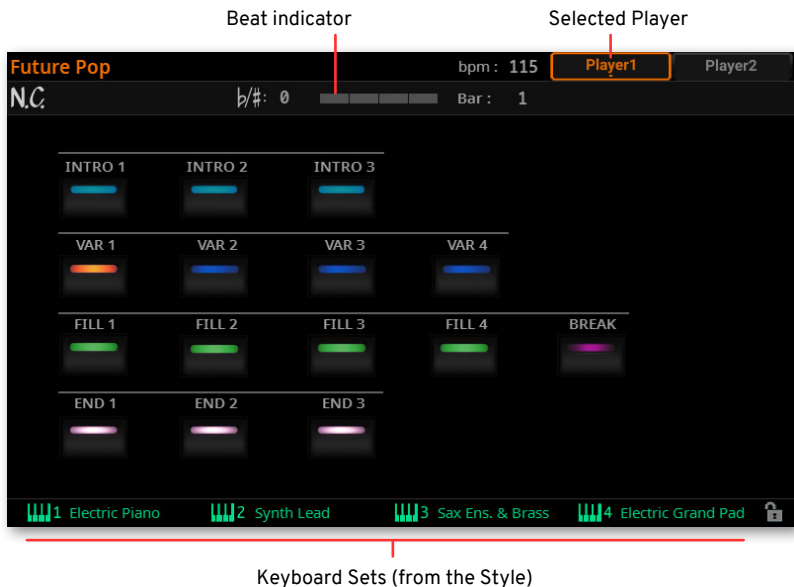
Choosing the Style Elements from the display

You can select the Style Elements from the **Style Elements** page on the display. This page allows for some different ways of working.

- > The **STYLE ELEMENT** buttons on the control panel let you quickly access the Style Elements of the current Player. You can still access the Elements while, for example, reading the Lyrics on the display.
- > The **Style Elements** page allows to select the Elements for the current Player, but also allows for pre-selecting Elements in the other Player while not yet selected. If a MIDI Song is assigned to the other Player, you will be able to pre-select Song Markers instead.

■ Access the Style Elements page

- 1 Assign a Style to one or both Players.
- 2 Press the **STYLE ELEMENT / MARKER** button to open the **Style Elements** page.



When accessing this page, the current Player appears selected on top of the page. If it is playing, you can see it progressing in the **beat indicator**.

■ Select a Style Element in the current Player

> While the Style Elements of the **current Player** appear in the display, touch one of them to select it. This is the equivalent of the **STYLE ELEMENT** buttons on the control panel.

■ Pre-select a Style Element in the other Player

1 Touch the button corresponding to the **other Player** on top of the page.

If the other Player has a MIDI Song assigned, the corresponding page will show the Markers instead of the Style Elements.

When switching to the other Player, the **beat indicator** will show the activity of the newly selected Player. If it is in stop, there will be no activity shown.

2 Choose one of the **Style Elements** from the other Player to pre-select it.

3 When moving the **X-FADER** to select the other Player, you will find the selected Element ready to play.

4 If the newly selected Player is stopped, press the corresponding **PLAY/STOP** (▷◻) button to start it.

You can see the activity of the selected Player in the **beat indicator**.

5 If you want, press the **PLAY/STOP** (▷◻) button corresponding to the older Player to stop it.

Fade In/Out

Using the Fade button

You can use the **FADE** button to start and/or stop your playing with a smooth fade-in or out.



■ Fade in

> While the Style is not playing, press the **FADE** button to light up its indicator and start the Style with a smooth fade-in.

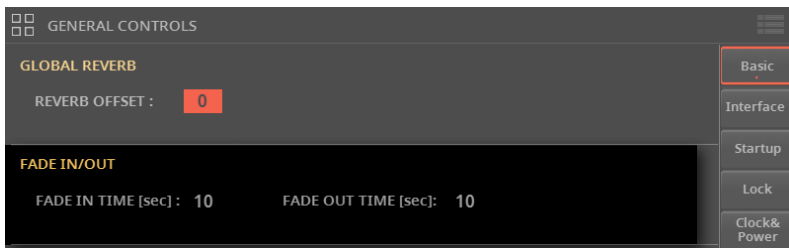
The Style will start. When the maximum volume is reached, the indicator will turn off.

■ Fade out

> When the song is approaching its end, press the **FADE** button to stop the Style with a smooth fade-out.

Setting the Fade time

> Go to the **Settings > Menu > General Controls > Basic** page to set the Fade In and Fade Out time.



Setting the Style play controls

Choosing where to play chords (Chord Scan area)

You can play chords with your left or right hand separately, or with both hands. You can choose the recognition area, depending on the song you are playing and your preferred playing style.

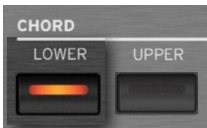
The area where chords are recognized depends on the status of the **CHORD** indicators.



CHORD	Where to play chords (Chord Scan area)	Notes to play
LOWER	Left hand (Lower area of the keyboard)	Depends on the Chord Recognition mode
UPPER	Right hand (Upper area of the keyboard)	Three or more
LOWER+UPPER	Both hands (full keyboard)	Three or more
Off	No chord recognized	–

■ Make chords be recognized when played with your left hand

> Press the **CHORD > LOWER** button to turn its indicator on.



The number of notes to be played, for a chord to be recognized, depends on the Chord Recognition mode (see below).

■ Make chords be recognized when played with your right hand

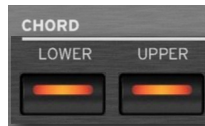
- 1 Press the **CHORD > UPPER** button to turn its indicator on.



- 2 Always play three or more notes to let the arranger recognize a chord.

■ Make chords be recognized when played with both hands

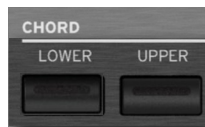
- 1 Press both the **CHORD (LOWER+UPPER)** buttons to turn their indicators on.



- 2 Always play three or more notes to let the arranger recognize a chord.

■ Deactivate chord recognition

- 1 Press both the **CHORD (LOWER+UPPER)** buttons to turn their indicators off.



- 2 Only the Drum and Percussion tracks will continue to play.

■ Memorize the Chord Scan area

- > Save a User Keyboard Set. You can save a different chord recognition area in each of the Keyboard Sets inside a Style or SongBook Entry.

Choosing how to play chords (Chord Recognition mode)

You can play chords in the simplest (even simplified), or the most sophisticate way. It's at you how chords have to be played to be recognized.

1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



2 Choose how to play chords by using the **Chord Recognition** menu.

Chord Recognition	How to play chords
One Finger	This mode is only available when the SPLIT indicator is turned on. If you turn it off, the mode will automatically switch to Fingered (3 Notes). With this mode, you can compose a chord using a simplified chord playing technique: • Play a single note for a Major chord to be recognized. • Play the root note, plus a white key on the left, for a 7th. For example, play C3 + B2 for a C7. • Play the root note, plus a black key on the left, for a Minor chord. For example, play C3 + Bb2 for a C minor. • Play the root note, plus a white and a black key on the left, for a Minor 7th. For example, play C3 + B2 + Bb2 for a C min 7. The additional white or black notes can be farther from the root note.
One Finger Plus	This mode works in a way similar to One Finger, but the additional white or black notes have to be close to the root note, like in the given examples. However, if you play complete chords, it will recognize them as if you were in Fingered (3 Notes). This way, you can play chords that One Finger cannot recognize.
Fingered (1 Note)	When the SPLIT indicator is turned on, play one or more notes to compose a chord. A full Major chord will be recognized even if only a single note is played. When the SPLIT indicator is turned off, play at least three notes to compose a chord.
Fingered (3 Notes)	Always play three or more notes for a chord to be recognized.

Chord Recognition**How to play chords****Advanced**

When the SPLIT indicator is turned on, play one or more notes for a chord to be recognized. If you play a single note, a 'root+8^{va}' will be played. If you play a fifth, a 'root+5th' chord will be played.

When the SPLIT indicator is turned off, play at least three notes to compose a chord.

With this mode, you can play rootless and slash chords, often used in jazz, fusion or modern pop. You don't always need to play the root note, that would otherwise double the note already played by the bassist.

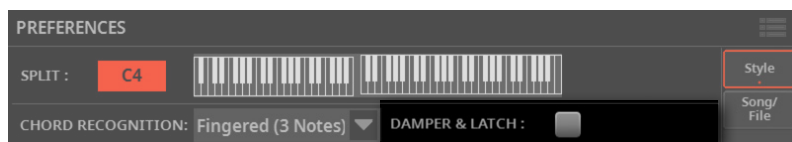
- 3** Press the **EXIT** button to return to the previous page.

Keeping a chord in memory by pressing the Damper pedal

You can choose to keep the recognized chord in memory while the Damper pedal is kept pressed. In this case, you can freely play any chord on the keyboard, and the Style will continue to play the 'latched' chord. This is especially useful when playing in Full Keyboard mode (with the **SPLIT** indicator turned off), and you would risk that all the notes played on the keyboard are recognized as a new chord.

1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



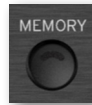
2 Select the **Damper&Latch** checkbox, to make the recognized chord be held for as long as the Damper pedal is kept pressed.

At this point, play a chord for the Style. Press the Damper pedal and keep it pressed to keep the recognized chord in memory. Release the Damper pedal when you want to play another chord to be recognized by the Style.

Holding chords and Lower notes (Memory)

Using the Memory function

You can keep the chords and/or Lower notes in memory even after raising your hand from the keyboard. How this function works depends on the settings of the **Memory Mode** parameter (see below).



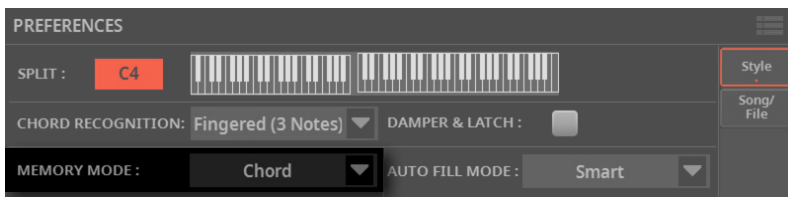
- > Press the **MEMORY** button to turn its indicator on, and keep the chords and/or Lower notes in memory.
- > Press the **MEMORY** button to turn its indicator off. The chords and/or Lower notes are released as soon as you raise your hand from the keyboard.

Choosing the Memory Mode

Set how the **MEMORY** button works according to your preferences.

- 1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



2 Use the **Memory Mode** parameter to choose the way the **MEMORY** button works.

Memory Mode	Meaning
Chord	When the MEMORY indicator is on, recognized chords are held even when raising your hand from the keyboard. When the indicator is off, chords are reset when raising your hand.
Chord + Lower	When the MEMORY indicator is on, recognized chords and the Lower Sound are held until the next note or chord is played. When the indicator is off, both the chord (therefore the accompaniment) and Lower Sound are cut when raising the hand from the keyboard.
Fixed Arr. + Lower	When the MEMORY indicator is on, recognized chords and the Lower Sound are held until the next note or chord is played. When the indicator is off, the Lower Sound is cut when raising the hand from the keyboard, while the chord is held (the accompaniment will continue to play).

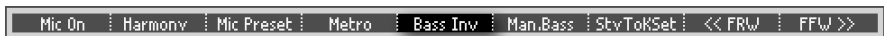
Bass inversion and slash chords

The arranger recognizes chords by analyzing all the notes you play in the chord recognition area, and evaluating their function in a chord. You can, however, always force the lowest (leftmost) note of the chord to be considered as something special, for example the chord's root of a slash chord (such as 'C/E' or 'F/C').

As per factory programming, this function is assigned to **CONTROL > BUTTON #5** when in **USER** mode.

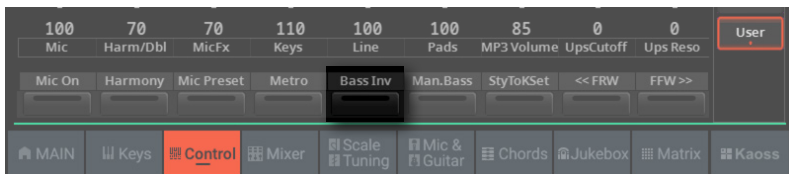
■ Access the Bass Inversion function from the control panel

- 1 Press the **USER** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.



■ Access the Bass Inversion function from the display

- > Go to the **Home > Control > User** pane.



■ Turn the Bass Inversion function on

- > Use the **Bass Inversion** switch to activate the function.

The lowest note of a chord will always be detected as the root note.

■ Turn the Bass Inversion function off

- > Use the **Bass Inversion** switch to deactivate the function.

The lowest note will be scanned together with the other chord notes, and will not always be considered as the root note.

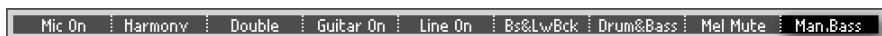
Playing a manual bass line

You can play the Bass Sound with your left hand, freeing it from the automatic accompaniment.

This function is assigned to **CONTROL > BUTTON #9** when in **MAIN** mode. As per factory programming, it is also assigned to **CONTROL > BUTTON #6** when in **USER** mode.

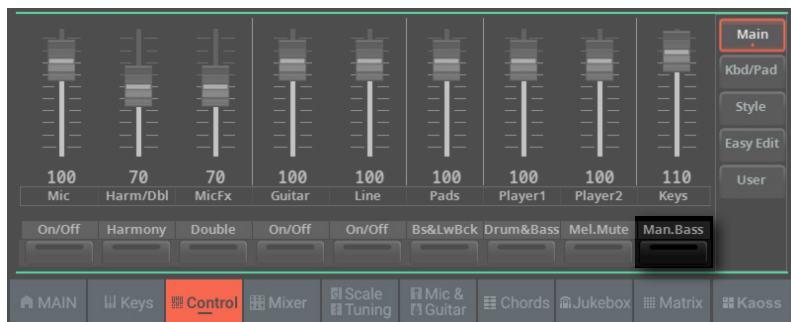
■ Access the Manual Bass function from the control panel

- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.



■ Access the Manual Bass function from the display

- > Go to the **Home > Control > Main** pane.



■ Turn the Manual Bass function on

- > Use the **Manual Bass** switch to activate the function.

The automatic accompaniment will stop playing (except for the Drum and Percussion Sounds), and you can manually play the Bass line on the Lower part of the keyboard.

■ Turn the Manual Bass function off

- > Use the **Manual Bass** switch to deactivate the function.

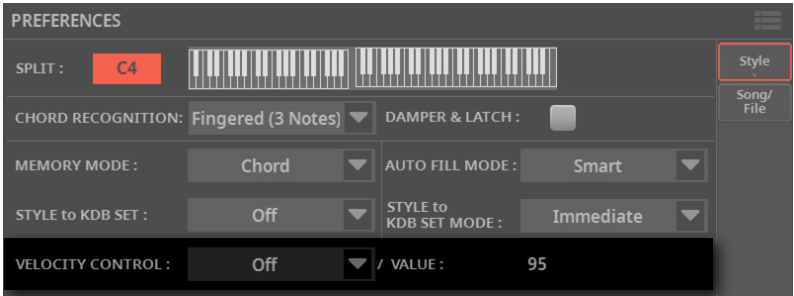
HINT: You can turn Manual Bass on and choose the Upper Chord Scan mode. This way, you can send chords to the Style with your right hand, while playing the bass freely with your left hand.

Controlling the Style with dynamics

You can play stronger than a set velocity value to trigger a Style control.

1 Go to the **Settings > Menu > Preferences > Style** page.

As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



2 Use the **Velocity Control** parameter to choose the function to be controlled when playing strongly.

Velocity Control	Meaning
Off	The function is turned off.
Break	When playing with a velocity higher than the trigger value on the Lower track, the Break is automatically triggered.
Start/Stop	You can start or stop the Style by playing harder on the keyboard.
Bass Inversion	When playing with a velocity higher than the trigger value, the Bass Inversion function will be activated or deactivated.
Memory	When playing with a velocity higher than the trigger value, the Memory function will be activated or deactivated.

3 Use the **Value** parameter to set the velocity trigger value.

4 Before using this function, be sure the **SPLIT** indicator is turned on.

Playing a Bass & Lower Backing

You can play a sparser manual accompaniment, where the chord you play with your left hand is split between the Bass (chord root) and Lower (the remaining notes) Sounds.

This function is assigned to **CONTROL > BUTTON #6** when in **MAIN** mode.

Turning the Bass & Lower Backing function on or off

■ Access the Bass & Lower Backing function from the control panel

- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.



■ Access the Bass & Lower Backing function from the display

- > Go to the **Home > Control > Main** pane.



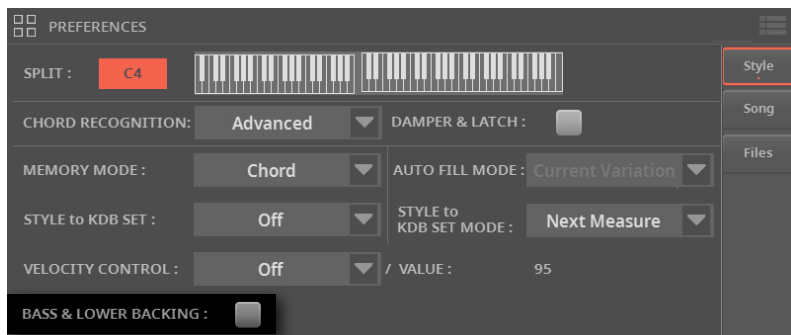
■ Turn the Bass & Lower Backing function on/off from the Control section

- > Use the **Bass & Lower Backing** switch to activate or deactivate the function.

■ Turn the Bass & Lower Backing function on/off from the Settings

1 Go to the **Settings > Menu > Preferences > Style** page.

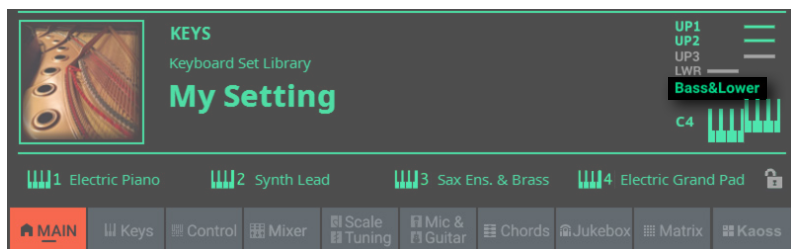
As an alternative, keep the **SHIFT** button pressed and press the **PLAYER > STYLE** button to open the **Style** page.



2 Select or deselect the **Bass & Lower Backing** checkbox to activate or deactivate the function.

3 Press the **SPLIT** button to turn its indicator on.

With the Split enabled, the **Bass & Lower** indication will appear in the **Home > Main** page.



Playing the manual accompaniment

1 Be sure the **Bass & Lower Backing** function is active (the **Bass & Lower** indication appears in the **Home > Main** page, see above).

2 Be sure the **SPLIT** indicator is turned on, and the Style is not running.

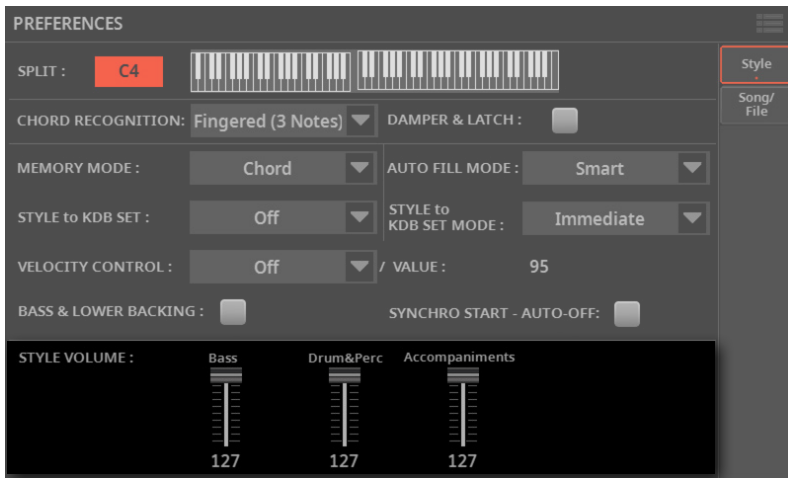
3 Play a chord sequence with your left hand.

Notice how the chord root is played by the Bass Sound, while the remaining chord notes are played by the Lower Sound (even if it is muted).

Adjusting the volume of the grouped Style Sounds

You can set a global volume setting for the grouped Style Sounds. Being global, this will not change when choosing a different Style. To avoid abrupt changes in the volume level of the Style Sounds during a show, we moved the volume settings to a safer area than the **Home** page.

- 1 Go to the **Settings > Menu> Preferences > Style** page.



- 2 In the **Style Volume** section, touch the **mixer group channel** whose volume level you want to change.

Grouped part name	Meaning
Bass	Bass track (volume offset)
Drum&Perc	Grouped Drum and Percussion tracks (volume offset)
Accompaniment	Grouped Accompaniment tracks (Acc1-5) (volume offset)

- 3 Keep the **virtual volume slider** held on the screen, and drag it to the desired level.

As it happens with the groups of a mixer, these levels are not the actual channel level, but a global offset added to the separate channels. Therefore, the resulting level will depend on the individual level of each channel, summed to this group's offset.

If you like, you can finely mix the various groups. For example, if you prefer Drums and Bass to be more prominent to let them have more ‘punch’, you can lower the grouped Style Sounds to leave more room to the rhythm section.

If you wish to permanently mute a group, just move its volume to zero.

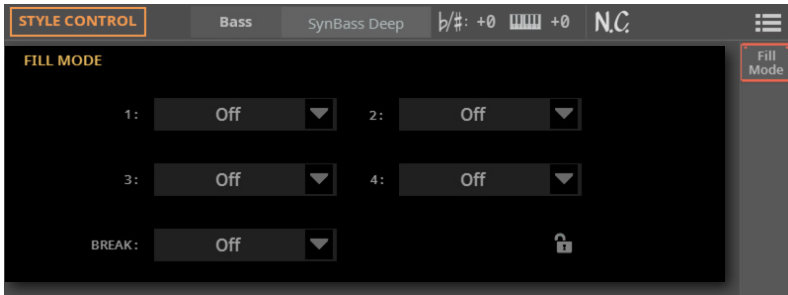
The (relative) volume level of grouped tracks will remain the same for all the subsequent Styles you will choose during your performance.

4 Press the **EXIT** button to return to the previous page.

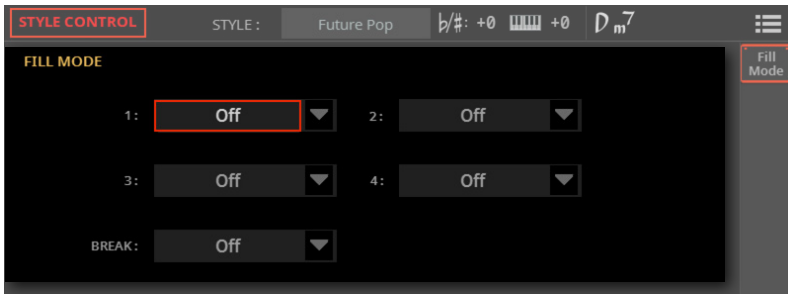
Choosing a Fill Mode for each Fill/Break

The Fill Mode parameters allow for automatically choosing a Variation at the end of each Fill, after having pressed one of the **FILL** or **BREAK** buttons. These settings can be saved to a Style or a SongBook Entry, so you can have a different Fill Mode configuration for each Style or Song in a SongBook Entry.

- 1 Go to the **Home > Menu > Style Controls > Fill Mode** page.



As an alternative, you can access these parameters in the **Style Edit > Menu > Style Controls > Fill Mode** page.



2 Use the **Fill Mode > 1...4/Brk** pop-up menus to choose a Fill Mode for the corresponding Fill/Break.

Fill Mode	Meaning
Off	The same Variation, playing before selecting a Fill, will be selected again.
1&2 ... 3&4	The specified Variations will be alternatively selected, when one of them is selected. For example, with the 1&2 option, if Variation 1 is selected, Variation 1 and Variation 2 will be alternatively selected after the end of the Fill.
Up/Down	The next higher/lower numbered Variation is selected, in cycle. After Variation 4, an Up command will select Variation 1. After Variation 1, a Down command will select Variation 4.
Increase/Decrease	The next higher/lower numbered Variation is selected. When Variation 4 is reached, an Inc command will select Variation 4 again. When Variation 1 is reached, a Dec command will select Variation 1 again.
Variation 1 ... 4	Fill to Variation (->1, ->2, ->3, ->4) automatically selects one of the four available Style Variations at the end of the fill.

Auto Fill and Fill Mode

Auto Fill and **Fill Mode** can interact, by doing strictly related things:

- > When the **Auto Fill** is enabled (**AUTO FILL** indicator on), you can choose a Variation by pressing one of the **VARIATION** buttons. This will automatically select a Fill, then the chosen Variation. This is the easiest way to select the Variation best fitting the next song section, and let the instrument automatically choose a Fill for you.
- > When the **Fill Mode** is programmed in a Style or SongBook Entry, you can choose a Fill or Break by pressing one of the **FILL** or **BREAK** buttons. The chosen Fill or Break will be played back, then the programmed Variation will be automatically selected. This is a sophisticated way of creating complex pattern patterns of Fills and Variations.

Please note that, while **Auto Fill** is a global setting, **Fill Mode** is tied to a Style or SongBook Entry.

07

Playing the Pads

The Pads

What is a Pad?

Pads are single-track hits (One Shot type) or cycling sequences (Loop type), that you can instantly play with the dedicated **PAD** buttons, or with the **MATRIX** buttons.

A maximum of four Pads can play at the same time in a Player. Loop-type Pads play in time with the Style or the MIDI Song. They are transposed according to the recognized chords.

Choosing a combination of Pads

Each of the Players can have its own set of four Pads. A set of Pads can be recalled by a Style or a SongBook Entry.

■ Choose the Pads by selecting a Style

- Choose a Style. The four Pads it contains will be recalled.

■ Choose the Pads by selecting a SongBook Entry

- Choose a SongBook Entry (either based on a Style or a Song). The four Pads it contains will be recalled.

Playing the Pads

Starting and stopping the Pads

Starting and stopping the Pads

You can play up to four Pads at the same time, by using the dedicated **PAD** buttons, or the assigned **MATRIX** buttons.

Pads of the One Shot type automatically stop at the end of the sequence. Pads of the Loop type continue cycling until you don't stop them.

■ Play and stop the Pads from the PAD section

1 Press the **PAD** button corresponding to the Pad to play. You can also start more Pads at the same time.



The indicators of the Pads that are playing will turn on. Also, the **Pads playback indicators** in the display will be shown running (see below).

2 Press the **PAD** button(s) you want to stop.

3 Press the **PAD > STOP** button to stop all the Pads.

■ Stop all the Pads together with the Style or Song

> Press the **PLAY/STOP** (▶□) button, or the **STOP/GO TO START** (⏮) button.

■ Transpose the Pads

> Play some chords, and transpose any pitched sequence in a Pad.

Changing Tempo

Pads are always synchronized to the Tempo of the selected Player. Change the **Player's Tempo**, and the Pads' Tempo will change accordingly.

Customizing the Pad set

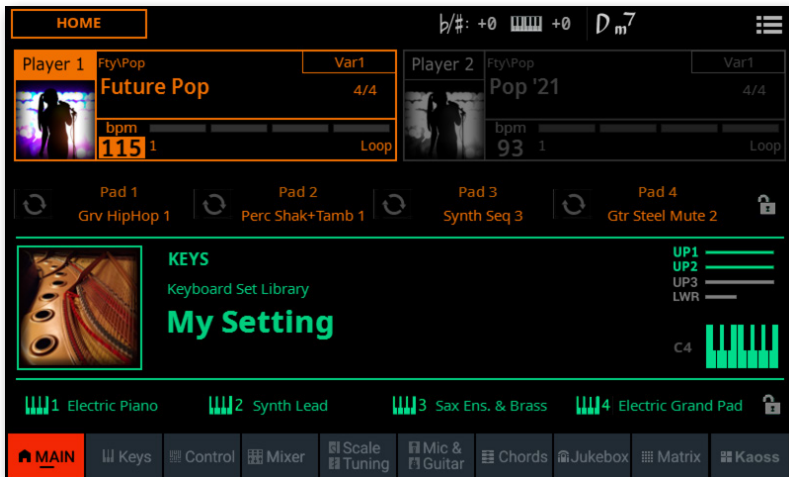
Choosing the individual Pads

Every Factory and User Style, as well as each SongBook Entry, has its own four Pads. You can save a new combination of Pads into a User Style or SongBook Entry.

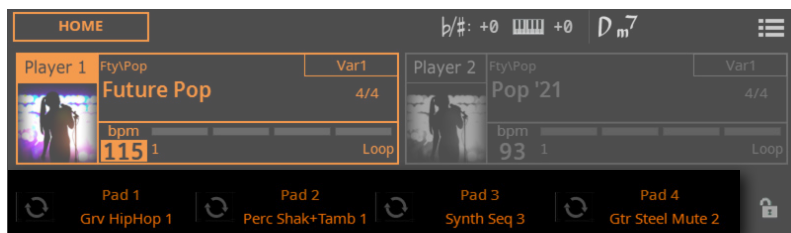
Choosing the Pads

- Open the Select window from the Home > Main page

- 1 Go to the Home > Main page.



- 2 Touch the **name of the Pad** you want to change to open the **Select** window.

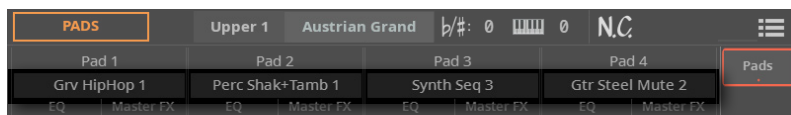


- Open the **Select** window from the Pads edit page

- 1 Go to the **Home > Menu > Pads** page.

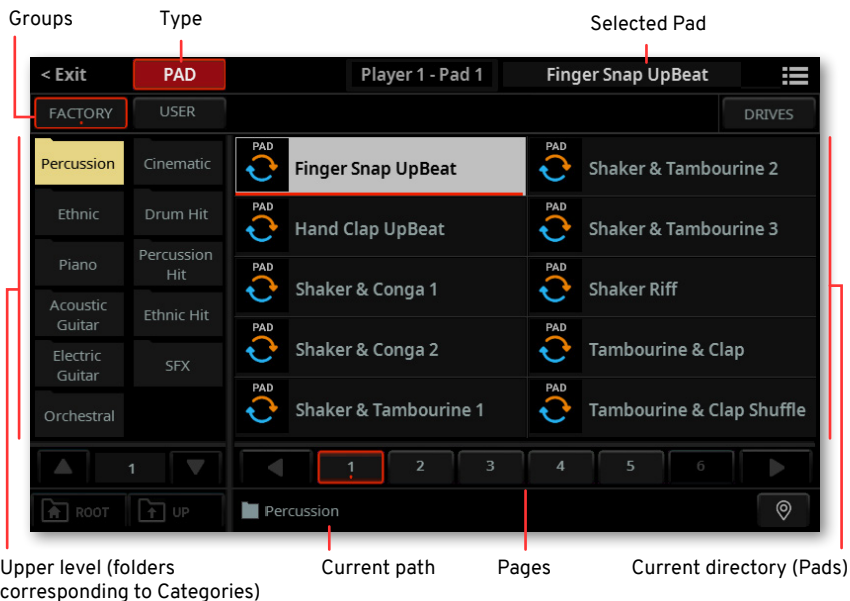


- 2 Touch the **name of the Pad** you want to change to open the **Select** window.



■ Choose a Pad

1 Browse through the Pads in the **Pad Select** window.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

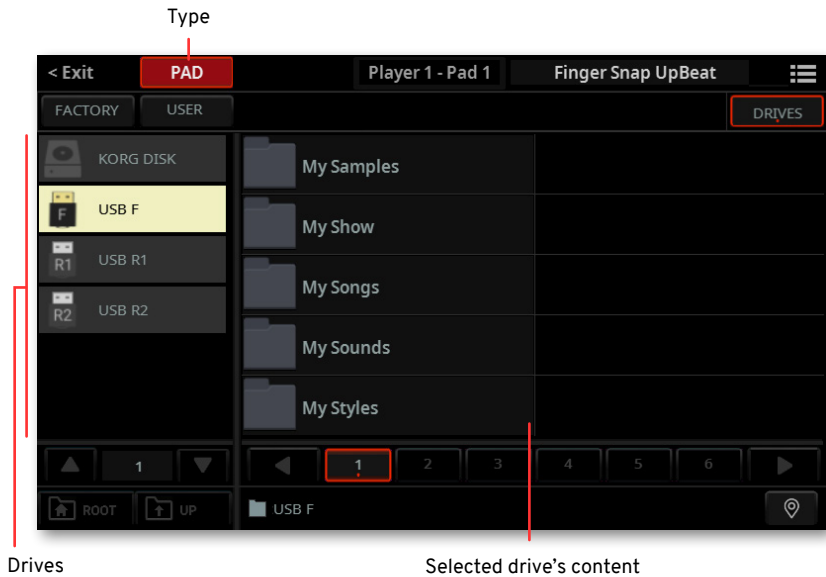
2 To choose one of the available **groups** from which to choose a Pad, touch the **buttons** in the second line at the top of the window.



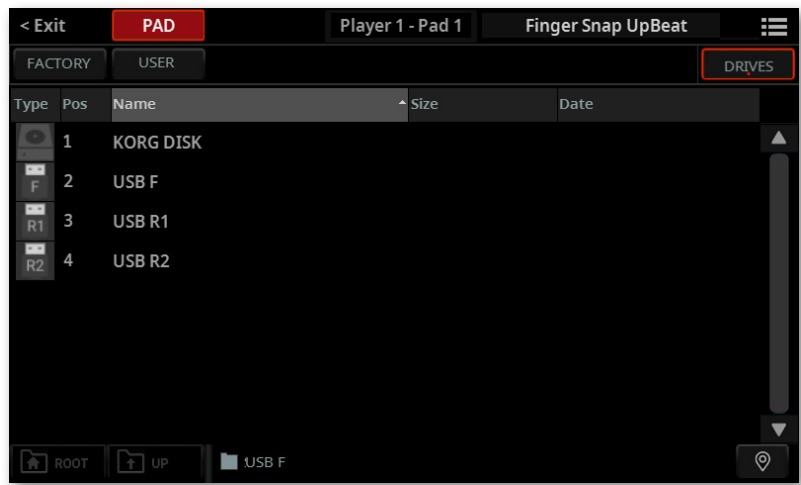
Group	Meaning
Factory	Pads included in the Factory library, that can't be modified or overwritten.
User	Internal memory area where you can save new or edited Pads, or where you can copy Pads from an external storage device.
Drives	Pads accessed from an external storage device. You can organize them freely, as if they were ordinary files.

3 If you are choosing from the **Drives**, choose one of the available **storage devices (drives)**.

> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

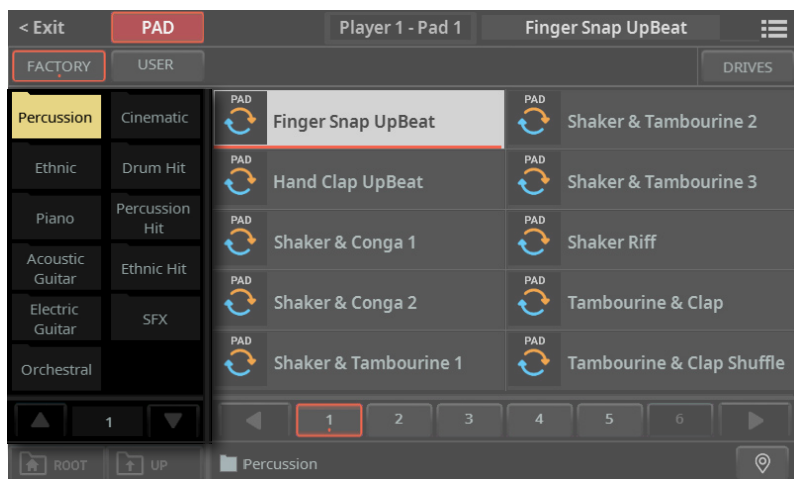


> While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected** drive.

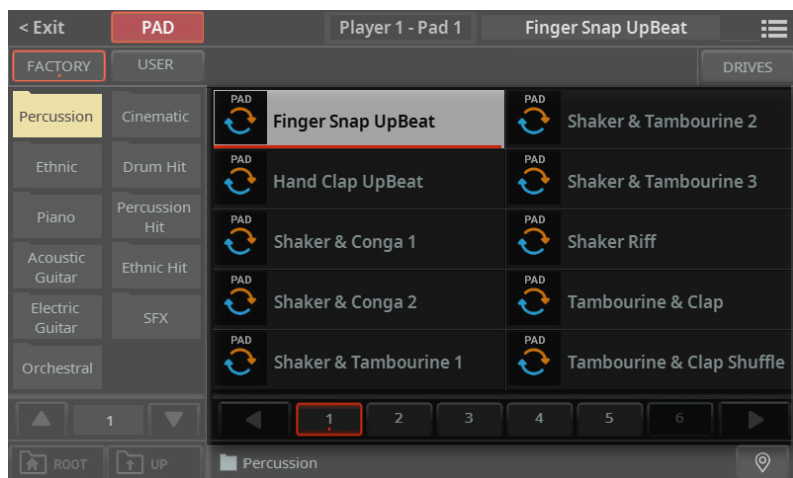


Drive	Meaning
KORG DISK	Storage space inside the internal drive (separate from the User area)
SD USER	Storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

4 In **Tile View** mode, if you are choosing from the **Factory** or **User** banks, you will find the Pads organized in **categories** (shown as folders). If you want to choose a different category, touch one of the category folders in the left side of the **Pad Select** window.



5 The Pads contained in the selected folder will appear in the right side of the window.



Pads can be of **Loop-type** (🔄) or **One Shot-type** (➡).



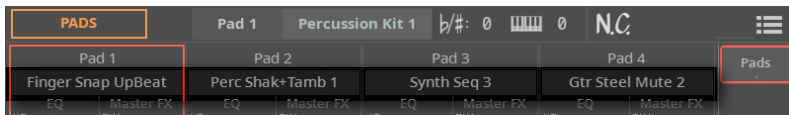
6 If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

7 Touch the **name of the Pad** you want to choose.

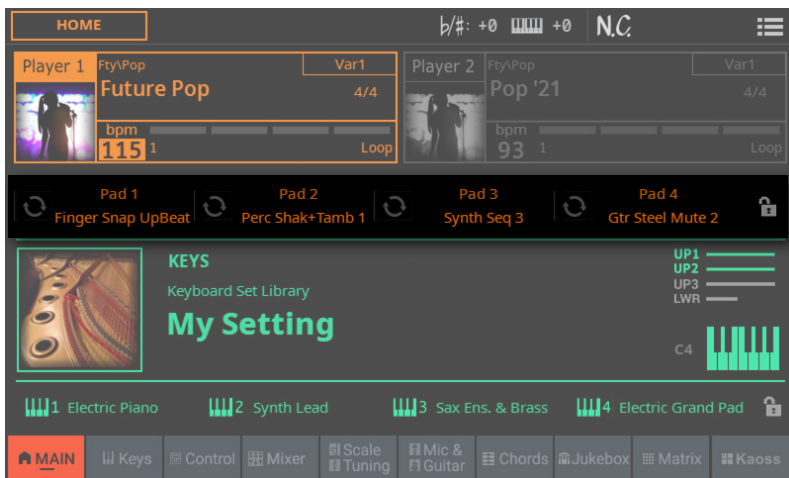
8 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** is turned on. See **Display Hold** on page 47.

In the end, you will see the name of the selected Pad in the dedicated area of the **Home > Menu > Pads** page.



The name of the Pad will also appear in the **Home > Main** page.



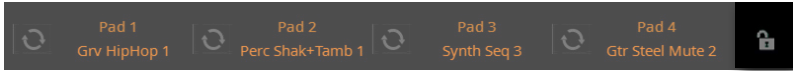
Saving the assigned Pads

- Save a User Style or a SongBook Entry.

Locking the Pads

If you prefer to keep the current combination of Pads, without letting a Style or SongBook Entry recall the memorized one, lock it.

- > Go to the **Home > Main** page, and close the **Pads padlock**.

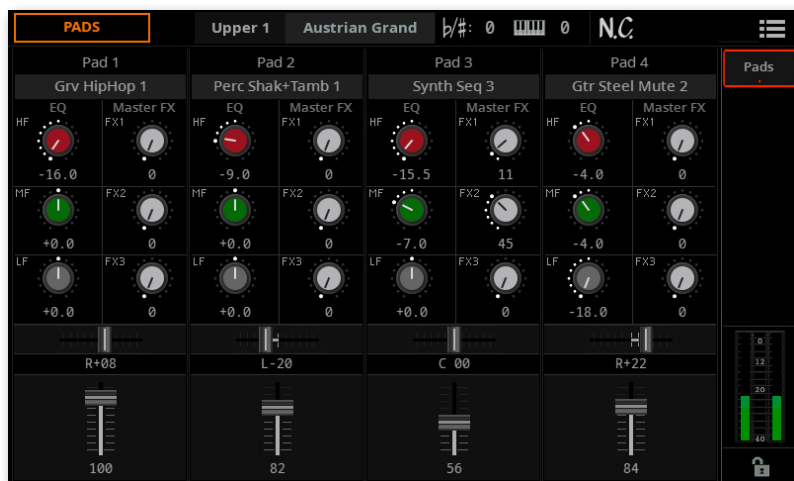


Mixing the Pads

Editing the Pad parameters

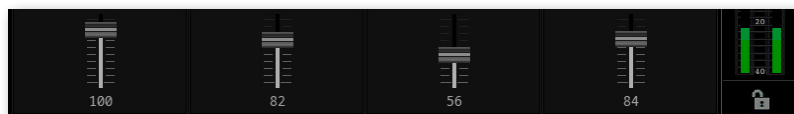
■ Access the Pads page

> Go to the Home > Menu > Pads page.



■ Adjust the volume and pan

> Use the **Volume** parameter (vertical sliders) to set the level of each Pad.



> Use the **Pan** parameter (horizontal sliders) to set the position of each Pad in the stereo panorama.



■ Adjust the send level to the master effects

- > Use the **Master FX** parameters to adjust the amount of the signal sent to the FX 1, 2 and 3 Master effects (FX Group A).



The Master Effects are the ones of the Style the Pads are linked to.

■ Equalize the sound

- > Use the **EQ** gain controls to set the three-band equalizer for each Pad. Adjust the **HF** (High Frequencies), **MF** (Middle Frequencies) and **LF** (Low Frequencies) parameters as needed.



Saving the combination of Pads

- > Save a User Style or a SongBook Entry.

08

Playing the Chord Sequences

The Chord Sequences

Chord Sequences and the Styles

You can record a Chord Sequence, that will play the chords for you. This will be useful, for example, when you have to play a repeated sequence, and prefer to use your left hand to play a solo on the keyboard, or to select the DNC controllers.

Chord Sequences are individually contained in the Chord Sequence Library. All the supplied Styles and SongBook Entries already contain a Chord Sequence. A Chord Sequence can be memorized in the User library, in a User Style or a SongBook Entry.

Enabling the Chord Sequence

You can enable or disable the Chord Sequence by using the **SEQUENCE** button in the **CHORD** section in the control panel.



The **CHORD > SEQUENCE** indicator shows the status of the Chord Sequences.

SEQUENCE	Meaning
Off	Chord Sequence not available.
White	Chord Sequence available, but not activate for playing. No chord is shown in the Chord pane.
Orange/Blue flashing	Chord Sequence available and ready to play in the corresponding Player (orange = Player 1, blue = Player 2). Chords are shown in the Chord pane.
Orange/Blue steady	Chord Sequence playing in the corresponding Player (orange = Player 1, blue = Player 2). Chords are shown in the Chord pane, and are progressively highlighted to show the current position.

You can also enable the Chord Sequence by using the **Start Seq** button in the **Home > Chords** pane.



The **colored frame** around the **Start Seq** button shows the status of the Chord Sequences.

Chord Seq frame	Meaning
Off	Chord Sequence not available or not activated for playing.
Flashing	Chord Sequence available and ready to play in the corresponding Player (orange = Player 1, blue = Player 2). If the Player is running, the Chord Sequence will start at the next measure; if not, it will start when starting the Player.
Steady	Chord Sequence playing in the corresponding Player (orange = Player 1, blue = Player 2).

When you enable the Chord Sequence, the list of chords appears in the **Home > Chords** pane.



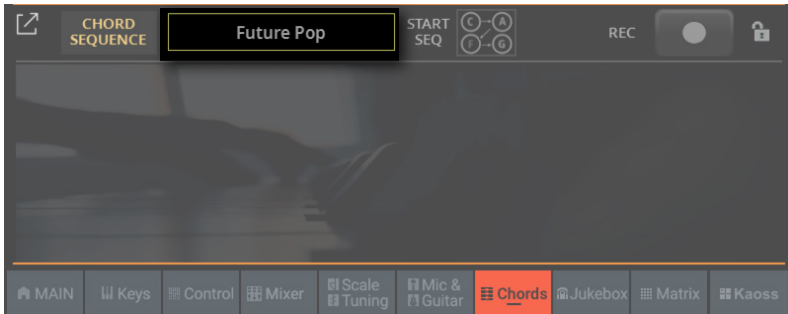
A Chord Sequence can be recalled by the Style or SongBook Entry, or chosen from the library. If it isn't, load it, as described below.

Choosing a Chord Sequence

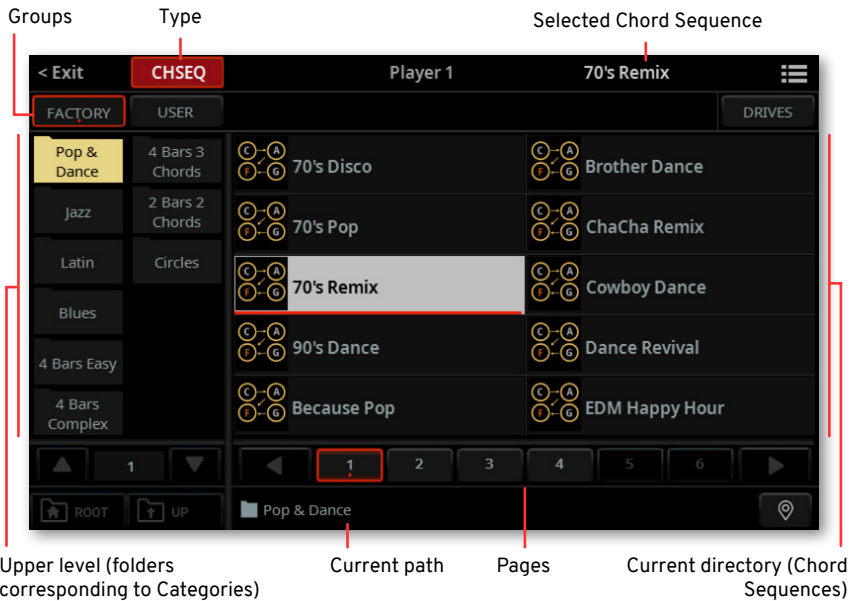
Choosing a Chord Sequence from the library

Chord Sequences are contained in a dedicated library, that you can access from the **Home > Chords** page.

- 1 Be sure the **CHORDS > SEQUENCE** indicator on the control panel is showing the color of the Player (orange or blue), so that you can see the loaded Chord Sequence.
- 2 Go to the **Home > Chords page**, and touch the **name of the selected Chord Sequence**. If no Chord Sequence is already selected, the **Chords** label will appear instead of the name.



As soon as you touch the display, the **Chord Sequence Select** window appears.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

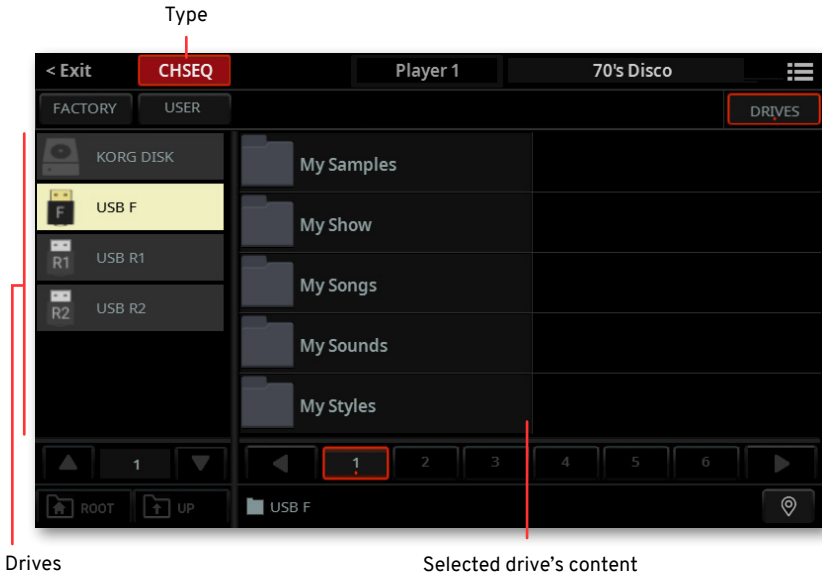
3 To choose one of the available **groups** from which to choose a Chord Sequence, touch the **buttons** in the second line at the top of the window.



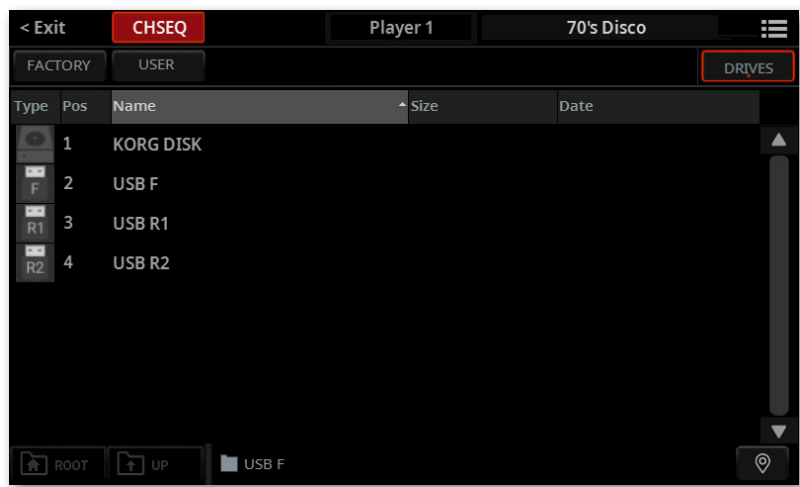
Group	Meaning
Factory	Chord Sequences included at the factory, that can't be modified or overwritten.
User	Internal memory area where you can save new or edited Chord Sequences, or where you can copy Chord Sequences from an external storage device.
Drives	Chord Sequences accessed from an external storage device. You can organize them freely, as if they were ordinary files.

4 If you are choosing from the **Drives**, choose one of the available **storage devices (drives)**.

> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

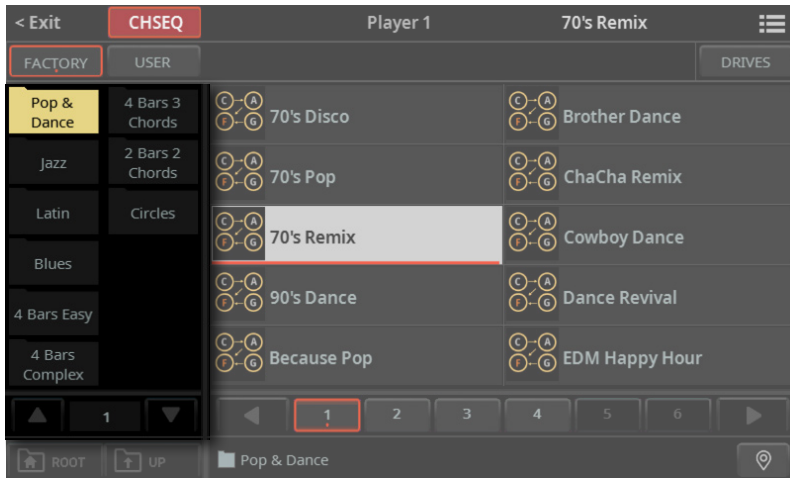


> While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected drive**.

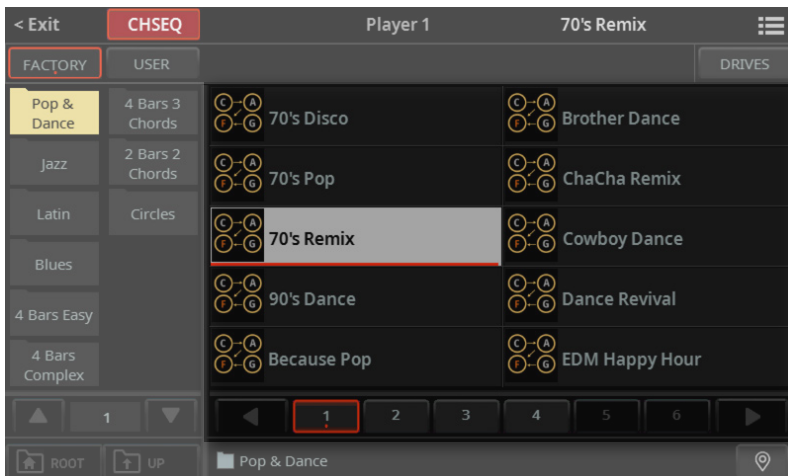


Drive	Meaning
KORG DISK	Storage space inside the internal drive (separate from the User area)
SD USER	Storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

5 While in **Tile View** mode, if you are choosing from the **Factory** or **User** banks, you will find the Chord Sequences organized in **categories** (shown as folders). If you want to choose a different category, touch one of the category folders in the left side of the **Chord Sequence Select** window.



6 The Chord Sequences contained in the selected folder appear in the right side of the window. Touch the **name of the Chord Sequence** you want to choose.



7 If you are lost while browsing though the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

8 Touch the **name of the Chord Sequence** you want to choose.

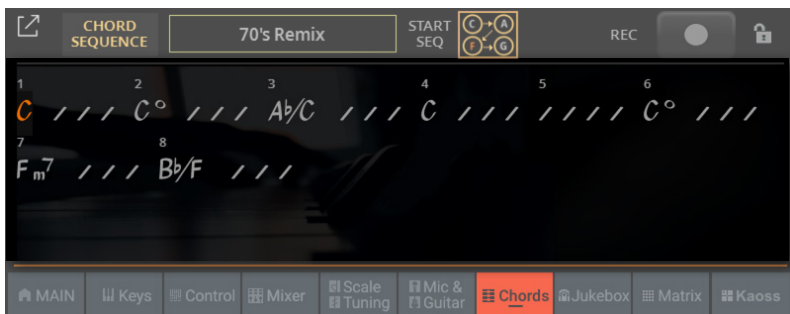
9 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** is turned on. See **Display Hold** on page 47.

In the end, you will see the name of the selected Chord Sequence in the dedicated area of the **Main** page.



A list of chords will appear in the pane.



If the sequence is very long, you can touch the **Expand** (🔍) button to see more chords.



You can make the pane go back to the reduced size by touching the **Collapse** (🔍) button.

Chord Sequences automatically selected by a Style or a SongBook Entry

When choosing a Style or a SongBook Entry containing a Chord Sequence, this is automatically recalled. Use the **CHORDS > SEQUENCE** button in the control panel, or the **Start Seq** button in the **Home > Chords** pane, to turn it on or off.

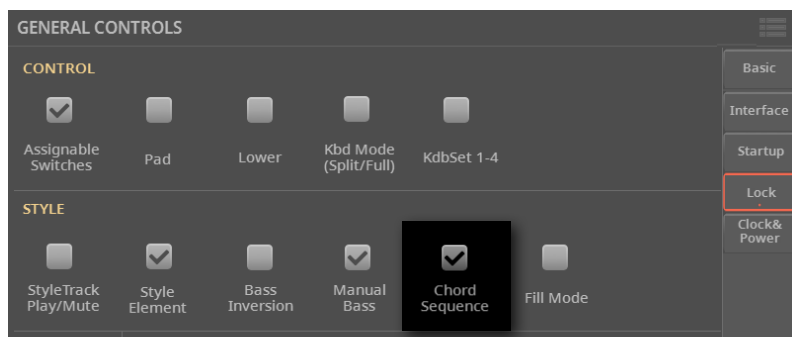
Locking the Chord Sequence

If you prefer to keep the current Chord Sequence, without letting a Style or SongBook Entry recall the memorized one, lock it.

- > Go to the **Home > Chords** page, and close the **Chord Sequence padlock**.



- > Go to the **Settings > Menu > General Controls > Lock** page, and select the **Style > Chord Sequence** checkbox.



Playing with the Chord Sequences

Starting and stopping a Chord Sequence

- 1 If a Chord Sequence is available but not activated, the **CHORD > SEQUENCE** indicator will appear white. If it is off, load a Chord Sequence as shown above.
- 2 Enable the Chord Sequence by pressing the **CHORD > SEQUENCE** button. If the Player is stopped, its indicator will start flashing with the color of the current Player. If it is playing, its indicator will be steady on.



As an alternative, use the **Start Seq** button in the **Home > Chords** pane to enable the Chord Sequence.

- 3 Start the Player. The Chord Sequence will immediately start playing. If the Player was already running, the Chord Sequence will start playing from the next measure.
- 4 Play your solo part, while the Chord Sequence plays the chords for you.
During Chord Sequence looping, you can freely select any Fill or Variation, as if you were playing chords with your hands.
- 5 Press the **CHORD > SEQUENCE** button again to disable the Chord Sequence. The button indicator will return white.

09

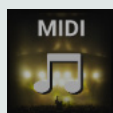
Playing the Songs

The Songs

What is a MIDI Song

MIDI Songs' technical name is Standard MIDI File, often abbreviated as SMF. The filename extension is .mid. The Standard MIDI File is the industry standard format for songs, and is used by Pa5X as the native file format when playing or recording MIDI Songs.

The MIDI Karaoke File (.kar) is an extension of the SMF format, and is also supported. It always contains lyrics.



MIDI
Song



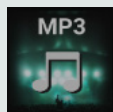
MID file on
disk



KAR file
on disk

What is an MP3 Song

MP3 Songs' technical name is MPEG Layer-3, usually abbreviated as MP3. The filename extension is .mp3. This is a compressed audio file, used to store recorded songs in the smallest amount of space, without losing too much audio quality. At the highest quality, MP3 files are usually impossible to distinguish from non-compressed audio files. Pa5X can play and record MP3 files.



MP3
Song



MP3 file on
disk

Choosing the Songs

Choosing a Song

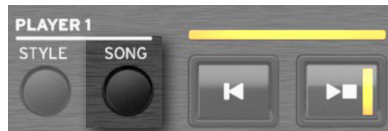
Songs can be either MIDI or MP3 Songs. You can play a Song with either Player 1 or Player 2. If you want, you can assign a Song to each of the players, and have the other player be ready for the next musical selection. You can also mix Styles and Songs with the different Players.

HINT: You can let the Players automatically choose a Song (and/or a Style) at startup. To choose which one(s), go to the **Settings > Menu > General Controls > Startup** page.

You can choose a Song from the control panel or from the display.

We'll assign a Song to Player 1. Instructions for Player 2 would be identical, apart for the different player.

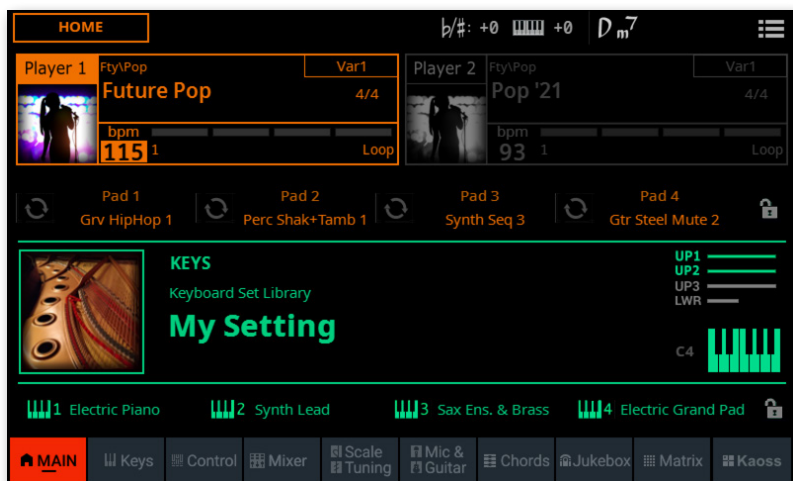
-
- **Open the Select window from the control panel**
 - > While in any page, press the **SONG** button in the **PLAYER 1** section.
-



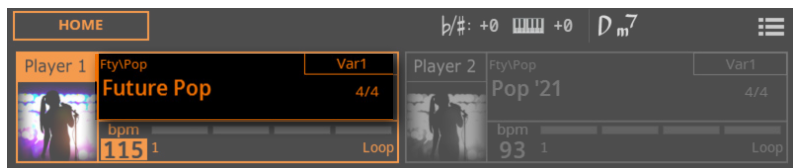
■ Open the Select window from the display

1 Go to the Home > Main page.

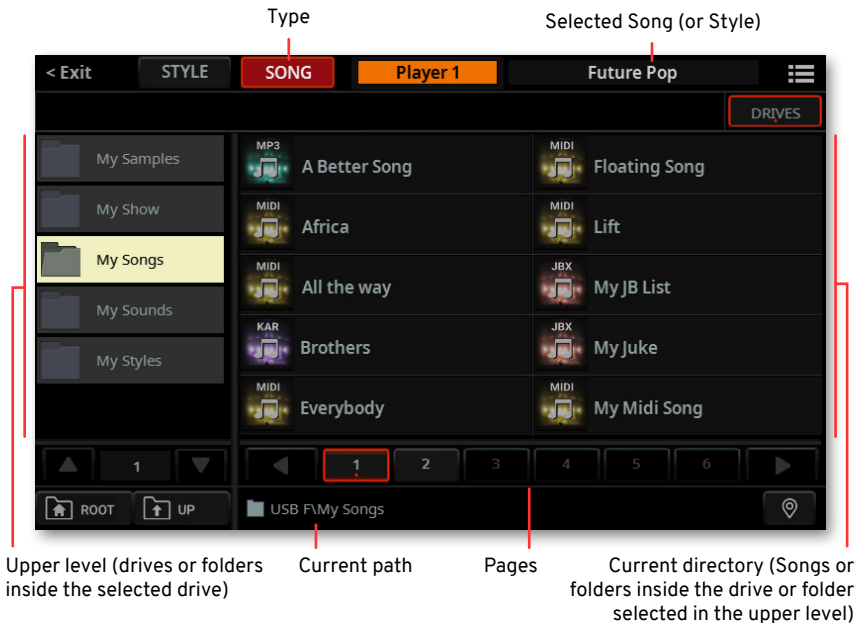
When turning the instrument on, you are already in the **Main** page. If you are not in the **Main** page, press the **EXIT** button in the control panel.



2 Touch the name of the Song (or Style) in the display.



As soon as you touch the display, the **Song Select** window appears.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

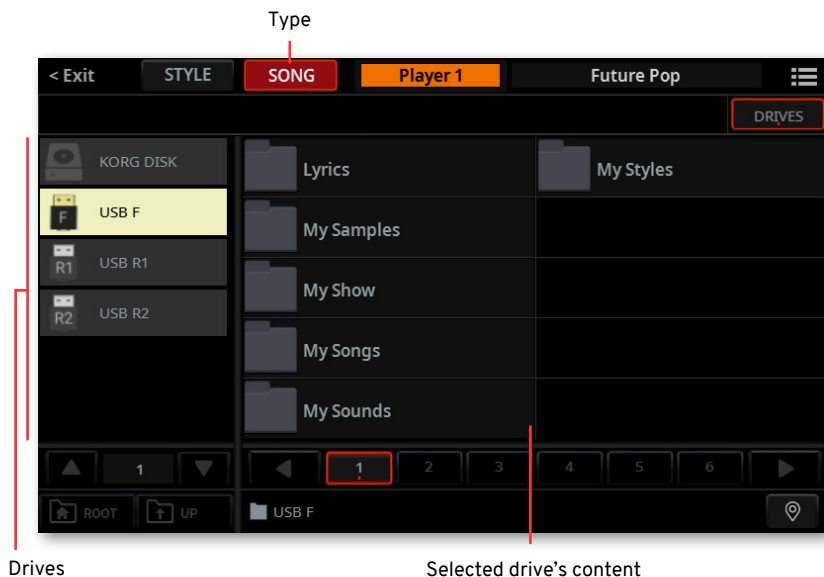
3 Be sure you are browsing the Songs, and not the Style. If not, touch the **SONG** button at the top of the window.



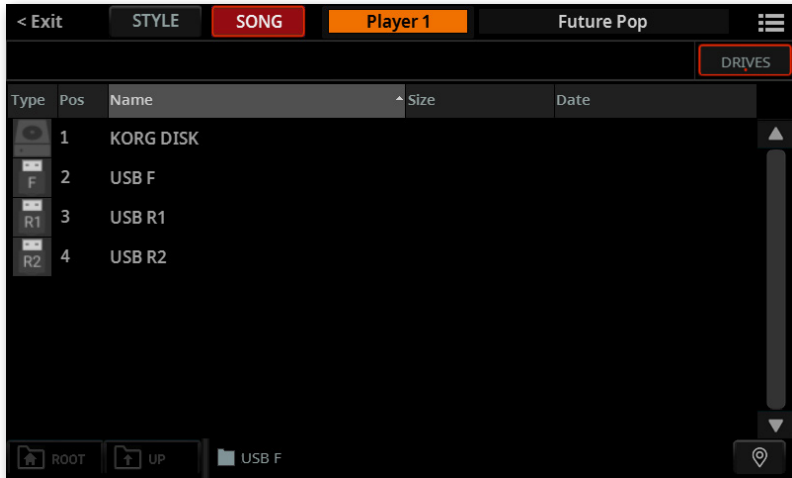
■ Choose a Song

1 Choose one of the available **storage devices (drives)**.

> While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

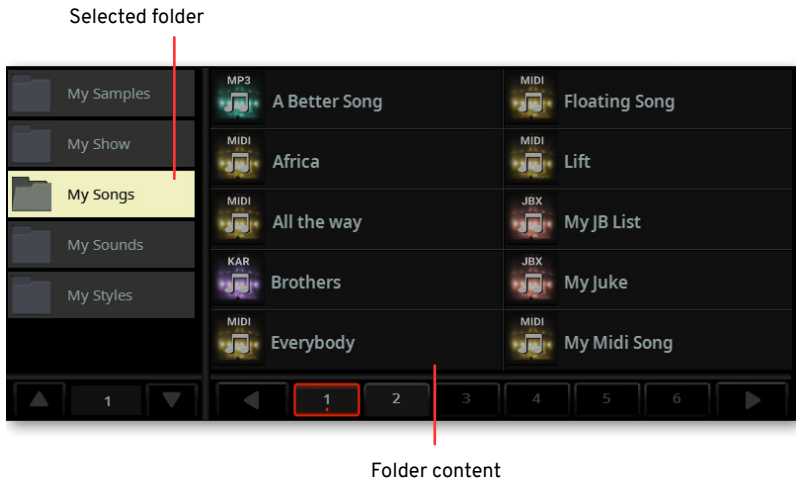


- > While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected** drive.



Drive	Meaning
KORG DISK	User storage space inside the internal drive
SD USER	User storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

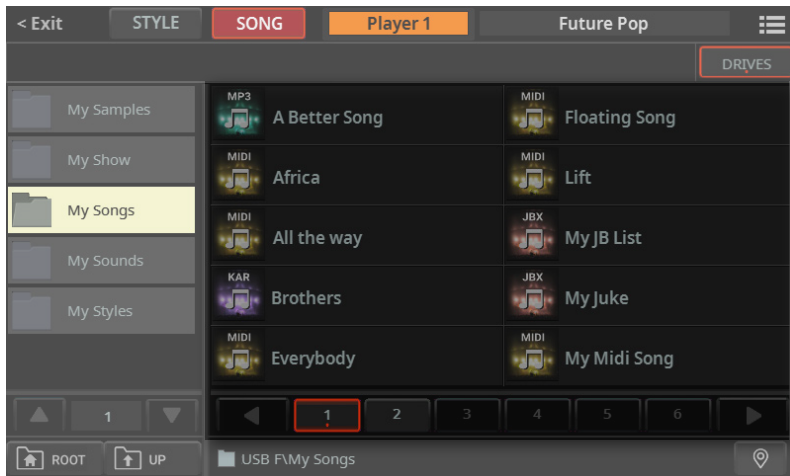
2 Select the **folder** containing the Song. In **Tile View** mode, its content will appear in the right side of the window, and the containing folder will be moved to the left side.



3 Browse through the folders. If you want to close the current folder and go up one level, touch the **Up** button. If you want to go up to the main directory of the drive, touch the **Root** button.



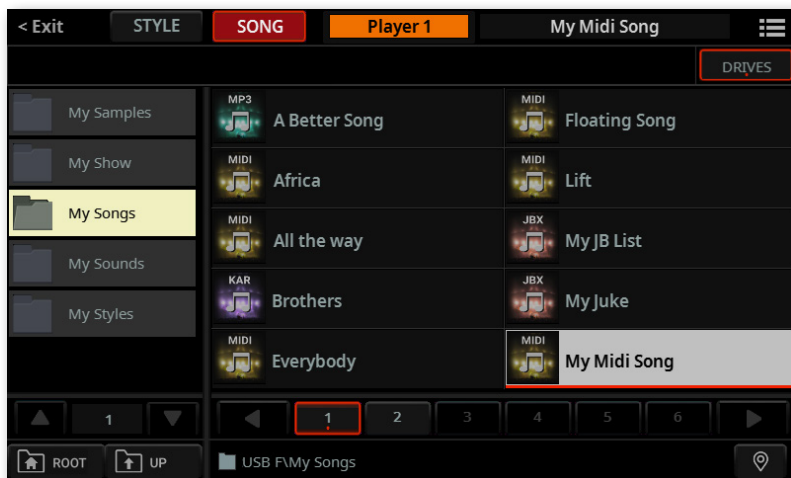
4 In **Tile View** mode, the Songs contained in the selected folder will appear in the right side of the window.



5 If you are lost while browsing through the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

6 Touch the **name of the Song** you want to choose.

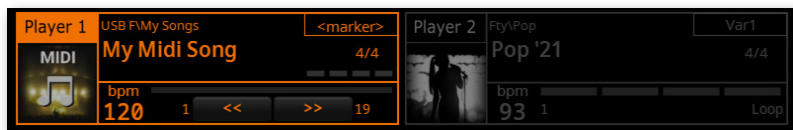
Once the Song has been selected, it will blink for a few seconds, and then be assigned to the selected Player. The selected file will appear highlighted in the list of files.



7 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** parameter is turned on. See [Display Hold](#) on page 47.

In the end, you will see the name of the selected Song in the dedicated area of the **Main** page.



8 If you want, repeat the same procedure to assign a Song (or Style) to the other Player.

Playing back the Songs

Starting, stopping and controlling the Songs

You can start a single Song, or mix two Song, or Songs and Styles, with the two Players.

■ Set the right mix

> Move the **X-FADER** slider fully to the left to only listen to Player 1, fully to the right to only listen to Player 2.

The indicator over the corresponding Player section will turn on.



> Move it to an intermediate position to mix the two Players.

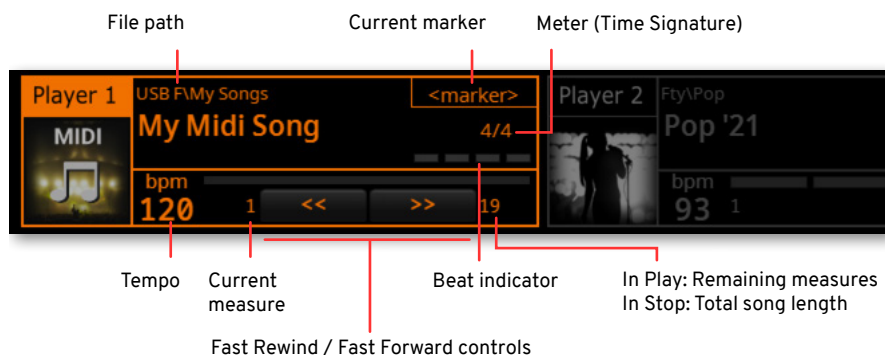
■ Start the Player

> Press the **PLAY/STOP** (▶◻) button in the section dedicate to the Player you want to start.

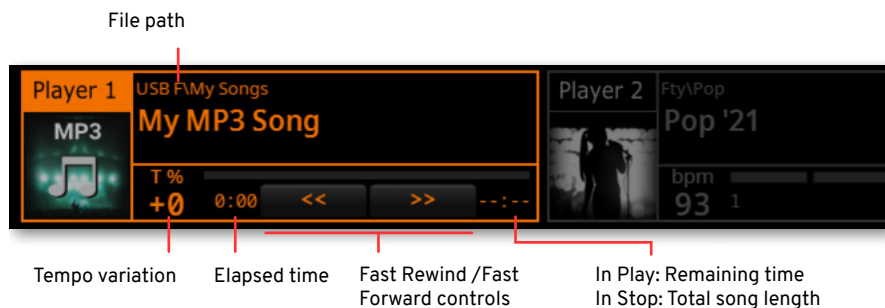


While the Song is playing, please note the various indicators in the display.

With a **MIDI Song**:

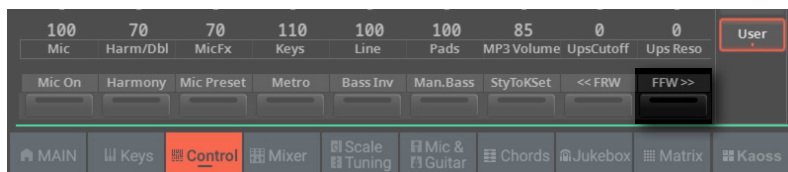


With an **MP3 Song**:



■ Fast Forward the Song

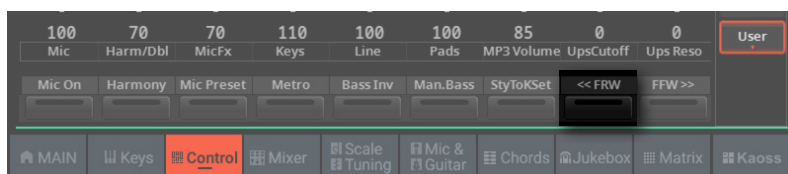
- > Touch the **FAST FORWARD (≫)** button once to jump to the next measure (MIDI Song) or to the next second (MP3 Song).
- > As an alternative, use the **FFW≫** button in the **USER** mode of the **CONTROL** section (on the control panel or the display).



- > Keep touching the **FAST FORWARD (≫)** button to scroll the Song continuously. Release it when you have reached the desired position.

■ Rewind the Song

- > Touch the **FAST REWIND (≪)** button once to jump to the previous measure (MIDI Song) or to the previous second (MP3 Song).
- > As an alternative, use the **<<FRW** button in the **USER** mode of the **CONTROL** section (on the control panel or the display).



- > Keep touching the **FAST REWIND (≪)** button to scroll the Song continuously. Release it when you have reached the desired position.

■ Stop and resume playback

- > Press the **PLAY/STOP** (▷◻) button to stop the Song at the current position. The button's indicator will become white.
- > Press the **PLAY/STOP** (▷◻) button again to resume playback. The indicator will get the Player's color (orange or blue) again.

■ Stop the Player and return to the beginning of the Song

- > Press the **STOP/GO TO START** (⏮) button to stop the Player and move to the beginning of the Song. The button's indicator will turn off.

■ Start and stop both Players at the same time

You can start both Players at the same time, and mix them with the **X-FADER** while playing.

- > Keep the **SHIFT** button pressed, and press any of the two **PLAY/STOP** (▷◻) buttons to start both Players at the same time.
- > Keep the **SHIFT** button pressed, and press any of the two the **PLAY/STOP** (▷◻) buttons to stop both Players at the same time.

Automatic start and stop

Using Synchro Start and Stop

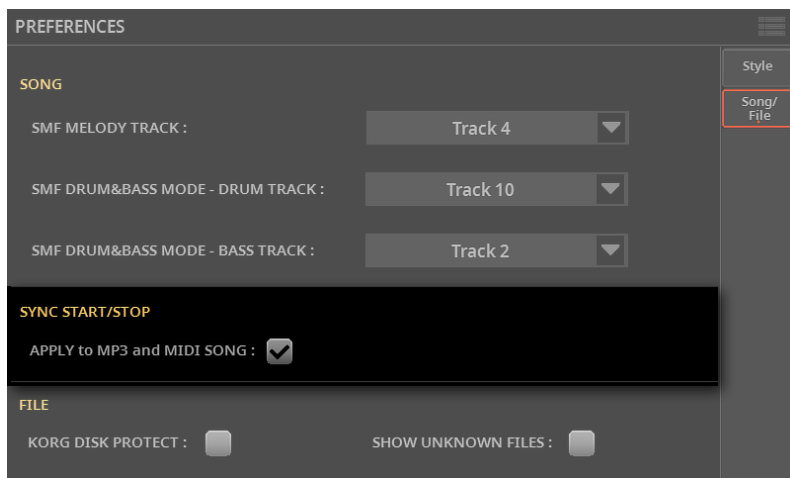
You can let the Players automatically start or stop by just playing the keyboard in the chord recognition area, without having to press the **PLAY/STOP** (▷◻) button. This leaves your hands free for playing.

This will work the same way regardless of whether a Style or a Song is assigned to the Player. See [Automatic start and stop](#) on page 134 for details on how it works.

Disabling Synchro Start/Stop on Songs

The **SYNCHRO > START** and **STOP** buttons can be deactivated for the Songs (either MIDI- or MP3-based).

- 1 Go to the **Settings > Preferences > Song/File** page.



- 2 Use the **Apply to MP3 and MIDI Song** checkbox to enable or disable the **Synchro Start and Stop** function.

Fade In/Out

Using the Fade control

You can use the **FADE** button to start and/or stop a Song with a smooth fade-in or out.



■ Fade in

> While the Song is not playing, press the **FADE** button to light up its indicator and start with a smooth fade-in.

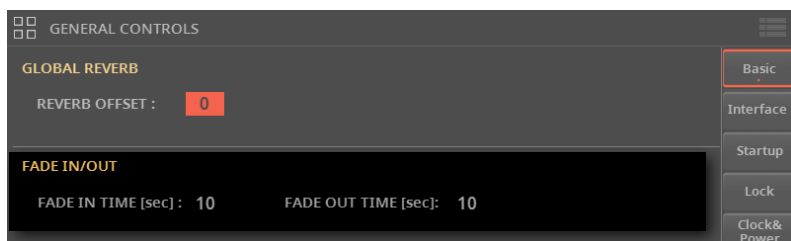
The Song will start. When the maximum volume is reached, the indicator will turn off.

■ Fade out

> When the Song is approaching its end, press the **FADE** button to end it with a smooth fade-out.

Setting the Fade time

> Go to the **Settings > Menu > General Controls > Basic** page to set the Fade In and Fade Out time.



Playing the Keyboard Sounds along with the Song

■ Play along with the Song

- > While the Song is playing, play the keyboard.

■ Choose different Sounds from the Keyboard Set Library

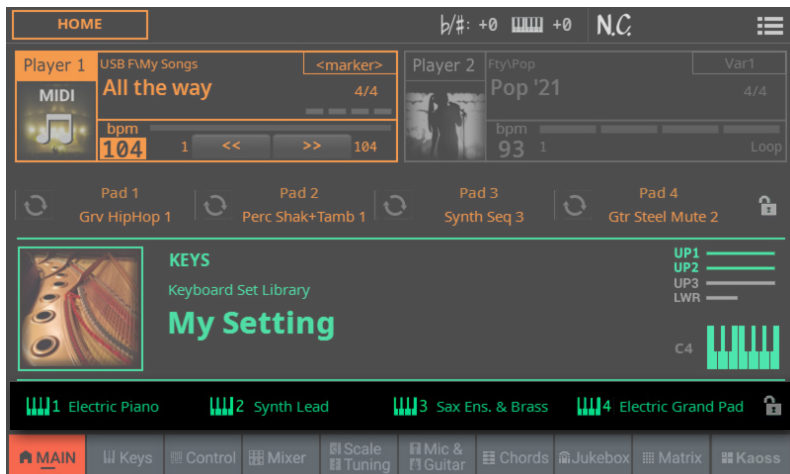
- > Choose a different **Keyboard Set** from the **KEYBOARD SET LIBRARY** section of the control panel, or by touching the name of the selected Keyboard Set in the **Main** page.

■ Choose different Sounds from the Style or SongBook Entry

- > The latest Style or SongBook Entry you selected contains up to four Keyboard Sets. Choose a different **Keyboard Set** from the **KEYBOARD SET** section under the **X-FADER**.



- > You can also choose them from the **Keyboard Set** area of the **Main** page.

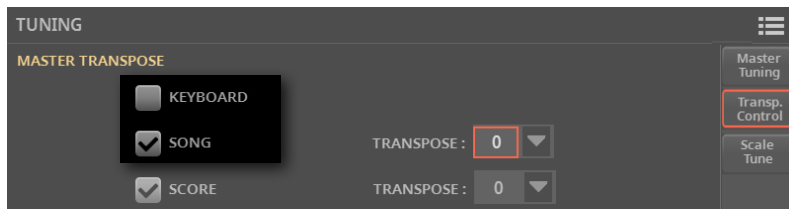


Transpose the Songs to play in an easier key

With Songs in a difficult key, you may want to transpose them to an easier key. You can choose to only apply transposition to the Songs, without transposing the keyboard.

■ Activate transposition only for the Songs

- 1 Go to the **Settings > Menu > Tuning > Transpose Control** page.
- 2 Activate Transpose on the Song, and deactivate it on the Keyboard.



■ Transpose the Songs

- Use the **TRANPOSE** buttons on the control panel.



Playing a list of songs (Jukebox)

The Jukebox list

The Jukebox list is a list of songs, that you can use as a playlist to quickly select all the songs of your show, or as a random list of songs for the background music.

Creating a Jukebox list from a folder

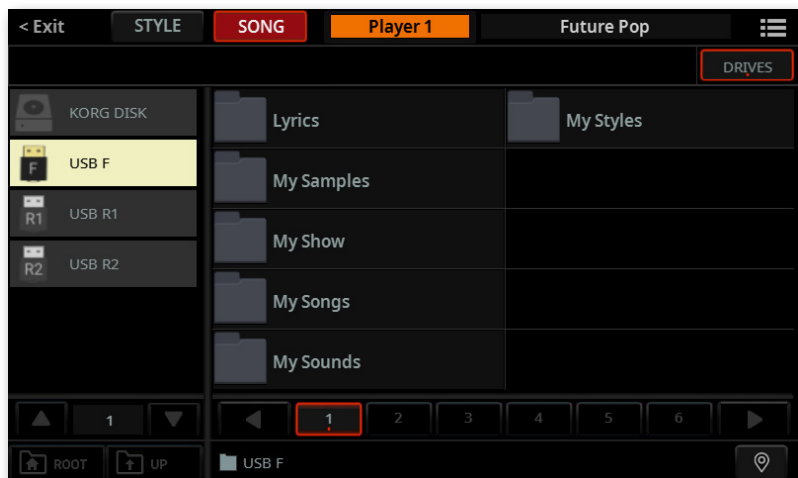
You can quickly convert all the Songs contained in a folder into a Jukebox list. This is useful to play background music in a random-like way, without having to program a playlist.

■ Select the folder

- 1 Press the **SONG** button on the control panel, or touch the **name of the Style or Song** in the display.
- 2 Be sure you are browsing the Songs, and not the Style. If not, touch the **SONG** button at the top of the window.



The **Song Select** window will appear.

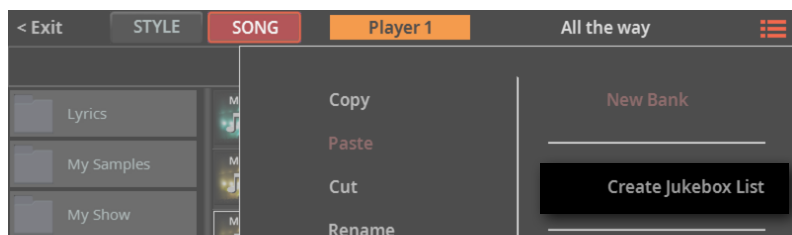


You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

3 Browse through the files and folders, until you find the folder containing the Songs to play, and open it.

■ Make a Jukebox list from the selected folder

1 While the folder containing the Songs is open, choose the **Create Jukebox List** command from the **page menu** (☰).

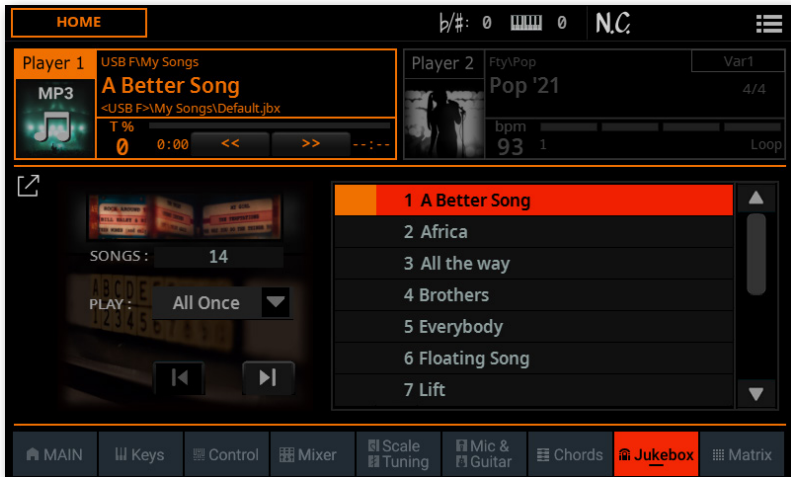


A Jukebox list will be automatically generated and assigned to Player 1. The order in which the Songs will be played back will depend on how they appear in the **Song Select** window.

2 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** parameter is turned on. See **Display Hold** on page 47.

- 3 Go to the **Home > Jukebox** page to see the newly created list.



- 4 If you want to save the list, choose the **Save Jukebox List** command from the page menu (.

■ Play the Jukebox list

You can immediately play the list of Songs from the selected folder.

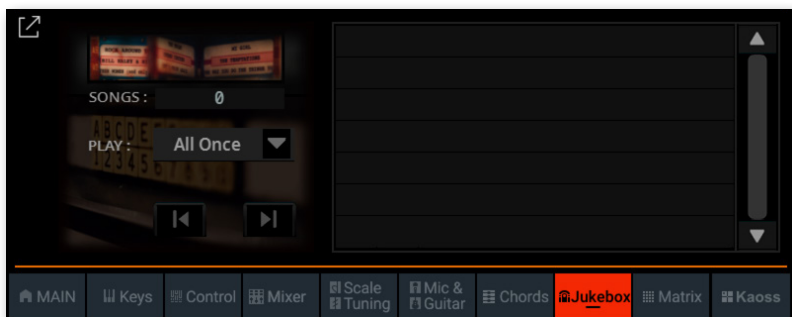
- 1 Start and stop the Songs by pressing the **PLAY/STOP** () button.
- 2 Use the standard **PLAYER 1** controls to play, stop, fast forward and fast re-wind the Songs.
- 3 Use all the Jukebox controls, as described below.

Creating a Jukebox list from different folders

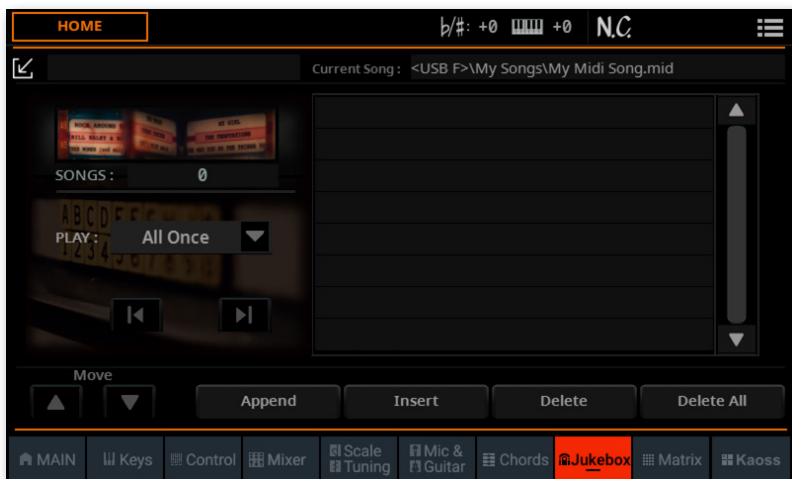
You can choose MIDI or MP3 Songs from any folder. This is useful to create a playlist for a show, without having to look around for the individual Songs in their respective folders.

Creating a Jukebox list

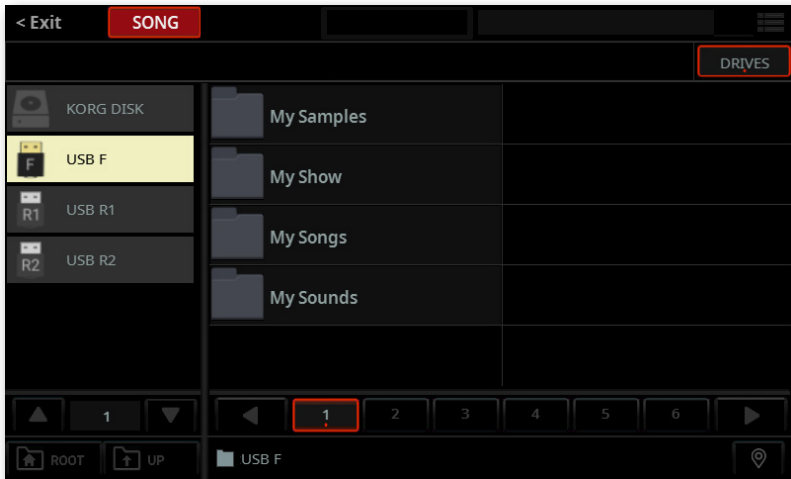
- 1 Go to the **Home > Jukebox** page.



- 2 Touch the **Expand** (↗) button to expand the pane.



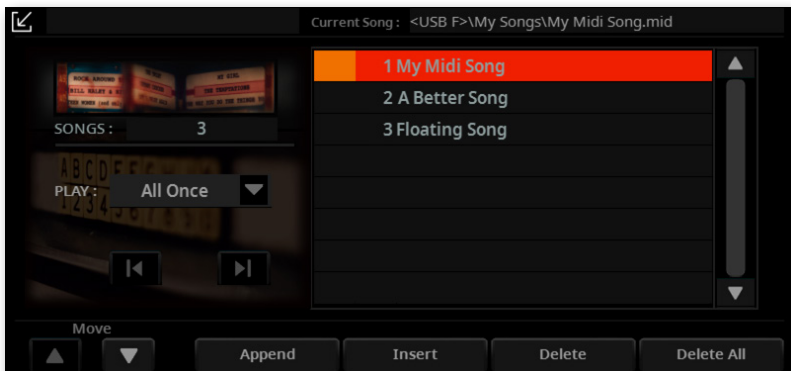
- 3 If a list of Songs already exists (because you selected an existing Jukebox file), and you want to start over from scratch, touch the **Delete All** button to delete all from the list. Otherwise, you can simply edit the existing list.
- 4 Touch the **Append** or **Insert** button to open the **Song Select** window. **Append** will append a Song to the end of the list, while **Insert** will insert a Song between the selected item and the previous one.



- 5 Select a drive and browse through the folders in the drive. You can choose Songs from any folder.
- 6 Touch the MID, KAR and MP3 files to be added. If you like, you can choose another Jukebox (JBX) file, and add all its Songs to the Jukebox list you are editing.

HINT: Don't worry about the correct order of the Songs in the list. You will be able to rearrange them later.

- 7 When done, press the **EXIT** button to return to the **Jukebox** pane.



- 8 Repeat the above procedure and continue adding Songs to the list, until you have a full playlist for a show or session.
- 9 In the end, touch the **Collapse** (⌵) button to collapse the pane again.

Editing the Jukebox list

■ Rearrange the Songs in the list

If the order of the Songs added to the list is not the desired one, rearrange them.

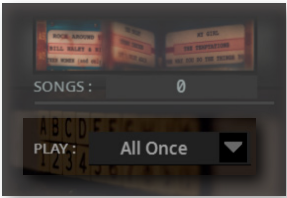
- 1 Touch the Song to move.
- 2 Use the **Move > Up** (▲) and **Move > Down** (▼) buttons on the display to move the selected Song to a different position in the list.

■ Delete unwanted Songs from the list

- > Touch the **Delete** button to delete the selected Song from the list.
- > Touch the **Delete All** button to delete all Songs from the list.

■ Choose the playback options

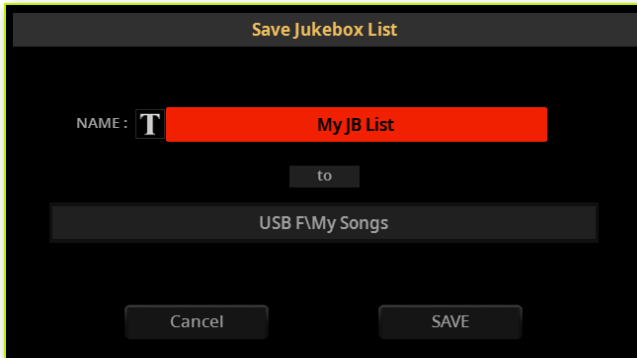
- > Use the **Play** pop-up menu to choose the way the list will be played back.



Play mode	Meaning
All Once	All the Songs of the list are played back once, from the first to the last one.
Single	The selected Song is played back, then playback automatically stops. To play the following Song in the list, select it and press the PLAY/STOP button.
All Loop	All the Songs of the list are played back once, and then restart from the beginning, until you press the PLAY/STOP or STOP/GO TO START button.

Saving the Jukebox list

1 While in the **Jukebox** pane, choose the **Save Jukebox List** command from the page menu () , to open the **Save Jukebox List** dialog.



2 While in the **Save Jukebox List** dialog, touch the **Text Edit (T)** button if you want to assign the Jukebox file a new name. Edit the name and confirm to return to the **Save Jukebox List** dialog.

3 Touch the **To (target path)** to open the file selector, and browse through the drives and folders, until you find and open the target folder. Press the **EXIT** button to return to the **Save Jukebox List** dialog.

4 When done, touch the **Save** button to confirm saving the list, or the **Cancel** button to stop the procedure.

Playing back the Jukebox list

Instead of single Songs, you can assign a Jukebox file to Player 1.

Opening a Jukebox list

-
- **Open the Song Select window from the control panel**
 - Press the **SONG** button in the **PLAYER 1** section.
-
- **Open the Song Select window from the display**
 - Touch the **name of the Song** in the display.
-
- **Select the Jukebox file**
 - Browse through the files, until you find the Jukebox (.jbx) file, and open it.

You can quickly locate the Jukebox files by their icon.

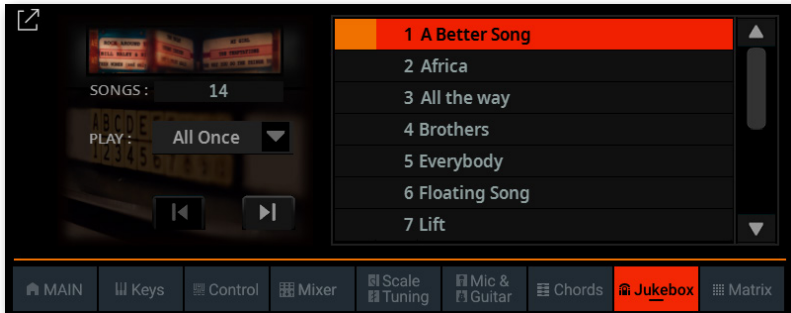


The selected Jukebox list contains pointers to Songs residing in various drives and folders. Please do not move nor delete the Songs, nor disconnect any connected USB storage device containing the Songs.

Playing the Jukebox list

■ Start the Jukebox list

- 1 While in the **Home > Main** page, touch the **Jukebox** tab to see the list of Songs contained inside the selected Jukebox list.



- 2 Touch the **name of the Song** you want to start from.
- 3 Start and stop the Songs by pressing the **PLAY/STOP** (▷◻) button.

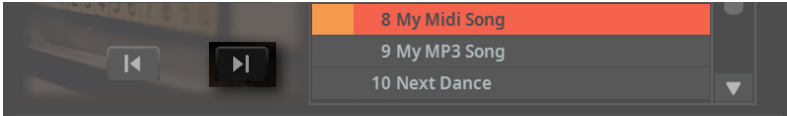
By default (with one of the All play options selected next to the list), all the Songs in the list will continue playing one after the other, until you don't stop them.

- 4 Use the standard **PLAYER 1** controls to play, stop, fast forward and rewind the Songs.

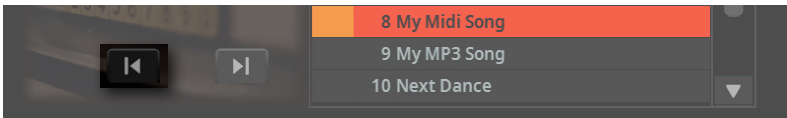
■ Move through the Songs

There are various ways to move through the Songs.

- > Touch in the list the Song you want to play.
- > Jump to the next Song in the list by touching the **Next Song** button in the **Jukebox** pane.



- > Jump to the previous Song by touching the **Previous Song** button in the **Jukebox** pane.



- > Press the **STOP/GO TO START** (⏮) button to go back to the beginning of the current Song.

The special tracks (Melody, Drum & Bass)

Muting the melody or singer's voice

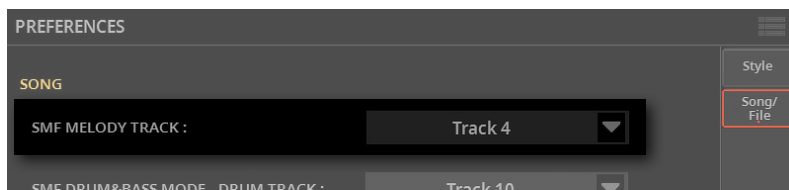
You can mute the melody of the MIDI Song, or remove the singer's voice from an MP3 Song, if you are going to play or sing live. This will avoid overlapping your playing or singing with the internal Sounds or the voice recorded in the MP3 Song.

Please note that programming an assignable switch will tie this function to a particular Keyboard Set or SongBook Entry. On the contrary, programming a Control button or a footswitch will offer a global option, that will not change when choosing a different Keyboard Set or SongBook Entry.

Selecting a MIDI Song's Melody track

One of the sixteen tracks of the MIDI Songs has to be chosen as the Melody track. While there isn't an official standard, it is common practice to use Track #4 as the Melody track.

- 1 Go to **Settings > Menu > Preferences > Song** page.
- 2 Use the **SMF Melody Track** parameter to choose a track number.



- 3 You can activate this function by pressing **BUTTON #8** in the **CONTROL** section, when in **MAIN** mode. See below how to assign the **Melody/Voice Remover** command to an assignable switch or footswitch.

Playing Drum & Bass

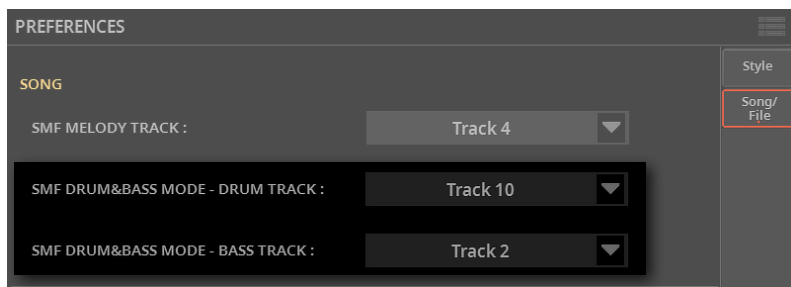
You can define two MIDI Song's tracks as the Drum and Bass tracks. These tracks will play when selecting the **Drum&Bass** function, that you can assign to a switch, Control button or footswitch.

Please note that programming an assignable switch will tie this function to a particular Keyboard Set or SongBook Entry. On the contrary, programming a Control button or a footswitch will offer a global option, that will not change when choosing a different Keyboard Set or SongBook Entry.

Selecting a MIDI Song's Drum and Bass tracks

Two of the sixteen tracks of the MIDI Songs have to be chosen as the Drum and Bass tracks. It is common practice to use Track #2 as the Bass track and Track #10 as the Drum track in the Songs. Please note that the Bass track is usually Track #9 in the Styles.

- 1 Go to **Settings > Menu > Preferences > Song** page.
- 2 Use the **SMF Drum&Bass Mode - Drum/Bass Track** parameters to choose the track numbers.



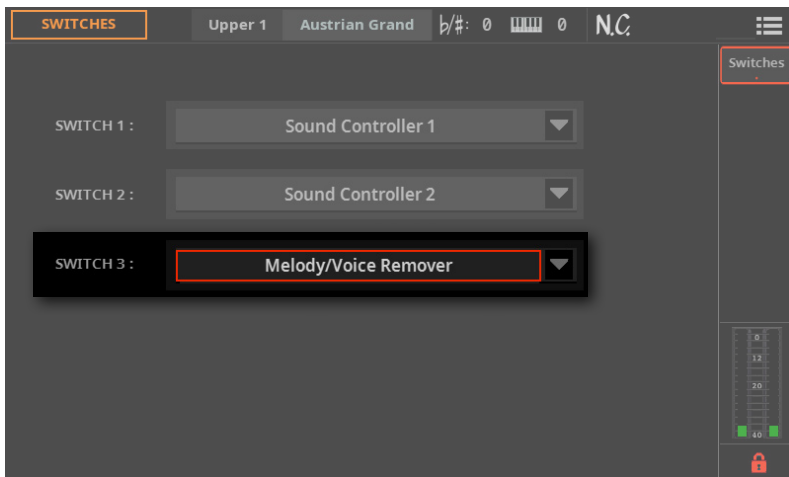
- 3 You can activate this function by pressing **BUTTON #7** in the **CONTROL** section, when in **MAIN** mode. See below how to assign the **Drum&Bass Mode** command to an assignable switch or footswitch.

Programming the switches for the special tracks

Programming an assignable switch

You can assign the **Melody/Voice Remover** and/or **Drum&Bass Mode** functions to an assignable switch.

- 1 Go to the **Home > Menu > Switches** page. As an alternative, keep the **SHIFT** button pressed, and press the **ASSIGNABLE SWITCH** you want to program.
- 2 Assign the **Melody/Voice Remover** function to one of the **Switch** parameters.



- 3 If you want this assignable switch to remain programmed in the same way, even if you select a different Keyboard Set or SongBook Entry, lock this page.

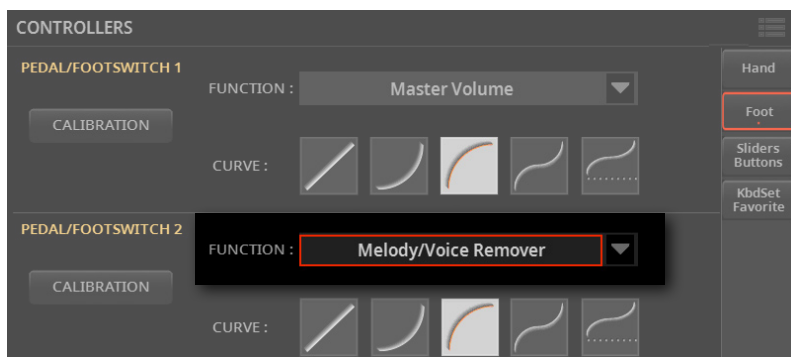


- 4 If you want this as the setup at startup, keep the **MY SETTING** button pressed for about one second, and touch OK to confirm saving the **My Setting** Keyboard Set.

Programming a footswitch

You can assign the **Melody/Voice Remover** and/or **Drum&Bass Mode** functions to a footswitch.

- 1 Go to the **Settings > Menu > Controllers > Foot** page.
- 2 Assign the **Melody/Voice Remover** function to the **Pedal/Footswitch** parameters corresponding to the footswitch connected to the instrument.



The changes will be automatically saved to the global settings.

Using the switch or footswitch to mute the melody or singer's voice

- 1 While an Song is playing, press the programmed assignable switch or footswitch to remove the melody or singer's voice.
- 2 Press the **same switch** or footswitch again to let the melody or singer's voice reappear.

10

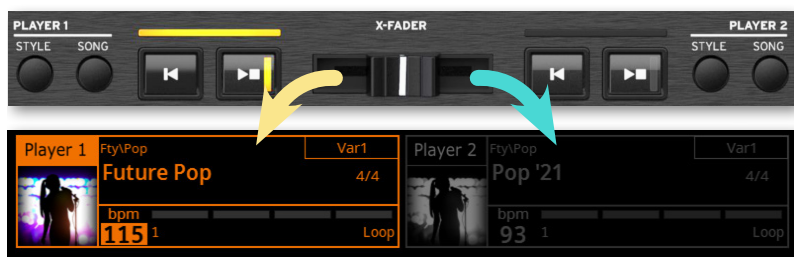
Lyrics, Chords, Markers, Score

Lyrics and chords

Choosing one of the Players

- > While in the **Lyrics**, **Score** or **Markers** page, you can touch either the **Player 1** or **Player 2** button in the title bar to select the corresponding Player.
- > During playback, move the **X-FADER** slider to mix the two Players.
- > Move the **X-FADER** slider fully to the left to only listen to Player 1, fully to the right to only listen to Player 2. Move it to the center to balance the two Players.

The indicator over the corresponding Player section will turn on.



Where are lyrics and chords contained?

- > **Inside the MIDI Songs.** Lyrics and chords may be contained inside MIDI Songs as MIDI events.
- > **Inside the MP3 Songs.** Lyrics may be contained into MP3 Songs as **ID3/Lyrics3** and **ID3/Frames** tags.
- > **In TXT files associated to Styles or Songs.** Lyrics and chords may be contained in a TXT file having the same name of a Style, a MIDI or MP3 Song, and residing in the same folder. You can also load a text file while playing a Style or a Song.
- > **In TXT files linked to SongBook Entries.** A TXT file can be linked to a SongBook Entry.
- > **In CDG graphic files** having the same name of an MP3 Song, and residing in the same folder.

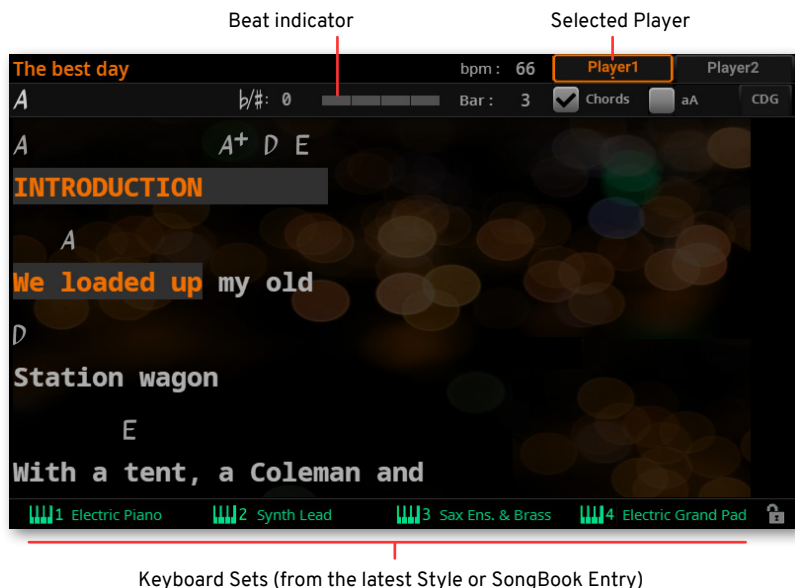
Reading the lyrics and chords contained in a Song

Lyrics and chords may be contained in a MIDI Songs as Lyrics MIDI events. This is the best way to use them, since synchronization with the Song is automatic.

Reading lyrics and chords

■ Open the Lyrics page

> Press the **LYRICS** button on the control panel. The **Lyrics** page will appear, and you will see the lyrics assigned to the selected Player.



■ Read the lyrics

> While the Song is playing, lyrics contained in a MIDI or MP3 Song will automatically scroll in the display, in time with the music. Lyrics at the current position will be highlighted.

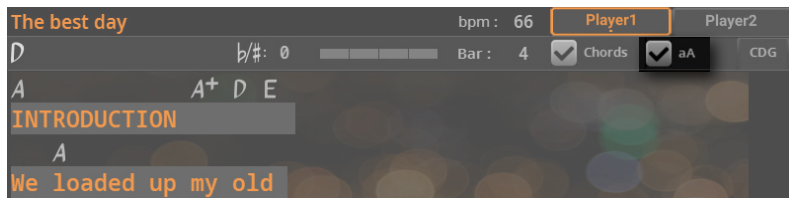
■ Exit from the Lyrics page

> When done with the lyrics, press either the **LYRICS** or the **EXIT** button.

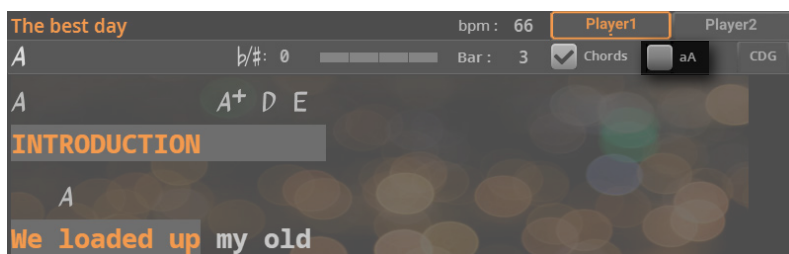
Changing the text size

You can switch between two text sizes. Use the **aA** checkbox in the **Lyrics** page to change the font size.

- Select the **aA** checkbox to choose a smaller font and see more text in one page.

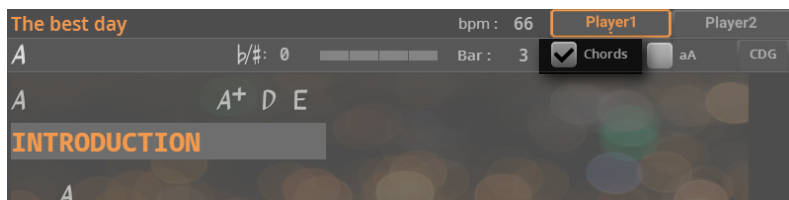


- Deselect the **aA** checkbox to choose a bigger font, and make the lyrics more readable at a distance.



Showing/hiding chords

You can show or hide the chord symbols that might be included as Lyrics events in the MIDI Songs. Use the **Chord** checkbox in the **Lyrics** page.



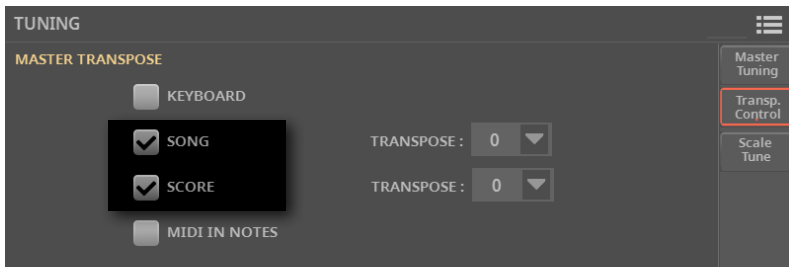
- Select the **Chord** checkbox to see the chord symbols. Chord symbols (if any) will appear above the lyrics, in time with the music.
- Deselect the **Chord** checkbox to hide the chord symbols.

Chord transposition

When using the **TRANPOSE** buttons, chord symbols may also be transposed, depending on the Master Transpose settings. To let the chord symbols be transposed, go to the **Settings > Menu > Tuning > Transpose Control** page, and be sure one of the following settings is selected.

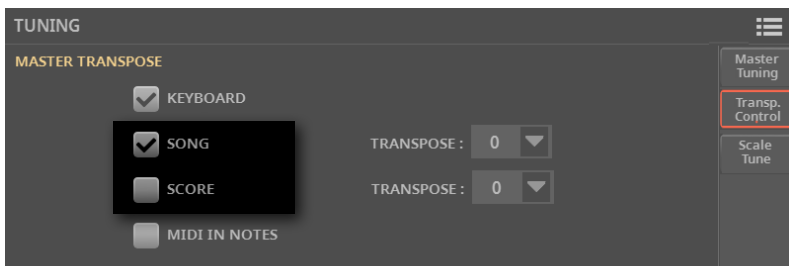
■ Chord symbols transposed with the Songs

- > Select both the **Song** and **Score** checkboxes.



■ Songs transposed, but not the Chord symbols

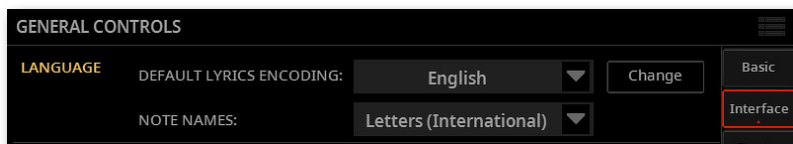
- 1 Select the **Song** checkbox. Leave the **Score** checkbox not selected.



Choosing the note names system

You can choose the system used to display the note names, separately from the lyrics language.

- 1 Go to the **Settings > Menu > General Controls > Interface** page.



- 2 Use the **Note Names** pop-up menu to select one of the available systems.

Note Name System	Meaning
Letters (International)	The naming system used in most English-speaking countries. The note names are C D E F G A B.
Letters (German)	The naming system used in most German-speaking countries. The note names are C D E F G A H.
Solfège	The naming system used in most Romance and Slavic language-speaking countries. It is also used in many schools in other countries. The note names are (in Italian) Do Re Mi Fa Sol La Si.

Reading the lyrics and chords loaded as a text file

Lyrics and chords may be loaded as a text (TXT) file, either as a file having the same name of the Style or Song, linked from a SongBook Entry, or by loading it on-the-fly. They will have to be scrolled by using manual controls on the display, with a switch or a footswitch.

See [Creating text files on a personal computer](#) on page 234 for more information on how to create correctly formatted text files.

Loading a text file with the same name of the Song

Lyrics and chords may be contained in a TXT file having the same name of a Style, a MIDI or MP3 Song. For example, if a 'MySong.txt' file exists in the same folder as the 'MySong.mid' file or 'MySong.mp3' file, loading this latter will load the TXT Lyrics file as well.

We recommend not to copy text files into a KST folder. If you want to add a text file to a Style, please copy the Style to an ordinary folder into one of the drives, together with the associated text file.

Please note that this text will prevail over any Lyrics event contained in the MIDI Song.

Linking text files to SongBook Entries

Lyrics and chords may be contained in a text (TXT) file linked from a SongBook Entry. The Entry may be either Style- or Song-based. See the chapter dedicated to editing a SongBook Entry.

On-the-fly loading of Lyrics and chords from an external text file

When no lyrics or chords are contained or associated to the Style or Song, you can load a text (TXT) file after having chosen a Style or Song.

■ Load a TXT file on-the-fly

An empty **Lyrics** page with a message will appear when you press the **LYRICS** button in one of the following cases:

- > The Song does not contain lyrics and chords.
- > No external text file is associated to the Style or the Song.
- > No text file is linked from a SongBook Entry.



In this case, do the following:

- 1 Keep the **SHIFT** button pressed and touch the **center of the display**.
- 2 The **Select** window will appear, and will let you choose a TXT file to be loaded.
- 3 With a TXT file selected, choose the **Load** command from the **page menu** (☰) to load it.
- 4 Press the **EXIT** button to return to the **Lyrics** page.

Manually scrolling the text

If the text has been linked or loaded as a text (TXT) file, it will not scroll automatically while the Song is playing back. You can manually scroll it in one of the following ways.

■ Scroll the text on the display

- > Scroll the text by using the **DIAL** or **UP/DOWN** controls or the **vertical scrollbar**.

■ Scroll the text with a switch, footswitch or Control button

1 Assign the **Text Page Down** command to a physical controller. If you want, you can also assign the **Text Page Up** command to a different controller, to move the text back.

- > If you want to assign it to an assignable switch, go to the **Home > Menu > Switches > Switches** page.
- > If you want to assign it to a footswitch, go to the **Settings > Menu > Controllers > Foot** page.
- > If you want to assign it to a Control button, go to the **Settings > Menu > Controllers > Sliders/Buttons** page.

2 Return to the **Lyrics** page, and scroll the text by using the programmed physical controller.

Please note that programming an assignable switch will tie the page scroll command to a particular Keyboard Set or SongBook Entry, dedicated to a particular Song based on an external text file. On the contrary, programming the footswitch or Control button will offer a global option, that will not change when choosing a different Keyboard Set or SongBook Entry.

Creating text files on a personal computer

Choosing the correct text file format

By using the Unicode text encoding, Pa5X can support lyrics in several languages. The file must be a plain/normal text file, with Unicode UTF-8 (with BOM) encoding, and Windows-compliant end of line (CRLF).

To create a TXT file with the correct encoding, you can use a Windows PC or Mac with an advanced text editor. Two excellent applications you may use are Don Ho's [Notepad++](#) for Windows and Bare Bone's [BBEdit](#) for Mac.

Language Text Encoding

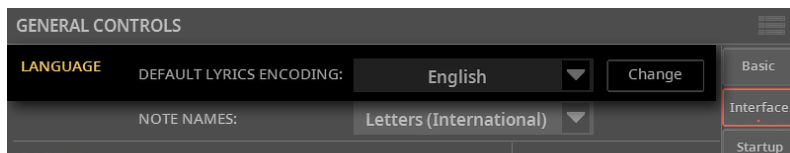
When creating or editing a text file, we suggest you use the **UTF-8 with BOM** encoding. If this is not possible, please choose one of the following text encodings when saving the file, being sure it is matching the language selected in Pa5X. Choosing a codeset for your text file is always recommended, being an added safety.

Language	Encoding (Notepad++)	Encoding (BBEdit)
Dutch	Western European > Windows-1252	Western (Windows Latin 1)
English	Western European > Windows-1252	Western (Windows Latin 1)
Estonian	Baltic > Windows-1257	Baltic (Windows)
French	Western European > Windows-1252	Western (Windows Latin 1)
German	Western European > Windows-1252	Western (Windows Latin 1)
Greek	Greek > Windows-1253	Greek (Windows)
Italian	Western European > Windows-1252	Western (Windows Latin 1)
Polish	Central European > Windows-1250	Central European (Windows Latin 2)
Russian	Cyrillic > Windows-1251	Cyrillic (Windows)
Spanish	Western European > Windows-1252	Western (Windows Latin 1)
Turkish	Turkish > Windows-1254	Turkish (Windows Latin 5)

Setting the lyrics language on Pa5X

To correctly read text on your Pa5X, be sure to set the **Default Lyrics Encoding** parameter to your language.

- 1 Go to the **Settings > Menu > General Controls > Interface** page.
- 2 Use the **Default Lyrics Encoding** pop-up menu to select one of the available languages.

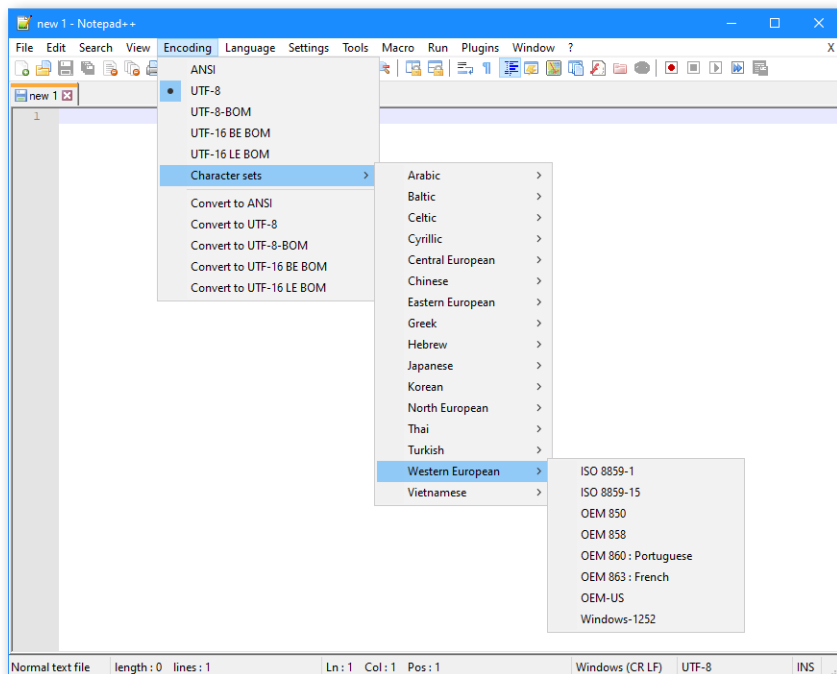


- 3 Touch the **Change** button to apply the selected language.

Please note that with text files encoded in ASCII (instead of Unicode), mismatches between the instrument's selected language and the text file language may happen. In this case, we suggest to resave the text file with the correct encoding from a personal computer. As a (not recommended) alternative, you can change the instrument's language, and reload the text file.

Editing the TXT file on a Windows PC

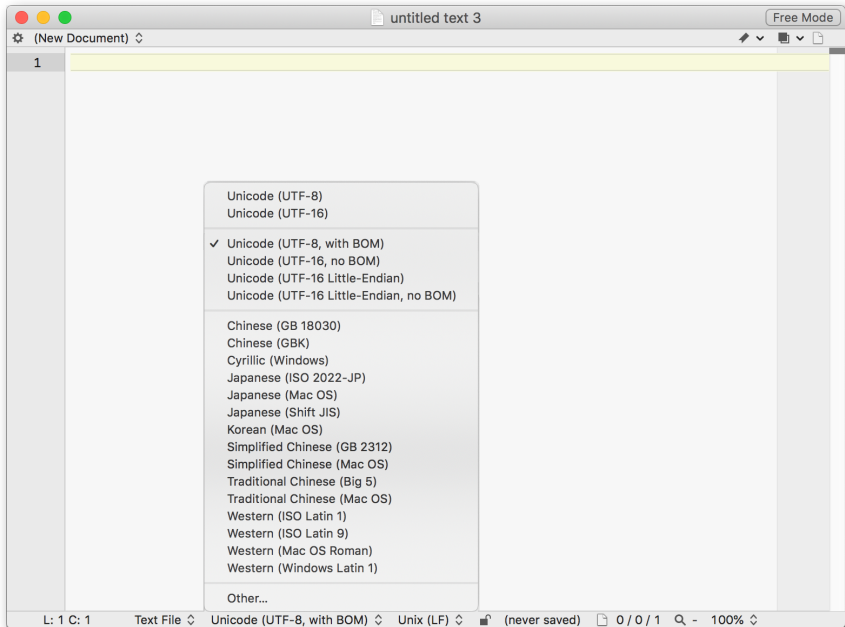
- 1 Launch Notepad++.
- 2 Open the original TXT file.
- 3 Choose **File > New** to open a new tabbed window containing the new TXT file.
- 4 Choose **Encoding > Character sets > [Your Language] > [Encoding]**.



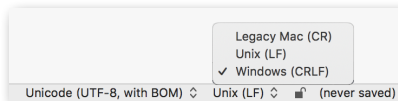
- 5 Click on the tab containing the original TXT file.
- 6 Select all and copy the selected text.
- 7 Click on the tab containing the new TXT file.
- 8 Paste the copied text.
- 9 Save and assign a name to the new TXT file.
- 10 Load the file into your instrument, and check it.

Editing the TXT file on a Mac

- 1 Launch BBEdit.
- 2 Open the original TXT file.
- 3 In the status bar (in the lower part of the window) find the **Document Text Encoding** parameter (it usually defaults to **Unicode UTF-8**). Click it to open the popup menu, and choose **Unicode (UTF-8, with BOM)**.



- 4 Next to it in the status bar, find the **Line Break Type** parameter, usually defaulting to **Unix (LF)**. Click it to open the popup menu, and choose **Windows (CRLF)**.

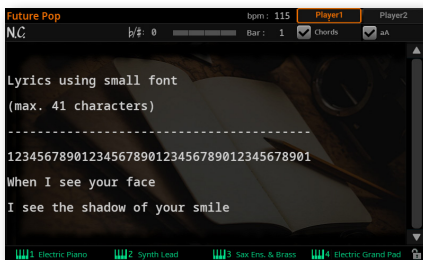
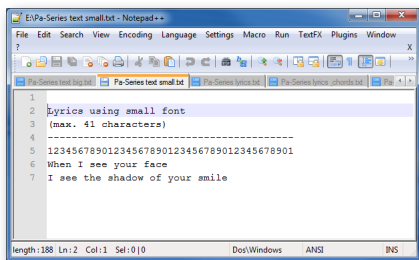


- 5 Save a copy of the file by choosing **File > Save As**. Give the new file a name, and be sure that the **Save As** dialog box shows the correct Line breaks and Encoding.
- 6 Load the file into your instrument, and check it.

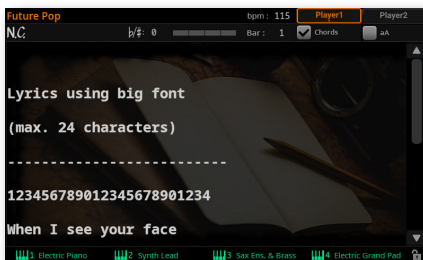
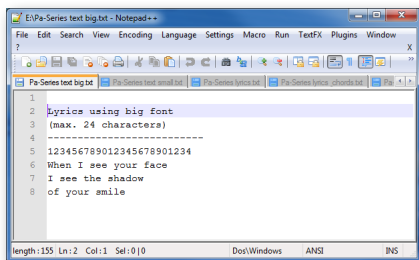
Formatting text for the Pa-Series instruments

While in a text editor, text files must be formatted with non-proportional fonts (like Courier, Courier New, Letter Gothic, Lucida Sans, Menlo, Monaco, Vera Sans, or any other monospaced font). Up to 41 characters can fit a single line of text when using the smaller font size in the Pa, 24 when using the bigger font size.

- Small font in a text editor and the Pa:

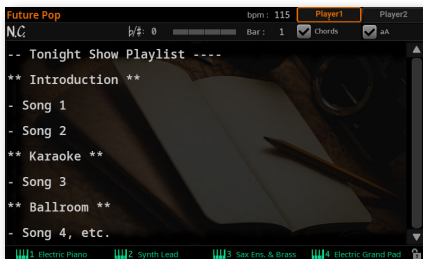
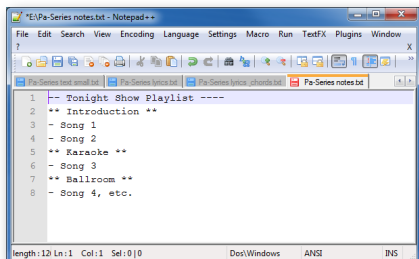


- Big font in a text editor and the Pa:



Using imported text as a memo

Importing text files may be useful not only to load Lyrics, but also to load notes on the show. Please find below an example of playlist and gig outline.



Reading the lyrics and chords loaded as a CDG file

Lyrics and chords may be contained in a CDG graphic file. This is often called the MP3+G song format.

Loading a CDG file together with an MP3 Song (MP3+G)

- 1 Put the CDG file in the same folder of the associated MP3 Song.
- 2 Be sure the CDG file has the same name of the associated MP3 Song.

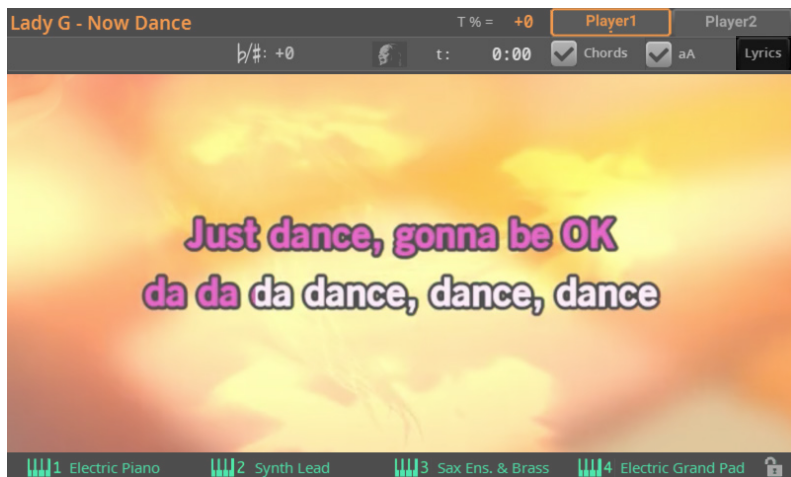
For example, if a 'MySong.cdg' file exists in the same folder as the 'MySong.mp3' file, loading this latter will also load the CDG Lyrics file.

Playing the song and reading the lyrics and chords

- 1 Go to the **Lyrics** page.



2 Touch the **CDG** button to show the CDG content. When this happens, the button's label changes to **Lyrics**.



3 Start the associated MP3 Song. Lyrics and chord in the CDG file will follow the song.

4 Stop the Song. Lyrics and chord will also stop.

5 If you want to return to the Lyrics mode, touch the **Lyrics** button.

The Markers

Choosing the Markers from the display

The Markers allow for jumping to a saved point in a MIDI Song. Song Marker events contained in a MIDI Song can be read by Pa5X. You can also create your own Markers.

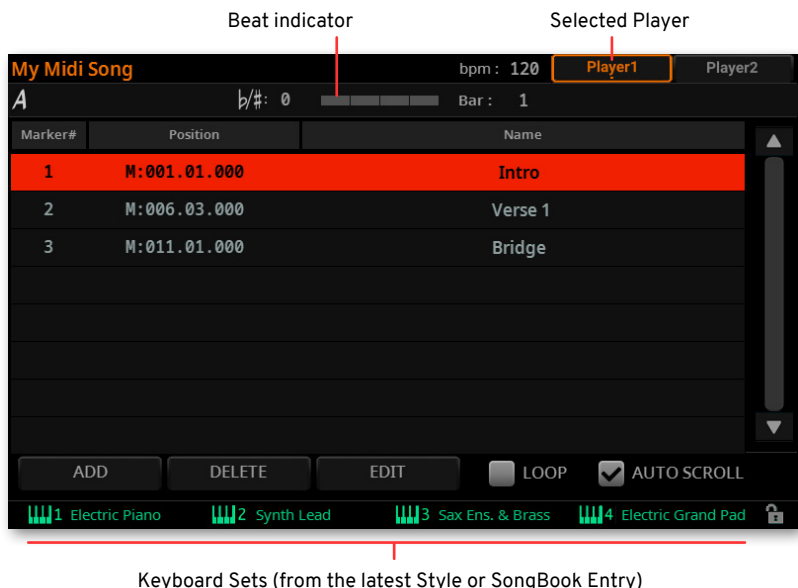
You can select the Markers from the **STYLE ELEMENT / MARKER** buttons in the lower-left area of the control panel, or from the **Markers** page on the display.

NOTE: From now on, the **STYLE ELEMENT / MARKER** buttons will only be called **MARKER**.

- > The **MARKER** buttons on the control panel let you quickly access the Markers of the current Player. You can still access the Markers while, for example, reading the Lyrics on the display.
- > The **Markers** page allows to select the Markers for the current Player, but also allow for pre-selecting Markers or Style Elements in the other Player while not yet selected. If a Style is assigned to the other Player, you will be able to pre-select the Style Elements instead.

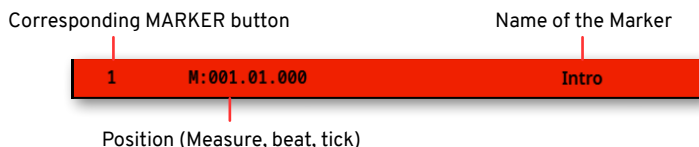
■ Access the Markers page

- 1 Assign a MIDI Song to one or both Players.
- 2 Press the **MARKER** button on the right of the display to open the **Markers** window.



When accessing this page, the current Player appears selected on top of the page. If it is playing, you can see it progressing in the **beat indicator**.

Each of the Markers in the list corresponds to one of the **MARKER** buttons on the control panel.



■ Make the markers list scroll automatically

Select the **Auto Scroll** checkbox, to let the markers list scroll automatically during playback, and always let the current marker be shown in the display.

If this checkbox is not selected, the list will not scroll with the Song.

■ Select a Marker in the current Player

> While the Markers of the **current Player** appear in the display, touch one of them to select it. At the beginning of the next measure, the Song will jump to the saved position.

■ Pre-select a Marker in the other Player

1 Touch the button corresponding to the **other Player** on top of the page.

If the other Player has a Style assigned, the corresponding page will show the Style Elements instead of the Markers.

When switching to the other Player, the **beat indicator** will show the activity of the newly selected Player. If it is in stop, there will be no activity shown.

2 Choose one of the **Markers** from the other Player to pre-select it.

3 When moving the **X-FADER** to select the other Player, you will find the selected Marker ready to play.

4 If the newly selected Player is stopped, press the corresponding **PLAY/STOP** (▷◻) button to start it.

You can see the activity of the selected Player in the **beat indicator**.

5 If you want, press the **PLAY/STOP** (▷◻) button corresponding to the other Player to stop it.

Choosing the Markers from the control panel

You can use the **buttons** in the **MARKER** section on the control panel to choose the Markers. The **lower indicator** on the left of the buttons will show that the Markers can be selected.

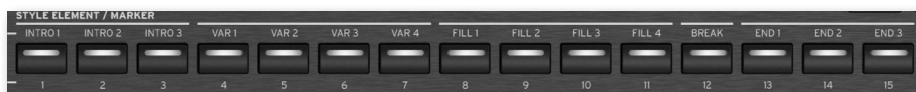
The buttons corresponding to the Markers are shown in the **Markers** page.

You can access the first 15 Markers from the **MARKER** buttons. Any additional Marker has to be selected from the display.

1 Be sure the **lower indicator** of the **MARKER** section is turned on, showing you can select the Markers.



2 If a button indicator is white, it means that it corresponds to a Marker. If it is dark, no Marker is associated with that button.



3 Press **one of the buttons** in the **MARKER** section on the control panel to jump to the corresponding Marker.

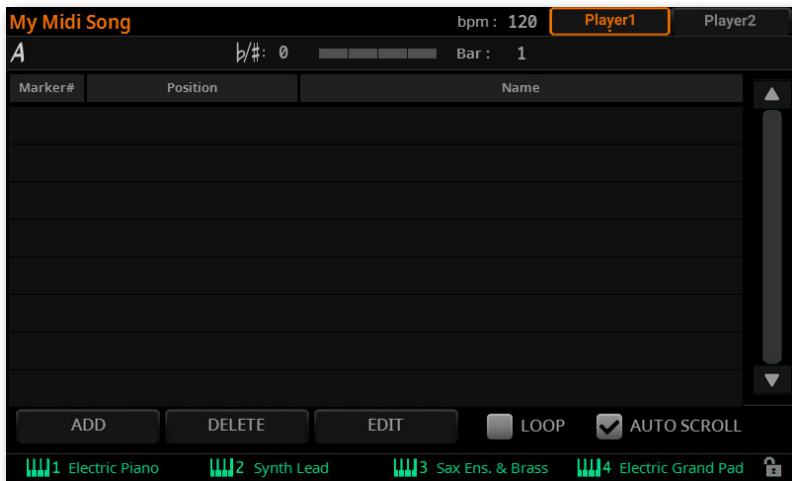
At the beginning of the next measure, the Song will jump to the saved position. The button indicator will become orange (Player 1) or blue (Player 2) depending on the selected Player.

Creating and editing markers

You can add your own Markers to a MIDI Song, then save them into the MIDI Song.

■ Open the Markers page

> While a MIDI Song is assigned to the current Player, press the **MARKER** button on the right of the display. If there are no Markers in the Song, you will see an empty list.



■ Add Markers

1 Start the Player by pressing the **PLAY/STOP** (▶□) button.

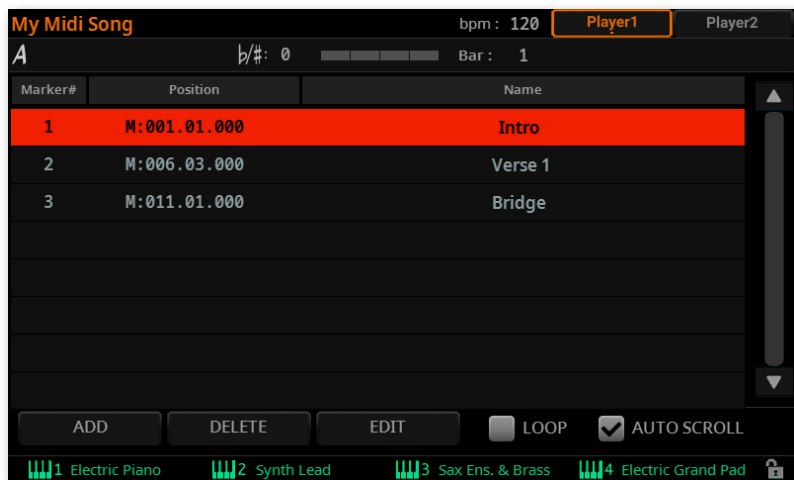
Markers can be added even while the Player is not running, but adding them while the Song is running is easier.

2 When you reach the position you want to save as a Marker, touch the **Add** button.

> If you touch **Add** within the **early beats** of the measure, the beginning of the current measure is saved as a Marker.

> If you touch **Add** within the **last beat** of the measure, the beginning of the following measure is saved as a Marker.

3 Do the same for any of the following Markers.



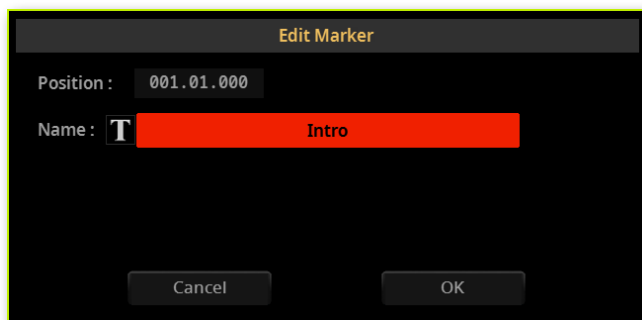
4 Stop the Player by pressing the **PLAY/STOP** (▶◻) button.

■ Delete Markers

- 1 Touch the Marker to be deleted in the Markers list.
- 2 Touch the **Delete** button to delete the selected Marker.
- 3 Save the Markers (as described below).

■ Edit the name and position of a Marker

- 1 Touch the Marker to be edited in the markers list.
- 2 Touch the **Edit** button to start editing the marker. The **Edit Marker** window will appear.



- 3 While in the **Edit Marker** window, edit the position and name of the selected Marker.
- 4 Touch the **OK** button to save the Marker.

■ Save the Markers in the MIDI Song

- 1 Press the **EXIT** button to exit from the **Markers** page.
- 2 Choose the **Save Song** command from the **page menu** () to save the Markers in the MIDI Song.

Looping a Song section

You can use the Markers to repeat a passage you need practicing.

1 Start the Player.

2 When you reach the **beginning** of the point you need practicing, touch the **Add** button to create a first Marker.

Usually, you will create the marker one or two measures before the actual starting point.

3 When you reach the **end** of the point you need practicing, touch the **Add** button to create a second Marker.

4 Activate the loop in one of the following ways:

- > Select the first Marker, then select the **Loop** checkbox to repeat (loop) between the first and second marker.
- > Press twice the **MARKER** button corresponding to the first Marker to repeat (loop). Its indicator will start flashing.

5 Deactivate the loop, either by deselecting the **Loop** checkbox or by pressing the **MARKER** button again.

6 If you no longer need them, delete the Markers. In any case, they will be automatically removed when choosing a different Song or turning off the instrument, if you don't save the Song.

The Score

Reading the music score

With MIDI Songs, you can have a music score of one of the tracks. This will let you read the score on the display or an external monitor (if connected).

Intelligent display of the score

Score generation is smart enough to ‘clean-up’ a track with automatic quantization, syncopation, key and clef generation. Even non-quantized tracks will be shown in a very readable way.

Displaying the music score

■ Show the music score

1 Choose a **MIDI Song** to play with the selected Player.

2 Press the **SCORE** button to open the **Score** page. A score of the selected track will be generated.

Depending on the content of the track, notes, chords and lyrics are shown in the staff.

The screenshot shows the music score interface for a song titled "Floating Song". The interface includes a header with the song name, chord symbols, tempo (bpm: 120), and selected player (Player1). The main area displays two staves of music. The first staff shows the melody and lyrics "PERS OF SOME QUIET CONVERSA TION". The second staff shows the melody and lyrics "I HEAR THE DRUMS ECHO IN THE NIGHT SHE HEARS ONLY WHIS". Chord symbols are displayed above the staves. The interface also includes a bottom bar with checkboxes for Lyrics, Chords, and Notes, a dropdown menu for the selected track (Trk 4), and a button for the current staff (Treble). Red circles and lines highlight specific elements: the "E/F#" chord symbol, the "Player1" button, the "Trk 4" dropdown, and the "Lyrics" checkbox.

Labels pointing to interface elements:

- Song name: Floating Song
- Chord symbols: E/F#, G#m7, A, C#m7, D#m7, G#m, G#m7/F#, A/E
- Tempo: bpm: 120
- Selected Player: Player1, Player2
- Current staff: Treble
- Current position: 15, 13
- Clef: Treble
- Selected track: Trk 4
- Lyrics: I HEAR THE DRUMS ECHO IN THE NIGHT, SHE HEARS ONLY WHIS

■ Choose a track

> Choose a track to be seen as music score by using the **Trk** pop-up menu.

Usually (but not always), the Melody is Track #4.

■ Choose the clef

- > Choose a different clef by using the **Clef** pop-up menu.

Usually, the correct clef is automatically assigned by the score generator.

Clef	Meaning
Treble	Standard Treble clef.
Treble+8	Treble clef with transposition one octave upper.
Treble-8	Treble clef with transposition one octave lower.
Bass	Standard Bass clef.
Bass-8	Bass clef with transposition one octave lower.

■ Exit from the Score page

- > When done with the score, press either the **SCORE** or the **EXIT** button.

Following the Song

You can always see where you are in the score by watching at these indicators:

- > A red vertical line on the left side of the score, showing indicating the current staff in play.
- > A red up-pointing triangle, showing the current position.

Showing lyrics, chords, note names

■ Read the Lyrics

- > Touch the **Lyrics** button to make the lyrics (if available) appear or disappear.

■ Read the chords

- > Touch the **Chord** button to make the chord symbols (if available) appear or disappear.

■ Read the note names

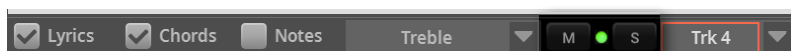
- > Touch the **Note** button to make the note name appear or disappear next to each note.

Muting or soloing the selected track

Mute a track if you are going to play or sing it live. This will avoid overlapping between your playing or singing and the internal Sounds.

Solo it if you want to listen to it in isolation.

- > Touch the **Mute (M)** button to listen or mute the selected track.
- > Touch the **Solo (S)** button to listen the selected track alone or together with the others.



You can save the Mute status by saving the MIDI Song.

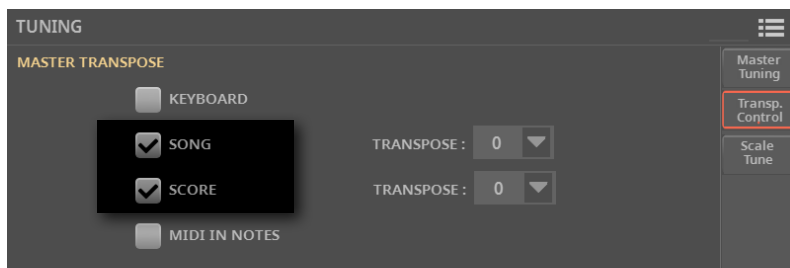
You can also keep the selected track muted for all the subsequent Songs, by activating the **Song Track Play/Mute** lock in the **Settings > Menu > General Controls > Lock** page.

Music score and transposition

When using the **TRANPOSE** buttons, the music score and chord symbols in the **Score** page may be transposed in various ways. To decide if and how they are transposed, go to the **Settings > Menu > Tuning > Transpose Control** page, and be sure one of the following settings is selected.

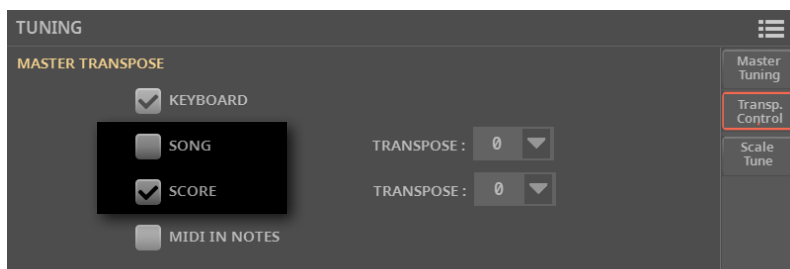
■ Transpose the score with the Songs

- > Select the **Song** and **Score** checkboxes.



■ Transpose the score, but not the Songs

- > Select the **Score** checkbox, and deselect the **Song** one.



11

The SongBook

Using the SongBook

What is the SongBook?

The basic idea behind the SongBook is that you always begin with a song. By choosing an Entry from the SongBook, you choose a template for that song. At the touch of a button, you gain access to all the essential elements required for that song (Style, Song, Sounds, Mic and Guitar effects, Lyrics, Key, Tempo value).

The SongBook is a comprehensive music database that organizes and categorizes songs (whether based on a Style or a Song) for easy retrieving. Each Entry of this database (a 'song') may include information such as the artist, title, genre, number, key, tempo, and meter (time signature).

When choosing one of the Entries, the associated Style, MIDI or MP3 Song is automatically recalled. The Master Transpose value is automatically set. The Mic and Guitar Presets might also be recalled. Pads and a Chord Sequence are there.

You can add your own Entries to the SongBook or edit the existing ones. KORG already provides a standard library of some hundred Entries. You can assign four Keyboard Sets, four Pads and a Chord Sequence to each Entry. You can replace Sounds and Effects. You can choose an alternative Tempo, to get a different version of the same Style without having to duplicate it.

The SongBook allows you to link a TXT file to any Entry, letting you use the file as the Lyrics of a song, even if there are no Lyrics inside the linked MID or MP3 file. Additionally, this allows you to add Lyrics to a Style, if you prefer to play the song live with the backing of the virtual band.

Furthermore, to help you organize your show, the SongBook allows you to create various Set Lists, which are collections of Entries that fit different types of show. You can then choose the songs in the selected list with the dedicated buttons on the display.

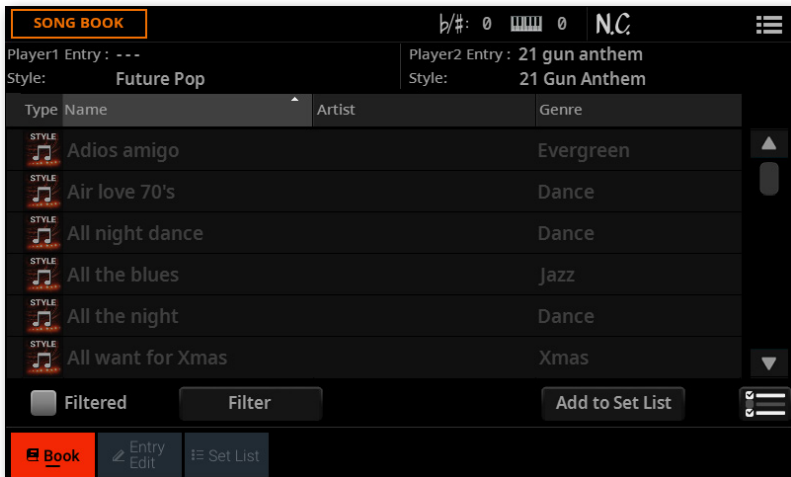
Choosing the SongBook Entries

Choosing the SongBook Entries from the Book list

A large database is already included with the instrument. You may browse through this database and choose a SongBook Entry.

■ Choose a SongBook Entry

- 1 Press the **BOOK** button in the **SONGBOOK** section to open the **Book** page.



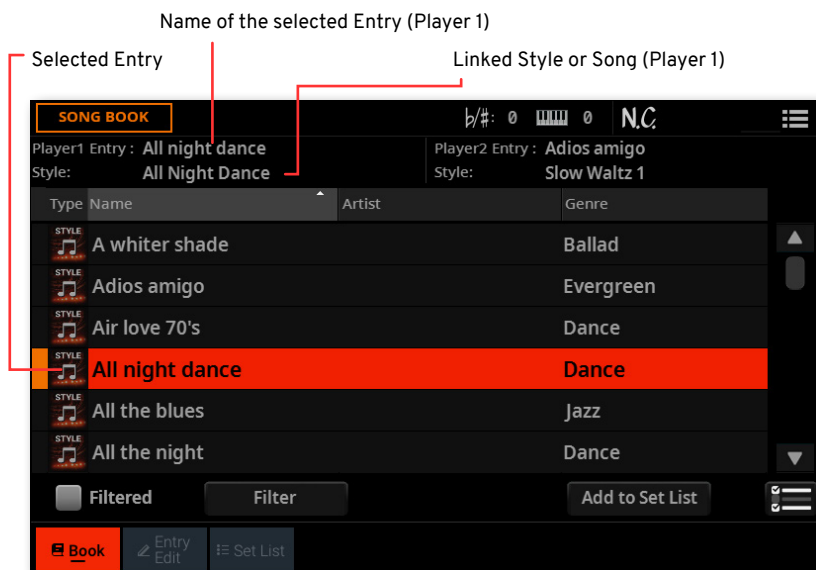
- 2 Browse through the Entries.

Use the **scrollbar** in the display, or the **DIAL** or **UP/DOWN** controls to scroll.

Keep the **SHIFT** button pressed and touch one of the **arrows** of the scrollbar to jump to the previous or next alphabetical section.

- 3 When the Entry you are looking for appears in the display, touch it to assign it to the selected Player.

After choosing the Entry, its name will appear just under the title bar (**Player 1 or 2 Entry**), just above the name of the associated **Style** or **Song**. The name of the **Entry** in the list will appear highlighted.



The linked Style and/or Song will be recalled. If at least one of the Players is playing, a Style will be assigned to the selected Player, while a Song will be assigned to other Player.

Pads and Keyboard Sets will also be recalled. If the **Style to Keyboard Set** function is activated, Keyboard Set #1 will be selected. Any TXT file linked to the Entry will be shown in the **Lyrics** page. A Mic and a Guitar Preset will also be recalled. A Chord Sequence might be also loaded.

Identifying the Entries by type

The icons in the **Type** column will help you identify the Entry.

Type	Meaning
	Style-based Entry. When chosen, it will select a Style.
	MIDI Song-based Entry. When chosen, it will select a Song.
	MP3 Song-based Entry. When chosen, it will select a Song.

Playing the SongBook Entries

You can play the selected Entry by using the same Player controls you would use to play a Style or a Song. Here is a recap.

■ Play and pause the Style or Song

- Press the **PLAY/STOP** (▶□) button to start the SongBook's song. The button's indicator will turn on.
- Press the **PLAY/STOP** (▶□) button again to stop it. If it is a MIDI or MP3 Song, it will stop at the current position. The button's indicator will turn off.

■ Fast Forward the MIDI or MP3 Songs

- 1 Press the **USER** mode button in the **CONTROL** section.
- 2 As per factory programming, **BUTTON #9** is the **Fast Forward** command.
 - Touch the **FAST FORWARD** (≫) button once to jump to the next measure (MIDI Song) or to the next second (MP3 Song).
 - Keep touching the **FAST FORWARD** (≫) button to scroll the Song continuously. Release it when you have reached the desired position.

■ Rewind the MIDI or MP3 Songs

- 1 Press the **USER** mode button in the **CONTROL** section.
- 2 As per factory programming, **BUTTON #8** is the **Fast Rewind** command.
 - Touch the **FAST REWIND** (≪) button once to jump to the previous measure (MIDI Song) or to the previous second (MP3 Song).
 - Keep touching the **FAST REWIND** (≪) button to scroll the Song continuously. Release it when you have reached the desired position.

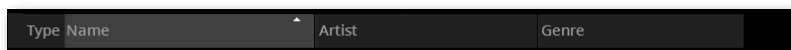
■ Stop the MIDI or MP3 Song and return to the beginning

- If the SongBook Entry is linked to a MIDI or MP3 Song, press the **STOP/GO TO START** (⏮) button to stop the Player and move to the beginning of the Song. The button's indicator will turn off.

Sorting and filtering the SongBook Entries

Sorting by label/column

On top of the list you can find some labels, each one corresponding to a column of data. Depending on the view preferences, you can see a set chosen between Type, Name, Artist, Genre, Key, BPM, Meter, Number. You can choose one of the labels to sort the list according to that type of data.



Please note that the **Artist** and **Key** fields of all the supplied Entries have been intentionally left empty.

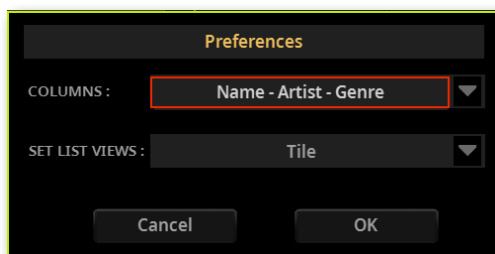
■ Change the order of the list

- > Reorder the items according to a different **sorting criterion** by touching the corresponding **label** on top of the list.
- > By touching the label again, the order of the items will switch between **ascending** and **descending**.

■ Choose which columns to show

To make the information easier to read, only some of the columns are shown at the same time. You can decide what to show.

1 Choose the **Preferences** command from the **page menu** (☰) to open the **Preferences** dialog.



- 2** Use the **Columns** menu to choose one of the predefined sets of columns to be shown.
- 3** When done, touch the **OK** button to close the dialog.

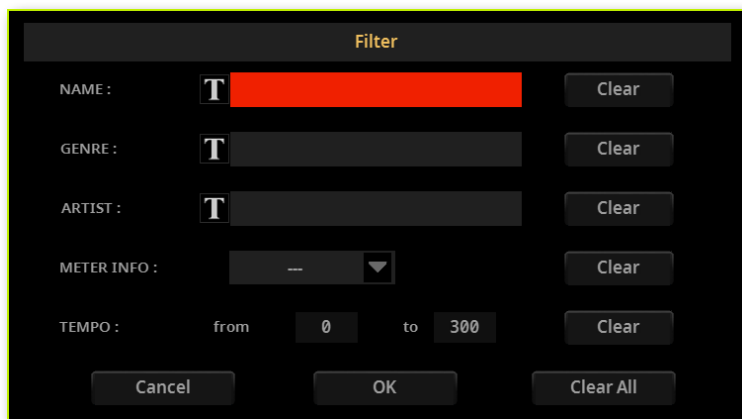
Filtering the Entries

When you are looking for a particular artist, genre or other categories, you may ‘filter’ the list to only see the type of Entries you are looking for. The more database fields (or ‘tags’) are filled in an Entry, the more accurate filtering will be.

Please note that you can also find items inside the SongBook database by pressing the **SEARCH** button on the control panel. But while the **Search** function only searches for names, the **Filter** function allows for a more refined search on multiple parameters at the same time.

■ Open the Filter dialog

> While in the **SongBook > Book** page, touch the **Filter** button to open the **Filter** dialog.



The screenshot shows a 'Filter' dialog box with a dark background and yellow text. It contains several input fields for filtering entries:

- NAME :** A text input field with a 'T' icon and a red highlight, followed by a 'Clear' button.
- GENRE :** A text input field with a 'T' icon, followed by a 'Clear' button.
- ARTIST :** A text input field with a 'T' icon, followed by a 'Clear' button.
- METER INFO :** A dropdown menu with a downward arrow, followed by a 'Clear' button.
- TEMPO :** A range selector with 'from' and 'to' labels, input fields for '0' and '300', and a 'Clear' button.

At the bottom of the dialog are three buttons: 'Cancel', 'OK', and 'Clear All'.

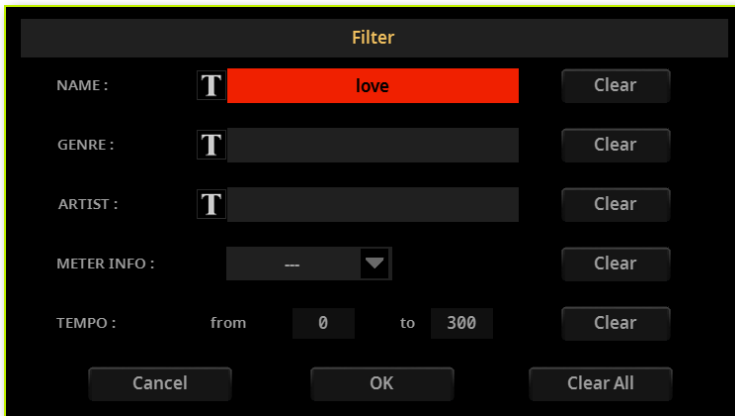
■ Edit the filter criteria and activate the filters

1 Touch the **Text Edit (T)** button next to the **field** you want to edit, to open the **virtual keyboard** and type the **text string** you are looking for.

For example, you may want to find all songs containing the word 'love' in the title (in any position in the string). If so, select the **Name** criterion, and enter the word 'love'. There is no distinction between upper and lowercase.



When done editing the name, confirm by touching the **OK** button under the **virtual keyboard**.



2 Repeat the above step for all the fields you want to include in your filter.

3 If you like, select a **Meter** and/or a range of **Tempo** values to be included in your filter criteria.

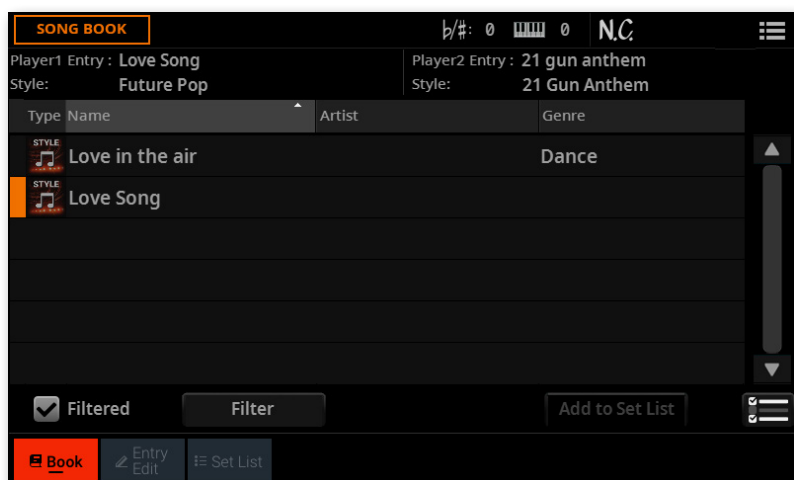
■ Delete the filter criteria you don't need

- > Touch the **Clear** button to delete the text string or reset the parameter to a default value.
- > Touch the **Clear All** button to reset all filter criteria.

■ Confirm the filters

- > When done editing the filter parameters, touch the **OK** button to close the **Filter** dialog and return to the **Book** page.

The **Filtered** checkbox will be automatically selected, and the filter will be activated. Only the Entries matching the entered criteria will be shown in the **Book** list.



■ Deactivate the filters and see all the Entries again

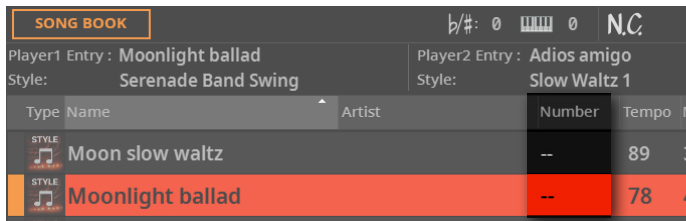
- > Touch the **Filtered** checkbox to deselect it.

Choosing the SongBook Entries by Song Number

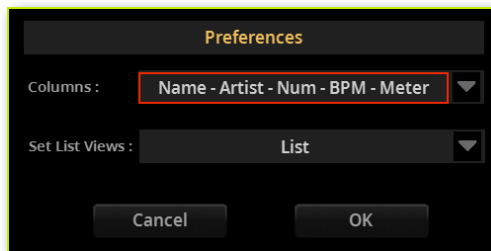
You can select a SongBook Entry by entering its unique **Song ID Number**. Numbers associated with each Entry can be programmed in any of the SongBook Entry edit pages. (See [Editing the Song Selection Number](#) on page 276 for more information).

To help you find a SongBook Entry by ID number, you can export a song list using the **Export Book as Text File** command from the **page menu** () , and use it as a reference.

1 To see the numbers while in the **Book** page, be sure the **Number** column is shown.



If it is not shown, choose the **Preferences** command from the **page menu** () , then use the **Columns** menu to choose one of the options including the **Num** column.



2 To select a SongBook Entry by entering its ID number, press the **BOOK** button again while you are in any page of the SongBook. The **numeric keypad** will appear, allowing you to enter the **ID number** corresponding to the desired Entry.

Please note that you can choose an Entry by ID number even if the **Number** column is not shown.

Quick creation of a new SongBook Entry

Preparing the SongBook Entry

You can save a snapshot of the current status of the instrument in a new SongBook Entry, to be included into the SongBook database.

■ Choose the Style or Song

- Choose a **Style** or **Song** to be assigned to one of the Players.

■ Choose the Tempo, Sounds and the Effects

- You can choose a different Tempo for the Style.
- You can choose different Sounds and Effects for the Style tracks.
- Changes to a MIDI Song's Sounds will not be saved to the SongBook Entry. Only the data included in the MID file will be used. If you want to change them, edit the MID file in **Song Edit** mode.

■ Adjust the other performance settings

- Select the Style Element to be automatically recalled.
- Set the Volume levels and the Play/Mute status for the Style and MIDI Song tracks.

■ Choose the Mic and Guitar Presets

- Choose a **Mic Preset** and/or a **Guitar Preset**, and adjust their parameters.

■ Choose the Pads

- Assign the Pads to the **PAD** buttons.

■ Choose the Chord Sequence

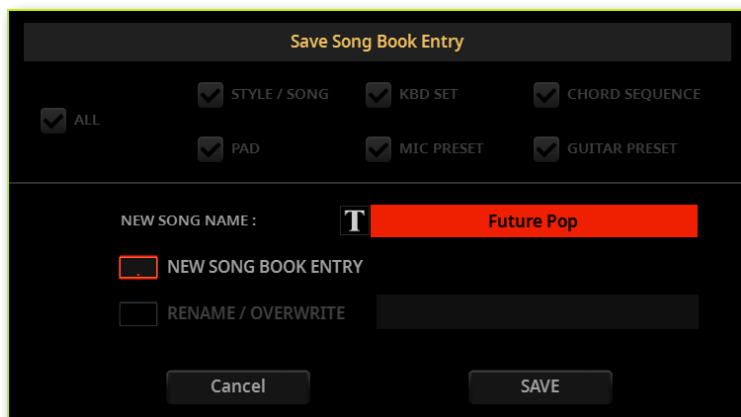
- Choose a **Chord Sequence**, or record a new one that will be saved in the Entry.

Saving the SongBook Entry

You can quickly save the settings into a new SongBook Entry.

1 Keep the **BOOK** button pressed for about one second to create a new SongBook Entry. The **Save SongBook Entry** dialog will appear.

As an alternative, go to one of the SongBook pages, and choose the **Save Book Entry** command from the **page menu** (☰).



2 If both options are offered (because you had selected a SongBook Entry from the list before editing it), decide if you want to create a new Entry (**New SongBook Entry**), or overwrite the selected one (**Rename/Overwrite**).

3 While in the **Save SongBook Entry** dialog, touch the **Text Edit (T)** button next to the **New Song Name** parameter, to open the virtual keyboard and edit the name of the Entry.

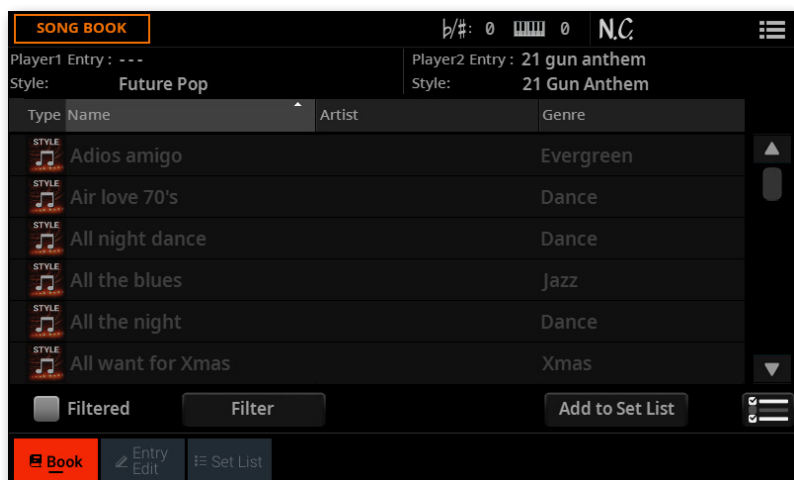
4 After the virtual keyboard has been closed, touch the **Save** button to save the Entry to the SongBook database.

Editing the SongBook

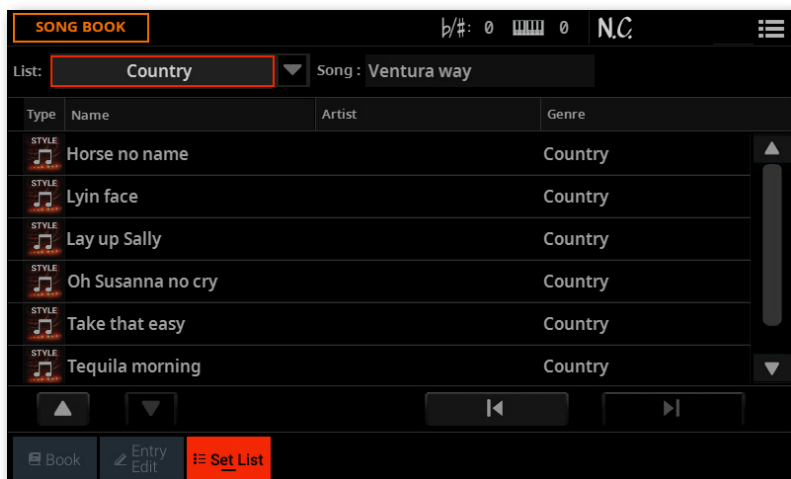
Editing the SongBook Entries

Choosing an existing SongBook Entry

- > Choose a SongBook Entry from the **SongBook > Book** page...



- > ... or from the **SongBook > Set List** page (here shown in **List View** mode).



Choosing the Sounds and the Effects

You can exit the SongBook, and repeat the same operations done to create a new SongBook Entry (see [Preparing the SongBook Entry](#) above).

In particular, you can choose a different Keyboard Set from the library, or choose different Keyboard Sounds, Effects, and all the settings for the Sounds and save them into a new Keyboard Set.

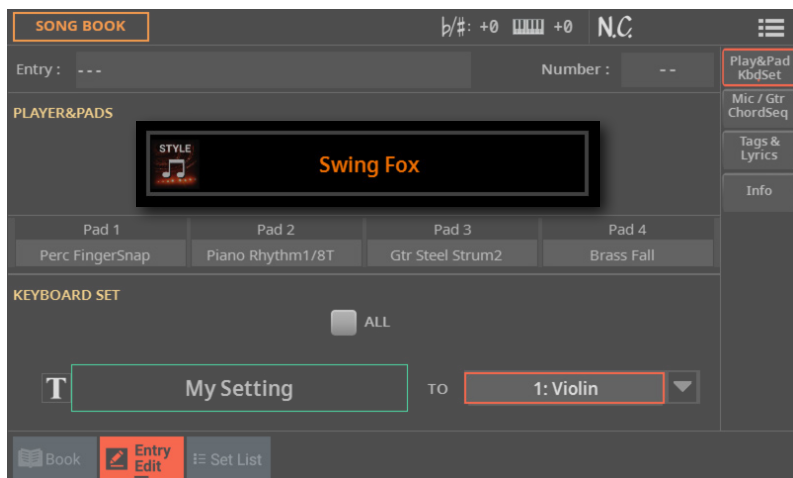
You can save up to four Keyboard Sets into the **KEYBOARD SET** buttons under the **X-FADER**.

All the other elements saved into a SongBook Entry can be edited from the display, as seen in the following pages.

Choosing the Style or Song

With each SongBook Entry, a reference to a Style or Song is saved. When editing an Entry, you can change it with a different Style or Song.

- 1 Choose the **SongBook Entry** to be edited.
- 2 Go to the **SongBook > Entry Edit > Player/Pad/KbdSet** page.



- 3 Touch the **Player** button to open the **Select** window.
- 4 Choose a different Style or Song.

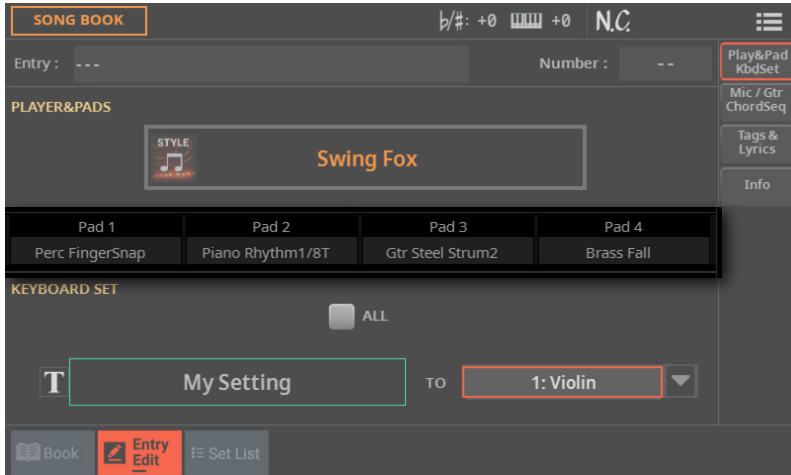
Choosing the Style controls

The selected Style Element, and the status of the Synchro and Memory functions, will be memorized when saving the SongBook Entry.

Choosing the Pads

With each SongBook Entry, four Pads are saved. When editing an Entry, or creating a new one, you can replace the Pads.

- 1 If you want to edit an existing **SongBook Entry**, choose it.
- 2 Go to the **SongBook > Entry Edit > Player/Pad/KbdSet** page.



- 3 Touch the **Pad** you want to change, to open the **Select** window.
- 4 Choose a different Pad.

Choosing the Keyboard Sets

With each SongBook Entry, four Keyboard Sets are saved. When editing an Entry, you can replace the older Keyboard Sets with new ones.

■ Set the starting point

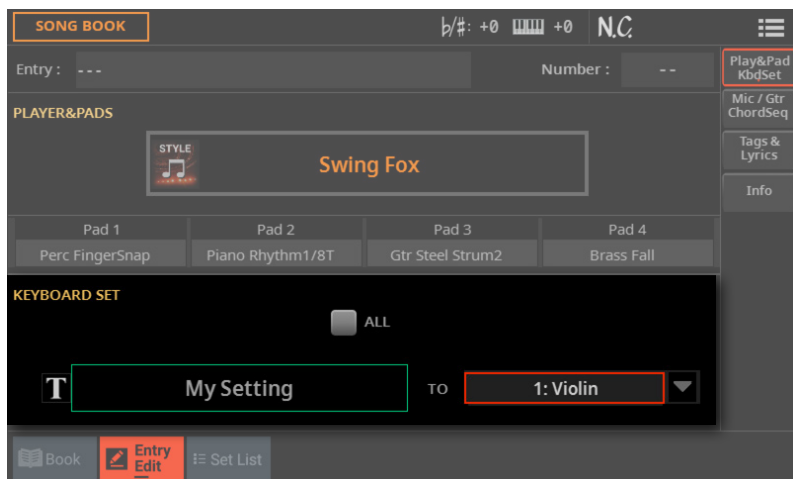
- Choose the **SongBook Entry** to be edited.

■ Edit the Keyboard Sets

- 1 If you want to edit the Keyboard Sets, press the **EXIT** button to exit the SongBook. Don't select a different SongBook Entry!
- 2 If you want, choose a different Keyboard Set from the library.
- 3 Edit the Keyboard Set, by choosing the Sounds, the Effects and the various performing parameters.

■ Save the Keyboard Sets into the Entry

- 1 Press the **BOOK** button to access the SongBook again.
- 2 Go to the **SongBook > Entry Edit > Player/Pad/KbdSet** page.

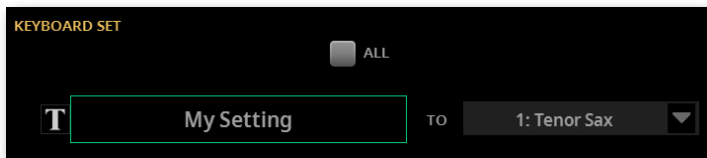


- 3 Use the **Keyboard Set** area to choose the Keyboard Set(s) to save with the SongBook Entry.

4 Use the **All** checkbox to decide if you want to save all the Keyboard Sets (up to four), or just one.

All	Meaning
On	The four Keyboard Sets contained in the KEYBOARD SET buttons under the X-FADER will be saved in the SongBook Entry.
Off	Only the selected Keyboard Set will be saved into the target button.

5 If you deselected the **All** checkbox, choose a **single Keyboard Set location** to save the Keyboard Sounds to the selected Keyboard Set inside the SongBook Entry.



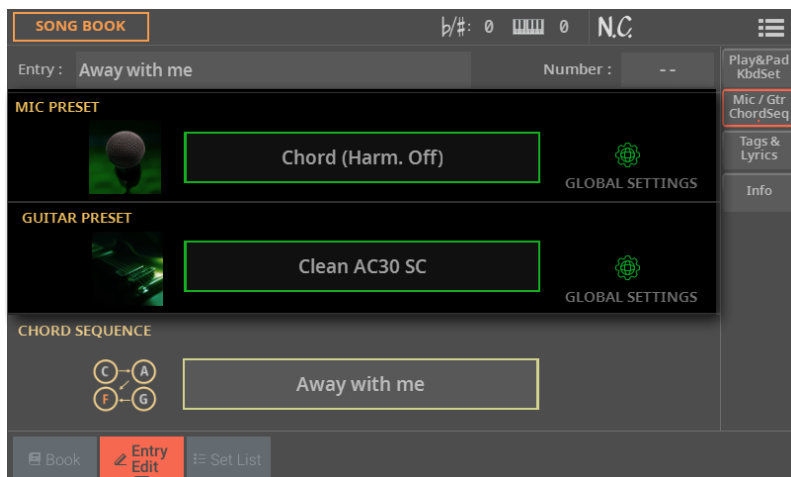
6 After choosing the target location, you can touch the **Text Edit (T)** button and give the Keyboard Set a new name.

7 If you want to save more Keyboard Sets, repeat the above procedure for the other Keyboard Set locations inside the SongBook Entry.

Choosing the Mic Preset and Guitar Preset

With each SongBook Entry are saved references to a Mic Preset and a Guitar Preset. When editing an Entry, you can replace them.

- 1 Choose the **SongBook Entry** to be edited, then go to the **SongBook > Entry Edit > Mic/Gtr/ChordSeq** page.

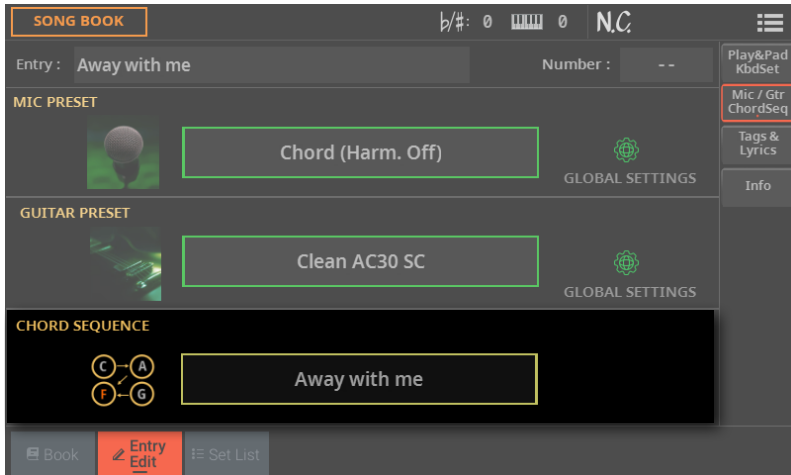


- 2 Touch the **name of the Mic Preset or the Guitar Preset** to open the **Select** window, and choose a preset.
- 3 Select the **Global Settings** checkbox if you want to use the presets chosen in the **Settings > Mic/Guitar Setup > Setup** pages.

Choosing the Chord Sequence

A SongBook Entry may contain a Chord Sequence, to have a sequence of chords good for the song ready.

- 1 Choose the **SongBook Entry** to be edited, then go to the **SongBook > Entry Edit > Mic/Gtr/ChordSeq** page.



- 2 Touch the **name of the Chord Sequence** to open the **Select** window, and choose a Chord Sequence.

Editing the Song Selection Number

Each SongBook Entry can have a unique ID number (up to 9,999). You can type them to quickly recall an Entry (see [Choosing the SongBook Entries by Song Number](#) on page 265 for more information).

Assigning a number is not mandatory, but may help in quickly recalling the Entries, and as an alternative way of organizing them. For example, you may use the different 100s to create a different way of categorizing your entries by genre or age.

To help you find a SongBook Entry by ID number, you can export a song list using the **Export as Text File** command from the **page menu** (☰), and print it.

- 1 Choose the **SongBook Entry** to be edited.
- 2 Go to the **SongBook > Tags & Lyrics** page.



- 3 Touch the **Number** parameter to open the virtual numeric keypad, and enter the ID number. If you enter an existing number, the first free number after that one will be automatically entered.

Editing the database tags

The SongBook is a database. You can add to each SongBook Entry special archival data, or tags, that will later help in retrieving specific types of songs by using the **SongBook > Book > Filter** function.

- 1 Choose the **SongBook Entry** to be edited.
- 2 Go to the **SongBook > Tags & Lyrics** page.

The screenshot shows the 'SONG BOOK' application interface. At the top, there's a header bar with 'SONG BOOK' on the left, and musical notation (b/#: 0, a treble clef, and N.C.) on the right. Below the header, the 'Entry' field is set to 'Away with me' and the 'Number' field is set to '--'. On the right side, there's a vertical menu with options: 'Play&Pad KbdSet', 'Mic / Gtr ChordSeq', 'Tags & Lyrics' (which is highlighted with a red box), and 'Info'. The main area is divided into two sections: 'TAGS' and 'LYRICS'. The 'TAGS' section contains fields for 'GENRE' (set to 'T' and 'Swing Evergreen'), 'TEMPO' (set to '66'), 'ARTIST' (set to 'T' and 'Joan Singer'), 'METER INFO' (set to '2/4'), 'KEY INFO' (set to '--'), and 'MASTER TRANSPOSE' (set to '0'). The 'LYRICS' section has two tabs: 'SONG' and 'FILE TXT' (which is highlighted with a red box). Below the 'FILE TXT' tab, there's a text field containing 'We Dance.txt' and a trash icon. At the bottom, there's a navigation bar with three buttons: 'Book', 'Entry Edit' (highlighted with a red box), and 'Set List'.

3 Edit the SongBook Entry’s database tags.

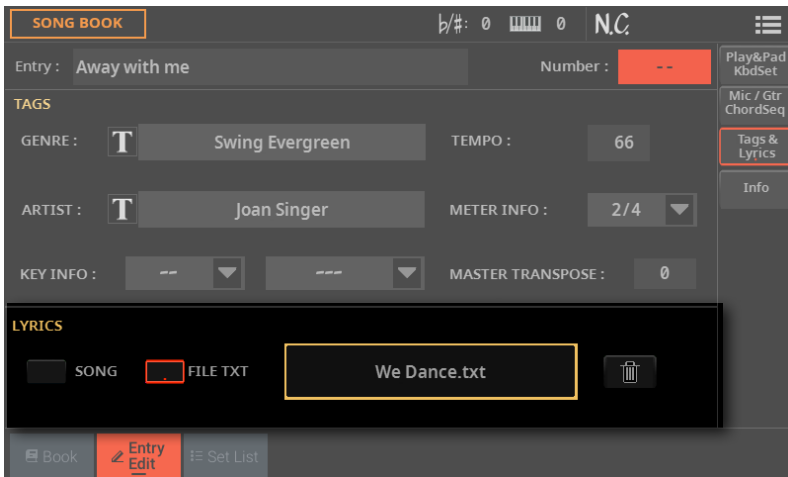
Tag	Style-based Entry	MID-based Entry	MP3-based Entry
Genre	Music genre associated with the Entry.		
Artist	Name of the artist of the song associated with the Entry.		
Key Info	Original key of the Entry. The first field is the Root, the second one is the Major/minor mode.		
Tempo	Entry’s Tempo. This may change, if a Tempo Change event is included within the associated resource. You can manually change this value by using the TEMPO buttons on the control panel. Any change will only be shown after saving the Entry.		
	Original Tempo of the Style.	Original starting Tempo of the MID file.	Always zero (original Tempo of the MP3 Song).
Meter Info	Entry’s Meter (or ‘Time Signature’). This may change, if a Meter Change event is included within the associated resource.		
Master Transpose	Entry’s Master Transpose value. When the Entry is selected, the Master Transpose of the whole instrument is automatically changed (unless it is not locked). The Master Transpose value saved in the SongBook Entry overrides any Master Transpose setting contained in the associated resource. You can manually change this value by using the TRANSPOSE buttons on the control panel. Any change will only be shown after saving the Entry.		

Linking a text file to the SongBook Entry

You can add Lyrics to any Entry as a linked TXT file. Since there is no automatic synchronization between this type of Lyrics and the associated Style or Song, you will have to scroll them manually (as explained in [Reading the lyrics and chords loaded as a text file on page 231](#)).

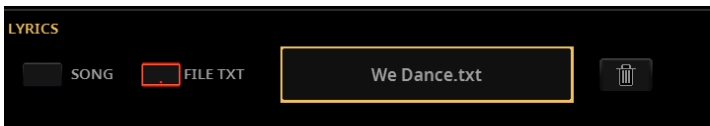
■ Link Lyrics as a TXT file

- 1 Choose the **SongBook Entry** to be edited.
- 2 Go to the **SongBook > Tags & Lyrics** page.



- 3 Touch the **name of the TXT file** to open the file selector, and choose a TXT file to be linked to the current SongBook Entry.
- 4 Choose the **Load** command from the **page menu** (☰).

After having been selected, the name of the linked text file will appear.



- 5 Use the **Song/File TXT** radio-button to choose whether the Lyrics have to be read from the internal MIDI file data, or from the linked TXT file. This selection is only allowed if both types of Lyrics are available.

■ Unlink the TXT file

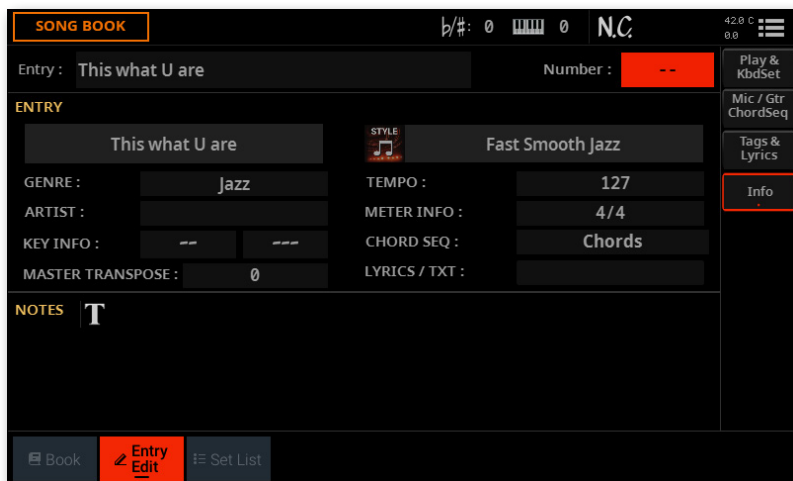
- > While in the same page, touch the **Delete** () button.
- > As an alternative, touch the **name of the TXT file** to open the file selector again, and choose the **Unload current** command from the **page menu** ().

Checking the Information for the SongBook Entry

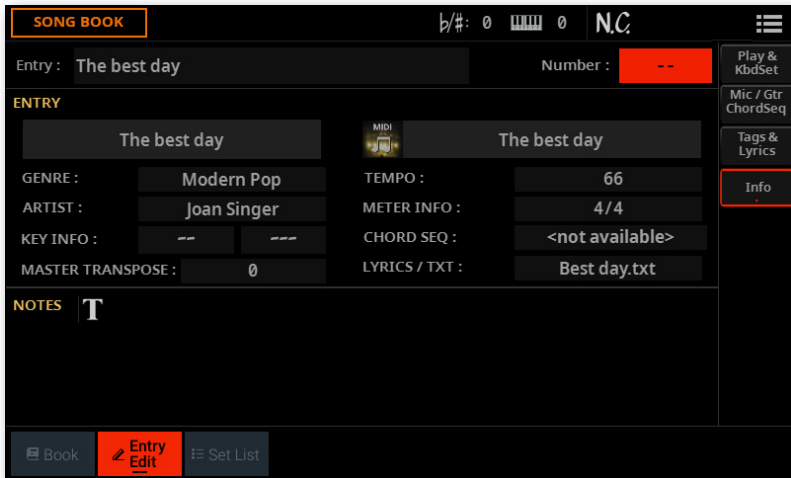
You can see some information on the selected SongBook Entry, to check, for example, the name of the Entry, the linked Style or Song, the Chord Sequence and TXT file (if any).

- 1 Choose the **SongBook Entry**.
- 2 Go to the **SongBook > Entry Edit > Info** page.

If you selected a **Style-based Entry**:



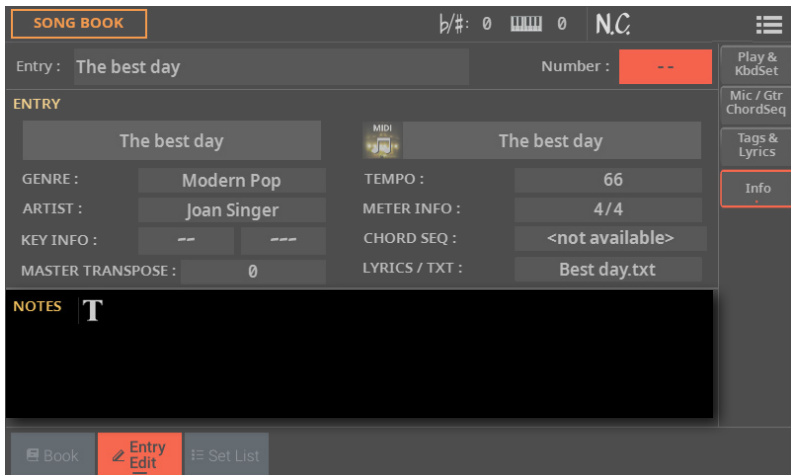
If you selected a **Song-based Entry**:



Adding notes to a SongBook Entry

You can add written notes to the entry.

- 1 Choose the **SongBook Entry** to be edited.
- 2 Go to the **SongBook > Entry Edit > Info** page.

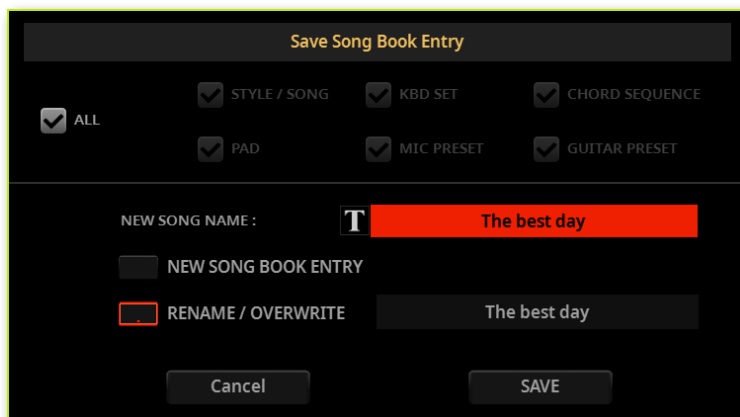


- 3 Touch the **Text Edit (T)** button to add the written note.
- 4 When done, touch the **OK** button to confirm the entered note.

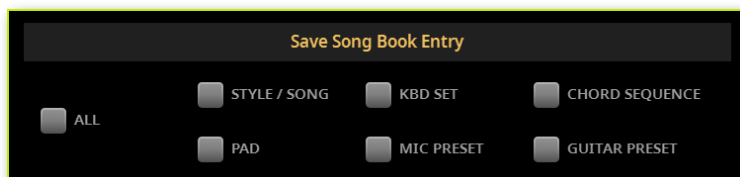
Saving the SongBook Entry

You can save your edits over a new or existing SongBook Entry.

- 1 Choose the **Save Book Entry** command from the **page menu** (☰). The **Save SongBook Entry** dialog will appear.



- 2 Choose whether you want to create a new Entry (**New SongBook Entry**), or overwrite the one you just edited (**Rename/Overwrite**).
- 3 If you want, you can deselect the **All** checkbox, and choose the elements you want to save.



- 4 Touch the **Text Edit** (T) button next to the **New Song Name** parameter, to open the virtual keyboard and edit the name of the Entry.
- 5 After the virtual keyboard has been closed, touch the **Save** button to save the Entry to the SongBook database.

Managing the SongBook Entries

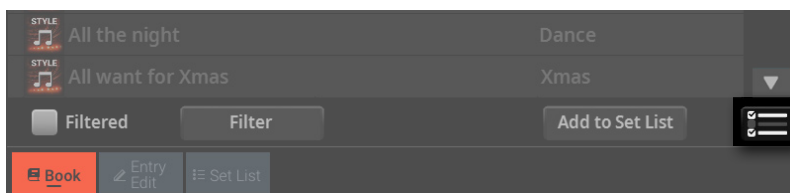
Selecting the SongBook Entries

Multiple selection of SongBook Entries

While in the **Book** page of the **SongBook**, you can select several Entries at the same time before executing an operation.

■ Set the Select mode

> While in **Book** page, use the **Selection Mode** button to decide either to select the Entries in a consecutive or separate way.



Selection Mode	Meaning
	Choose this option to select the target Entries separately (i.e., with other non-selected Entries in the middle).
	Choose this option to select the target Entries consecutively (i.e., all in a row).

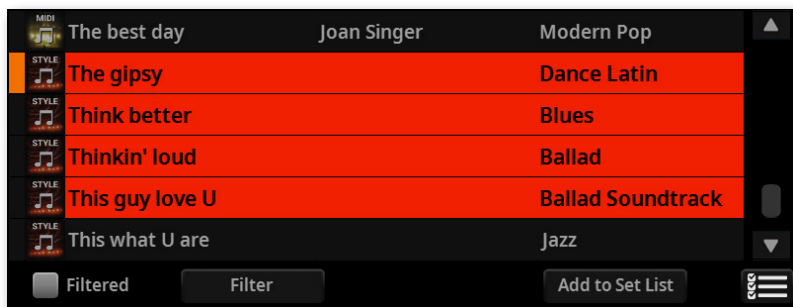
■ Select multiple Entries separately

- 1 Touch the **Select Mode** button to choose the **SHIFT** function.
- 2 Select the first Entry to be selected.
- 3 Press and keep the **SHIFT** button pressed.
- 4 Select a second Entry to be selected.
- 5 While keeping the **SHIFT** button pressed, continue selecting the other Entries to be selected.
- 6 Release the **SHIFT** button.



■ Select multiple Entries consecutively

- 1 Touch the **Select Mode** button to choose the **SHIFT** function.
- 2 Select the first Entry to be selected.
- 3 Press and keep the **SHIFT** button pressed.
- 4 Select the last Entry to be selected.
- 5 Release the **SHIFT** button.



■ Deselect the Entries

- > To deselect one or more Entries, without deselecting everything, keep **SHIFT** pressed and touch the items to be deselected.
- > To deselect everything, select any other Entry. All selected Entries will be deselected.

Selected and active SongBook Entries

In the **Book** and **Set List** pages (**List View** mode), an Entry that is selected in the list and active is shown with a vertical line next to its name. Orange if it is assigned to Player 1, blue if assigned to Player 2.



If you select a different Style or Song, the Entry remains selected in the list, but it is no longer active, since its content has been replaced by a different Style or Song. The vertical line disappears.



If the Entry is still active, but you have deselected it (by keeping the **SHIFT** button pressed and touching the Entry's name), the vertical line is still shown, but the Entry's name is no longer highlighted. Any operation on the list will have no effect on this Entry.



Deleting the SongBook Entries

- 1 While in the **SongBook > Book** page, select the song (or songs) to be deleted.
- 2 Choose the **Delete Book Entry/Entries** command from the **page menu** () , then confirm.

Deleting all the SongBook Entries and Set Lists

You may want to create your own Book list, after removing all the existing Entries and Set Lists.

CAUTION: Please note that this operation will permanently delete all the Entries and the Set Lists. Entries and Set Lists created by the user can't be recovered, if you don't have a copy of them. Before deleting all SongBook data, please back up your own SongBook.

- 1 Go to any of the **SongBook** pages.
- 2 Choose the **Delete Whole Book** command from the **page menu** () , then confirm.

To recover the data you are going to delete:

- > A copy of the original factory data is always stored in a protected area of the internal memory. You can recover them by using the **Factory Restore** command in the **File > Menu > Factory Restore** page, and only selecting the **SongBook** as the type of data to restore.
- > You can make a copy of an edited SongBook before deleting its Entries, and then reload it.

Using the Set Lists

What are the Set Lists?

Set Lists are selections from the full Book list. They allow for smaller, customized lists, suitable for a single gig or your own music preferences. We already included some sample lists, that you can use for your own shows.

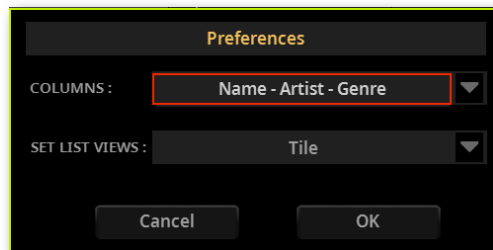
Choosing the Tile or List View

Set Lists can be used in Tile View or in List View. In **Tile View**, songs are shown as pages of tiles that you can quickly select by touching them. In **List View**, all songs are shown in a plain list, that you might prefer when playing the songs in a list one after the other.

When in **Tile View** mode, the songs from the current Set List can be selected with the **MATRIX**, when the **Set List Matrix Preset** is selected. For details, see [Choosing songs from the selected SongBook's Set List](#) on page 316.

■ Switch between Tile View and List View

1 While in any **SongBook** page, choose the **Preferences** command from the page menu (☰) to open the **Preferences** dialog.



- 2 Use the **Set List Views** menu to switch between the Tile View and List View.
- 3 When done, touch the **OK** button to close the dialog.

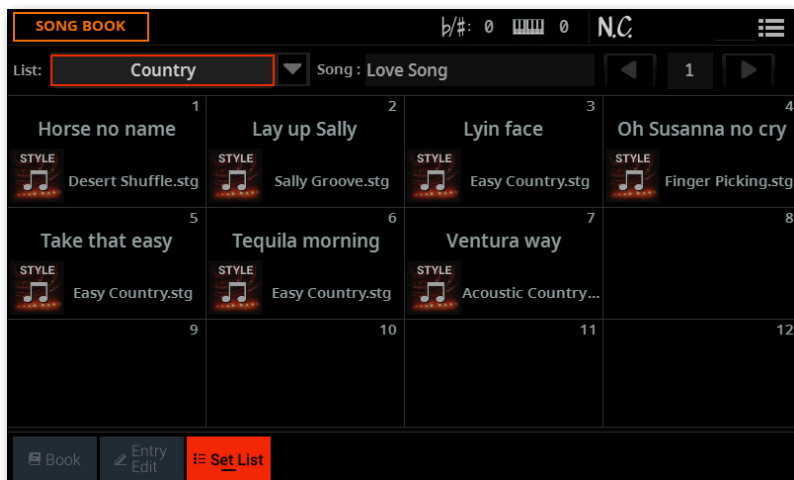
Playing a Set List from the Tile View

The **Tile View** shows the selected Set List as a set of songs assigned to the **SET LIST** buttons in the display.

■ Choose the Set List

1 Go to the **SongBook > Set List** page. You can press the **SET LIST** button to open this page.

2 Be sure you are in **Tile View**, otherwise choose the **Preferences** command from the **page menu** (☰) to open the **Preferences** dialog, and select it.



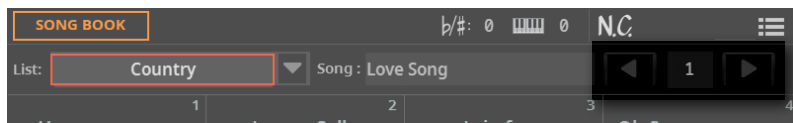
3 Use the **List** pop-up menu to select one of the available Set Lists.

The songs in the selected set are assigned to the **SET LIST** buttons in the display.

■ Choose a page

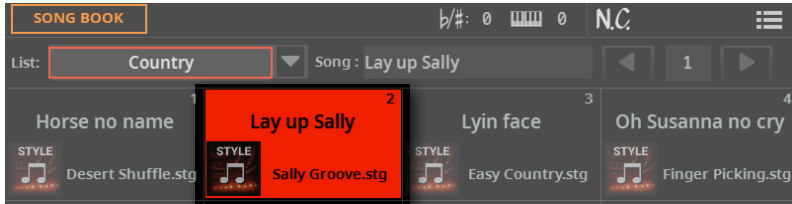
The songs in the selected Set List are organized in 'pages' of twelve.

> Use the **page indicator** in the top right corner of the page to go to a different page inside the selected Set List.



■ Choose a SongBook Entry

- 1 Be sure you are in the **SongBook > Set List** page.
- 2 Touch one of the **tiles** in the display, to choose the corresponding song. The selected song will appear highlighted.



■ Play the Set List

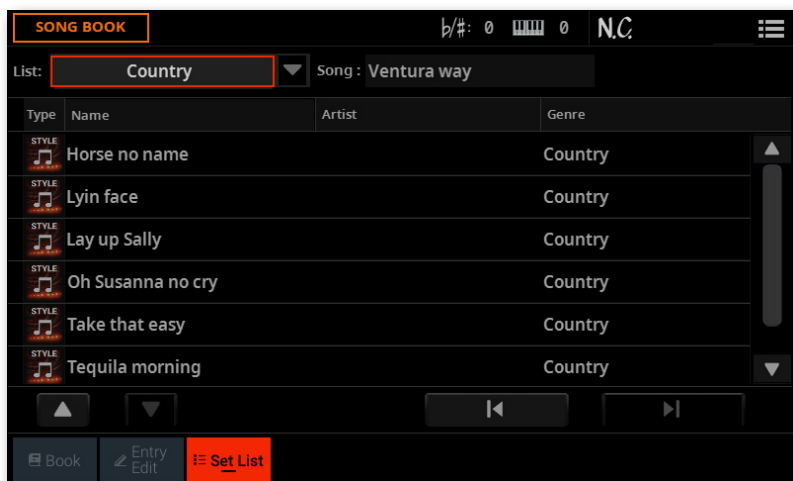
- > Use the **PLAY/STOP** (▶◻) button to start and stop playback of the selected Style or Song.
- > Use the standard **Player controls** to start, pause or stop the Styles or Songs.
- > Move to a different song by touching the corresponding **tile**.

Playing a Set List from the List View

The **List View** shows the selected Set List as a plain list of songs.

■ Choose the Set List

- 1 Press the **SET LIST** button to open the **SongBook > Set List** page.
- 2 Be sure you are in **List View**, otherwise choose the **Preferences** command from the **page menu** (☰) to open the **Preferences** dialog, and select it.

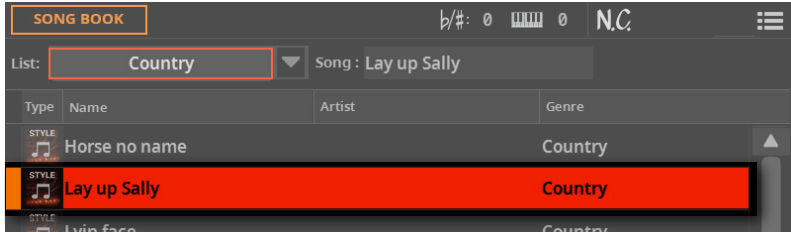


- 3 Use the **List** pop-up menu to select one of the available Set Lists. The list of songs in the selected Set List will appear.

■ Choose a SongBook Entry

- 1 Be sure you are in the **SongBook > Set List** page.
- 2 Browse through the Entries in the list.

- 3** Touch the **name of the Entry** you want to choose. The selected song will appear highlighted.



■ Play the Set List

- > Use the **PLAY/STOP** (▶□) button to start and stop playback of the selected Style or Song.
- > Use the standard **Player controls** to start, pause or stop the Styles or Songs.
- > Select a different song by touching the corresponding **name** in the list.
- > If you want to immediately jump to the previous or next song, use the dedicated **Select Previous** and **Select Next** buttons under the list.



The color of the selection will always let you know if the song is assigned to Player 1 (orange) or Player 2 (blue).

Editing the Set Lists

Creating a new Set List

Creating or editing a Set List

> Go to the **SongBook > Set List** page, then choose the **New Set List** command from the **page menu** (☰).

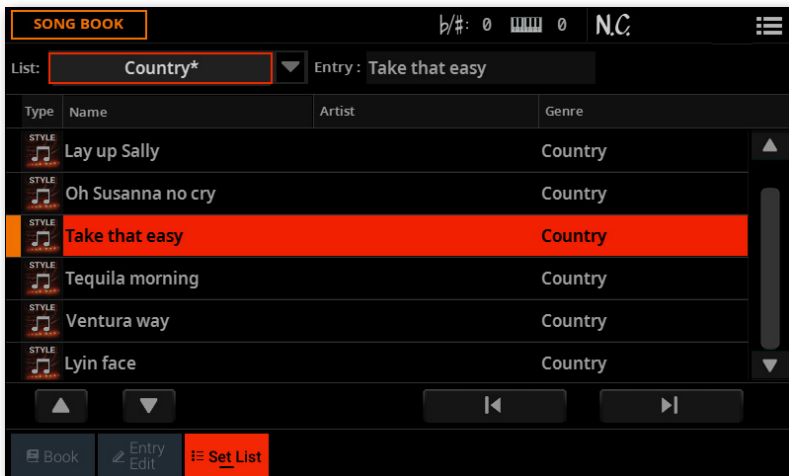
A new, blank list will be created and automatically selected.

Editing the Set Lists

You can add, delete or reorder items from a Set List. The name of a modified Set List shows an asterisk (*) after the name.

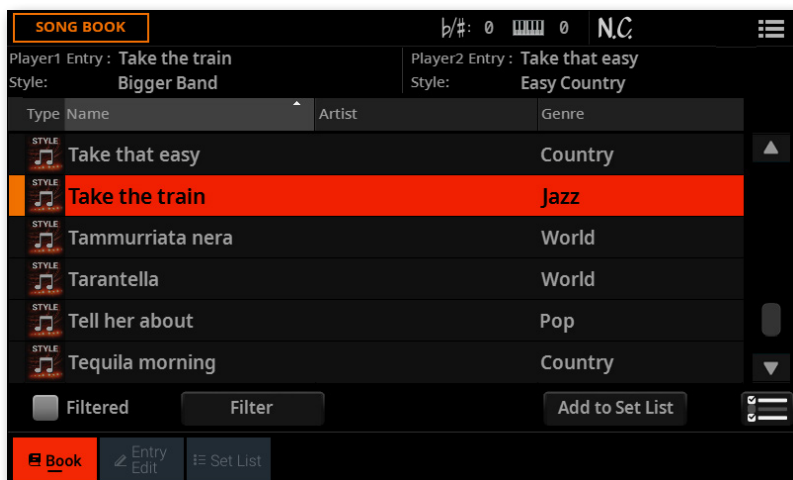
Selecting a Set List for editing

- 1 Go to the **SongBook > Set List** page. Choose either the List View or Tile View.
- 2 Use the **List** pop-up menu to select the Set List to edit.

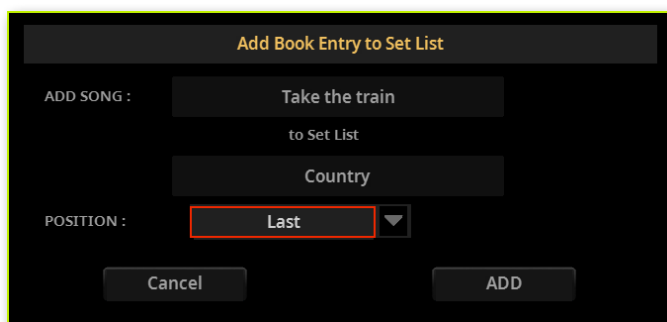


Adding songs to the selected Set List

- 1 Go to the **SongBook > Book** page.
- 2 Browse through the songs in your SongBook database.
- 3 When you see the **song** you are looking for, touch it. If you want to select multiple songs at the same time, keep the **SHIFT** button pressed, and select the songs.



- 4 Touch the **Add to Set List** button to open the **Add Book Entry to Set List** dialog appear.

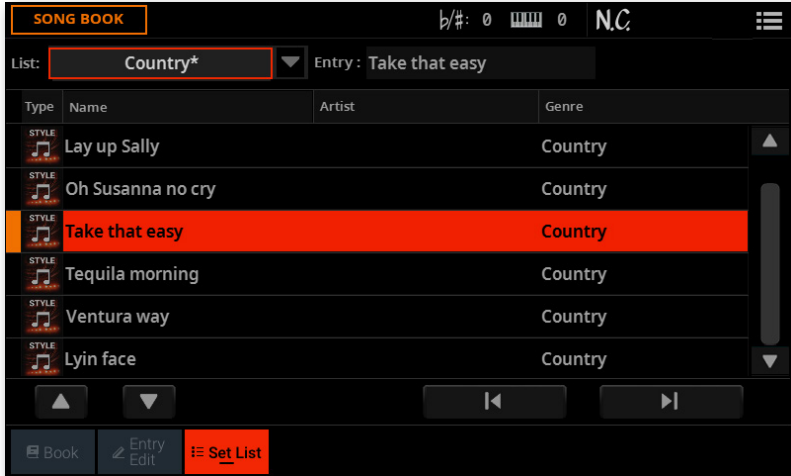


- 5 Choose the position of the song(s) in the list, and touch the **Add** button to add the selected song(s) to the selected Set List.

Rearranging the songs in the list

If the order of the songs added to the list is not the desired one, rearrange them. This can be done while in List View.

- 1 Go to the **SongBook > Set List** page, and choose the Set List you want to edit.



- 2 Touch the **song** you want to move.
- 3 Use the **Move > Up** (▲) and **Move > Down** (▼) buttons on the display to move the selected song to a different position in the list.

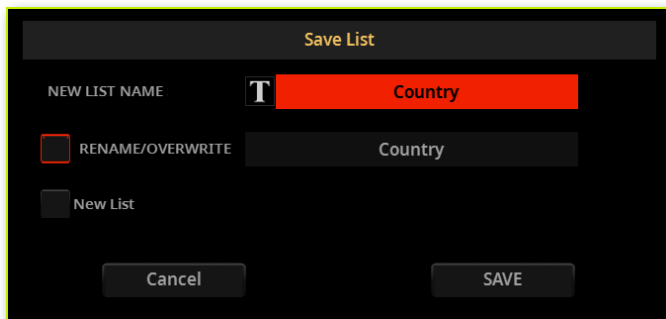
Deleting unwanted songs from the list

- 1 Go to the **SongBook > Set List** page, and choose the Set List you want to edit.
- 2 Touch the **song** you want to delete from the list.
- 3 Choose the **Delete Set List Entry** command from the **page menu** (☰), then confirm.

The song will be deleted from the Set List, but it will not be deleted from the Book list.

Saving a Set List

1 While in the **SongBook > Set List** page, choose the **Save Set List** command from the **page menu** () to open the **Save List** dialog.



2 Choose the **Rename/Overwrite** option to save over the selected Set List. If you prefer to create a new Set List, choose the **New List** option instead.

3 Touch the **Text Edit** () button if you want to assign the Set List a different name. Edit the name and confirm to return to the **Save List** dialog.

4 When done, touch the **Save** button to confirm saving the list.

Deleting a Set List

1 While in the **SongBook > Set List** page, use the **List** pop-up menu to select the Set List to delete.

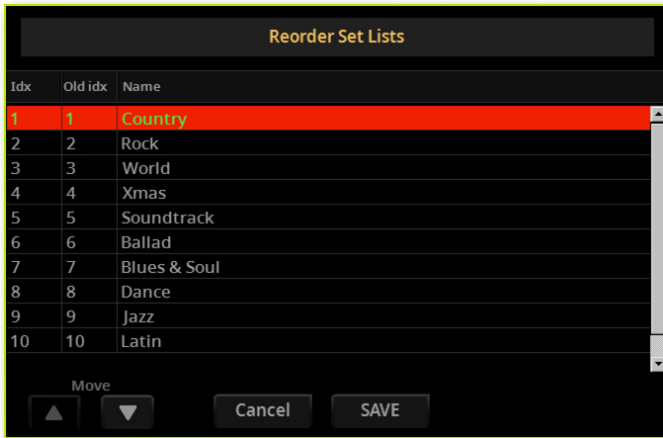
2 Choose the **Delete Set List** command from the **page menu** (), then confirm.

The songs contained in the list will not be deleted from the Book list.

Rearranging the Set Lists order

If the order of the Set Lists in the **SongBook > Set List** page is not the desired one, rearrange them.

- 1 Press the **BOOK** or **SET LIST** button in the **SONGBOOK** section to open the **Book** or **Set List** page.
- 2 Choose the **Reorder Set Lists** command from the **page menu** (☰) to open the **Reorder Set Lists** dialog.



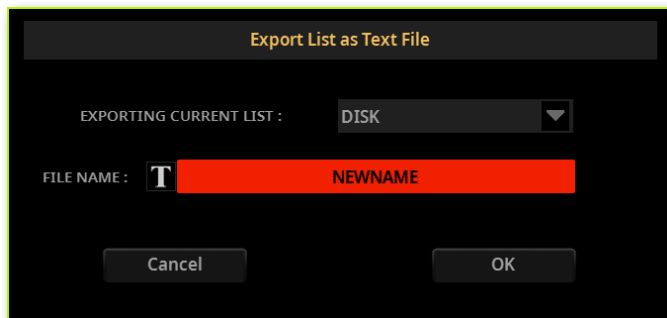
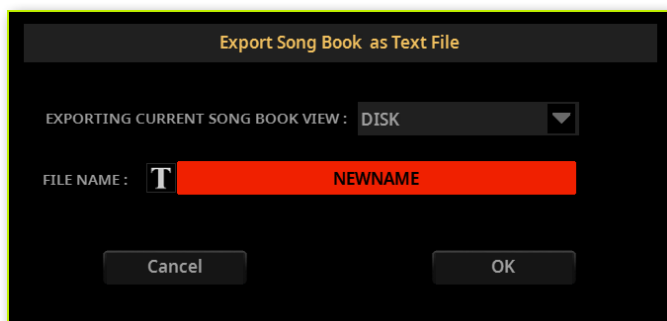
- 3 Touch the Set List to be moved.
- 4 Use the **Move > Up** (▲) and **Move > Down** (▼) buttons on the display to move the selected Set List to a different position.
- 5 When done, touch the **Save** button to confirm saving the order, or the **Cancel** button to exit the dialog.

Exporting the Book and Set Lists as a text file

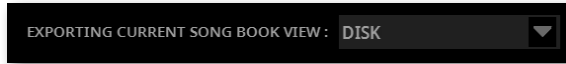
Exporting the lists

A list of the songs contained inside the Book and Set Lists can be exported, to be used as the playlist of the show.

- 1 While you are in the **SongBook > Book** or **Set List** page, choose the desired list order and filtering.
- 2 Choose the **Export Book/Set List as Text File** command from the **page menu** (☰) to open the **Export as Text File** dialog.



3 Use the **Device** pop-up menu to choose a device where to save the list as a TXT file. The file will be saved in the device's root.



4 You may change the **name** of the list. Touch the **Text Edit (T)** icon to open the **virtual keyboard** and edit the name. When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

5 When back at the **Export as Text File** dialog, confirm exporting by touching the **OK** button.

A TXT file containing the filtered data will be created. If a file with the same name already exists on the target device, it will be overwritten without waiting for confirmation.

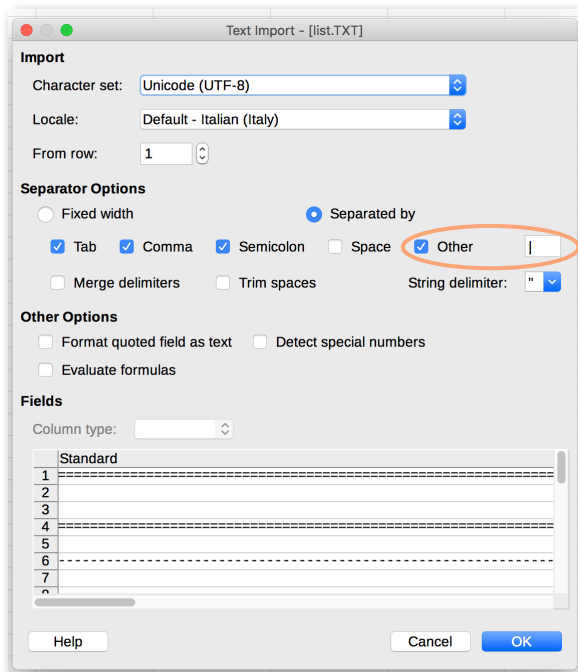
To correctly display and print the list on a personal computer, use a fixed width (i.e., non-proportional) character in your text editor.

Hints on editing the text lists

If you want to print a text list generated by Pa5X, move it to a personal computer and print it. By default, text lists are formatted so that they can immediately be printed (on a landscape-oriented sheet of paper) from any text editor.

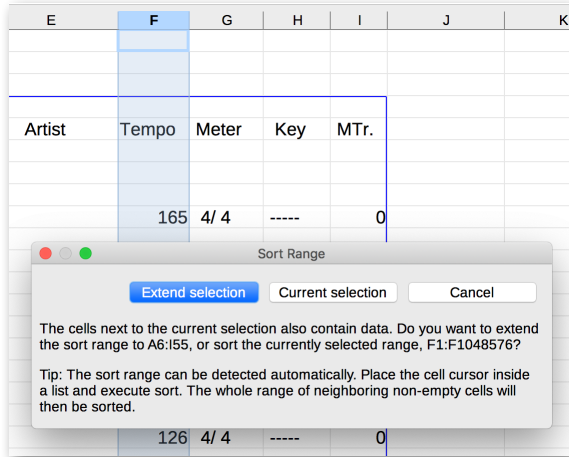
You may however want to rearrange the list data, to choose a different sorting or select just some of the data. You can do it by using a spreadsheet program. As an example, here is how to do by using the freely available **LibreOffice**.

- 1 In LibreOffice, create a new Calc spreadsheet.
- 2 Open the text list generated by Pa5X.
- 3 The **Text Import** dialog will appear. Type a vertical bar ('|') in the **Other** field, to use it as a data field separator.



- 4 Click **OK** to confirm. You'll get a spreadsheet with each field separated into a different column.
- 5 You can select and delete the columns you don't need.

6 To clean the empty rows, select any of the columns, and choose the **Sort Ascending** command from the **Data** menu.



7 Confirm **Extend selection** to reorder all the other columns. When done, you'll find the empty rows at the end of the spreadsheet. Select them, and delete them.

8 Sort the spreadsheet as you like.

Using the SongBook with a tablet or personal computer

Choosing the SongBook Entries via MIDI

SongBook Entries can be remotely selected via MIDI. In addition, MIDI messages can be sent via MIDI when choosing a SongBook Entry. This is useful to synchronize Pa5X to a digital music sheet reader (for example, a dedicated app running on a tablet).

When using Pa5X with a tablet, you should also program the app on the tablet. Please refer to the app's user manual for more information. The supplied MIDI Preset is a starting point for setting the various parameters, but you may have to adapt them to the software.

Choosing the Tablet MIDI Preset

The **Tablet** MIDI Preset programs MIDI channel #16, so that it is used to send MIDI messages when selecting the SongBook Entries, or to receive MIDI messages to selecting them from an external device.

➤ Go to the **Settings > Menu > MIDI > General Controls** page and choose the **Tablet** MIDI Preset.

Editing an existing MIDI Preset

You can program or edit your own MIDI Preset for selecting SongBook Entries. A special MIDI channel used as the Control channel is needed to receive MIDI messages to select the SongBook Entries, or to send MIDI messages when selecting them.

■ Configure the Control channel

- 1** Go to the **Settings > Menu > MIDI > General Controls** page and choose a MIDI Preset to be used as a starting point.
- 2** Go to the **Settings > Menu > MIDI > Midi In Channel** page, and assign the Control option to one of the sixteen available MIDI channels (usually one of the higher-numbered ones, for example #16).
- 3** Go to the **Settings > Menu > MIDI > Midi Out Channel** page, and assign the Control option to one of the sixteen available MIDI channels (the same as on the MIDI IN will work fine).
- 4** Go to the **Settings > Menu > MIDI > Filters** page, and be sure no needed type of data is filtered out.
- 5** When done, save these settings to a new or existing MIDI Preset, by choosing the **Save Midi Preset** command from the **page menu** (.

Selecting the SongBook Entries via MIDI

At this point, Pa5X must receive on the special Control channel the NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64) in fast succession, as an initialization string. This string must be sent only once, unless another NRPN control is sent on the same MIDI channel before selecting a different SongBook Entry.

After the initialization string has been sent, you must send the selection string, made of two Control Change messages: CC#06 (Data Entry MSB) for the thousands and hundreds, and CC#38 (Data Entry LSB) for the tens and units. The range of the Data Entry controls, in this case, is 0~99 (instead of the typical 0~127).

The following examples show some typical situations.

- > Send the following string to select SongBook Entry #77:

Data 1	Data 2	
NRPN MSB	2	Initialization string (CC#99, 98)
NRPN LSB	64	
DataEnt MSB	0	Thousands and hundreds (00xx)
DataEnt LSB	77	Tens and units (xx77)

- > Send the following string to select SongBook Entry #100:

Data 1	Data 2	
NRPN MSB	2	Initialization string (CC#99, 98)
NRPN LSB	64	
DataEnt MSB	1	Thousands and hundreds (01xx)
DataEnt LSB	0	Tens and units (xx00)

- > Send the following string to select SongBook Entry #2563:

Data 1	Data 2	
NRPN MSB	2	Initialization string (CC#99, 98)
NRPN LSB	64	
DataEnt MSB	25	Thousands and hundreds (25xx)
DataEnt LSB	63	Tens and units (xx63)

Sending MIDI messages when selecting SongBook Entries

When the special Control channel is assigned to one of the MIDI OUT channels, MIDI messages are sent on this channel when choosing a SongBook Entry. The messages sent when selecting a SongBook Entry are the following (as seen in the previous section):

- > An initialization string, made of the NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64) in fast succession.
- > A selection string, made of the two Control Change messages CC#06 (Data Entry MSB) for the thousands and hundreds, and CC#38 (Data Entry LSB) for the tens and units. The range of the Data Entry controls, in this case, is 0~99 (instead of the typical 0~127).

12

The Matrix

Using the Matrix

The **MATRIX** section lets you choose four sets of Pads, Track Mutes, Chord Sequences and songs from the currently selected Set List in the SongBook. Each of the **Matrix Preset #1-4** buttons under the Matrix Pads selects one of the four sets.

You can also choose a different preset by way of the dedicated **Matrix Preset** pop-up menu in the **Home > Kaoss** pane. You can assign any of the presets to the four **Matrix Preset** buttons.

The **Matrix Pads** are illuminated according to the color of the current Player (orange for Player 1, blue for Player 2).

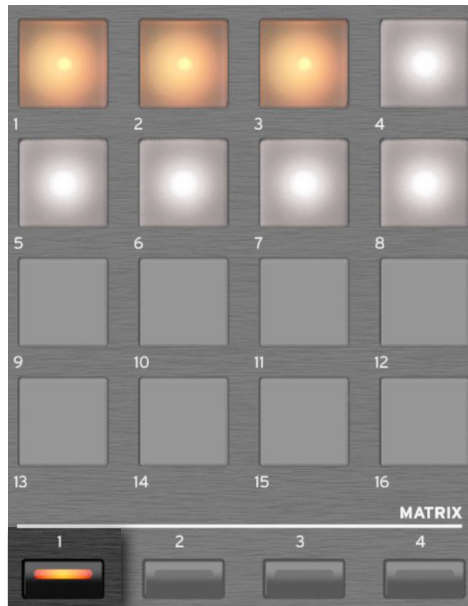
Triggering the Pads

When one of the **Pads Matrix Presets** is assigned to the Matrix, you can select Pad sequences with the **Matrix Pads**.

Pads assigned to the Matrix don't change when choosing different Styles or SongBook Entries. This allows for having a set of Pads that are always available, for example for recurring special effects.

Triggering the Pads from the control panel

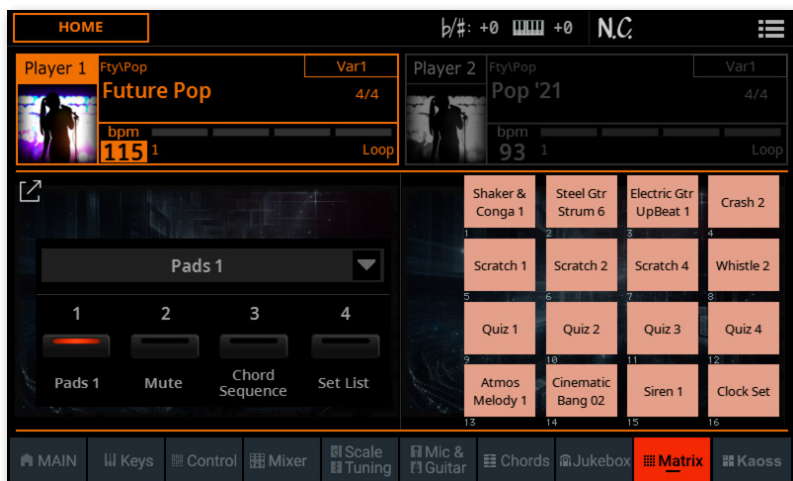
1 While in any of the **Home** pages, press the **Matrix Preset #1** buttons under the **Matrix**, to select the assigned set of Pads.



2 Press one of the **Matrix Pads** to trigger the corresponding Pad. If it is a looping sequence, press it again to stop it.

Triggering the Pads from the display

- 1 While in the **Home** page, touch the **Matrix** tab to open the corresponding pane.
- 2 Touch the **Pads 1** button to activate the corresponding set of Pads.



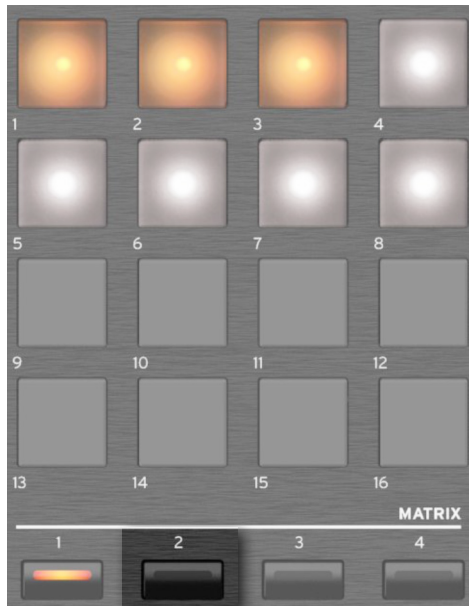
- 3 Touch one of the **Matrix Pads** to trigger the corresponding Pad. If it is a looping sequence, touch it again to stop it.

Controlling the Track Mutes

When the **Mute** Matrix Preset is assigned to the Matrix, you can mute/unmute the Style or Song tracks with the **Matrix Pads**.

Controlling the Track Mutes from the control panel

1 While in any of the **Home** pages, press the **Matrix Preset #2** button under the **Matrix**, to select the **Mute buttons**.

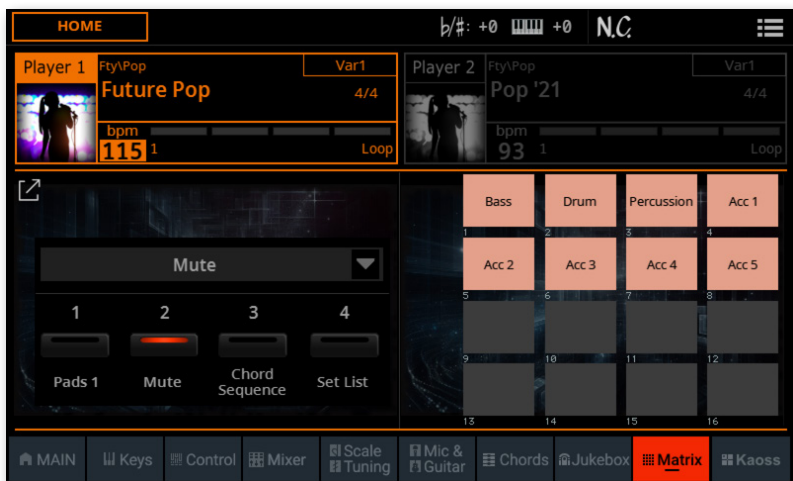


2 Press one of the **Matrix Pads** to enable the corresponding Mute. Press it again to unmute the corresponding track.

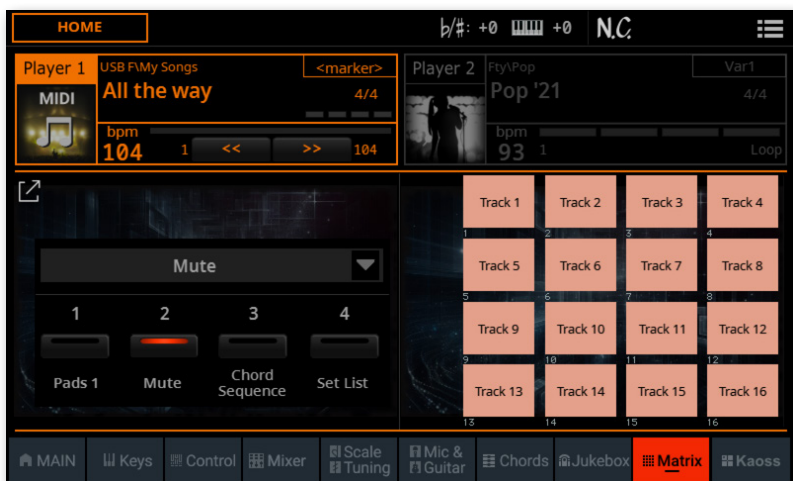
You can see the corresponding tracks in the **Home > Matrix** pane.

Controlling the Track Mutes from the display

- 1 While in the **Home** page, touch the **Matrix** tab to open the corresponding pane.
- 2 Touch the **Matrix Preset #2** button to activate the **Mute buttons**.



Mutes with a Style selected



Mutes with a MIDI Song selected

- 3** Touch one of the **Matrix Pads** to enable the corresponding Mute. Touch it again to unmute the corresponding track.

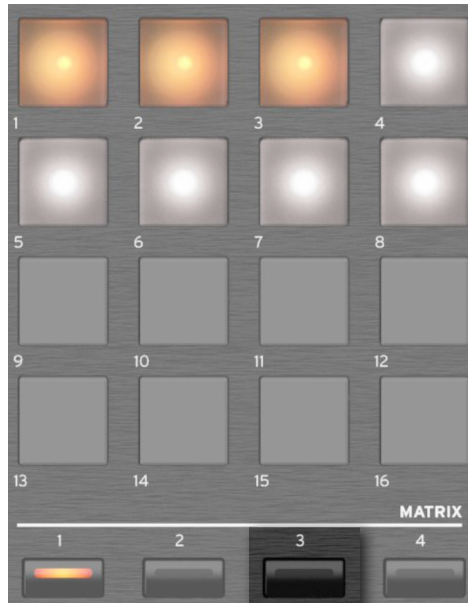
Triggering the Chord Sequences

When the **Chord Sequence** Matrix Preset is assigned to the Matrix, you can select Chord Sequences with the **Matrix Pads**. You can assign short, unrelated sequences, or play entire songs from the Matrix.

Chord Sequences assigned to the Matrix don't change when choosing different Styles or SongBook Entries. This allows for having a set of Chord Sequences that are always available, for example for recurring breaks or jingles.

Triggering the Chord Sequences from the control panel

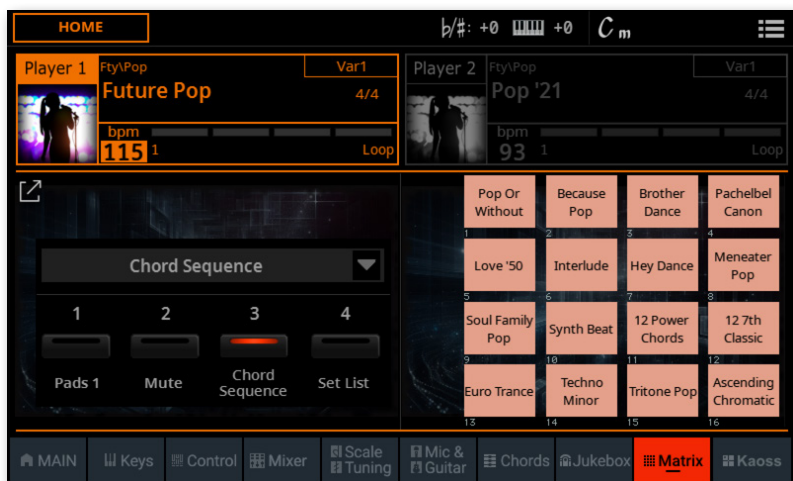
1 While in any of the **Home** pages, press the **Matrix Preset #3** buttons under the **Matrix**, choose the assigned Chord Sequences.



2 Press one of the **Matrix Pads** to trigger the corresponding Chord Sequence. Depending on the status of the **Loop All** parameter (see below), the selected sequence will continue to loop, or the one assigned to the next pad will start to play after the current one.

Triggering the Chord Sequences from the display

- 1 While in the **Home** page, touch the **Matrix** tab to open the corresponding pane.
- 2 Touch the **Matrix Preset #3** button to choose the assigned Chord Sequences.



- 3 Touch one of the **Matrix Pads** to trigger the corresponding Chord Sequence.

Depending on the status of the **Loop All** parameter (see below), the selected sequence will continue to loop, or the one assigned to the next pad will start to play after the current one.

Playing and stopping the Chord Sequences

- > To start the Chord Sequence(s), press the corresponding **Matrix Pad**, and start the Player.

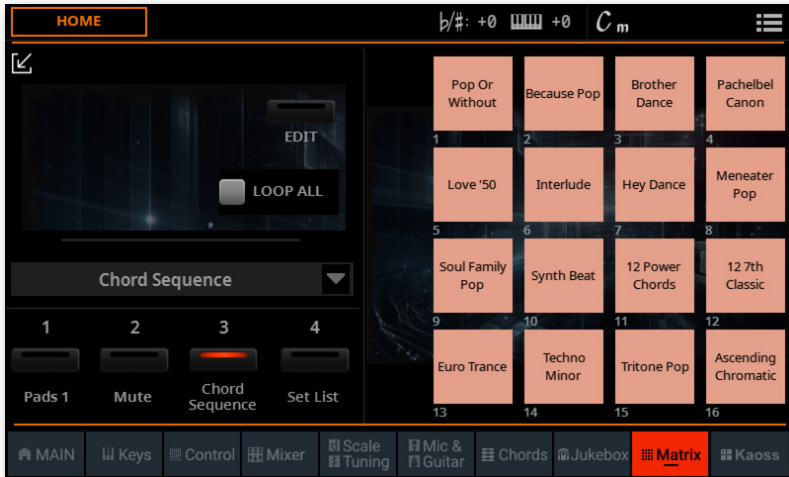
The **Matrix Pad** that is playing is shown with a steady light. The one that is pre-selected will continue flashing before entering.

- > To stop the Chord Sequence, press the corresponding **Matrix Pad** again, or stop the Player.

Repeating all or the current Chord Sequence

You can decide whether it is the selected sequence to continue looping when you press a **Matrix Pad**, or all the selected sequences in cycle.

1 While in the **Home > Matrix** pane, with the **Chord Sequence** Matrix Preset selected, touch the **Expand** (↗) button to enlarge the pane and see all the options.



2 Use the **Loop All** checkbox to make a single Chord Sequence loop, or let all the Chord Sequences in the list be played back one after the other.

Loop All	Meaning
On	All the Chord Sequences in the list will play one after the other. When the last one has ended, the first one in the list will start playing again. The one that is playing is shown with a steady light, the pre-selected one is flashing.
Off	The selected Chord Sequence will continue to loop, until stopped, or another one is selected.

3 When you have done setting the Chord Sequence playback, you can make the pane go back to the reduced size by touching the **Collapse** (↖) button.

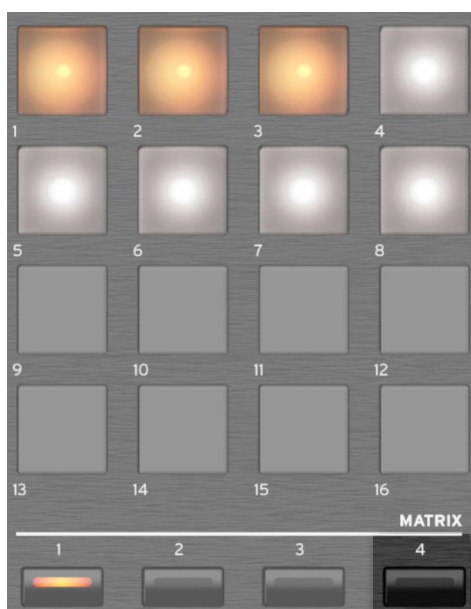
Choosing songs from the selected SongBook's Set List

When the **Set List** Matrix Preset is assigned to the Matrix, you can choose the songs of the currently selected Set List with the **Matrix Pads**.

The Set List songs can only be shown if the Set List is in **Tile View** mode. If they don't appear, go to the **Set List** page (see below) and choose the **Preferences** command from the **page menu** (☰) to choose the correct view mode.

Choosing the Set List songs from the control panel

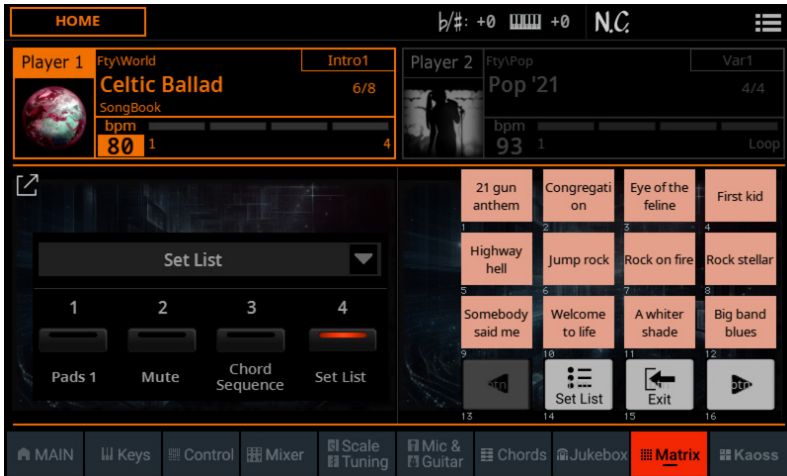
1 While in any of the **Home** pages, press the **Matrix Preset #4** buttons under the **Matrix**, to choose the assigned Set List songs.



2 Press one of the **Matrix Pads** to choose the corresponding song.

Choosing the Set List songs from the display

- 1 While in the **Home** page, touch the **Matrix** tab to open the corresponding pane.
- 2 Touch the **Matrix Preset #4** button, to choose the assigned Set List songs.



- 3 Touch one of the **Matrix Pads** to trigger the choose the corresponding song.

Jumping to the previous or next Set List page

In case there are more than twelve songs in the selected Set List, you can browse through the pages with the **Matrix Pads**.

- > Use **Matrix Pad #13 (<)** to jump to the previous Set List page.
- > Use **Matrix Pad #16 (>)** to jump to the next Set List page.

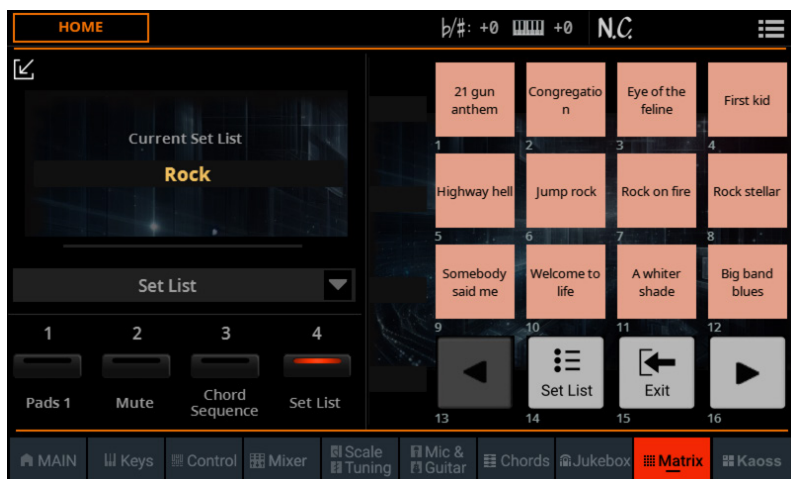
Choosing a different Set List and setting the Set List Preferences

- 1 Press **Matrix Pad #14** (corresponding to the **Set List** command) to go to the **SongBook > Set List** page.
- 2 While in the **Set List** page, you can select a different Set List. You can edit the list. You can change the display preferences. Please check the dedicated section for more information.
- 3 After having chosen a different Set List, you can return to the **Home > Matrix** page by pressing the **EXIT** button, or the **Matrix Pad #15** (corresponding to the **Exit** command).

Seeing the songs in an wider space

You can expand the space dedicated to the Matrix and the selected song.

- 1 To see a larger Matrix, touch the **Expand** (↗) button to enlarge the pane.



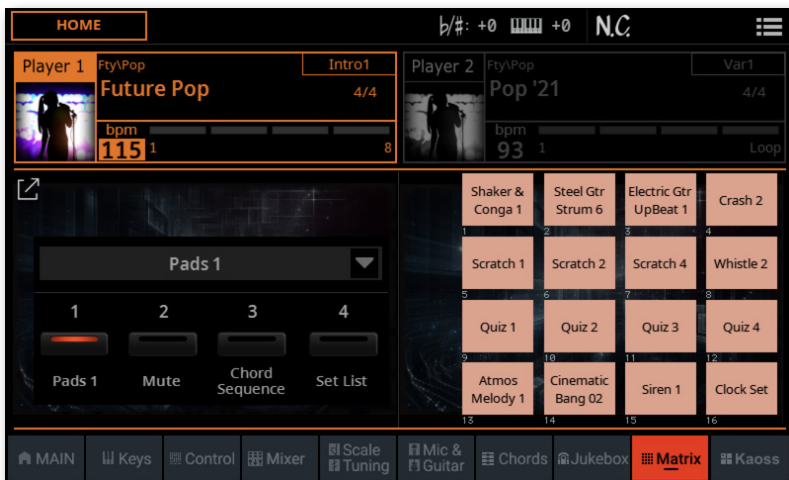
- 2 You can make the pane go back to the reduced size by touching the **Collapse** (↖) button.

Other Matrix Presets

Choosing a Matrix Preset from the menu

While there are only four **Matrix Preset** buttons on the control panel, you can choose more Matrix Presets from a menu. A Matrix Preset can assign to the **Matrix Pads** different Pads, Mute commands, Chord Sequences or songs from a Set List.

- 1 Go to the **Home > Matrix** pane.



- 2 Use the **Matrix Preset** pop-up menu to choose one of the available **Matrix Presets**.

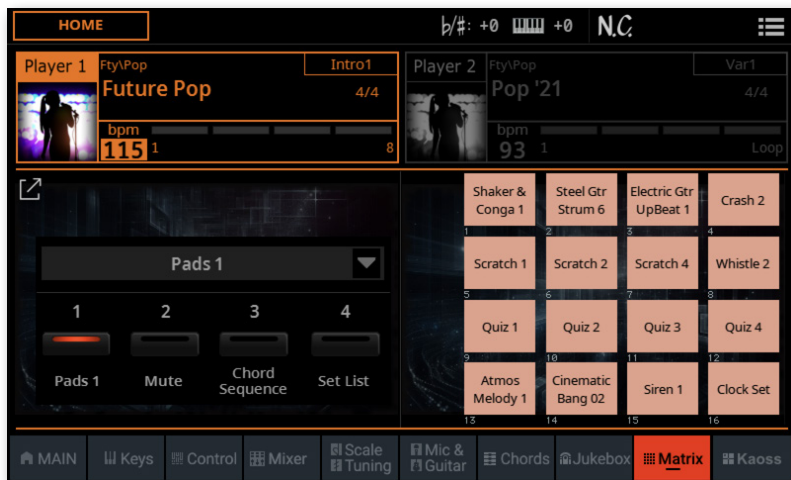
The chosen items are assigned to the **Matrix Pads**. The following table shows the available sets.

Matrix Preset	Description
Pad 1...3	Sets of Pads
Mute	Set of Track Mutes
Chord Sequence	Set of Chord Sequences
Set List	Songs from the currently selected Set List

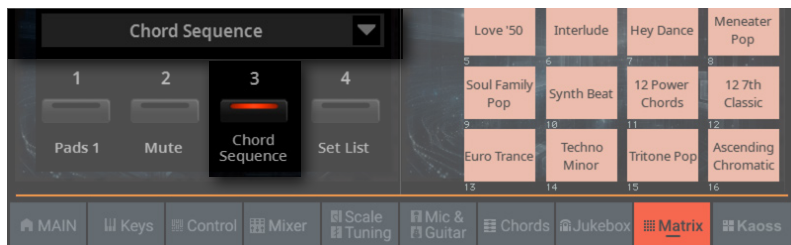
Assigning a Matrix Preset to a Matrix Preset button

You can assign any of the Matrix Presets to any of the **Matrix Preset** buttons at the bottom of the **MATRIX** section.

- 1 Go to the **Home > Matrix** pane.



- 2 Use the **Matrix Preset** pop-up menu to choose one of the available **Matrix Presets**.
- 3 Keep one of the **Matrix Preset** buttons pressed, until the name of the assigned preset appears under the button in the **Matrix** pane. You can press either a physical button on the control panel, or a soft button on the display.



Programming the Matrix

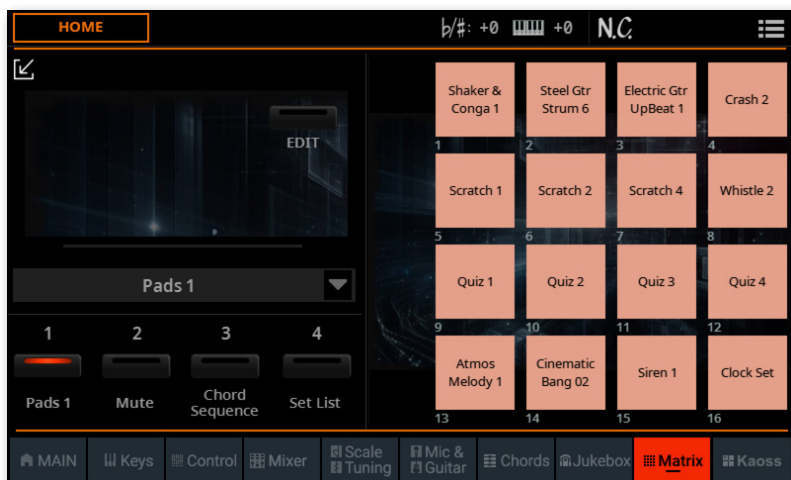
While the Mute set is fixed and the Set List one depends on the selected Set List, you can program the three Pad sets and the Chord Sequences.

1 While in the **Home** page, touch the **Matrix** tab to open the corresponding pane.



2 Choose one of the **Pads 1-3** or **Chord Sequence** presets. You can choose it with the **Matrix Preset** buttons or from the **Matrix Preset** menu.

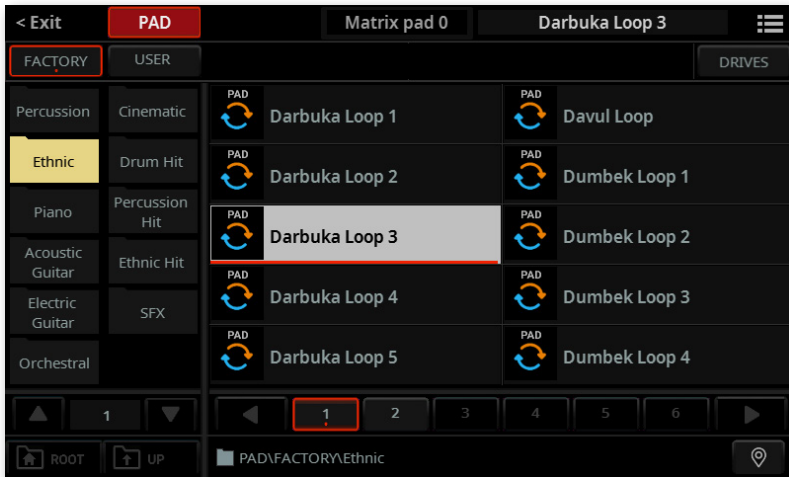
- 3 Touch the **Expand** (↗) button to see the Expanded view of the **Matrix** pane.



- 4 Touch the **Edit** button to put the set in edit mode.



- 5 While in edit, you can touch one of the **Matrix Pads** to open the **Pad Select** or **Chord Sequence Select** window.

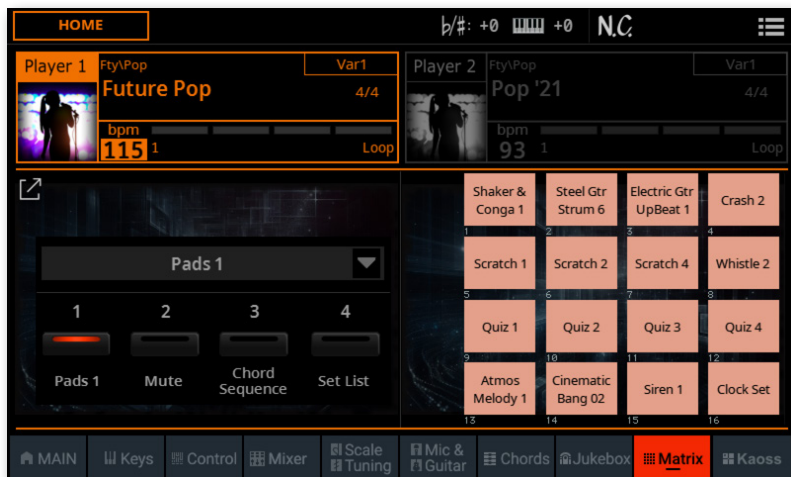


- 6 Select the **Pad** or **Chord Sequence** to be assigned to the selected **Matrix Pad**, then press the **EXIT** button to return to the **Matrix** pane.



- 7 If you want to remove one of the Pads or Chord Sequences, touch the **Delete** (X) button in the top right corner of the Matrix Key.
- 8 Touch the **Edit** button again to exit the edit mode.

9 Touch the **Collapse** (↖) button to return to the Normal view of the **Matrix** pane.



Changes to your programming will be saved automatically as global settings.

In case you want to restore the original factory settings, use the **Factory Restore** command you can find in the **File > Menu > Factory Restore** page.

WARNING: The Factory Restore operation will overwrite all the User data!

13

KAOSS Effects

The KAOSS effects

The KAOSS page

What are the KAOSS effects?

KAOSS is a KORG technology, allowing for live generation of MIDI events and simultaneous control of multiple parameters via a control surface. In Pa5X, it lets you transform the music flow live.

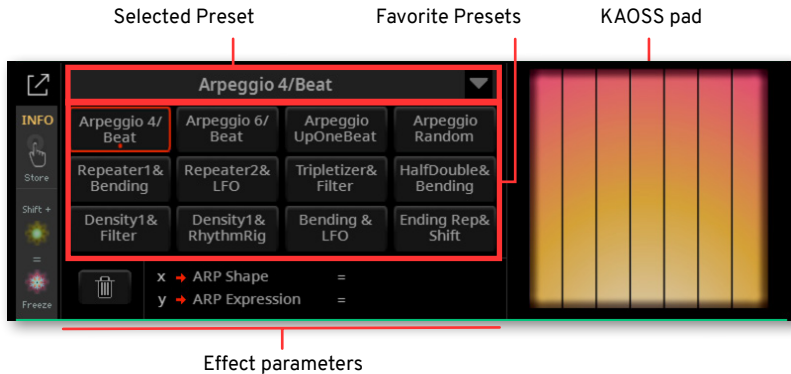
For example, you can smoothly morph between Variations and Drum Kit types, to create an evolving and always renewed arrangement. You can let KAOSS help you improvise on prerecorded music, by reshaping rhythm, pitch inversion or changing note density. You can make the mix sparser, to leave a solo player be heard better or let you interact with your audience.

There are also DJ-style note-crunching effects, for more radical changes. And you can use the KAOSS as a sophisticated arpeggiator, or an old tape delay machine.

You can choose between several preset KAOSS effects. You will then control the effects' parameters on an XY surface, called the KAOSS pad.

Showing the KAOSS pad

You can go to the **KAOSS** pane by touching the **KAOSS** tab in the **main page** of the **Home** mode.



To increase the size of the pad, you can touch the **Expand** (↗) button to enlarge the pane.



You can make the pane go back to the reduced size by touching the **Collapse** (↖) button.

When you leave this pane, the KAOSS engine will automatically stop.

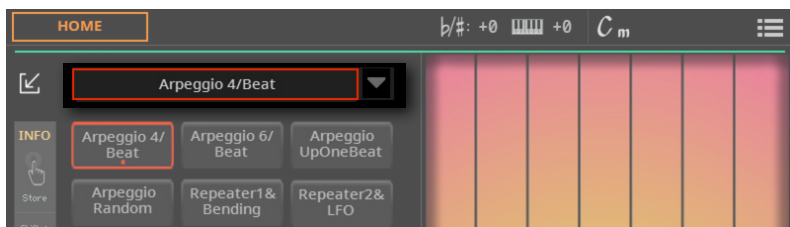
Choosing the KAOSS Presets

Choosing a KAOSS Preset or Favorite Presets

A series of KAOSS Presets is already supplied with the instrument.

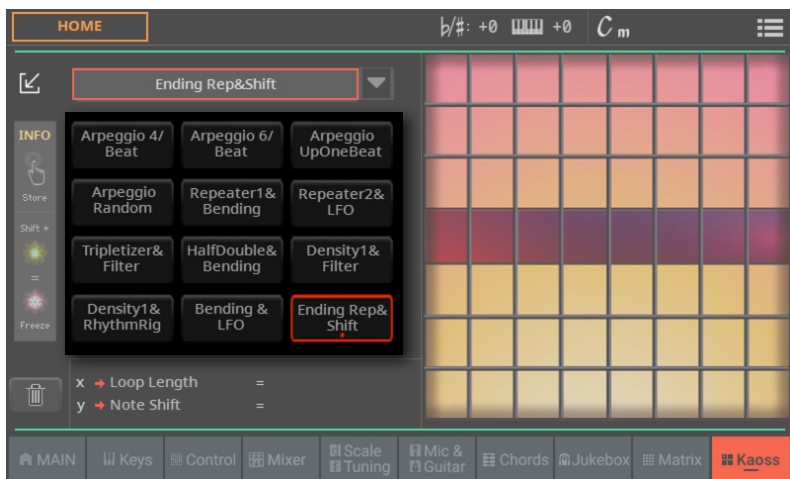
■ Choose a KAOSS Preset from the library

- Use the pop-up menu in the top left corner of the page to choose one of the presets from the library containing all the presets.



■ Choose a KAOSS Favorite Presets from the dedicated buttons

- Touch one of the **Favorite Presets** to choose the corresponding preset.



Storing a KAOSS Preset into one of the Favorite Preset buttons

You can assign any of the presets from the library to one of the **Favorite Preset** buttons. This way, you will have a set of favorite presets always ready.

- 1 Choose one of the **KAOSS Presets** by using the pop-up menu in the top left corner of the page.
- 2 Keep the **Favorite Preset** button, where you want to store the preset, pressed.

Deleting a Favorite Preset

You can delete a Favorite Preset, to free it for other presets.

- 1 Touch the button of the **Favorite Preset** you want to delete.
- 2 Touch the **Delete** () icon to delete it.

KAOSS Preset list

The following table contains all the Factory KAOSS Presets. Please note that time-based effects can require a few moments, before starting to work. The effects working on the Style and Song tracks are limited to the tracks on which they can be applied (for example, Drum track only if the effect is limited to drums).

KAOSS Presets

KAOSS Preset	X-Axis	Y-Axis	Works on
Repeater1&Filter	Loop Length	Cutoff&Resonance	Style, Song Tracks
Repeater1&Bending	Loop Length	Bending&Cutoff	
Repeater2&LFO	Loop Length	LFO Depth	
Repeater2&Transp	Loop Length	Transpose	
Repeater Filt&Trps	Cutoff&Resonance	Transpose	
Repeater Halo&Bend	FX&Release	Bending&Cutoff	
Repeater Filt&Tape	Cutoff&Resonance	Tape Speed	
Ending Rep&Shift	Loop Length	Note Shift	
Ending Rep&LFO	Loop Length	LFO Depth	
Ending Halo&Bend	FX&Release	Bending&Cutoff	
Tape Machine	BPM	Bending	
Tape & Filter	Tape Speed	Cutoff&Resonance	
Tape & Balance	Tape Speed	D&B Balance	
Bending & LFO	Bending	LFO Depth	
Delay & Balance	Delay Length	D&B Balance	
Delay & LFO	Delay Length	LFO Depth	
Tripletizer&Filter	Tripletizer	Cutoff&Resonance	
Tripletizer&Envelope	Tripletizer	Attack&Decay	
Tripletizer&Balance	Tripletizer	D&B Balance	
RhythmRig&Halo	Rig Set	FX&Release	
RhythmRig&Balance	Rig Set	D&B Balance	
TimeMirror&Envelope	Time Mirror	Attack&Decay	
TimeMirror&Filter	Time Mirror	Cutoff&Resonance	

KAOSS Preset	X-Axis	Y-Axis	Works on
HalfDouble&Bending	D&B Speed	Attack&Decay	Style, Song Tracks
HalfDouble&Halo	D&B Speed	FX&Release	
HalfDouble&Filter	D&B Speed	Cutoff&Resonance	
RhytSpeed&Balance	D&B Speed	D&B Balance	
DrumDecim&Filter	Drum Decimator	Cutoff&Resonance	
DrumDecim&Envelope	Drum Decimator	Attack&Decay	
Decimator&Halo	Decimator	FX&Release	
Decimator&Balance	Decimator	D&B Balance	
Decimator&Transp	Decimator	Transpose	
NoteMirror&Transp	Mirror Note	Transpose	
NoteMirror&Balance	Mirror Note	D&B Balance	
Arpeggio 2/Beat	ARP Shape	ARP Expression	Upper Sounds
Arpeggio 3/Beat	ARP Shape	ARP Expression	
Arpeggio 4/Beat	ARP Shape	ARP Expression	
Arpeggio 6/Beat	ARP Shape	ARP Expression	
Arpeggio UpCycle	ARP Speed	ARP Expression	
Arpeggio DownCycle	ARP Speed	ARP Expression	
Arpeggio UpOneBeat	ARP Speed	ARP Expression	
Arpeggio Random	ARP Speed	ARP Expression	
Arpeggio WeirdShift	ARP Shift	ARP Expression	

KAOSS Preset	X-Axis	Y-Axis	Works on
Density1&Filter	Density	Cutoff&Resonance	Style, Song Tracks
Density1&RhythmRig	Density	Rig Set	
Density1&HalfDouble	Density	D&B Speed	
Density2&DrumDecim	Density	Drum Decimator	
Density2&Halo	Density	FX&Release	
Density2&Repeater2	Density	Loop Length	
Density3&Filter	Density	Cutoff&Resonance	
Density3&Balance	Density	D&B Balance	
Density4&Halo	Density	FX&Release	
Ending Den1&Rep	Density	Loop Length	
Repeater Den1&Bend	Density	Bending&Cutoff	
Var & DrumDecim	Variation	Drum Decimator	
Var & HalfDouble	Variation	D&B Speed	
Var & Mute1	Variation	Muting	
Var & Mute2	Variation	Muting	
VarPad1 & DrumDecim	Variation&Pad	Drum Decimator	
VarPad1 & Mute1	Variation&Pad	Muting	
VarPad2 & Decimator	Variation&Pad	Decimator	
Double Var&Balan	Variation	D&B Balance	
Half Var&Halo	Variation	FX&Release	
DrumDecim&Mute1	Drum Decimator	Muting	
Decimator&Mute2	Decimator	Muting	
RhythmRig&Mute1	Rig Set	Muting	
RhythmRig&Mute2	Rig Set	Muting	

Using the KAOSS effects

Using the KAOSS effects is just a matter of letting the instrument play, or playing some notes, and swiping your finger in the KAOSS pad area to change the music flow.

Starting the music flow

Transformation vs. Arpeggiator

There are two general categories of KAOSS effects:

- Transformation effects, where the music flow generated by the Player is processed to create new music.
- Arpeggiator effects, where the latest recognized chord, or the notes you play on the Upper part of the keyboard, are used to generate an arpeggio. The name of these presets begins with 'Arpeggio'.

Please note that when using Arpeggiator-type effects, the Damper pedal is deactivated.

Original music flow and the KAOSS

■ Choose the original music flow

- Assign to a Player a Style or a MIDI Song.
- If you want to play an arpeggio, choose a Keyboard Set including the Sounds you want to arpeggiate.

■ Choose a KAOSS preset

- Choose a KAOSS Preset or Favorite Preset, as seen above.
- If you want to play an arpeggio, choose a preset whose name begins with Arpeggio.

■ Start the Player

- Start the Player as usual.
- If you are using an Arpeggiator preset, play a chord or some notes on the Upper part of the keyboard and touch the pad. You do not need to start the Player.

Using the KAOSS pad

Processing the original flow

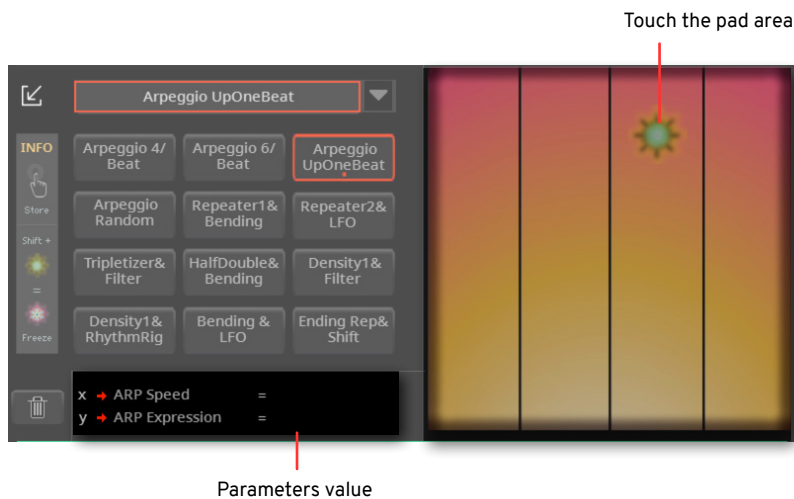
- Check the effect's parameters assigned to the X/Y axis
- > See the name of the parameters next to the pad.



Axis	Meaning
X	Finger movement from left to right, right to left.
Y	Finger movement from top to bottom, bottom to top.

■ Change the parameters' value

> To change the parameters' value, move your finger in the KAOSS pad. A green indicator appears at the point of contact. The X and Y values are shown next to the pad.



Depending on the selected preset, the grid in the KAOSS pad will change. Each cell corresponds to a block of values (also called a step). The lighter grey cells are the default value for the corresponding parameter.

When no grid lines appear in the pad, values are continual, without intermediate steps, changing with a finer detail.

> When you release your finger, the default values are reset.

Freezing the parameters

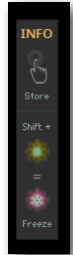
■ Freeze the current values

You can freeze the current values, as shown on the left of the pane. Do one of the following:

> Keep the **SHIFT** button pressed, and touch an **area** of the KAOSS pad. Then release the **SHIFT** button and finally raise your finger.

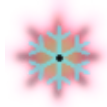
You can continue to move your finger to change the values, or release it to freeze the current values.

> Press the **SHIFT** button while the finger is touching the KAOSS pad. Then raise your finger and finally release the **SHIFT** button.



The values of the latest position of your finger will be frozen. The processed music flow will go on by following those values.

When the values are frozen, the indicator turns to a snowflake and remains in the display even when removing your finger.



■ Release the position indicator

You can ‘unfreeze’ the frozen parameters.

> Touch anywhere in the pad to exit from freeze.

CUSTOMIZE

14

The Mixer

The Mixer

Mixing all the sound sources

Pa5X includes a powerful digital mixer. Here, all the internally generated sounds and effects, together with the external audio sources, can be controlled, mixed and routed.

The mixer settings can then be saved into the Keyboard Sets, the Songs, the Styles, the Pads or the SongBook Entries.

Metering the levels

Checking the Volume value

When moving a slider, check the Volume value in the **strip display**, or in the display just **under the slider**. The value in the **strip display** is shown for a short time, before returning to show the slider and button legends.



Volume	Meaning
0 ... 127	Volume value from silence to the loudest level

Checking which Sounds are playing

In the lowest area of various pages, an indicator shows which Sounds are playing.



This lets you see the source of the audio signal. When mixing, you can mute or solo the various channels, and see each Sound's contribution to the overall mix.

Color	Sound
Green	Keyboard or Pad
Orange	Style or Song from Player 1
Blue	Style or Song from Player 2

Metering the audio levels

While in the **Mixer/FX** edit section, a stereo level meter is always visible in the lower right side of the display.



Keep an eye on it while adjusting the volume and EQ levels, or the internal level of the effects. The color of the bars will warn about the risk of overloading and distort the final audio outputs.

Color	Meaning
Green	Audio level is fine.
Yellow	Audio level is fine, but it is running near the maximum. Be careful when increasing the level of the channel volume or an EQ band, or the internal volume of the effects.
Red	The audio output is being overloaded. If this happens occasionally on short peaks (like a percussion hit), it may still be fine. If it remains too long in the red, lower the channel volume, or find the offending EQ band or effect level.

Adjusting the Volume from the control panel

1 Use the **mode buttons** in the **CONTROL** section to select the groups of Sounds to control. By default, the **MAIN** group is selected, where you can control the audio inputs, the voice and the guitar effects, and entire groups of Sounds with a single slider. These are the main audio sources of the instrument.



2 If you want to control the individual Sounds of the Style or the MIDI Song, press the **STYLE/SONG** mode button in the **CONTROL** section.



3 Press the **STYLE/SONG** button again to cycle between Song Tracks 1-8 and 9-16.

4 To see which function is assigned to each slider or button, check the **strip display** under the sliders. Press the **VIEW** button on the left to alternate between the sliders and the buttons.



5 Use the **sliders** to adjust the volume.

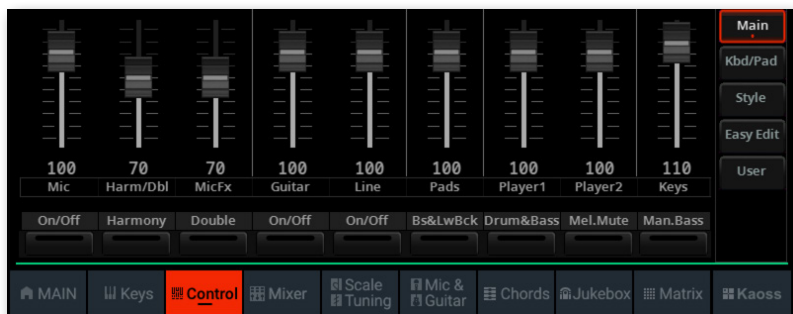
Volume	Meaning
0...127	Volume level in MIDI values

Adjusting the Volume from the Home page

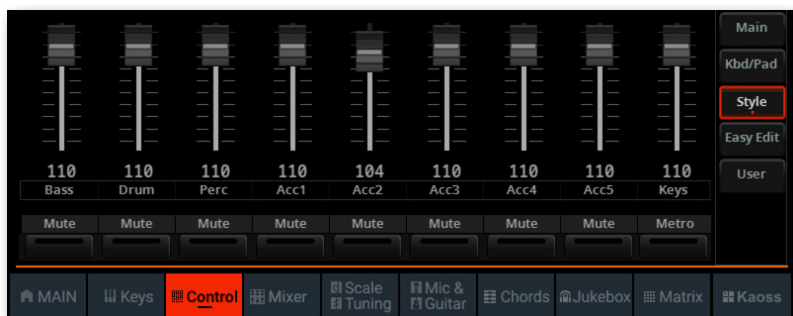
Mixing from the Home > Control pane

The **Control** pane of the **Home** page contains a selection of mixing controls. Here, you can quickly balance the volume of the Sounds and mute/unmute them.

1 Go to the **Home > Control** pane. By default, the **Main** group is selected, where you can control the audio inputs, the voice and the guitar effects, and entire groups of Sounds with a single slider.

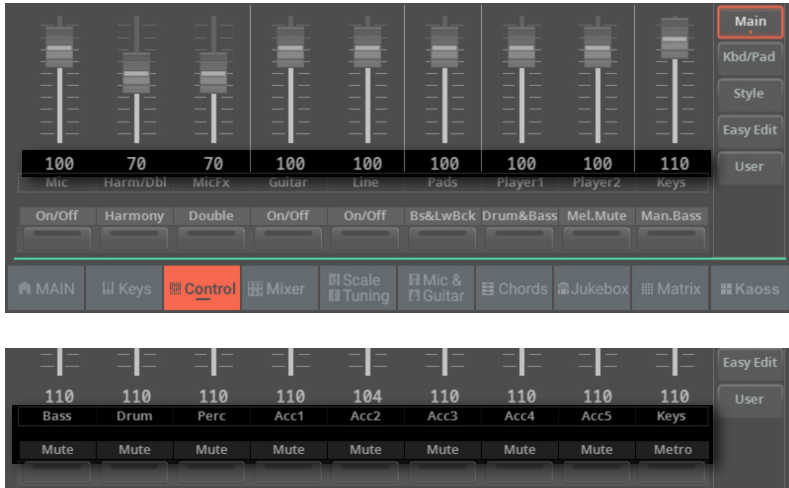


2 If you want to control the individual Sounds of a Style or a MIDI Song, touch the **Style/Song** mode button.



3 If you are editing a MIDI Song, touch the **Song 1-8/9-16** mode button again to cycle between the Song's Tracks 1-8 and 9-16.

- 4** To see which function is assigned to each slider or button, check the **legends** under the sliders.



- 5** Use the **virtual sliders** to adjust the volume.

Volume

Meaning

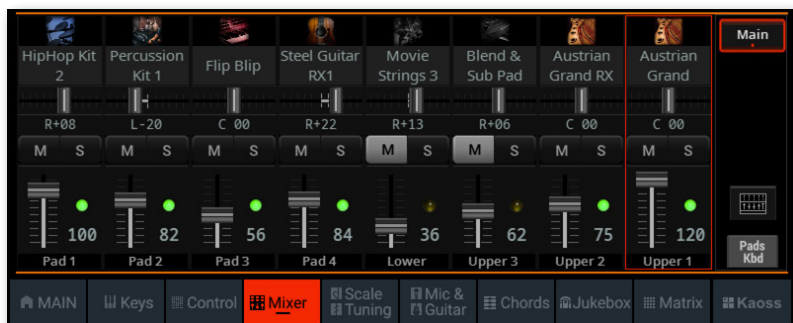
0...127

Volume level in MIDI values

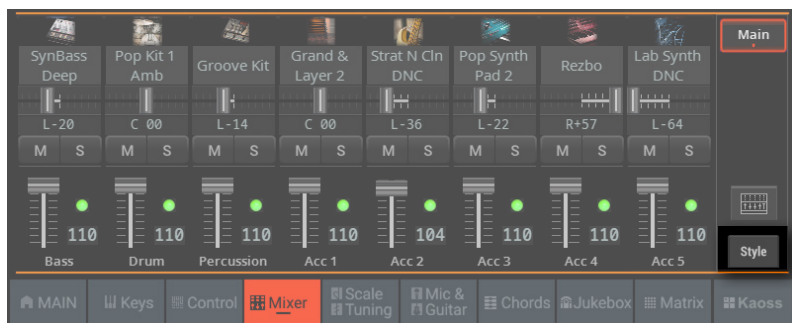
Mixing from the Home > Mixer pane

For individual adjustment of each Sound's volume level and pan, you can switch to the **Mixer** pane.

- 1 Go to the **Home > Mixer** pane.



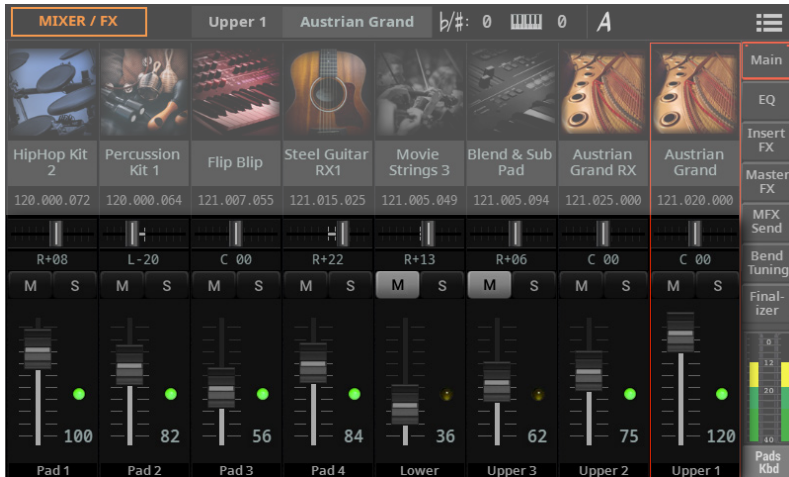
- 2 Touch the **TRACK SELECT** button next to the tracks, to switch to a different group of eight tracks. Which one are displayed depends on the current elements (Keyboard Sounds, Pads, Style, Song).



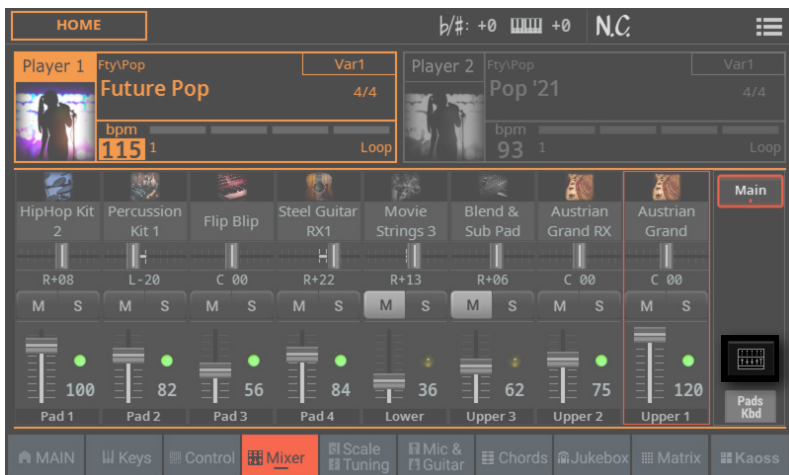
Mixing from the Mixer/FX page

The **Mixer/FX** edit section is the internal digital mixer of the instrument.

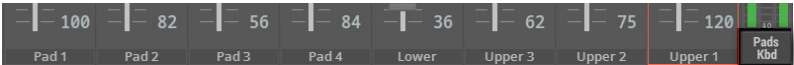
1 Go to the **Home > Menu > Mixer/FX > Main** page. You can also access this section from the **Style/Song Edit > Menu**.



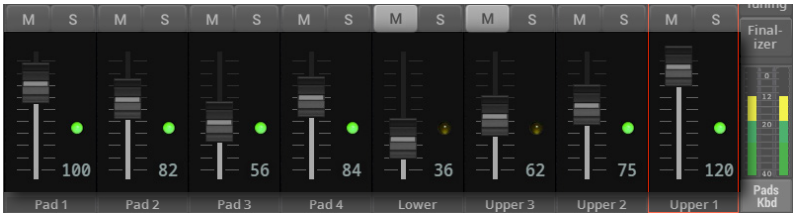
You can jump to this page by touching the **Mixer** () button in the **Home > Mixer** pane.



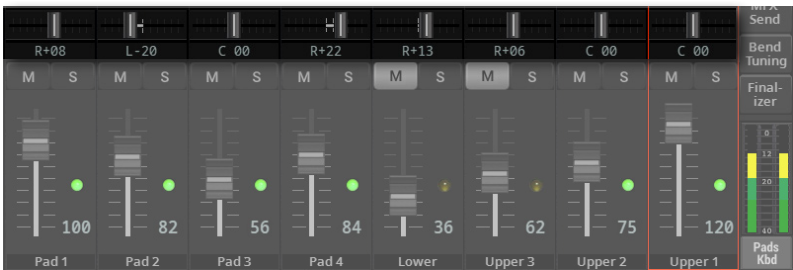
2 Touch the **TRACK SELECT** button to switch between the Sounds of the Keyboard and Pads, and the ones of the Style or the MIDI Song.



3 Use the **vertical sliders** to adjust the Volume.



4 Use the **horizontal sliders** to adjust the Pan (short for 'panorama', that is the Sound's position in the stereo field).



Pan	Meaning
L-64 ... L-1	Left
C 00	Center
R+1 ... R+63	Right

Soloing and muting the Sounds

You can solo or mute the Sounds. **Soloing** can be useful to check how something sounds in isolation. **Muting** can be used to remove a Sound from a mix, either to check the final effect, or to replace it with a live player.

Muting from the control panel

1 Use the **mode buttons** in the **CONTROL** section to select the groups of Sounds to control. By default, the **MAIN** group is selected. Here you can mute the audio inputs and the voice effects, but not the internal Sounds.

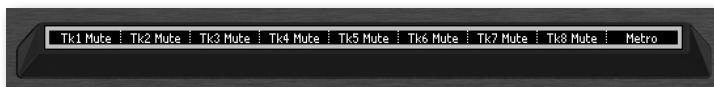


2 If you want to mute the Sounds of a Style or a MIDI Song, press the **STYLE/SONG** mode button in the **CONTROL** section.



3 Press the **STYLE/SONG** button again to cycle between Song Tracks 1-8 and 9-16.

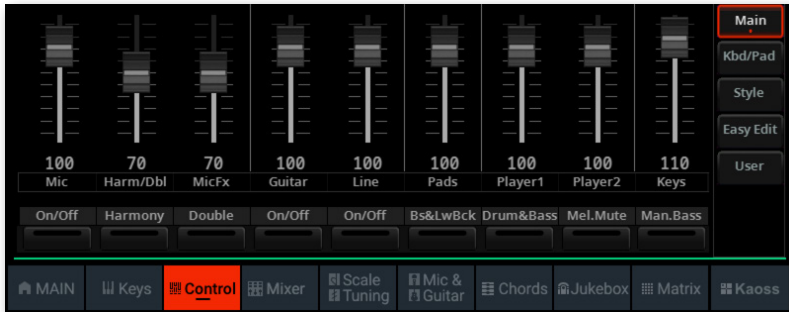
4 To see which function is assigned to each slider or button, check the **strip display** under the sliders. Press the **VIEW** button to alternate between the sliders and the buttons.



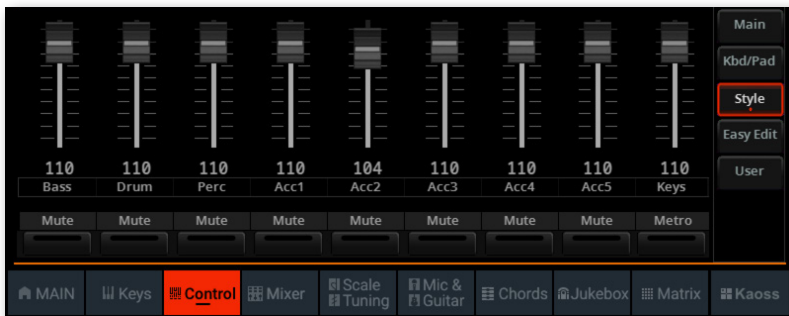
5 Use the **buttons** to mute/unmute the corresponding track's Sound.

Muting from the Home > Control pane

1 Go to the **Home > Control** pane. By default, the **Main** group is selected, and this mode doesn't contain Sound mute controls.



2 If you want to control the Sounds of the Style or the MIDI Song, touch the **Style/Song** mode button.



3 If you are editing a MIDI Song, touch the **Song 1-8/9-16** mode button again to cycle between the Song's Tracks 1-8 and 9-16.

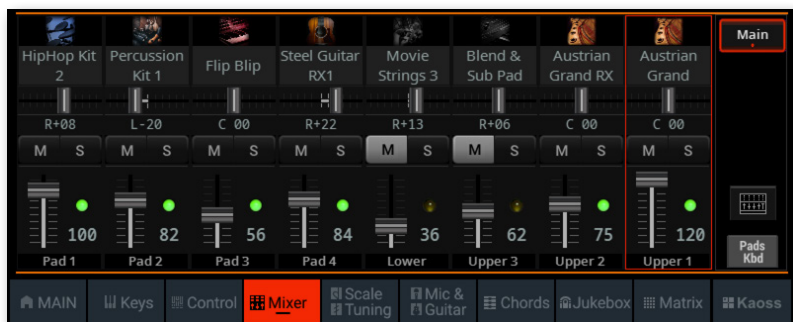
4 To see which function is assigned to each slider or button, check the **legends** under the sliders.



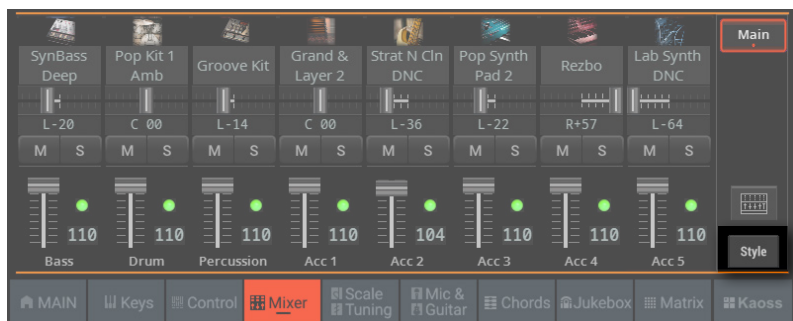
5 Use the **virtual buttons** to mute/unmute the corresponding Sound.

Soloing and muting from the Home > Mixer pane

- 1 Go to the **Home > Mixer** pane.



- 2 Touch the **TRACK SELECT** button next to the tracks, to switch to a different group of eight tracks. Which one are displayed depends on the current elements (Keyboard Sounds, Pads, Style, Song).



- 3 Use the **Mute** (**M**) and **Solo** (**S**) buttons to mute or solo the corresponding Sound.

Soloing and muting from the Mixer/FX section

1 Go to the **Home > Menu > Mixer/FX > Main** page. You can reach this page by touching the **Mixer** () button in the **Home > Mixer** pane.

You can also access this section from the **Style/Song Edit > Menu**.



2 Touch the **TRACK SELECT** button to switch between the Sounds of the Keyboard and Pads, and the ones of the Style or the MIDI Song.



3 Use the **Mute** (**M**) and **Solo** (**S**) buttons to mute or solo the corresponding Sound.

Viewing and choosing the Sounds

The **Home > Mixer** pane, and the **Mixer/FX > Main** page also allows for choosing Sounds for the Keyboard, Pads, Style and MIDI Songs.

1 Go to one of the **Mixer** pages:

> The **Home > Mixer** pane.

> The **Home > Menu > Mixer/FX > Main** page. You can also reach this page by touching the **Mixer** (🎛️) button in the **Home > Mixer** pane. You can also access the **Mixer** page from the **Style/Song Edit > Menu**.

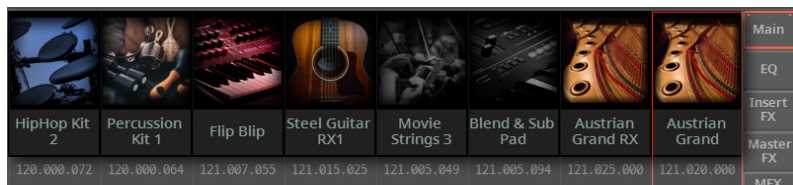
The following procedure will show the **Mixer** page.



2 Touch the **TRACK SELECT** button to switch between the Sounds of the Keyboard and Pads, and the ones of the Style or the MIDI Song.



3 Touch the **name of the Sound** you want to replace, and choose a different Sound.



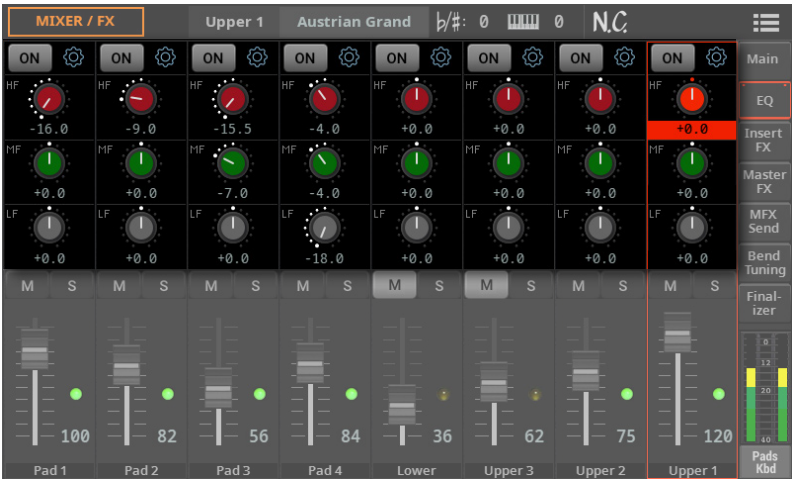
Equalizing the Sounds

Pa5X includes three-band channel equalization (EQ) on each individual mixer channel. Each Sound can be individually equalized.

The equalizer is a powerful tool to shape your sound. Be careful not to overdo, since excessive boost can overload the audio outputs and distort the sound. Sometimes, it is better to attenuate a band instead of boosting it, to make other sounds emerge through the mix.

Adjusting the EQ gain

1 Go to the **Home > Menu > Mixer/FX > EQ** page. You can also access this section from the **Style/Song Edit > Menu**.



2 Keep the **EQ Gain knob** held on the screen, and move it to the desired level.

As an alternative, use the **DIAL** or **UP/DOWN** controls to change the value of the selected knob.

EQ Gain	Meaning
HF (High Frequency)	
-18 ... +18dB	High frequency equalization. This is a shelving curve filter.
MF (Middle Frequency)	
-18 ... +18dB	Middle frequency equalization. This is a bell curve filter.
LF (Low Frequency)	
-18 ... +18dB	Low frequency equalization. This is a shelving curve filter.

Enabling or disabling the EQ

Each Channel EQ can be turned on or off. This can also be useful to check its effect while editing.

- 1 Go to the **Home > Menu > Mixer/FX > EQ** page. You can also access this section from the **Style/Song Edit > Menu**.



- 2 Use the **On/Off** button on top of the EQ to enable or disable the Channel EQ.

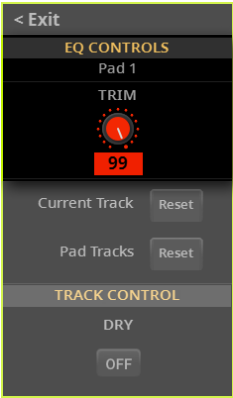
Adjusting the EQ input sensitivity

Extreme equalization gains can overload the audio path and lead to distortion. You can, however, trim down the input to avoid overloading.

1 Go to the **Home > Menu > Mixer/FX > EQ** page. You can also access this section from the **Style/Song Edit > Menu**.



2 Touch the **gear** (⚙️) button to open the **EQ Controls** dialog.



3 Use the **Trim** knob to attenuate the level of the signal passing through the equalizer.

Input Trim	Meaning
0 ... 99	Attenuation value

4 When done, press the **EXIT** button to close the dialog.

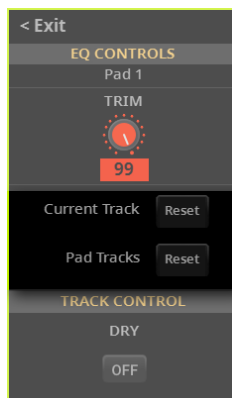
Resetting the EQ

You can reset the EQ to the default (that is, ‘flat’) status.

1 Go to the **Home > Menu > Mixer/FX > EQ** page. You can also access this section from the **Style/Song Edit > Menu**.



2 Touch the **gear (⚙️)** button to open the **EQ Controls** dialog.



3 Reset the current track's EQ, or all the EQs of the group of tracks, as described below.

4 When done, press the **EXIT** button to close the dialog.

■ Reset the EQ on the selected track

➤ Touch the **Current Track Reset** button.

■ Reset the EQ on a group of tracks

➤ Touch the **KbdSet/Pad/Style/Song Tracks Reset** button.

Saving the Mixer settings

You can save the mixer settings into a User Keyboard Set, Pad, Style, a MIDI Song or a SongBook Entry.

- > Choose the **Save Keyboard Set (to Library/Style)** command from the **page menu** (☰) to save the settings to a User Keyboard Set.
- > Choose the **Save Pad** command from the **page menu** (☰) to save the settings to a User Pad.
- > Choose the **Save Style** command from the **page menu** (☰) to save the settings into the current Style. Only User Styles can be overwritten.
- > Choose the **Save Song** command from the **page menu** (☰) to save the settings into the current MIDI Song.
- > Choose the **Save Book Entry** command from the **page menu** (☰) to save the settings into a SongBook Entry.

15

Digital Drawbars

The Digital Drawbars

What are the Digital Drawbars?

Digital Drawbars are special Sounds emulating the classic tonewheel organs. Settings for the Digital Drawbars are memorized in a Keyboard Set, a Style or a MIDI Song, and may be considered the equivalent of an organ's preset.

A single Digital Drawbars Sound can be assigned to the keyboard, and only one to the Style. A single Digital Drawbars Sound can be assigned to Tracks 1-8, and a single one to Tracks 9-16 or a MIDI Song.

You can assign the same Sound to different tracks in the same block (for example, two different Accompaniment tracks in a Style). On the contrary, if you need the different manuals of an organ, you can assign each of them to a different block (for example, the Upper manual to one of the Tracks 1-8, and the Lower manual to one of the Tracks 9-16).

Choosing Digital Drawbars Sounds

By choosing a Keyboard Set

- 1 Open the **Keyboard Set Select** window.
- 2 Open the **Organ** category, and choose a Keyboard Set whose name begins with the 'DWB' (Drawbars) abbreviation.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

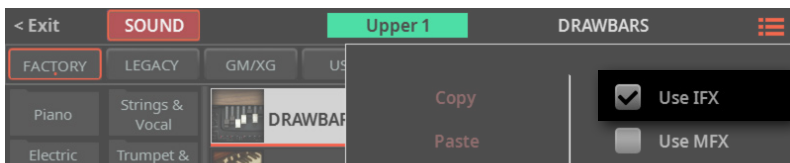
By choosing a Sound

- 1 Open the **Sound Select** window.
- 2 Open the **Organ** category, and choose the **DRAWBARS** Sound.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

When choosing a Digital Drawbars Sound alone, we suggest to check the **Use IFX** option in the **page menu** (☰) of the **Sound Select** window. This will force selection of the effects included with the Sound (for the DRAWBARS, they are Organ Vibrato, CX-3 Amp e CX-3 Rotary Speaker).



Controlling the Digital Drawbars

Controlling the drawbars from the control panel

- 1 Select a **Digital Drawbars Sound**, or a Keyboard Set marked as **DWB**.
- 2 Press the **EASY EDIT/DWB** button in the **CONTROL** section of the control panel to select the **Drawbars (DWB)** mode.



- 3 To see which function is assigned to each slider or button, check the **strip display** under the sliders. Press the **VIEW** button to alternate between the sliders and the buttons.



- 4 Use the sliders and the buttons to change the drawbars registration and enable or disable the various features.

Controlling the drawbars from the display

- 1 Select a **Digital Drawbars** Sound, or a Keyboard Set marked as **DWB**.
- 2 Go to the **Home > Control** pane, and select the **Drawbars** mode from the side tabs.



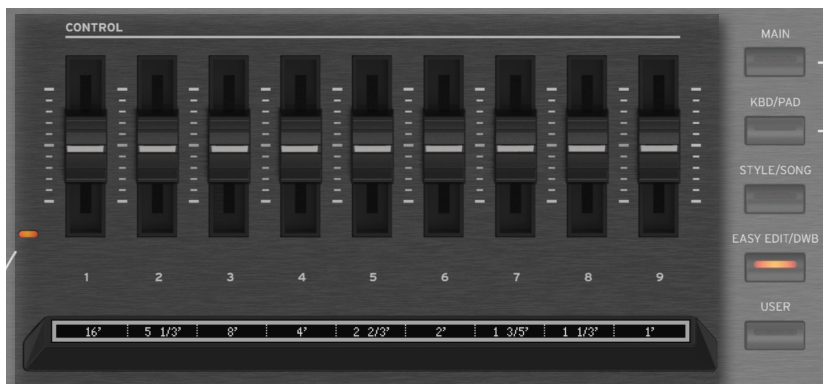
- 3 Use the **virtual sliders** and the **buttons** in the display to change the drawbars registration and enable or disable the various features.

Changing the drawbars registration

Drawbars registration is the combination of the drawbars positions, and affects the harmonic content of the organ sound.

To adjust the position of the corresponding drawbars:

- Use the **CONTROL sliders** on the control panel.



- Drag the **virtual sliders** in the display.



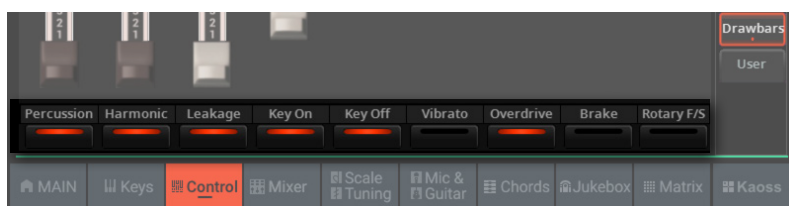
Turning the switches on/off

To enable or disable the sound parameters, or to trigger the controls, do as follows.

- Use the **CONTROL buttons** on the control panel.



- Use the **soft buttons** in the display.



Please note that Vibrato/Chorus, Overdrive, Brake and Rotary Slow/Fast controls will be only working if the following Insert FXs are recalled and enabled for the Digital Drawbars Sound: Organ Vibrato/Chorus, CX-3 Amp, one of the Rotary Speakers.

■ Percussion

Percussion adds a pronounced percussive sound to the attack segment of the organ sound. You can turn it on or off.

■ Harmonic

You can change the harmonic content to the percussive attack. When the indicator is on, the second harmonic is selected. When it is off, the third one is selected.

■ Leakage

Leakage increases the bleed of signal between adjacent tonewheels, with signal from other tonewheel entering an unwanted pickup. This makes the sound ‘dirtier’, but also richer. You can turn it on or off.

■ Key On and Key Off

The organ keyboard can produce a click noise when pressed (Key On) or released (Key Off). You can turn this noise on or off.

■ Vibrato/Chorus

This is a combined chorus and vibrato effect. How it behaves depends on the selected options in the Sound. You can turn it on or off.

■ Overdrive

The overdrive simulator recreates the amp distortion, increasing realism. You can turn it on or off.

■ Brake

When enabling this control, the rotary speaker gradually slows down, and then stops entirely. When disabling it, the rotary speaker starts rotating again.

■ Rotary Fast/Slow

The rotary speaker can run slow or fast. Turn this button on to make it run fast, turn it off to make it run slow.

Editing the Digital Drawbars

Digital Drawbars and the effects

When editing a Digital Drawbar Organ, we suggest you start from one of the supplied Keyboard Sets and use the effect routing we created for you.

If you prefer to create an entirely new set, please remember that some insert effects must be activated on the same track of the DRAWBARS Sound. To be sure they are automatically selected, check the **Use IFX** option from the **page menu** (☰) of the **Sound Select** window.

DWB FX	IFX
Vibrato	Organ Vib/Chorus
Amplifier/Overdrive	CX-3 Amp
Rotor	Rotary Speaker, Rotary Speaker OD, CX-3 Rotary Speaker

Accessing the Digital Drawbars Edit page

Accessing the edit page from the control panel

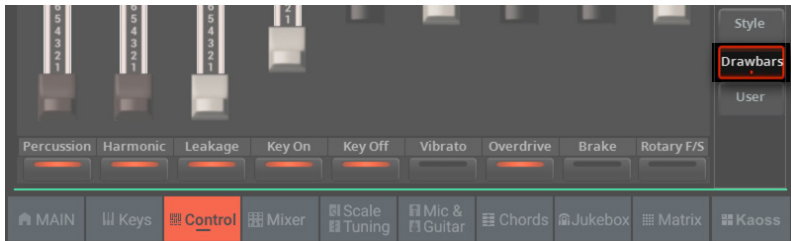
- 1 Choose a Keyboard Set containing a Digital Drawbars Sound, or a Digital Drawbars Sound.
- 2 Press the **EASY EDIT/DWB** button in the **CONTROL** section of the control panel, then press it a second time to access editing.



- 3 Press the **EASY EDIT/DWB** button again, or press the **EXIT** button, to exit from the edit page.

Accessing the edit page from the display

- 1 Choose a Keyboard Set containing a Digital Drawbars Sound, or a Digital Drawbars Sound.
- 2 Touch the **Drawbars** button in the **Home > Control** page, then touch it a second time to access editing.



- 3 Touch the **Drawbars** button again, or press the **EXIT** button, to exit from the edit page.

Editing the Digital Drawbars parameters

Editing the parameters

The **Digital Drawbars Edit** page lets you edit in depth the various parameters of the organ's sound.



Please note that Vibrato/Chorus, Overdrive, Brake and Rotary Slow/Fast controls will be only working if the following Insert FXs are recalled and enabled for the Digital Drawbars Sound: Organ Vibrato/Chorus, CX-3 Amp, one of the Rotary Speakers.

Vibrato/Chorus

This effect simulates the vibrato and chorus circuitry (also called the Vibrato Scanner) of a vintage organ.

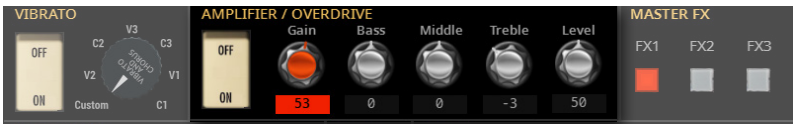


Parameters	Meaning
On/Off	Use this switch to enable or disable Vibrato/Chorus.
V1, V2, V3	Selects one of the variations of vibrato.
C1, C2, C3	Selects one of the variations of chorus.
Custom	Allows your own programming of the parameters.

Amplifier

This is a detailed model of the amp of a classic tone-wheel organ, producing a warm, fat tone. With the addition of the 3-band EQ, this amp simulation will allow you to create a very versatile distortion.

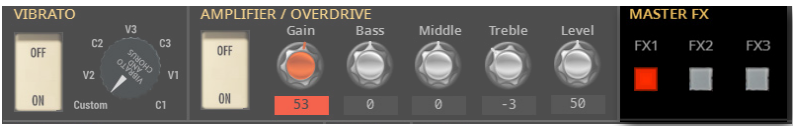
Please note that these parameters can only be accessed if the CX-3 Amp effect is selected.



Parameters	Values	Meaning
On/Off	On, Off	Use this switch to enable or disable the Amplifier.
Gain	0...100	This adjusts the preamp gain, therefore the overdrive. With higher Gain values, you can reach heavy distortion; with Gain = 0, the amp will always remain clean. If an Expression pedal is connected, you can use it to control the amount of overdrive and distortion (by assigning it the Drawbars Overdrive function).
Bass	-10...10	Adjusts the bass frequencies.
Middle	-10...10	Adjusts the middle frequencies.
Treble	-10...10	Adjusts the treble frequencies.
Level	0...100	Amp's output level.

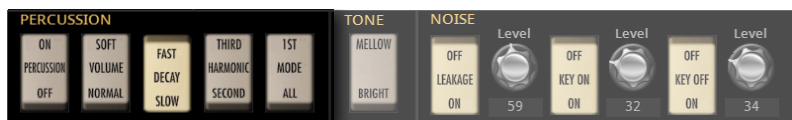
Master Effects (FX1-3)

You can use the **FX1**, **FX2** and **FX3** buttons to enable or disable the corresponding send to the master effects.



Percussion

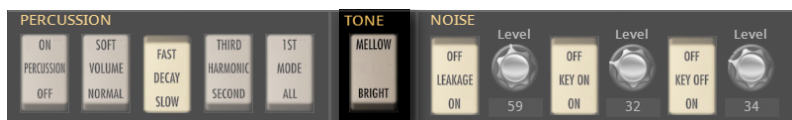
Percussion adds a percussive sound to the attack segment of the organ sound.



Parameters	Meaning
On/Off	Use this switch to enable or disable the percussion.
Volume	Volume level of the percussive sound. Soft makes percussion less perceivable.
Decay	Decay speed of the percussive sound (Fast or Slow).
Harmonic	Selects a percussion harmonic between the Second and Third one.
Mode	If All, the percussive attack is played on all notes of a chord. If 1st, the percussive attack is played only on the first note of a chord or a group of held notes. Release all notes to trigger the percussion again.

Tone

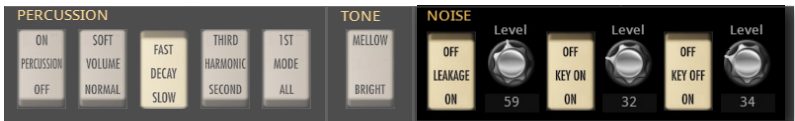
Tone is the waveshape of the drawbars, producing the raw timbre.



Tone	Meaning
Mellow	A mellower-sounding wave.
Normal	A harder-sounding wave.

Noise

Here you can enable/disable and set the level of **Leakage**, **Key On** and **Key Off**.



Noise	Meaning
On/Off	Use these switches to enable or disable the corresponding effect.
Leakage	Sets the level of Leakage, increasing the bleed of signal between adjacent tonewheels, with signal from other tonewheel entering an unwanted pickup. This makes the sound 'dirtier', but also richer.
Key On	Set the level of the click noise produced by the organ keyboard when pressed (Key On) or released (Key Off).
Key Off	

Rotor

The Rotary Speaker's rotation speed, and the balance between horn and rotor, can be edited.

Please note the individual parameters can only be accessed if one of the insert effects (IFX) or master effects (MFX) has the Rotary Speaker effect assigned and activated. In case there isn't, some or all of the parameters in this section might not be accessible.



Rotor	Value	Meaning
Rotor On/Off	On, Off	Use this switch to start or stop the rotating speaker.
Fast	On (Fast, Off (Slow)	Use this button to switch the rotating speaker's speed (from slow to fast, or vice-versa).
Rotor/Horn Balance	Rotor, 1...99, Horn	Adjusts the balance between the low-frequency rotor and the high-frequency horn.

Drawbars

Drag the drawbars to create the raw sound of the tonewheels. Each drawbar corresponds to an organ’s stop, corresponding to a harmonic, as in the following table. Pull a drawbar out to increase its volume, push it in to reduce it.



Stop	Meaning
16'	An octave below the fundamental frequency (sub-octave).
5 1/3'	One third below the fundamental frequency (sub-third).
8'	Fundamental frequency (unison).
4'	An octave over the fundamental frequency (first harmonic).
2 2/3'	One twelfth over the fundamental frequency (third harmonic).
2'	Two octaves over the fundamental frequency (second harmonic).
1 3/5'	One seventeenth over the fundamental frequency (fifth harmonic).
1 1/3'	One nineteenth over the fundamental frequency (sixth harmonic).
1'	Three octaves over the fundamental frequency (eighth harmonic).

16

Microphone Input

Connecting a microphone

WARNING: Lower the master volume!

Before connecting or disconnecting something to one of the audio inputs, lower the **Master Volume** to zero. Preventing from doing it may damage the speakers and cause harm to your hearing!

Connecting and activating the microphone

Microphone types

There are two main types of microphones that you can connect to your Pa5X: dynamic and condenser.

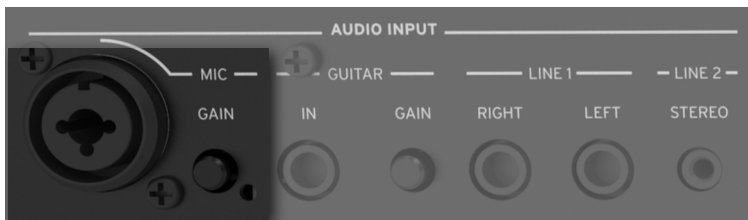
Dynamic microphones don't require powering. They are usually conceived for live use, and have a narrow cardioid or hypercardioid pattern for better rejection of stage noise.

Condenser microphones require phantom powering supplied by Pa5X. More commonly found in the studio, these microphones usually come with a wider cardioid pattern, capturing more ambience and a wider range of frequencies. Large-diaphragm condenser microphones are the preferred ones for studio voice applications.

Connecting the microphone

Use the **MIC INPUT** connector to connect a microphone. This is a combo connector, featuring an XLR and a balanced (TRS) 1/4" (6.35 mm) jack on the same socket. We suggest to use the XLR jack to connect any microphone.

The 1/4" jack may be used to connect a dynamic microphone, if you don't have a cable with an XLR connector. Please note there is no phantom power on it, so you can't use it to connect a condenser microphone.



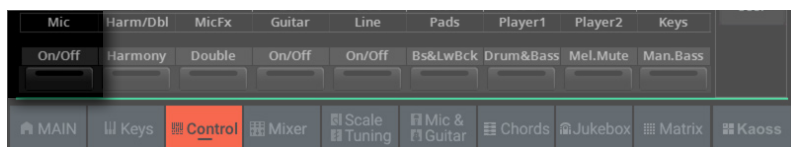
Turning on/off the microphone channel

- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.
- 3 Use **BUTTON #1 (Mic On/Off)** to turn the microphone channel on or off.

Please note that, for safety reasons, the input is always switched off when turning the instrument on.



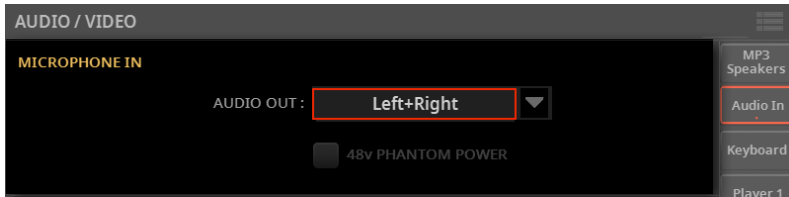
As an alternative, use the **Mic On/Off** command you can find in the **Home > Control** pane (with the **Main** control mode selected).



Routing the microphone to one of the audio outputs

By default, the microphone is sent to the main Left and Right audio outputs. You can change the output routing and send it to any other output pair.

- > Go to the **Settings > Menu > Audio/Video > Audio In** page.
- > Set the **Microphone In > Audio Out** parameter to the desired audio output.



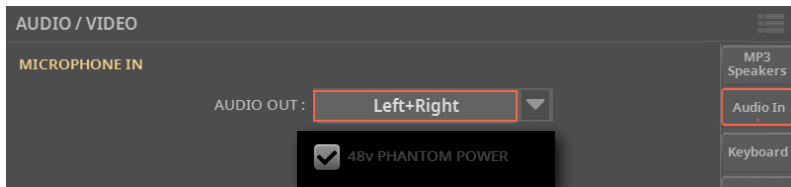
Audio Out	Meaning
Left+Right	Main LEFT and RIGHT outputs
Out 1+2	Separate sub-outputs 1-2
Out 3+4	Separate sub-outputs 3-4

Powering a condenser microphone

Condenser microphones require powering, supplied as a +48V phantom power current on the **XLR MIC** input.

■ Turn on the phantom power

- 1 Go to the **Settings > Menu > Audio/Video > Audio In** page, and select the **+48V Phantom Power** checkbox.



- 2 If it is off, turn on the **Mic** channel.
- 3 Sing into the microphone to check if the microphone is powered and working.

■ Turn off the phantom power

When disconnecting a microphone from the XLR jack, the phantom power is automatically turned off. Phantom power is also automatically turned off each time you turn the Pa5X off.

As an alternative, you can go to the **Settings > Menu > Audio/Video > Audio In** page, and deselect the **+48V Phantom Power** checkbox.

Adjusting the level of the microphone

Adjusting the microphone input gain

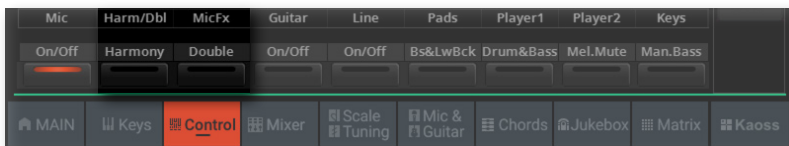
After having connected a microphone, adjust the input gain, to be sure it will not distort.

■ Preparation before starting adjusting the gain

- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.
- 3 Use **BUTTON #1 (Mic On/Off)** to turn on the microphone channel.
- 4 Use **BUTTONS #2 (Harmony On/Off)** and **#3 (Double On/Off)** to turn off the Harmony and Double effects. If on, they would interfere with the adjustments.

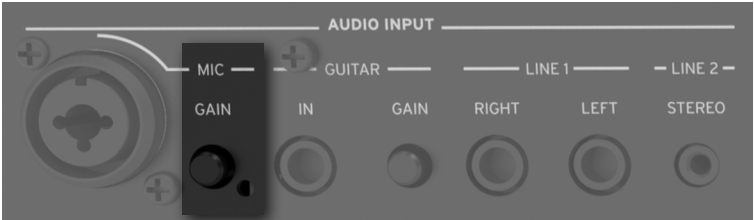


As an alternative, use the **Harmony On/Off** and **Double On/Off** commands you can find in the **Home > Control** pane (with the **Main** view mode selected).



■ Adjust the gain

1 Use the **GAIN** knob next to the **MIC INPUT** connector to adjust the input gain (from +20 to +55 dB).



2 Sing into the microphone.

3 Check the input level in the **Settings > Menu > Mic Setup > EQ/Dynamics** page.



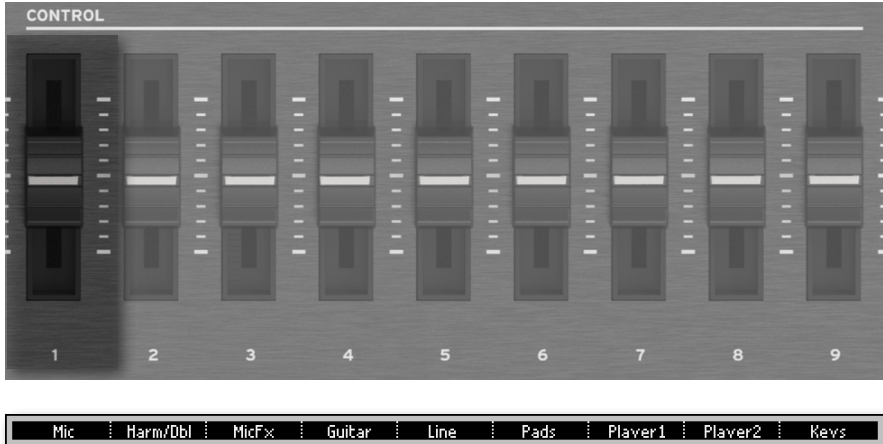
AUDIO IN color	Meaning
Off	No signal entering.
Green	Low- to mid-level signal entering. If the indicator turns off too often, the input gain is too low. Use the GAIN control to increase the input level.
Yellow	Slight overload in the signal path. This is fine if it turns on only on signal peaks.
Red	Clipping is occurring in the signal path. Use the GAIN control to lower the input level.

Keep the level so that this indicator remains green most of the time, with yellow appearing at signal peaks. Never go to red.

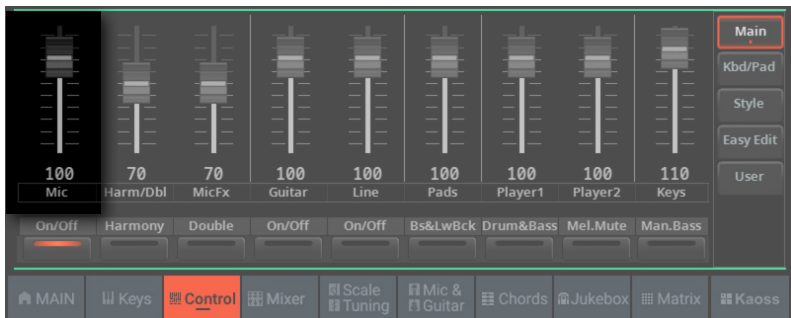
Adjusting the microphone volume

The microphone can be quickly turned on or off, and its volume in the mix adjusted, right from the control panel or from the main page.

- 1 Be sure the **Mic** channel is turned on.
- 2 Be sure the selected **CONTROL** mode is **MAIN**.
- 3 Use **SLIDER #1 (Mic)** to adjust the microphone channel volume.



As an alternative, use the **Mic Volume** control you can find in the **Home > Control** pane (with the **Main** view mode selected).



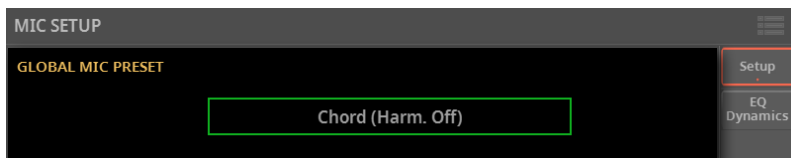
- 4 Start a Style or a Song to balance your voice against the Sounds.
- 5 Check that the audio is well balanced and is not distorting.

Shaping the microphone input

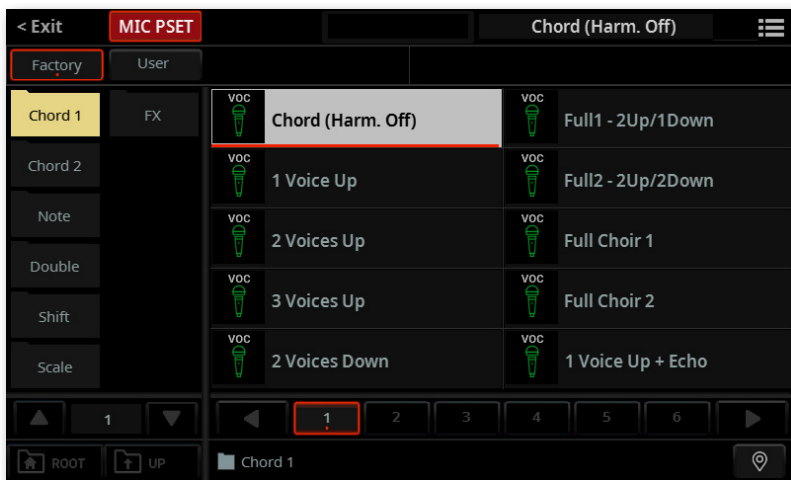
Choosing a global Mic Preset

You can choose a global Mic Preset that will be automatically selected when turning the instrument on.

- 1 Go to the **Settings > Menu > Mic Setup > Setup** page.



- 2 Touch the name of the selected **Global Mic Preset** to open the **Mic Preset Select** window.



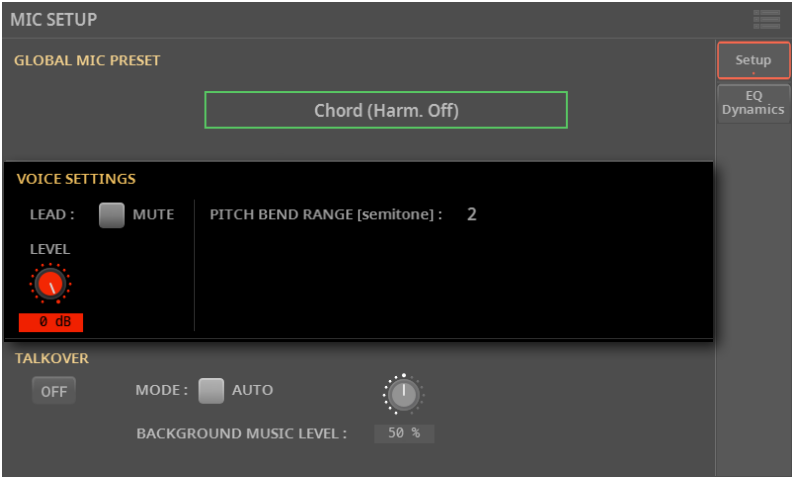
You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

- 3 Choose one of the presets. For more details, see [Choosing a Mic Preset](#) on page 402.
- 4 Press the **EXIT** button to close the **Select** window and confirm your selection.

Basic settings for the lead voice

The lead voice is your voice, or the one of your singer, entering the microphone input. You can apply the effects, before sending it to the Mic Processor.

- > Go to the **Settings > Menu > Mic Setup > Setup** page to set the controls for the lead voice.



Muting the lead voice

When the lead voice is muted, you will only listen to the harmony voices and effects. You will sing in the choir generated by Pa5X.

- > While in the **Settings > Menu > Mic Setup > Setup** page, use the **Lead > Mute** checkbox to make the lead voice appear or disappear from the mix.

Adjusting the level of the lead voice

You can adjust the level of the lead voice in the mix.

- > Go to the **Settings > Menu > Mic Setup > Setup** page, and use the **Level** knob to adjust the level of the lead voice.

Parameter	Meaning	Value
Level	Level of the Lead Voice	Off, -60dB...0dB

Setting the Pitch Bend range

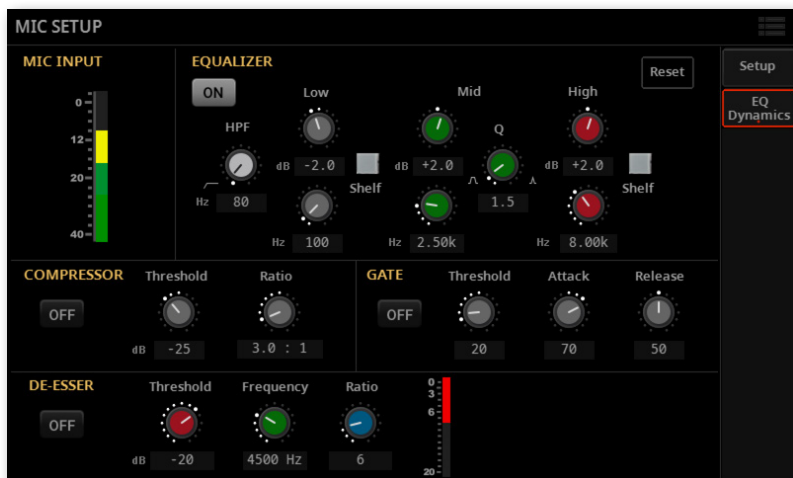
You can set the bending range (in semitones) applied to the harmony voices after receiving a Pitch Bend message.

- > While in the **Settings > Menu > Mic Setup > Setup** page, use the **Pitch Bend Range** parameter to set the range.

Adding EQ, compression, gate and de-essing to the lead voice

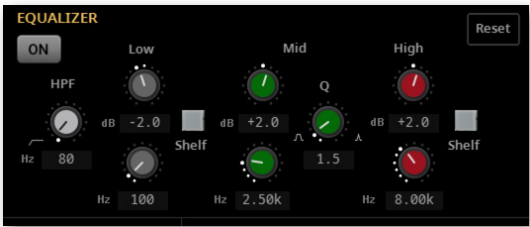
You can program equalization, compression, gate and de-essing for the lead voice.

- Go to the **Settings > Menu > Mic Setup > EQ/Dynamics** page.



Programming the Equalizer

Use the **Equalizer** to make the sound brighter or darker, reduce sibilance or boominess, give more body to the voice. This is a 3-band Semi-Parametric EQ, including a High-Pass Filter.



The **High-Pass Filter (HPF)** cuts all the frequencies below the selected frequency (from 20 to 1000 Hz). This is useful to reduce plosive consonants or rumbling noise.

The two **Low** and **High** EQ bands boost or cut all frequencies below or above the frequencies set by the **Frequency (Hz)** controls. They can be set either as Bell- or Shelving-shaped curves by using the **Bell** buttons.

EQ Shape	Meaning
Bell On (Bell) 	Bell-shape curve, allowing for detailed correction of a specific range of frequencies. The selected frequency is at the center of the EQ band.
Bell Off (Low Shelving) 	Low-Shelving curve, allowing for smoothly cutting or boosting the lowest frequencies. This will let you add more body to the sound (boost), or remove boomy frequencies (cut).
Bell Off (High Shelving) 	High-shelving curve, allowing for smoothly cutting or boosting the highest frequencies. This can help adding 'air' (boost), or remove sibilance (cut).

The **Mid** Parametric EQ boosts or cuts the frequencies within a selected band, that is defined by a center frequency selected with the **Frequency (Hz)** knob, and a width selected with the **Q** knob (the 'Quality' control).

The three **Gain (dB)** controls allow +/-18 dB of adjustment. The three **Frequency (Hz)** controls range from 20 Hz to 20 kHz.

Programming the Compressor

Use the **Compressor** to reduce the range between louder and softer singing to produce more even-sounding vocals.

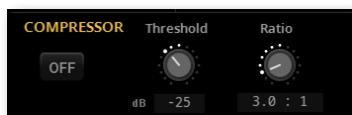
We typically sing dynamically, like this (capitals are used to show louder dynamics):

I LOVE to watch you WALK down the STREET

At acoustic singing levels with no, or very quiet instrumentation, this would sound fine. When amplified, however, the loud words become strident and even worse, quiet words can be lost in the instrument sounds. The louder the amplification system and band the more pronounced the loud parts become. Compression seeks to do the following to your dynamics:

I LOVE to watch you WALK down the STREET

Applied appropriately, the difference between loud and soft is reduced without killing the interesting dynamics in your performance.



The **Threshold** control sets the singing level at and above which the amount of gain reduction (compression) specified by the Ratio control will occur. The range is 0 dB to -40 dB: 0 dB being the loudest input signal the Mic Processor can accept without distortion and -40 dB being a very quiet signal. If you sing consistently more quietly than the Threshold, you will not hear any compression. A good setting for experimentation is -10 dB.

The **Ratio** control sets how much gain reduction you prefer when your voice level goes above the threshold. The range is from 1.0 : 1 (no gain reduction) to 50.0 : 1 and then Inf : 1 (maximum vocal gain reduction). A good setting where to start from for Ratio is 4.0 : 1.

The number on the left side of the : (colon) symbol is how loud the peaks in your singing have to be in order to achieve a 1 dB gain increase. A brief example of how adjusting the ratio of the compressor works is this: say a word you sang went 4 dB over the threshold when the Ratio was set to 4.0 : 1. The compressor would only allow it to go 1 dB louder.

Note that the **Ratio** control has to be set above 1.0 : 1 to apply any compression regardless of the setting of the **Threshold**.

Programing the Gate

Use the **Gate** if you hear feedback or there are other sounds entering the mic other than your voice.

A typical, fixed gate works by shutting off, or reducing the level of any signal below a threshold that you set. When you sing louder than that threshold, the gate will open and your vocal will come through the amplification system. When you aren't singing, the gate will close and block sounds around you.

You can also turn the gate to **Off** with good results if you are in a quiet, low volume musical environment.



Use the **Threshold** knob (ranging from 0 to 100) to define the minimum singing level you need to reach in order for the Gate to open and let your voice sound. The factory default setting is very sensitive to allow a wide range of singing levels but it may also allow more nearby instrumental sounds through when you are not singing. In this case, further adjustment from there and upward may be needed.

The factory setting is gentle enough that if your voice strays below the threshold, it is not cut off completely. If you are in a feedback-prone environment (loud monitors plus EQ and Compress on) you can increase this to reduce more. A setting of '0' offers no gain reduction on your lead voice at all.

The **Attack** control sets how fast the Gate enters, and the **Release** control how fast it exits after the signal has exceeded the threshold or has fallen below. Experiment with them to see how effective the Gate may be in a particular situation.

Programming the De-Esser

Pa5X features a split-band **De-Esser**, that you can use to remove sibilance from voices or harshness from acoustic instruments.



The **Threshold** control sets the singing level at and above which the amount of sibilance reduction specified by the Ratio control will occur. The range is 0 dB to -60 dB: 0 dB being the loudest input signal the Mic Processor can accept without distortion and -60 dB being a very quiet signal. If you sing consistently more quietly than the Threshold, you will not hear any de-essing. A good setting to avoid making a voice sound artificial is of a few dBs, without exceeding -10 dB.

The **Frequency** control sets the point above which the De-Esser will work. The range is 2,000 Hz to 10,000 Hz. The ideal setting depends on the voice or instrument being processed. Voice sibilance usually happens between 4,000 and 8,000 Hz. Cymbals 'fizz' is usually between 7,000 and 7,500 Hz.

The **Ratio** control sets how much gain reduction you prefer when the selected frequency band goes above the threshold. The range is from 1 : 1 (no gain reduction) to 60 : 1 (maximum gain reduction). Experiment starting with the lower ratios, keeping in mind that higher values will change the original signal more.

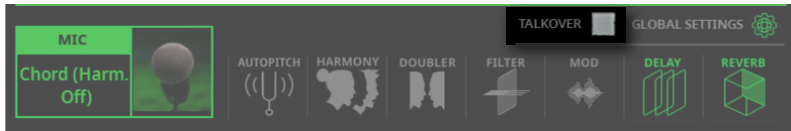
Talking with your audience

Soloing your voice (TalkOver)

During a show, you can lower the background music, so that you can be clearly heard by your audience.

Activating the TalkOver from the Home page

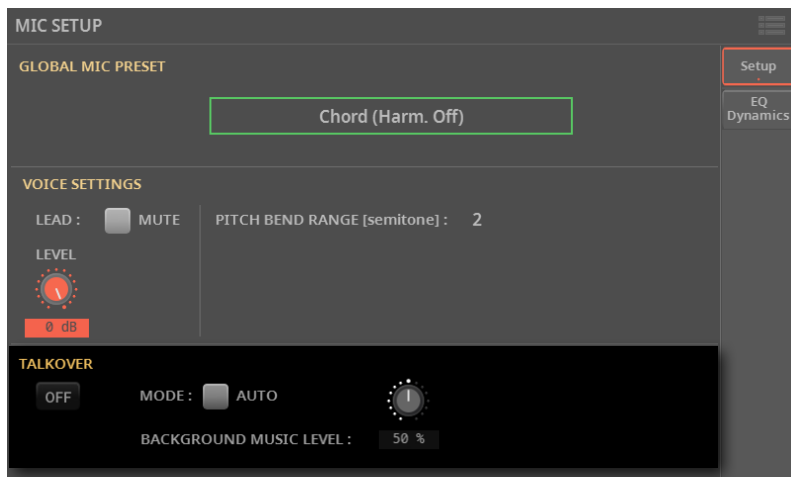
- 1 Go to the **Home > Mic & Guitar** pane.



- 2 Select the **TalkOver** checkbox to lower the background music and talk to your audience.
- 3 When done, touch the **TalkOver** checkbox again to deselect it, and make the music return to the normal volume.

Activating the TalkOver from the Settings page

1 Go to the **Settings > Menu > Mic Setup > Setup** page to set the TalkOver parameters.



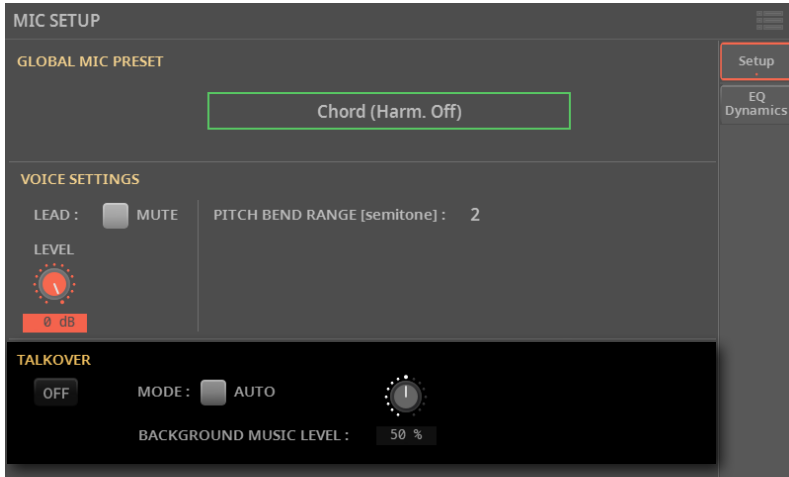
2 Use the **On/Off** button to turn the TalkOver function on/off.

Activating the TalkOver from a switch

You can assign the Mic TalkOver function to a **CONTROL** button, an **assignable switch** or a **footswitch**. See the relevant chapters for instructions on how to program them.

Setting the TalkOver mode and level

1 Go to the **Settings > Menu > Mic Setup > Setup** page to set the TalkOver parameters.



2 While in this page, use the **Mode > Auto** checkbox to choose between Manual and Auto TalkOver.

When in **Auto** mode, TalkOver will be automatically engaged when the Players are stopped. This way, you can talk to the audience between two songs, without having to touch the TalkOver **On/Off** button.

Use the **Background Music Level** control to set the level to which the volume of all Sounds (Keyboard, Players, Pad...) will be reduced when TalkOver is engaged. 100% corresponds to no level reduction.

Using the microphone effects and harmonization

The Mic Presets

The Mic effects can be saved into a **Mic Preset**. You can then select the saved presets, by choosing them from the library. A preset is also automatically selected when choosing a different SongBook Entry.

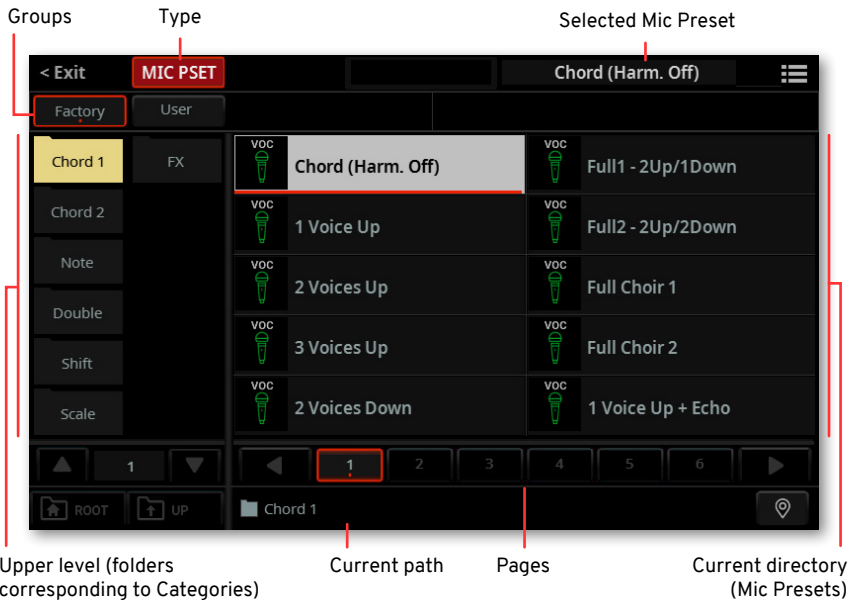
Choosing a Mic Preset

Choosing a Mic Preset from the library

- 1 Go to the Home > Mic & Guitar pane.



- 2 Touch the **name of the Mic Preset** to open the **Mic Preset Select** window.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

■ Choose a Mic Preset

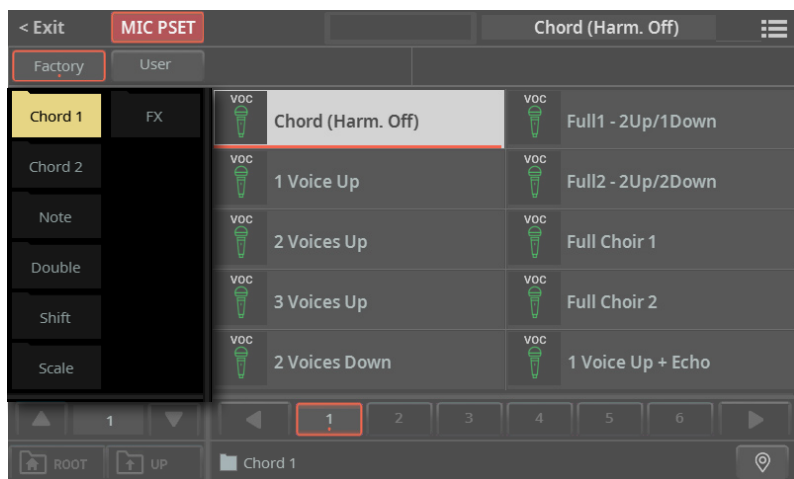
- 1 To choose one of the available groups from which to choose a Mic Preset, touch the **buttons** in the second line at the top of the window.



Group	Meaning
Factory	Mic Presets included at the factory, that can't be modified.
User	Internal memory area where you can save new or edited Mic Presets , or where you can load or copy Mic Presets from an external storage device.

2 You can choose a different category.

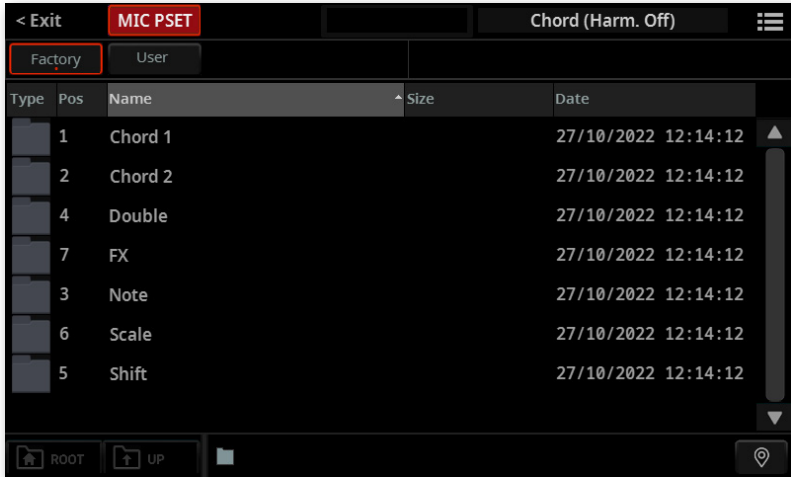
> If you are in **Tile View** mode, touch one of the category folders in the left side of the **Mic Preset Select** window.



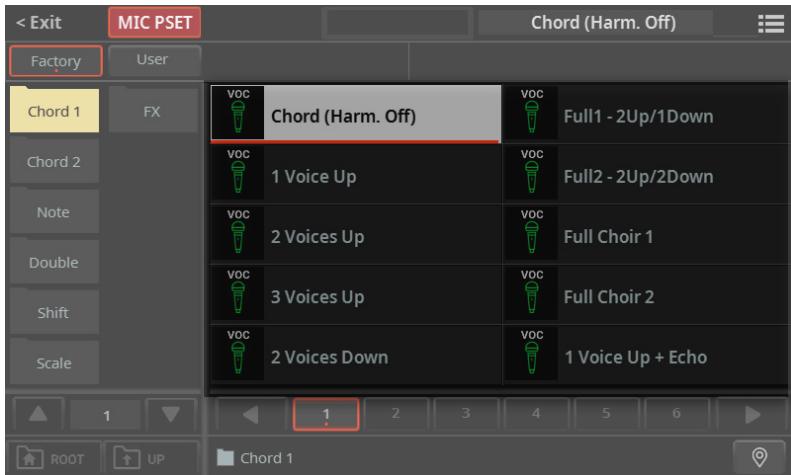
If not all the category folders can be seen in the current page, scroll through the page numbers to access the other folders.



- > If you are in **List View** mode, touch the **Root** button to see the list of the categories, then choose a **category** from the list.

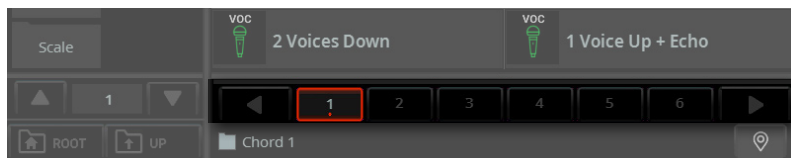


- 3 The Mic Presets contained in the selected folder appear in the right side of the window.



- 4 If the selected category folder contains more elements than the ones that can be seen in a page, browse through the pages. You can touch a **page number** to select it. Or use the **DIAL** or **UP/DOWN** buttons to move between the pages. If

the pages are more than the ones that can be contained in the list, use the **left/right arrows** to scroll them in the display.



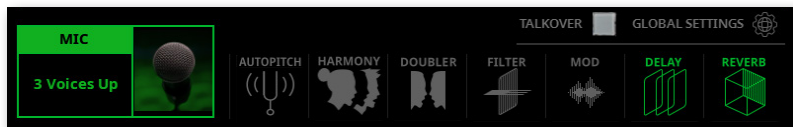
5 If you are lost while browsing though the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

6 Touch the **name of the Mic Preset** you want to choose.

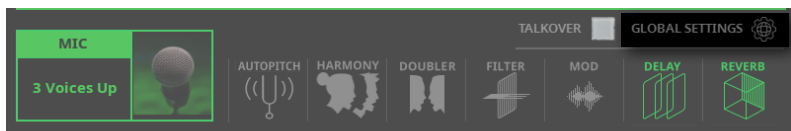
7 If you want to close the **Select** window (and it does not close by itself), press the **EXIT** button.

HINT: When a window does not close by itself, it means the **Display Hold** option is turned on. See **Display Hold** on page 47.

In the end, you will see the name of the selected Mic Preset in the dedicated area of the **Mic & Guitar** pane. The effects will change.

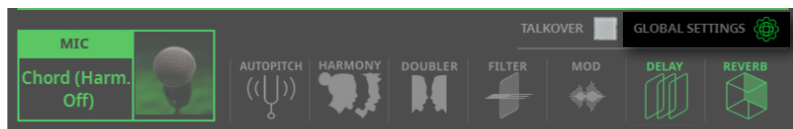


The **Global Settings** indicator will turn off, meaning that the current preset is the one you selected in the **Mic & Guitar** pane.



Choosing a Mic Preset with a SongBook Entry

When choosing a SongBook Entry, the Mic Preset might change. This will happen if the **Global Settings** checkbox in the **Home > Mic & Guitar** pane is not selected. The status of this parameter is saved in the SongBook Entry. If it is turned on, the global Mic Preset will be used.

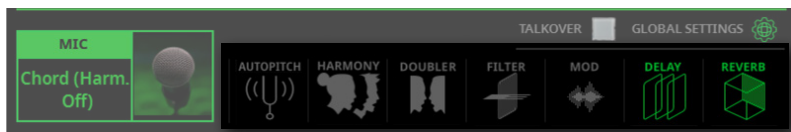


How to choose a global Mic Preset is described in [Choosing a global Mic Preset](#) on page 390.

Turning the effect modules on/off

A Mic Preset is made of several modules, each one specialized in a type of effect. You can turn each of the modules on off from the main page.

- 1 Go to the **Home > Mic & Guitar** pane.



- 2 Touch each of the **modules** to turn them on or off. A deactivated module appears dimmed.

Mic Presets

Chord 1

Chord (Harm. Off)
1 Voice Up
2 Voice Up
3 Voice Up
2 Voice Down
Full1-2Up/1Down
Full2-2Up/2Down
Full Choir 1
Full Choir 2
1 Voice Up+Echo

Chord 2

Wide Choir
Higher Choir
Gospel 1 (Male)
Gospel 2 (Mixed)

Gospel 3 (Female)
Close Choir
Simple 2nd Voice
2 Octaves Only
Cathedral Choir
2 VoicesUp+Echo

Note

Notes Natural
Notes Nat. Female
Notes Nat. Male
Notes Wide
Notes No Lead

Double

2 x Doubler
4 x Doubler

HighChoir+Doubl
LowChoir+Doubl
Doubler+Octave

Shift

Opera Octave Up
Opera Octave Down
Mixed Octaves
Crazy Choir
Unison Choir

Scale

Scale (3) C Maj
Scale (3/5) C Maj
Scale Full C Maj
Scale (3) C min
Scale (3/5) C min

FX

1 Up+Autopitch
Another Brick
Octave Child
Octave Male
Octave Female
Panning+Delay
Distorted Voice
Chorus Voice
Wah Vox
Crazy Bot

'Global' and 'local' (or temporary) Mic Preset

You can choose a 'global' Mic Preset that does not change when choosing a different SongBook Entry. Or you can choose a 'local' Mic Preset that is better suited to the individual SongBook Entry.

You can choose a Mic Preset from the library (**Home > Mic & Guitar** pane). This 'local' Mic Preset is just temporary, and only becomes permanent when you save a SongBook Entry.

To change the type of Mic Preset, select or deselect the **Global** parameter in the **Home > Mic & Guitar** pane. This parameter is saved with each SongBook Entry.

GLOBAL SETTINGS 

Correcting your voice intonation

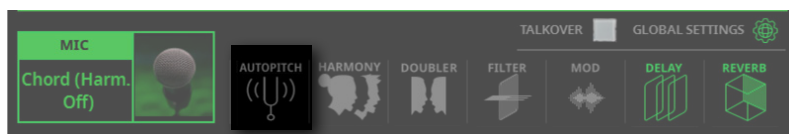
The Autopitch is optimized to produce corrective pitch correction as well as obvious effects made popular by a number of artists.

Choosing a Mic Preset with autopitch

All the Mic Presets include Autopitch. You may have to turn it on.

Turning autopitch on or off

- > Touch the **Autopitch** button in the **Home > Mic & Guitar** pane to turn it on/off.



Harmonizing your voice

Harmonization adds a choir of voices to your lead voice.

Choosing a Mic Preset with harmony voices

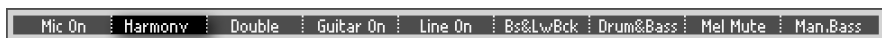
> Choose a **Mic Preset** containing the desired harmony type, as described in the previous pages.

By default, these are some useful presets to test harmonization:

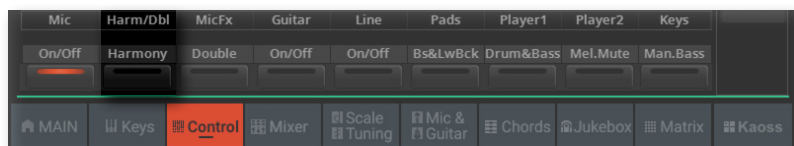
Mic Preset	Harmonization Type
Chord (Harm. Off)	Chordal harmonization, especially meant for Styles. You are expected to play chords on the keyboard (the recognition zone depends on the Chord Scan section). Chords are also received from the Chord Sequence.
Notes Natural	Polyphonic harmonization, especially meant for MIDI Songs. Notes are expected from the keyboard and/or from a track of the active MIDI Song (by default, Track #5).

Turning harmonization on or off

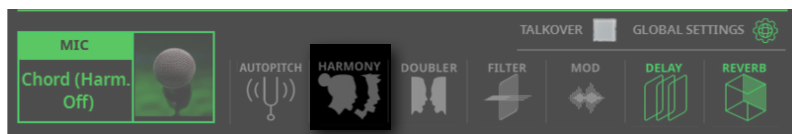
- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.
- 3 Use **BUTTON #2 (Harmony On/Off)** to turn on/off the Harmony effect.



As an alternative, use the **Harmony On/Off** command you can find in the **Home > Control** page (with the **Main** view mode selected).

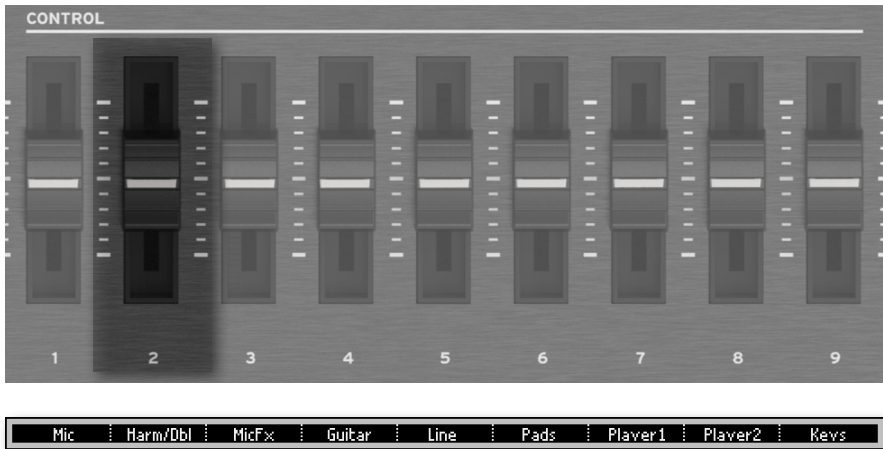


You can also turn it on/off from the **Home > Mic & Guitar** pane.

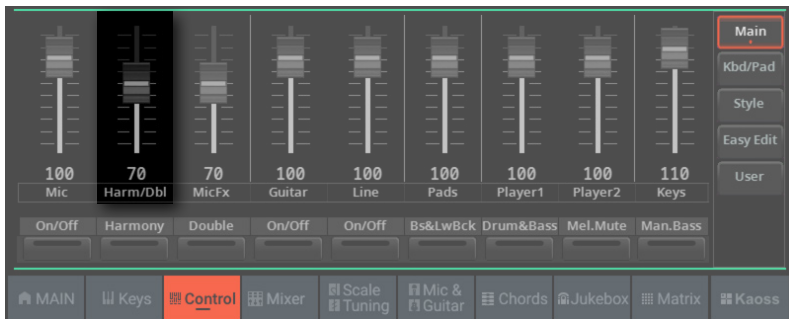


Adjusting the harmonization level

- Use **SLIDER #2 (Harmony/Double)** to adjust the harmony voices level.



As an alternative, use the **Harmony/Double** control you can find in the **Home > Control** page (with the **Main** view mode selected).



Playing harmony

- 1 Play the keyboard. Depending on the chosen harmonization type, you will play chords or separate melody lines.
- 2 Sing along with the chords and melody lines you play on the keyboard.

Where do chords and notes come from?

Each Mic Preset contains settings to choose the source of the chords or notes. Depending on the preset, you will play on the keyboard, and/or let the MIDI Song send notes from a track selected from the preset.

You can find more information in the section dedicated to programming the Mic Presets (see [Choosing a global Mic Preset](#) on page 390).

Doubling your voice

Doubling adds a second, subtly modified voice to your lead voice, making it thicker and stronger.

Choosing a Mic Preset with doubling

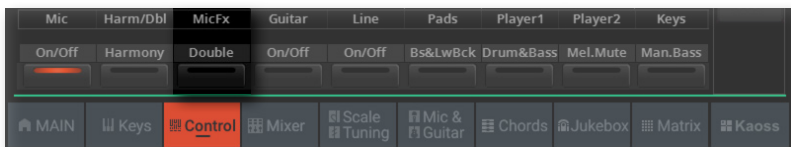
- Choose a **Mic Preset** containing the desired doubling type, as described in the previous pages.

Turning doubling on or off

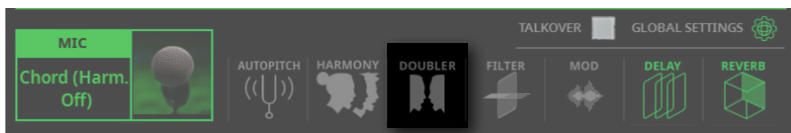
- 1 Press the **MAIN** button in the **CONTROL** section.
- 2 Check in the **strip display** the functions assigned to the buttons. If they are not shown, press the **VIEW** button in the **CONTROL** section to see them.
- 3 Use **BUTTON #3 (Double On/Off)** to turn on/off the Double effect.



As an alternative, use the **Double On/Off** command you can find in the **Home > Control** page (with the **Main** view mode selected).



You can also turn it on/off from the **Home > Mic & Guitar** pane.



Playing the doubling voice

- Just sing to hear your voice and the doubling voice.

Using the effects

Effects can add modulation, ambience, improve or transform your lead voice and the added voices.

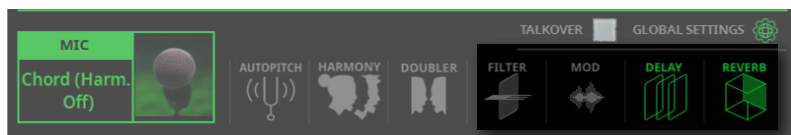
Effect module	Meaning
Filter	Steep filters emulating the sound of radios, phones and devices that generally degrade the audio signal.
Mod	Subtle thickening of the voice. This effect does a faithful job of emulating classic detune, chorus, flanger and thickening sounds.
Delay	Delay effect. The delay is similar to an echo, and can have short or long repetitions depending on the selected Mic Preset.
Reverb	Reverb effect. This adds ambience to the voices, smoothing and blending them.

Choosing a Mic Preset with the desired effects

- > Choose a **Mic Preset** containing the desired effects, as described in the previous pages.

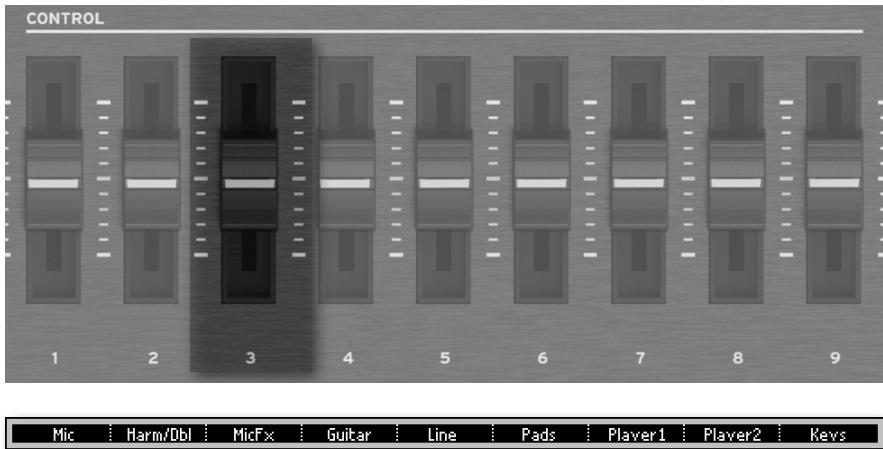
Turning the effects on or off

- > Touch the buttons in the **Home > Mic & Guitar** pane to turn each module on/off.

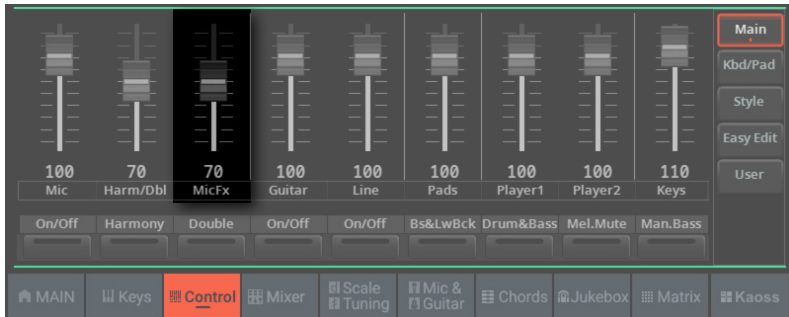


Adjusting the effects level

- Use **SLIDER #3 (Mic FX)** to adjust the effects level.



As an alternative, use the **Mic FX** control you can find in the **Home > Control** page (with the **Main** view mode selected).



17

Line Audio Inputs

Connecting a line audio device

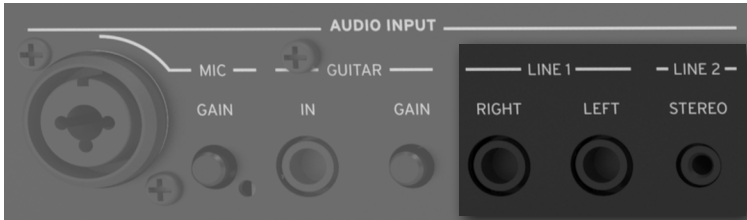
WARNING: Lower the master volume!

Before connecting or disconnecting something to one of the audio inputs, lower the **Master Volume** to zero. Preventing from doing it may damage the speakers and cause harm to your hearing!

Connecting the line audio device

Use the **LINE INPUT** connectors to receive audio from an external device. These inputs are all line-level. Do not directly connect guitars, microphones or power amplifiers.

WARNING: Connecting a power amplifier to these inputs will damage the instrument!



- > Use the **LINE 1 > LEFT** and/or **RIGHT** connectors to connect the audio outputs of another keyboard, the outputs of a voice or guitar effect processor, or the line outs of a stage mixer. Connect either of them to receive a mono signal. These are balanced (TRS) 6.35 mm, or 1/4", jack connectors.
- > Use the **LINE 2 > STEREO** mini-jack (3.5 mm, or 1/8") connector to connect an external media player (including a smartphone or a tablet).

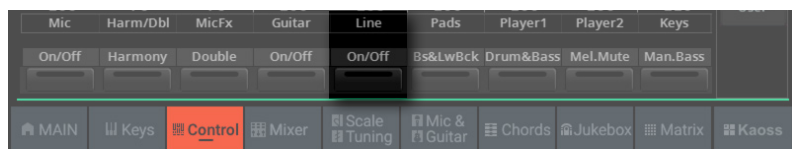
Turning the line channel on/off

- 1 Be sure the selected **CONTROL** mode is **MAIN**.
- 2 Use **BUTTON #5 (Line On/Off)** to turn the line input channel on or off.

Please note that, for safety reasons, the input is always switched off when turning the instrument on.



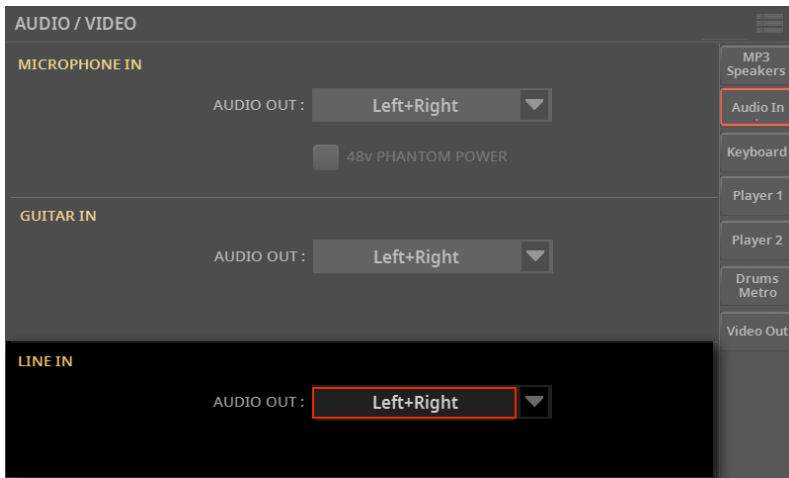
As an alternative, use the **Line On/Off** command you can find in the **Home > Control** pane (with the **Main** view mode selected).



Routing the line input to one of the audio outputs

By default, the line input is sent to the main Left and Right audio outputs. You can change the output routing to send it to any other output pair.

- > Go to the **Settings > Menu > Audio/Video > Audio In** page.
- > Set the **Line In > Audio Out** parameter to the desired audio output.



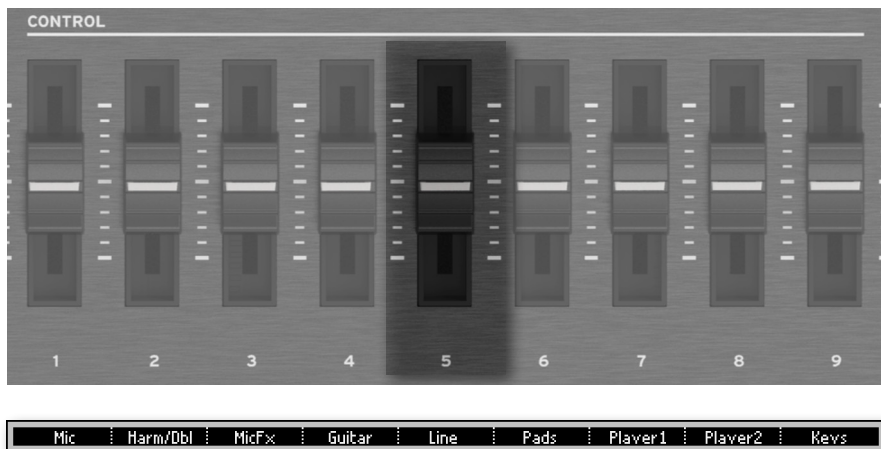
Audio Out	Meaning
Left+Right	Main LEFT and RIGHT outputs
Out 1+2	Separate sub-outputs 1-2
Out 3+4	Separate sub-outputs 3-4

Keep the level so that this indicator remains green most of the time, with orange appearing at signal peaks. Never go to red.

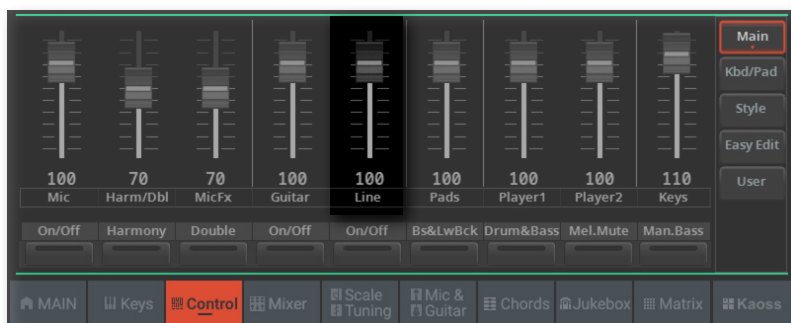
Adjusting the line channel volume

The line input can be quickly turned on or off, and its volume in the mix adjusted, right from the control panel or from the main page.

- 1 Be sure the **Line** channel is turned on.
- 2 Be sure the selected **CONTROL** mode is **MAIN**.
- 3 Use **SLIDER #5 (Line)** to adjust the Line channel volume.



As an alternative, use the **Line Volume** control you can find in the **Home > Control** pane (with the **Main** view mode selected).



- 4 Start a **Style** or a **Song** to balance the audio input against the **Sounds**.
- 5 Check that the audio is well balanced and is not distorting. If needed, lower the output level of the **Line** source.

RECORD/EDIT

18

Recording Audio

Recording MP3 Songs

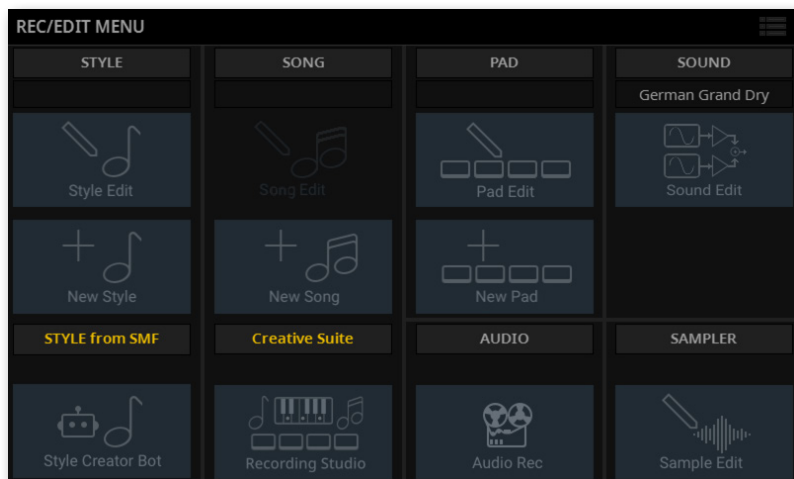
Recording an MP3 Song

■ Prepare for recording

- > Either choose a **Style** or **Song**, if you want to record them in the new Song. You can choose either MIDI or MP3 Songs.
- > Choose a **Keyboard Set** to assign Sounds to the keyboard.
- > Choose a **Mic Preset** to add effects to your voice, and a **Guitar Preset** to add effects to the guitar.
- > If you want, set all the other performance parameters (Pads, Chord Sequence, Split, Chord Recognition...).

■ Access recording

- 1 Press the **REC/EDIT** button to open the **Record/Edit** menu.



- 2 Choose the **Audio Rec** option to access the **MP3 Record** page.



■ Set the recording parameters

- > Use the **Quality** pop-up menu to choose the preferred MP3 audio quality.

The higher the sound quality, the larger the MP3 file that will be generated.

Please note that MP3 files recorded with lower sampling rates might not sound as good as expected. With MP3 files there is always a trade-off between higher quality and smaller file size.

Quality	Meaning
Highest	256 kbps
High	192 kbps
Medium	128 kbps

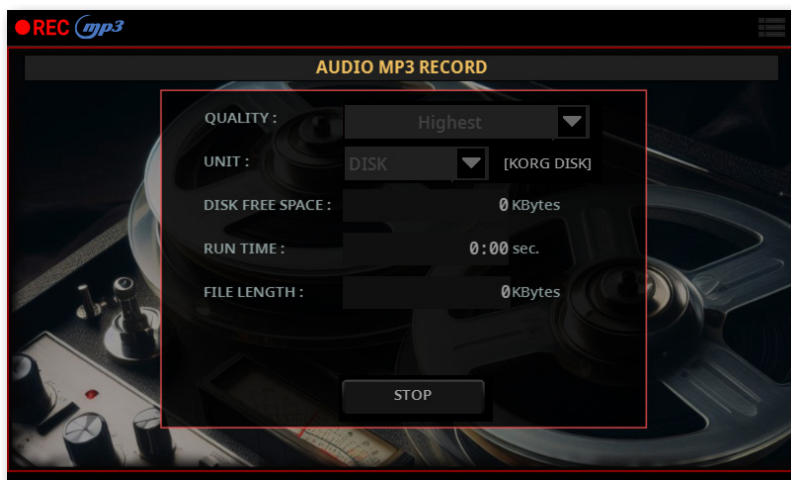
- > Use the **Unit** pop-up menu to choose a drive where to temporary store the recorded MP3 file.

This is not the final destination of your file, since you will be able to choose a different location after recording. However, be sure there is enough space for the temporary file, by checking the **Disk Free Space** parameter. The current file size is always shown by the **File Length** parameter.

■ Record the MP3 Song

- 1 Touch the **REC** button in the display to start recording.

The **REC** button will change to **STOP**, and the **REC** indicator will start flashing in the top left corner of the display.



- 2 Start playing your song.

During recording, use the **MP3 Record** dialog to check the **Run Time**, **File Length** and the **Free Space** on the storage device.

■ Exit the MP3 Record dialog without stopping recording

- > If you like, press the **EXIT** button to exit the **MP3 Record** dialog and navigate through the pages, without stopping to record.

If you exit from the **MP3 Record** dialog while recording, a red **REC** indicator will continue to flash in the display.



- > To access the **MP3 Record** dialog again, and see the file length or stop recording, press the **REC/EDIT** button again.

■ Stop recording

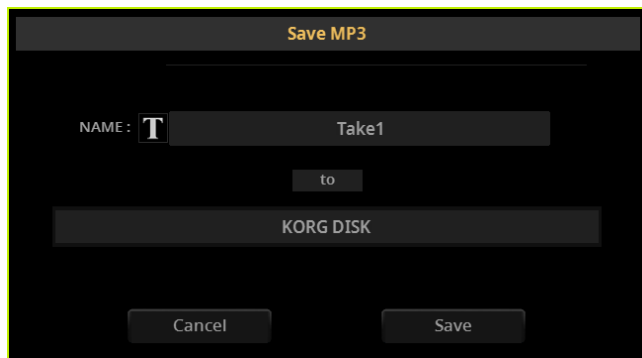
- > Touch the **STOP** button in the display to stop recording.

What can you record into an MP3 Song?

Everything you sing in the microphone, play with the guitar or play on the keyboard; what is generated by the Styles and the MIDI or MP3 Songs performed by the Players; the events generated by the Pads effects – everything will be recorded.

Saving the MP3 Song

After having stopped recording, the **Save MP3** dialog will allow you to choose a location for saving the MP3 file.



- 1 Touch the **Text Edit (T)** button to give the MP3 file a name.
- 2 Touch the **name of the disk** to select a **storage device** where to save the file.
- 3 Touch the **Save** button to save the MP3 file.

After saving, you can listen to the MP3 Song with the Players. The MP3 file can also be moved to a personal computer for listening or further editing.

Overdubbing MP3 Songs

MP3 Songs are compressed audio. Compression replaces the original audio stream with encoded audio, taking less space while preserving high sound quality. Overdubbing is the process of recording audio over existing audio.

When overdubbing an MP3 Song in MP3 Record mode, you recompress a compressed file, and artifacts will be amplified. If you transpose the MP3 Song, pitch-shifting artifacts will be added and further degrade the resulting audio.

It is suggested to compose using the internal Sounds and MIDI Songs. You can transpose and overdub MIDI Songs without any audio degradation. When done with your song, you can record it as an MP3 file.

19

The Recording Studio

Overview on the Recording Studio

What is the Recording Studio?

MIDI Songs are composed of up to sixteen separate tracks, each representing a distinct part with its own unique Sound. In a conventional sequencer, such as Pa5X's own Song Record/Edit mode, MIDI Songs are recorded one track at a time, for example starting with the drums, followed by the bass, accompaniment guitar, and finally, the strings.

The Recording Studio simplifies the process of creating Songs by allowing you to record your live performance on the keyboard, accompanied by the Styles. You can then enhance the resulting Arrangement by adding Pads and one or more Chord Sequences.

While recording, you can continue singing into the microphone connected to the dedicated input, to be sure the song is following your melody. (Note that the audio will not be recorded in the song).

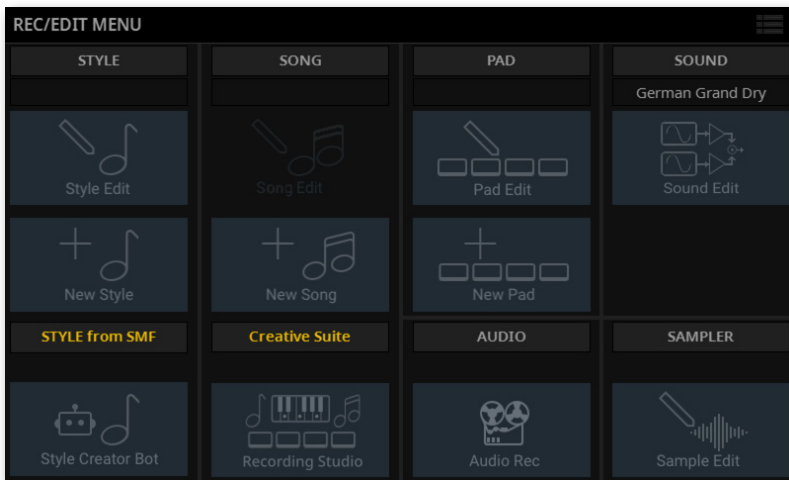
Editing is also streamlined. You can add and edit Chords, Style Elements, Keyboard Sets, and Pads as separate tracks in an easy-to-understand graphic timeline. Creating a Song step-by-step becomes like building blocks.

After recording and editing the resulting Arrangement, you can save it in its own editable format. Alternatively, you can convert it into a standard sixteen-tracks MIDI Song, which can then be played with the Players and edited in Song Record/Edit mode, or with an external sequencer.

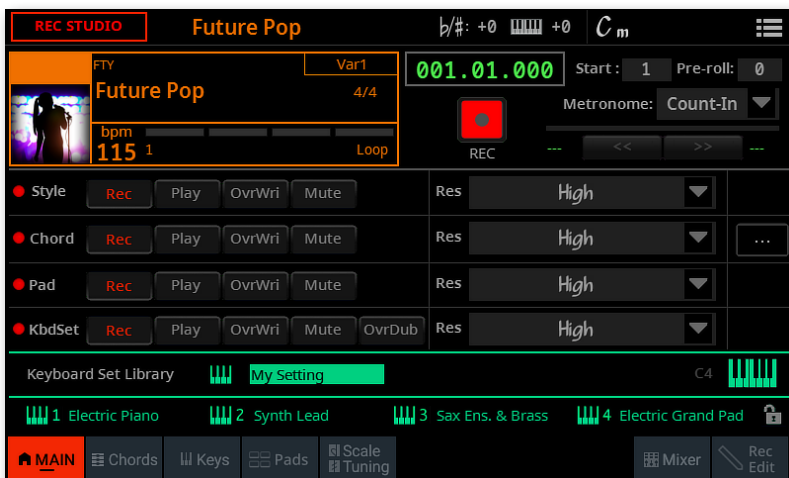
Accessing the Recording Studio mode

You can access **Recording Studio mode** to quickly record your performance into an Arrangement, with or without the accompaniment of a Style.

- 1 While you are in one of the **Home** pages, be sure a Style is assigned to **Player 1**.
- 2 Choose a Style, a Keyboard Set from the Library, the Pads, a Chord Sequence, and any other element that you will want to use for recording.
- 3 Press the **REC/EDIT** button, to make the **Rec/Edit Menu** appear.



- 4 From the **edit menu**, choose the **Recording Studio** option. The **Recording Studio > Main** page will appear.



Loading an Arrangement

If you want to continue editing an existing Arrangement, choose the **Load ARG (Arrangement)** command from the **page menu** () to load it.

CAUTION: Loading an Arrangement will delete the one you are currently editing.

Saving the Arrangement

When finished recording, choose the **Save ARG (Arrangement)** command from the **page menu** () to save it. More details on saving Arrangements are at the end of this section.

Exporting the Arrangement as a MIDI Song

The Arrangement can be converted into a Standard MIDI File, that can then be loaded into the Pa5X Players as any ordinary MIDI Song. They can also be read by any sequencer/DAW on your computer.

- 1 While in **Recording Studio mode**, load or record an Arrangement.
- 2 Choose the **Export Arrangement as MIDI Song** command from the **page menu** () to export it. For more details on exporting MIDI Songs, see [Exporting the Arrangements as MIDI Files](#) on page 487.

Exiting the Recording Studio mode

To exit from the **Recording Studio** mode, press the **EXIT** or the **REC/EDIT** button again. A message will warn you that any unsaved data will be lost.

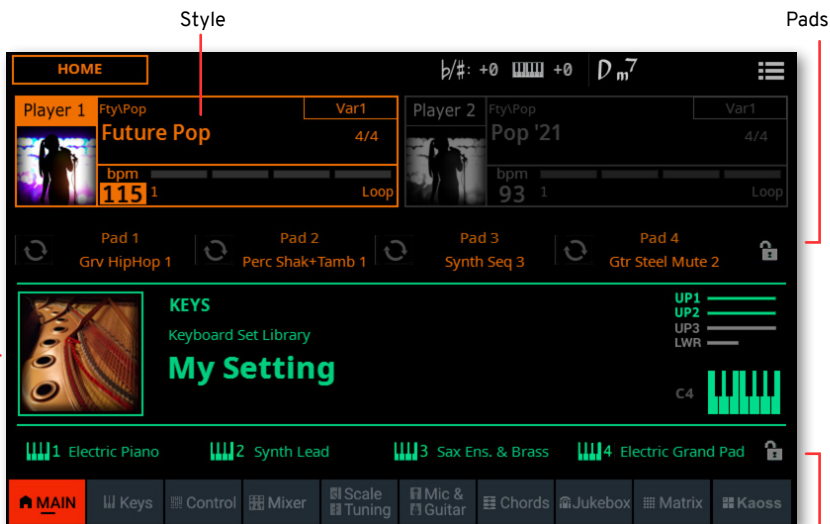
Recording an Arrangement

When entering the **Recording Studio** mode, you may simply start recording. If you want to set some more parameters, please see the instructions in the next pages.

■ Choose the elements of your performance

While still in the **Home** pages, choose the elements that you want to use to record your performance. You can choose:

- > The **Style**. With the Style will be loaded **its four Keyboard Sets**.
- > A **Keyboard Set from the Library**. This will be the fifth Keyboard Set among the ones you will be able to select during the performance.
- > The **Pads**, **Chord Sequence**, and everything else you want to use during the performance.



Keyboard Set from the Library

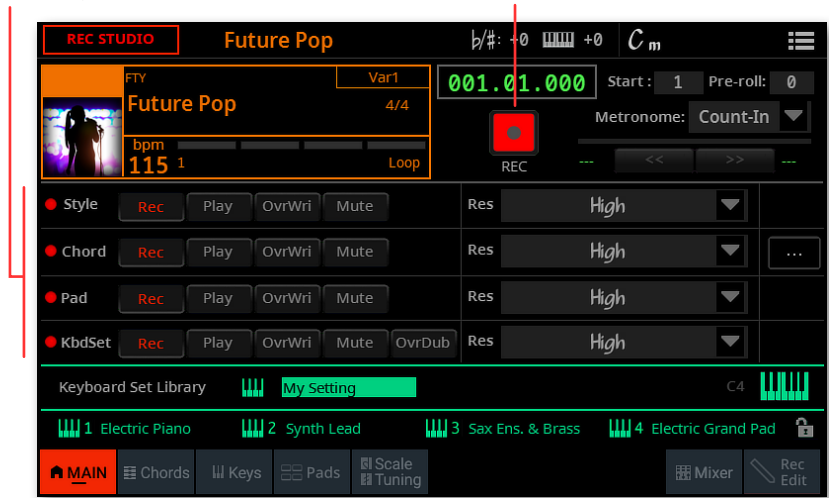
Keyboard Sets from the Style

■ Access the Recording Studio

- 1 Press the **REC/EDIT** button, and choose the **Recording Studio** option from the **Rec/Edit Menu**. The **Recording Studio > Main** page will appear.
- 2 The **REC** () button is already set for recording (red, flashing), and the Arrangement tracks are enabled for recording (red status indicator on the left).

Arrangement tracks enabled for recording (red)

Record button ready for recording (red, flashing)



■ Check the status of the Arrangement tracks and the Recording status

The **REC** button's color changes depending on its status.

REC button's color	Status
 Red, flashing	One or more Arrangement tracks armed and ready to start recording
 Red, steady	Recording
 Dark gray	Not armed or recording

■ The Style and Arrangement commands

While in the **Studio Recording** mode, you will use the **PLAYER 1** controls to start and stop the Style, and the **PLAYER 2** controls to start and stop the Arrangement.



NOTE: You can't use the **PLAYER 2 > PLAY/STOP** (▶◻) button on the control panel to start recording after the first take.

The indicator over the **PLAYER 2** buttons on the control panel changes color depending on the play/record status.

PLAYER 2 buttons color	Status
Red, flashing	One or more Arrangement tracks in Rec mode and ready to start recording
Red, steady	Recording
Orange, flashing	Something already recorded, and one or more Arrangement tracks in Overwrite or Overdub mode and ready to start recording
Green	Playing or ready to start playing

■ Start recording

1 You are ready to start recording. Do one of the following:

➤ If you want to start without the accompaniment of a Style, touch the **REC** (▶◻) button in the display, or press the **PLAYER 2 > PLAY/STOP** (▶◻) button on the control panel.

➤ If you want to immediately record with a Style, start the Style (with the **PLAYER 1 > PLAY/STOP** (▶◻) button), and recording will begin immediately.

2 Play normally, while your Arrangement is being recorded.

3 During your performance, you can start and stop the Style, choose any other Style Element, Keyboard Set, play the Pads, start and stop the Chord Sequence.

■ End recording

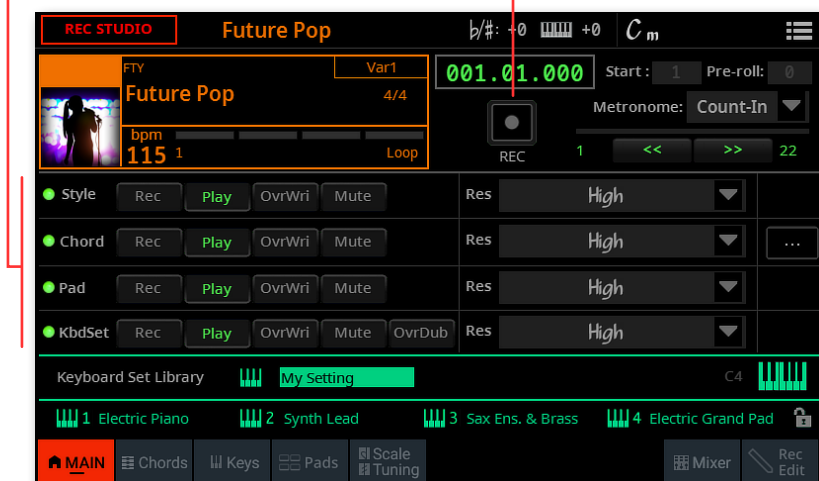
When finished recording your performance, do one of the following:

- > Touch the **REC** (■) button in the display. The button becomes dark gray.
- > Press the **PLAYER 2 > PLAY/STOP** (▷□) button on the control panel to stop recording. The position pointer will remain at the current position.
- > Press the **PLAYER 2 > GO TO START** (⏮) button on the control panel to stop recording. The position pointer will move to the beginning of the Arrangement.

After having stopped recording, the Arrangement track's status indicators on the left become green.

Arrangement tracks in playback status (green)

Record button turned off (dark gray)



■ Save the Arrangement

- > Choose the **Save ARG (Arrangement)** command from the **page menu** (≡). Choose a location where to save it. (For more details, see [Saving the Arrangements](#) on page 485).

Listening to the Arrangements

Playing the Arrangement from the control panel

While in the **Studio Recording** mode, you can use the **Player 2** controls to listen to the Arrangement.



■ Starting and stopping the Arrangement

- > Press the **PLAYER 2 > PLAY/STOP** (▶◻) button to start or stop the Arrangement's playback. The Arrangement will start from the current position.
- > Press the **PLAYER 2 > STOP/GO TO START** (◀◀) button to stop the Arrangement's playback, and rewind to the beginning.

■ Fast Rewind and Fast Forward

> Use the **<<FRW (Fast Rewind)** and **FFW>> (Fast Forward)** buttons in the **CONTROL** section of the control panel to move one measure back or forward.

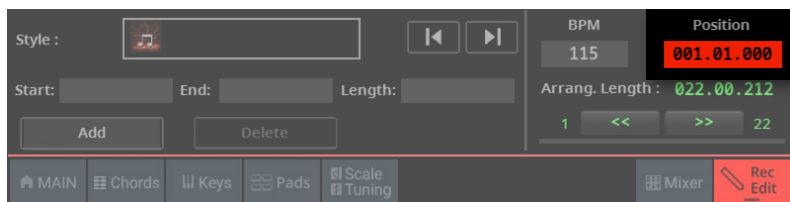
(Please note that these commands are not available when the selected mode is **EASY EDIT/DWB**).

> Keep pressing these buttons to scroll the Arrangement continuously. Release them when you have reached the desired position.



■ Moving back and forward with the DIAL and UP/DOWN buttons

While you are in the **Rec Edit** page, and the **Position** parameter is selected (it is by default), you can use the **DIAL** or **UP/DOWN** buttons to move through the Arrangement.



> Use the **DIAL** or **UP/DOWN** buttons to move back and forward by steps of a quarter note.

> Keep the **SHIFT** button pressed, and use the **DIAL** or **UP/DOWN** buttons to move back and forward by finer steps of a tick.

Playing the Arrangement from the display

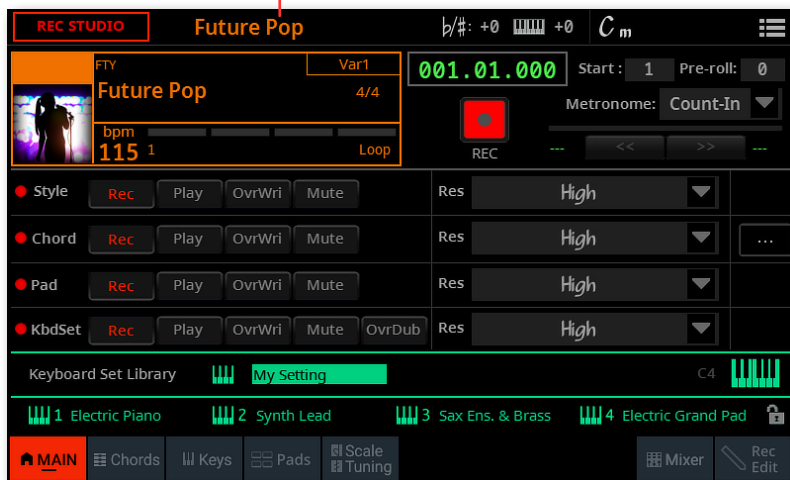
The Recording Studio > Main page

The **Main page** of the **Recording Studio** mode allows you to listen to an Arrangement. From here, you can access the individual tracks of the Arrangement and choose their status (play, mute, record).

Style information

Style or Arrangement name

Transport controls

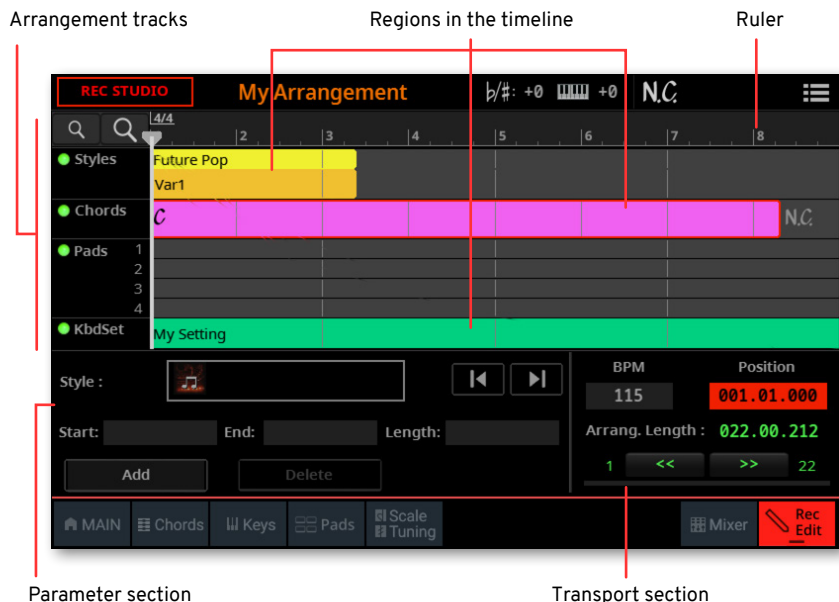


Arrangement tracks

Keyboard Sets

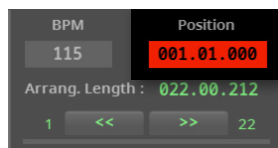
The Recording Studio > Rec Edit page

A more detailed view on the Arrangement can be found in the **Rec Edit** page of the **Recording Studio** mode. Here, you can scroll through the regions in each track of the Arrangement in the timeline. By touching one of the sections, you can also access to detailed information on their content.



■ Use the Position parameter and the DIAL or UP/DOWN buttons

- 1 While in the **Rec/Edit** page, be sure the **Position** parameter is selected.



- 2 Use the **DIAL** or **UP/DOWN** buttons to move back and forward by steps of a quarter note.
- 3 Keep the **SHIFT** button pressed, and use the **DIAL** or **UP/DOWN** buttons to move back and forward by finer steps of a tick.

■ Touch the desired position in the ruler

- > While in the **Rec/Edit** page, touch the desired position in the **ruler** to move the position pointer to that point. The **Position** parameter will change accordingly.

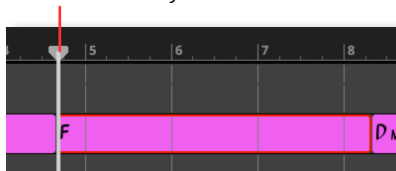
Position pointer moves where
you touch the ruler



■ Move to the beginning of a region

- > While in the **Rec/Edit** page, keep the **SHIFT** button pressed, and touch the region where you want to move the position pointer.

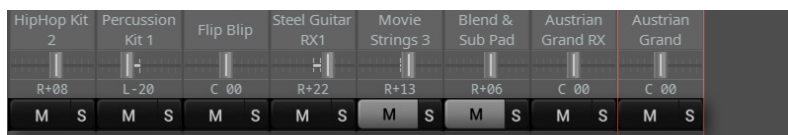
Position pointer at the beginning
of the selected region



Soloing and muting

Soloing and muting the individual tracks

You can mute and solo each individual track, by using the dedicated **Mute** (**M**) and **Solo** (**S**) buttons in the **Recording Studio > Mixer** page. You can also find these commands in the **Keys** and **Pads** pages.



Please note that the Solo is only effective within the same group of Sounds. For example, if you solo a Style Sound, the Keyboard Sounds will continue to play. Conversely, if you solo a Keyboard Sound, the Style Sounds will remain playing.

Muting the Arrangement tracks

The Arrangement tracks can be muted (or put back in play) in the **Recording Studio > Main** page. This will mute all the corresponding Keyboard, Style or Pad Sounds.



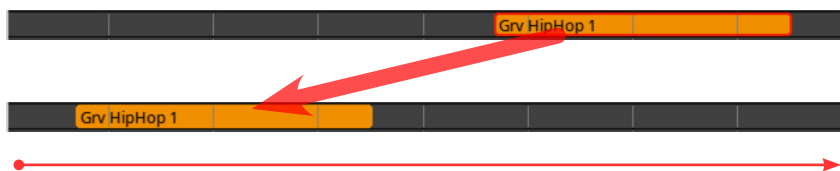
Zooming and scrolling

While in the **Recording Studio > Rec Edit** page you can use some controls from the control panel or the display to adjust what you view in the display.

Scrolling the timeline

While in the **Recording Studio > Rec Edit** page, you can scroll the timeline, without changing the playback position. This is useful to visualize the Arrangement's structure, without moving the playhead.

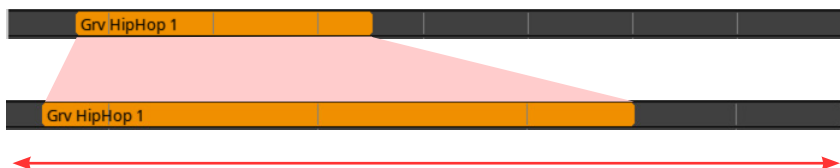
- > Keep the **MENU** button pressed, while using the **DIAL** or **UP/DOWN** buttons to scroll the timeline.



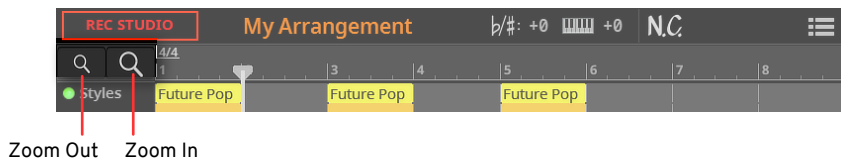
Zooming the timeline

While in the **Recording Studio > Rec Edit** page, you can increase or decrease the size of the elements in the timeline, to see a larger portion of it or go more into the details.

- > Keep the **SETTING** button pressed, while using the **DIAL** or **UP/DOWN** buttons to zoom the timeline in or out.



- > As an alternative, you can zoom by using the two dedicated buttons in the top left corner of the **Rec Edit** page.



Setting the recording parameters

Preparing the performance elements

When accessing the **Recording Studio**, you could simply start recording, as seen in the preceding pages.

However, there are some settings that you might want to do. For example, you may want to change the Style, Keyboard Set, Pads, Chord Sequence, Sounds, Effects, Scale, Scale Tuning.

Choosing a Style and a Style Element

The Style selected when entering the **Recording Studio** will be already selected. However, you can choose a different one before starting to record.

NOTE: Once you have recorded something, the Style can no longer be changed. Always select a Style before starting to record.

- **Choosing a Style before starting to record**
- > Touch the **name of the Style** and choose the desired one.

Touch to choose a Style



■ Choosing a Style Element before starting to record

> From the control panel, choose the **Style Element** you want to play when starting to record.

■ Choosing a Style during recording

This is not permitted with the current operating system. Only a single Style is allowed in an Arrangement.

■ Choosing a Style Element during recording

> During recording, select any Style Element from the control panel. The Arrangement will record the selection into a new region.

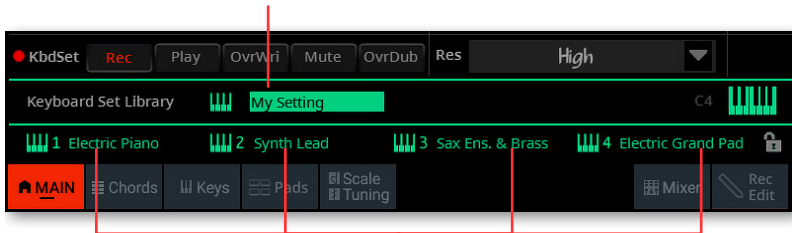
Choosing the Keyboard Sets

When entering the **Recording Studio** five Keyboard Sets are already ready to use: the four included with the Style, and the one you selected from the Keyboard Set Library.

■ Choosing the Keyboard Sets before starting to record

- > Before starting to record, touch the **name of the Style** to choose a different one. The four Keyboard Sets included with the Style will be automatically selected.
- > Also before starting to record, touch the **name of the Keyboard Set from the Library** to change it.

Touch to choose a Keyboard Set from the library

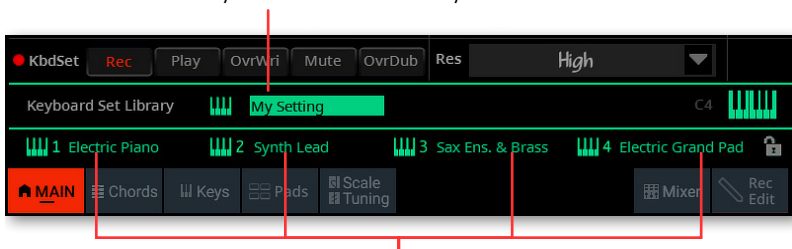


Four Keyboard Sets included with the Style

■ Choosing the Keyboard Sets during recording

- > The latest selected one is the Keyboard Set that is selected when starting to record.
- > During recording, you can select any of the five available Keyboard Sets. The Arrangement will record the selection into a new region.
- > To select the Keyboard Sets from the Style, you can either touch **their name in the display**, or use the **KEYBOARD SET** buttons under the X-FADER.

Touch to select the Keyboard Set from the library



Touch to select one of the four Keyboard Sets included with the Style

Editing the Keyboard Sets

You can edit and save any of the five Keyboard Sets of the Arrangement. You can do it before starting to record, or after having already recorded something and used the Keyboard Sets.

■ Choose the Keyboard Set to be edited before starting to edit

➤ If the Arrangement is new and not yet recorded, select the **Keyboard Set** to be edited. It can be any of the five Keyboard Sets of the Arrangement.

■ Choose one of the Keyboard Sets already used in the Arrangement

If the Arrangement has been already partially recorded, you can edit the Keyboard Sets you have used.

➤ Move the **Position** where the Keyboard Set to be edited is in use. In the **Rec Edit** page you can see the position pointer crossing the corresponding region.

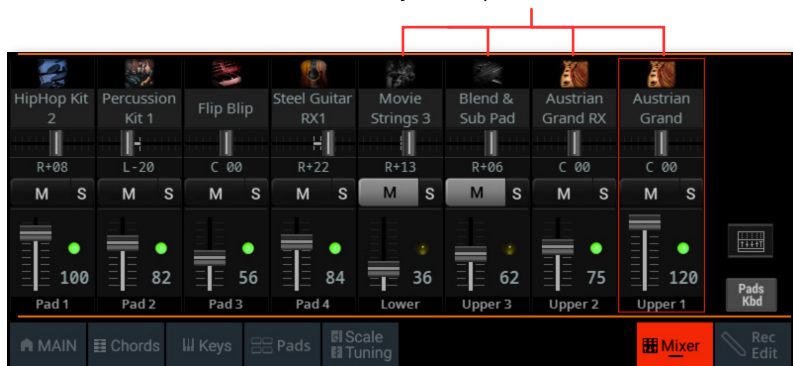
■ Choose the Keyboard Sounds

When the Keyboard Set you want to edit is selected, you can edit it.

1 Touch the **Mixer** tab to open the corresponding pane.

2 Touch the **area of a Keyboard Sound (Upper or Lower)** to select the corresponding part, and touch the **name of the Sound** to be replaced.

Touch to change the Keyboard Sounds



■ Balance the Keyboard Sounds before starting to record

> Use the **Volume** sliders next to the Sound names to mix them. While doing it, you can use the **Mute** (**M**) and **Solo** (**S**) buttons to isolate them.

■ Change the Scale or Quarter Tone

You can save a custom Scale or Quarter Tone choice in the Keyboard Set.

1 Touch the **Scale Tuning** tab to open the corresponding pane.

2 Choose a Scale or edit the Quarter Tone scale.

■ Save the changes into the current Keyboard Set

> After having completed the editing, save the Arrangement. The current situation will be saved into the currently selected Keyboard Set.

Do not change the **Position** before saving, or a different Keyboard Set may reset your changes.

■ Select the Keyboard Set to be used at the beginning of the song

If the Arrangement is new, and you have selected a Keyboard Set to be edited, the Keyboard Set at the beginning of the Arrangement might not be the one you want at the beginning of the song.

> Before starting to record, choose the **Keyboard Set** you want to use at the beginning of the song.

Choosing a Chord Sequence

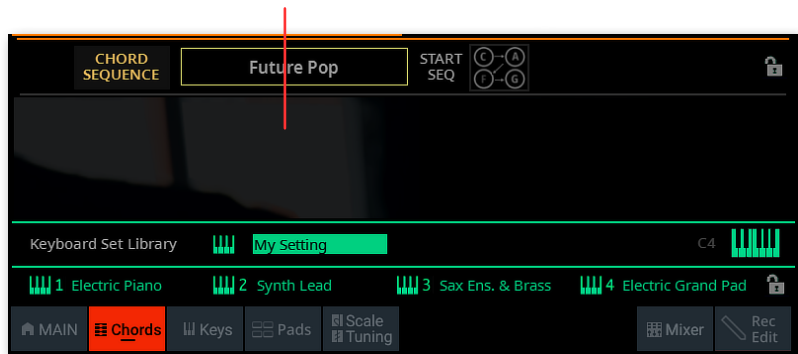
Instead of playing the chords yourself, you can use a Chord Sequence to free up your hands. A Chord Sequence may be already selected when entering Recording Studio mode, but you can choose a different one. You can choose as many Chord Sequences as you like during recording.

During recording, the chords you play on the keyboard (in the chord recognition area) are mixed with the ones from the Chord Sequence. They will appear together in the **Chords** pane.

■ Choosing the Chord Sequence before starting to record

- 1 Touch the **Chords** tab to open the corresponding pane.

Chord Sequence (only shown if the **CHORD > SEQUENCE** button is orange)



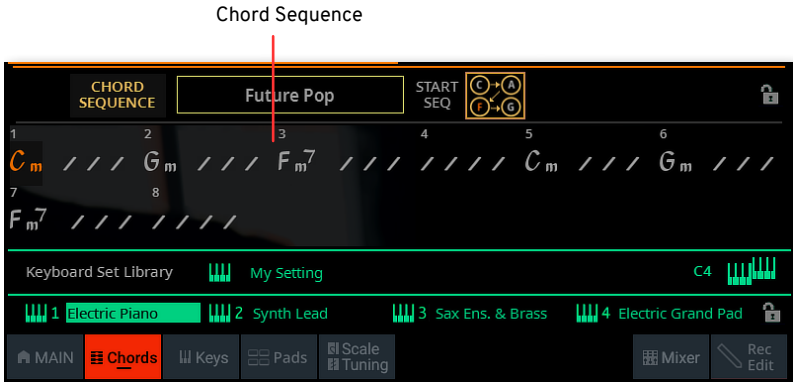
- > If the **CHORD > SEQUENCE** indicator on the control panel is **off**, it means there is no Chord Sequence loaded.
- > If the **CHORD > SEQUENCE** indicator on the control panel is **white**, it means there is a Chord Sequence loaded, but not ready to play. In this situation you can not yet see the chords.

The **CHORD > SEQUENCE** indicator shows the status of the Chord Sequences.

SEQUENCE	Meaning
Off	Chord Sequence not available.
White	Chord Sequence available, but not activate for playing. No chord is shown in the Chord pane.
Orange flashing	Chord Sequence available and ready to play. Chords are shown in the Chord pane.
Orange steady	Chord Sequence playing. Chords are shown in the Chord pane, and are progressively highlighted to show the current position.

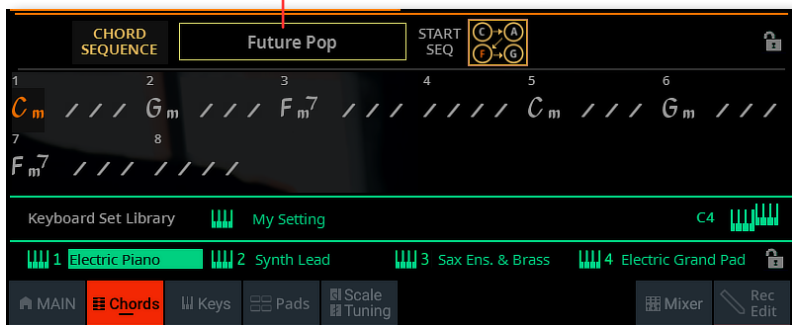
2 If a Chord Sequence is loaded, and the **CHORD > SEQUENCE** indicator is **white**, make it ready to play, and let the chords be shown:

- > Press the **CHORD > SEQUENCE** button on the control panel (it becomes **orange** and starts **flashing**), or
- > Touch the **Start Seq** button in the display (it starts flashing).



- 3** To load or choose a different Chord Sequence, touch the **name of the Chord Sequence**, and choose a different **Chord Sequence**.

Touch to choose a Chord Sequence



- 4** As an alternative, a Chord Sequence can be chosen by touching the **Select (...)** button in the **Recording Studio > Main** page.



Touch to choose a Chord Sequence

- 5** While recording, use the same Chord Sequence controls that you would use while in **Home** mode.

■ Choosing a Chord Sequence during recording

- While recording, you can choose a different Chord Sequence, by following the same procedure seen above.
- By choosing the **Overwrite** record mode, you can replace the chords that may already be in the **Chords** track at the same position.

■ Recording the chords

- While recording, play the chords you want to improvise.
- Start the Chord Sequence when you want.

■ Recording the chords on a second take

On a second take, you can add chords either with a Chord Sequence, or by playing them on the keyboard.

- > If you want to play the chords on the keyboard, be sure the **CHORD > SEQUENCE** indicator is **white** (therefore the Chord Sequence is not playing).
- > If you want to combine the chords already recorded with the new ones, be sure to be recording in **Overwrite** mode.

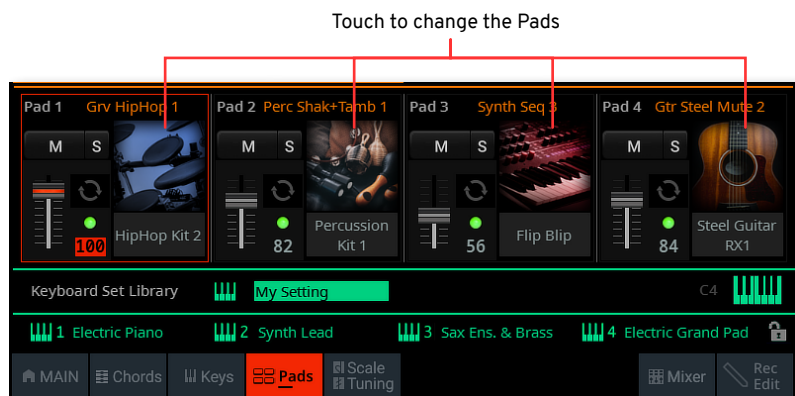
Choosing the Pads

The Pads selected when entering **Recording Studio** will be already selected. However, you can choose different ones before starting to record.

A single set of Pads is allowed in an Arrangement. You can't change them during the song.

■ Choosing the Pads before starting to record

- 1 Touch the **Pad** tab to open the corresponding pane.
- 2 Touch the **name of a Pad** and choose the replacement one.



■ Balancing the Pads before starting to record

- > Use the **Volume** sliders next to the Pad names to mix them. While doing it, you can use the **Mute** (**M**) and **Solo** (**S**) buttons to isolate them.

■ Playing and stopping the Pads while recording

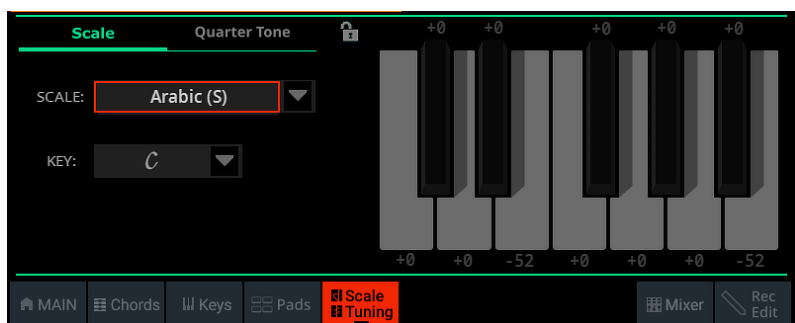
- > While recording, use the **PAD** buttons to select, start and stop them.

Choosing a Scale or editing the Quarter Tone scale

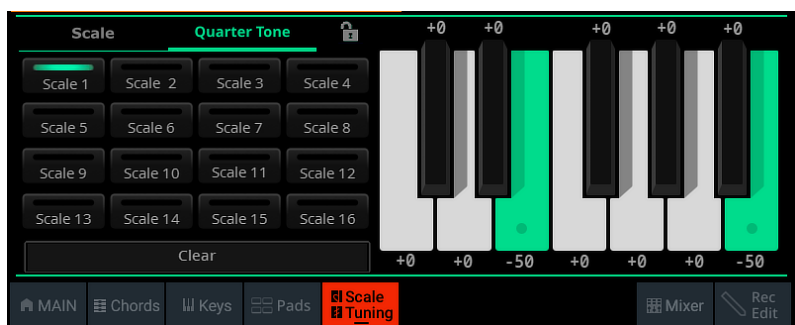
Each Keyboard Set can save a different Scale or Quarter Tone setting. You can therefore edit and save it.

■ Setting the Scale Tuning before starting to record

- 1 Select the Keyboard Set where you want to save the custom Scale Tuning.
- 2 Touch the **Scale Tuning** tab to open the corresponding pane.
- 3 While in the **Scale** pane, use the **Scale** pop-up menu to choose a different scale.



- 4 If you want to program the Scale Tuning, go to the **Quarter Tone** pane, and start by choosing one of the **Scale Presets**.



5 Use the **keyboard diagram** to change the key tuning.

- > Selecting a **key** will lower the note tuning by a quarter tone (-50 cents of a semitone).
- > You can fine-tune the note by using the dedicated **numeric parameter** over or under the selected key.
- > If you deselect a **key**, the standard Equal tuning is restored for that note.

■ **Save the changes into the current Keyboard Set**

- > After having completed the editing, save the Arrangement. The current situation will be saved into the currently selected Keyboard Set.

Do not change the **Position** before saving, or a different Keyboard Set may reset your changes.

■ **Changing the Scale Tuning during recording**

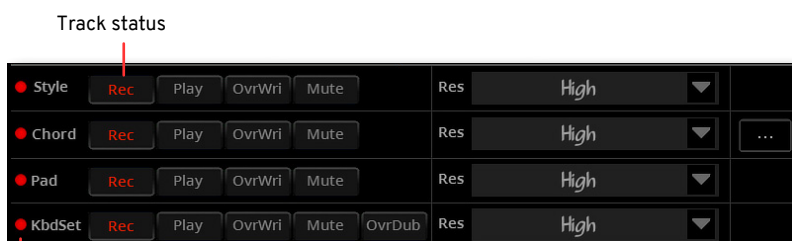
Choose a different Keyboard Set to also recall the Scale Tuning settings saved into it.

Choosing the tracks and the quantize value

Choosing the Arrangement tracks to be recorded

While recording, you can record all the Arrangement tracks, or just some of them. You can therefore record certain tracks while simultaneously listening to the ones you've already recorded in a previous session.

Set the status of the tracks to be recorded to either Rec, Overdub or Overwrite.



Track status indicator

Track status	Meaning
Play	The track will be played back, with no recording happening on it.
Mute	The track will not play.
Rec	The track will be erased and recorded. Note: When selected, no other track can be set in the Overdub or Overwrite mode.
Overwrite	The newly recorded events will replace any existing events. Note: When selected, no other track can be set in the Rec mode.
Overdub	The newly recorded events will be mixed to any existing events. Note: When selected, no other track can be set in the Rec mode.

The dot on the left of each track gives a quick overview on the track status.

Indicator color	Status
Red	Rec, Overdub, Overwrite
Green	Play
Dimmed blue	Mute

Setting the recording resolution (quantize)

You can use automatic rhythm correction while recording. This correction is applied to the incoming notes, and can not be changed after recording.

Recording resolution (a.k.a. Quantize)



> Set the recording **Resolution**.

Resolution	Meaning
High	No quantization applied
 (1/4) ...  (1/32)	Grid resolution, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division. No quantization  1/16  1/8 
 (1/4) ...  (1/16) Triplet	The same as above, but with triplet note values.

Setting the recording parameters

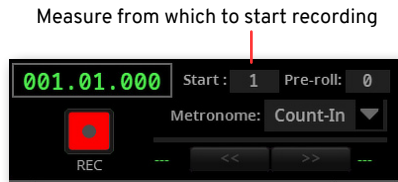
When accessing the **Recording Studio**, Tempo and Meter are already set by the selected Style, and the tracks are all ready for recording. However, you may want to do some changes in the **Recording Studio > Main** page.

Choosing the starting position

You can choose the measure from which recording will start. Anything before this measure will be left untouched.

This is useful to add music to the end of an existing recording, or either replace or integrate the music already recorded from the selected measure.

- Use the **Start** parameter to choose the first measure from which to record.



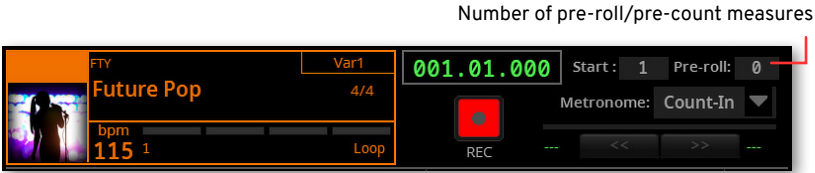
NOTE: The **Start** parameter can only be enabled if one of the Arrangement tracks is in **Rec** mode. With the **Overwrite** and **Overdub** recording modes you can start recording when you better prefer. When not recording, no existing data is touched.

Setting the number of pre-roll measures

When recording, you can enable the **Pre-roll** parameter. If it is enabled, you can listen to the already recorded measures, before automatically entering recording. If you are starting from the beginning, you'll hear some silence of the same length, or the metronome click.

NOTE: The **Pre-roll** parameter can only be enabled if one of the Arrangement tracks is in **Rec** mode. With the **Overwrite** and **Overdub** recording modes you can start recording when you better prefer, and can listen to the existing data before starting to record.

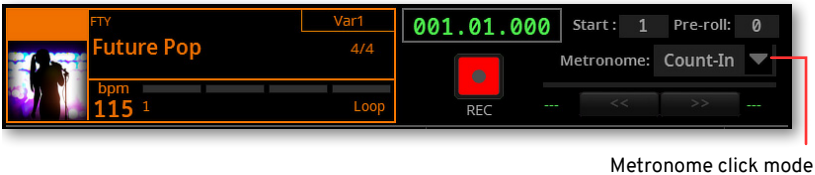
- > Use the **Pre-roll** parameter to set the desired number of pre-roll measures that can be heard before starting to record.



Setting the metronome click mode

You can enable or disable the metronome click.

- > Use the **Metronome** pop-up menu to set the metronome click mode.



Metronome click mode

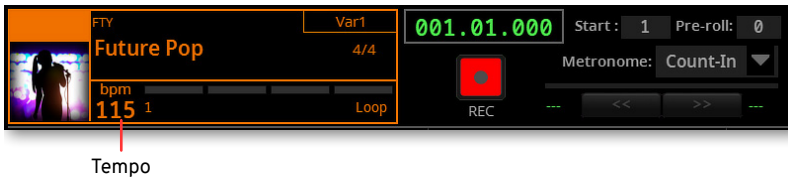
Metronome	Meaning
Off	Disabled.
Count-in	Only enabled during the count-in before starting recording.
Always	Enabled during the count-in and during recording.

Recording Tempo

Setting initial Tempo value

You can change the initial Tempo value.

- 1 Move to the '001.01.000' position.
- 2 Use the **BPM** parameter to change the initial Tempo.



Changing Tempo during recording

You can change the Tempo value during recording (for example, for accelerando or ritardando).

- 1 Set the **Style** track to the **Rec** mode.
- 2 Start recording, and change the **Tempo** value where needed.

Second pass recording

Recording over an existing Arrangement

After recording your first take, you can continue recording by adding other tracks over the existing ones, or add measures at the end of the Arrangement. Alternatively, you can load an already recorded Arrangement and start recording over it.

You might want to add new elements or replace certain passages you've already recorded. For instance, you could add the Pads after recording your keyboard performance with the accompaniment of the Style, perform a solo, or replace a Style Element.

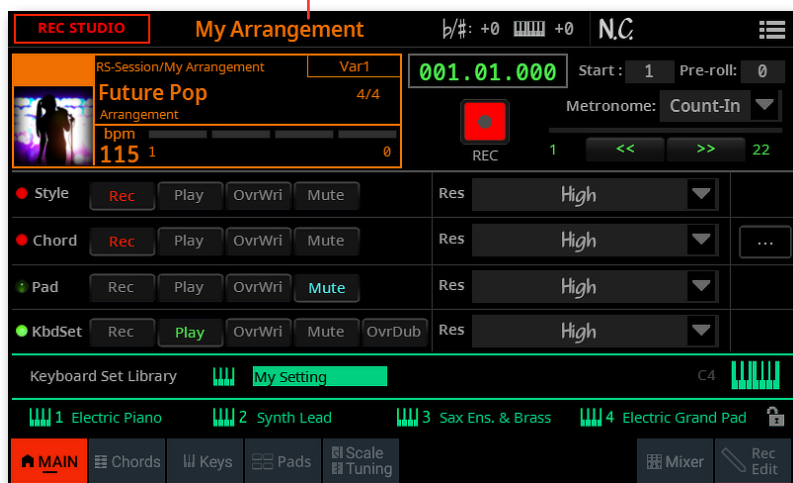
■ Access recording

> Go to the **Recording Studio > Main** page.

Style information

Arrangement name

Transport controls



Arrangement tracks

Keyboard Sets

■ Set the recording parameters

1 Set the status of the Arrangement tracks. Set the tracks you would like to record again in one of the **Rec**, **Overdub** or **Overwrite** modes.

Track status	Meaning
Play	The track will be played back, with no recording happening on it.
Mute	The track will not play.
Rec	The track will be erased (from the Start point onward) and recorded again. Choose this mode if you want to add music at the end of the Arrangement, or if you want to start recording again from the middle overwriting all the existing data from that point. Note: When selected, no other track can be set in the Overdub or Overwrite mode.
Overwrite	The newly recorded events will replace any existing events. Note: When selected, no other track can be set in the Rec mode.
Overdub	The newly recorded events will be mixed to any existing events. Note: When selected, no other track can be set to the Rec mode.

2 If in the **Rec** recording mode, use the **Start** parameter to choose the measure from which to start recording again. Everything existing after this point will be erased.

3 If in the **Rec** recording mode, use the **Pre-roll** parameter to choose the number of measures that will be played before recording starts.

NOTE: The **Start** and **Pre-roll** parameters can only be enabled if one of the Arrangement tracks is in **Rec** mode. With the **Overwrite** and **Overdub** recording modes you can start recording when you better prefer. When not recording, no existing data will be touched.

■ Start and stop recording

- 1 Touch the **REC** () button in the display to start recording again, and wait for the pre-roll to end before starting to play.
- 2 If you are overwriting or overdubbing, start playing when you prefer.
- 3 Touch the **REC** () button in the display, or press the **STOP/GO TO START** () button on the control panel to stop recording.

■ Save the Arrangement

- > Choose the **Save ARG (Arrangement)** command from the **page menu** (). Choose a location where to save it. (For more details, see [Saving the Arrangements](#) on page 485).

Punch In/Out recording

If you want to fix some errors in a short passage, leaving everything else unaffected, use the Punch In/Out function.

■ Be sure the Punch In/Out function is assigned to the CONTROL section

When in **Recording Studio** mode, the **Punch In/Out** function is already assigned to a button of the **CONTROL** section.



Punch In/Out status	Meaning
Off	Not assigned.
Red, blinking	Punch In/Out available.
Red, steady	Recording.

■ Assign the Punch In/Out function to a footswitch or assignable switch

As an alternative, you can assign the **Punch In/Out** function to a footswitch (in the **Settings > Menu > Controllers > Foot** page) or assignable switch (in the **Home > Menu > Switches** page).

■ Record by using the Punch In/Out function

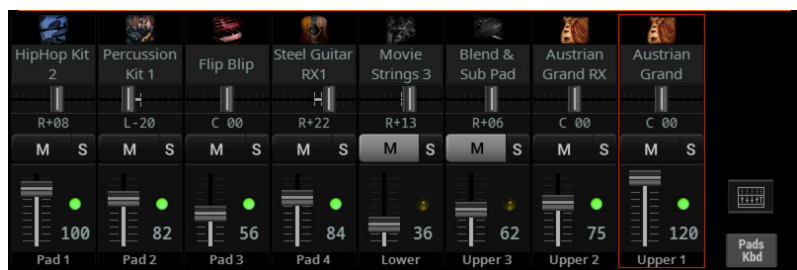
- 1 Set the track(s) to be recorded again in the **Overwrite** or **Overdub** recording mode.
- 2 Press the **PLAYER 2 > PLAY/STOP** (▷□) button on the control panel to start playing the Arrangement.
- 3 When ready to record, press the **Punch In/Out** button in the **CONTROL** section to start recording. As an alternative, press the footswitch or assignable switch programmed with the **Punch In/Out** function.
- 4 Play the passage to be replaced.
- 5 When done, press the **Punch In/Out** button in the **CONTROL** section again to stop recording. As an alternative, press again the footswitch or assignable switch programmed with the **Punch In/Out** function. The Arrangement will continue to play.
- 6 While the Arrangement is continuing to play, use the **Punch In/Out** button if you want to overwrite or overdub other passages.
- 7 Press the **STOP/GO TO START** (⏏) button on the control panel to stop recording.

Editing the Arrangements

Mixing the Sounds

You can adjust the Volume, Pan and Play/Mute status of the Style tracks before starting to record. You can also set the Effects.

- 1 Touch the **Mixer** tab to go to the corresponding pane.



Tracks

Track Select button

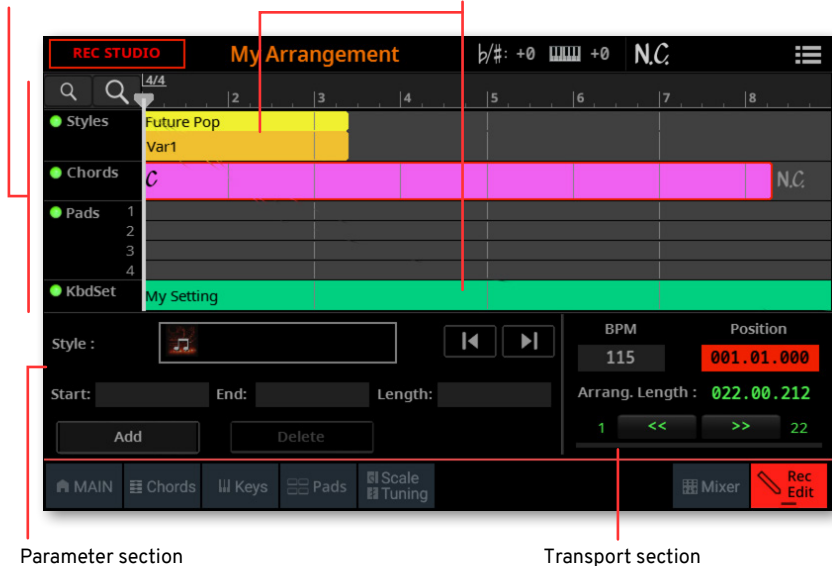
- 2 Adjust the volume and pan of the tracks as desired. Choose different Sounds. Change the Mute status. The settings will be saved with the Arrangement.

Editing the Arrangement tracks

While in the **Recording Studio > Rec Edit** page, you can edit the regions in the Arrangement tracks. You can also add or delete them.

Arrangement tracks

Regions in the timeline



Parameter section

Transport section

NOTE: To edit the MIDI events contained in the regions you will have to export the Arrangement to a Standard MIDI File, and then edit it in the **Song Edit > Event Edit** page.

What is a region in the timeline?

A region is represented by a rectangle in the timeline. It is a container of MIDI events – that is, the notes and controls that you recorded. Each region corresponds to something happening in the Arrangement, like the sequence where a Style or a Pad is playing, or the change of a Style Element.

You can select a region by touching it, and you can edit its parameters under the timeline. To edit its content (the MIDI events), export the Arrangement as a MIDI Song (see how to do at the end of this chapter), and edit it in Song Edit mode.

The editing procedure

- 1 Move to the position in the timeline where you want to add, edit or delete a region.
- 2 Touch the rectangle corresponding to the region in the timeline you want to edit. You can see its parameters in the left section under the timeline.
- 3 Use the **Previous Region** (⏮) and **Next Region** (⏭) buttons to select the previous or next region in the timeline.
- 4 If you want to deselect the region, touch any empty area of the timeline, or select another region.
- 5 Add, edit or delete the selected region. Please note that not all the regions can be deleted.

Region Type	Can be added	Can be deleted
Style	–	–
Style Element	✓	✓
Chords	✓	✓
Pads	✓	✓
Keyboard Set	✓	✓

Adding a new region

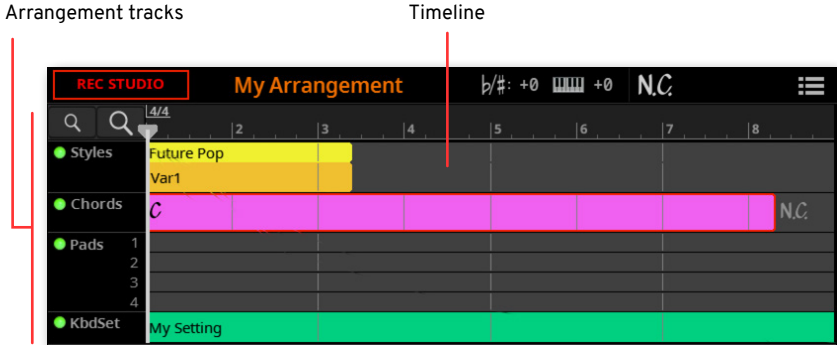
- 1 Move the position pointer to the position where you want to add a new region.



Transport section

- 2 Select the track where you want to add the region, by touching its name on the left, or anywhere in its lane. The details of the new region will appear in the

parameter area under the timeline. If you have not touched an existing region, you'll see default values.



- 3 Touch the **Add** button to add the new region in the selected track.
- 4 Touch the new region to select it, then edit its parameters, as explained in the following sections.

Deleting a region

- 1 Touch a region to select it.
- 2 Touch the **Delete** button to delete the selected region.

Changing the position and length of a region

- 1 Touch a region to select it.
- 2 Use the **Start** and **End** parameters in the parameter section to change its starting and ending positions. The **Length** will change accordingly.
- 3 Use the **Length** parameter to change the length of the region. The **End** parameter will change accordingly.

NOTE: Since the regions can't overlap, you can't extend a region over another region. The editing could therefore be canceled, to avoid damaging the other region.

Editing a Style Element region

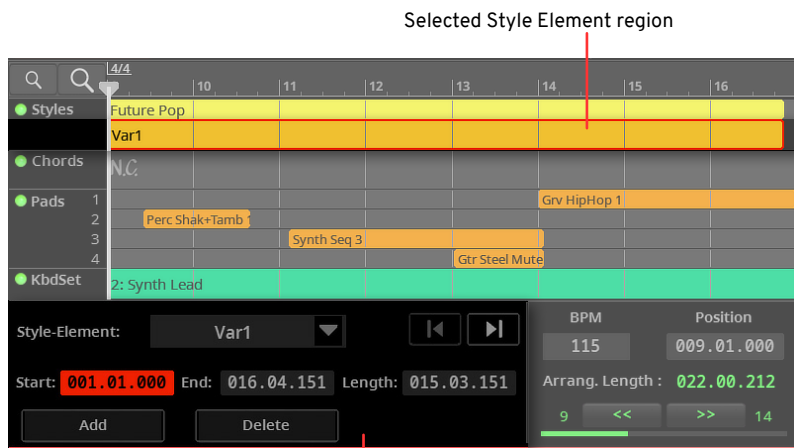
You can replace a Style Element with a different one from the same Style. For example, you may want to replace a Fill 1 with Fill 2, if it is better fitting that musical passage.

When the replacement Style Element is shorter than the original one, the new one will be repeated for the whole duration the older one was playing (the full length of the region in the timeline).

When it is longer than the original one, the new one will be shortened, and will only play the measures covering the duration of the older one.

You can also add a new one or delete an existing one (see the instructions in the earlier pages).

1 Touch the region in the lower lane of the **Styles** track to edit the Style Element region. The region's parameters will appear under the timeline.



Style Element region's parameters

2 Touch the **Style Element name** in the parameter section, and choose a different Style Element.

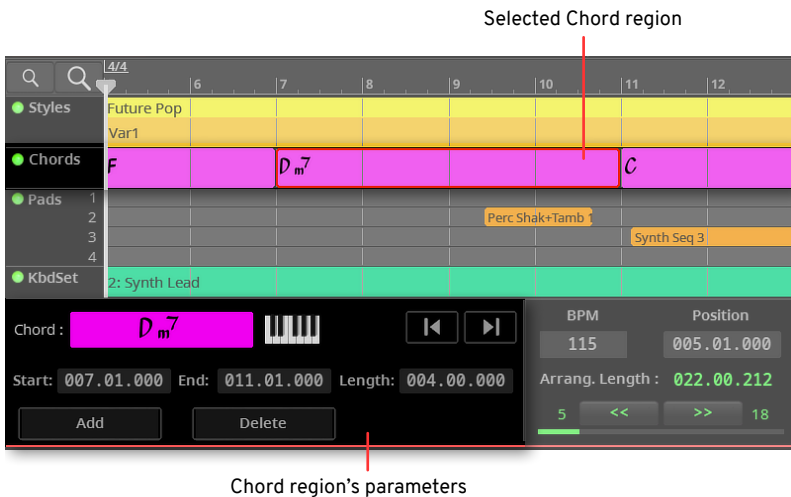
3 If you want, use the **Start**, **End** and **Length** parameters to change the regions position and length.

Editing a Chord region

You can replace the chords. You can also add a new one or delete an existing one (see the instructions in the earlier pages).

■ Select a Chord region

> Touch the Chords region you want to edit. The region's parameters will appear under the timeline.

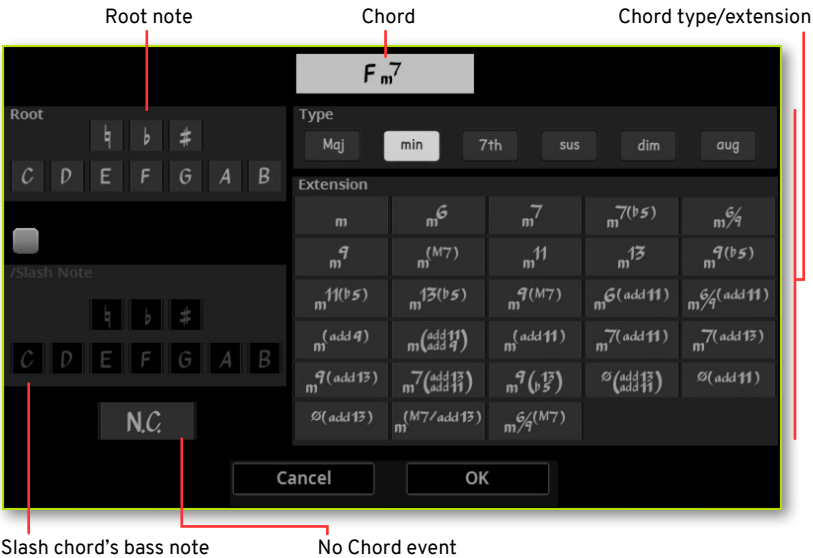


■ Change the selected chord by playing it

> When the Chord region to be edited is selected, play the replacement chord on the keyboard.

■ Change the selected chord by editing the parameters

1 Touch the name of the chord in the parameter section. The **Chord Edit** dialog will appear.



2 Edit the Chord event.

Chord element	Meaning
Root	Base note of the chord.
Type	Most common types of chord (major, minor, 7th...)
Extension	Less common types of chord, or chord abbreviations.
Slash Note	Alternative bass note in chord like C/F. Select the checkbox above this section to enable editing.
N.C.	No Chord. The melodic and harmonic accompaniment tracks will not play when no chord is selected. Only the rhythmic tracks will be heard, together with the Keyboard Sounds and the Pads.

3 When done, touch **OK** to confirm.

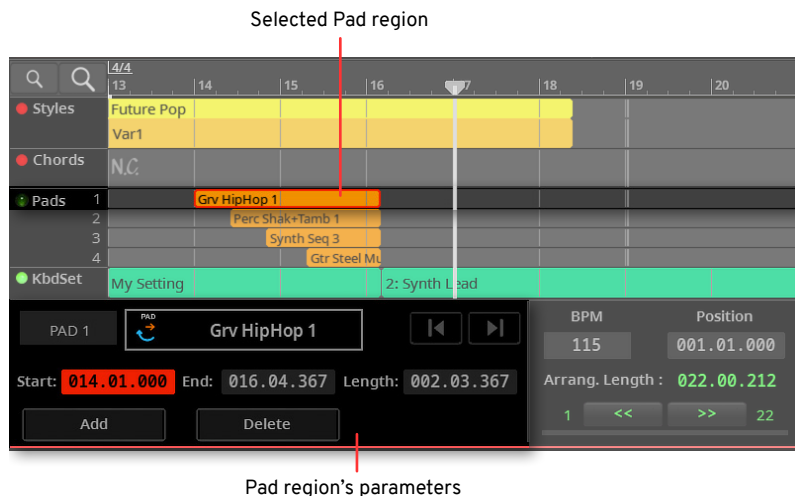
■ Change the position and length

> If you want, use the **Start**, **End** and **Length** parameters to change the regions position and length.

Editing a Pad region

You can replace the Pads. You can also add a new one or delete an existing one (see the instructions in the earlier pages).

- 1 Touch the Pads region you want to edit. The region's parameters will appear under the timeline.



- 2 Touch the **Pad name** in the parameter section, and choose a different Pad.
- 3 If you want, use the **Start**, **End** and **Length** parameters to change the regions position and length.

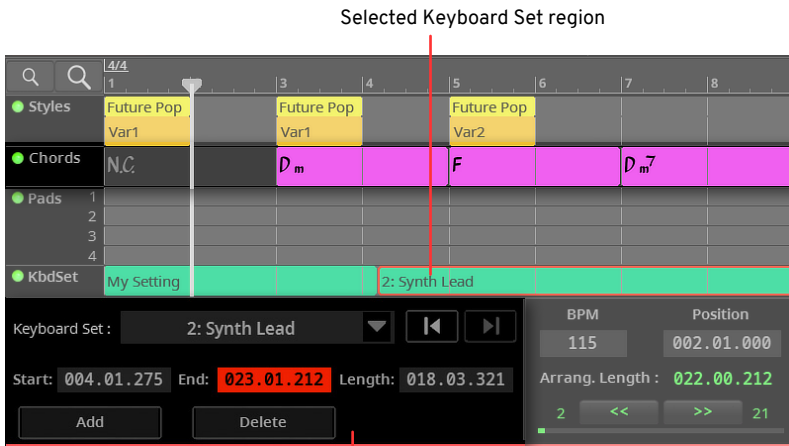
Editing a Keyboard Set region

You can replace the Keyboard Sets with one of the other four in the Arrangement (the one from the Library, and the four from the Style).

You can also add a new Keyboard Set change, or delete an existing one (see the instructions in the earlier pages). Please note that there will always be a Keyboard Set region in the timeline, so deleting a region will automatically extend the previous one.

NOTE: When editing a Keyboard Set region, only the Sounds, Effects and other 'orchestration' data are changed. The notes recorded in the track will not change. To edit them, export the Arrangement as a MIDI Song, and edit it in the Song Record/Edit mode.

1 Touch the Keyboard Set region you want to edit. The region's parameters will appear under the timeline.



Keyboard Set region's parameters

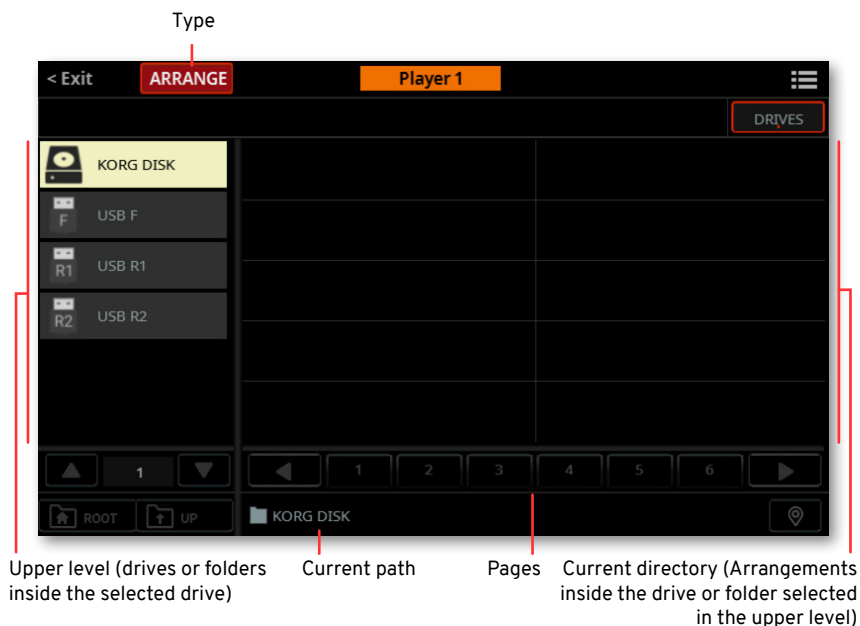
2 Touch the **Keyboard Set name** in the parameter section, and choose a different Keyboard Set. You can choose the ones contained in the Style, or the one chosen from the library when entering the Recording Studio.

3 If you want, use the **Start**, **End** and **Length** parameters to change the regions position and length.

Loading an Arrangement

■ Open the Load dialog

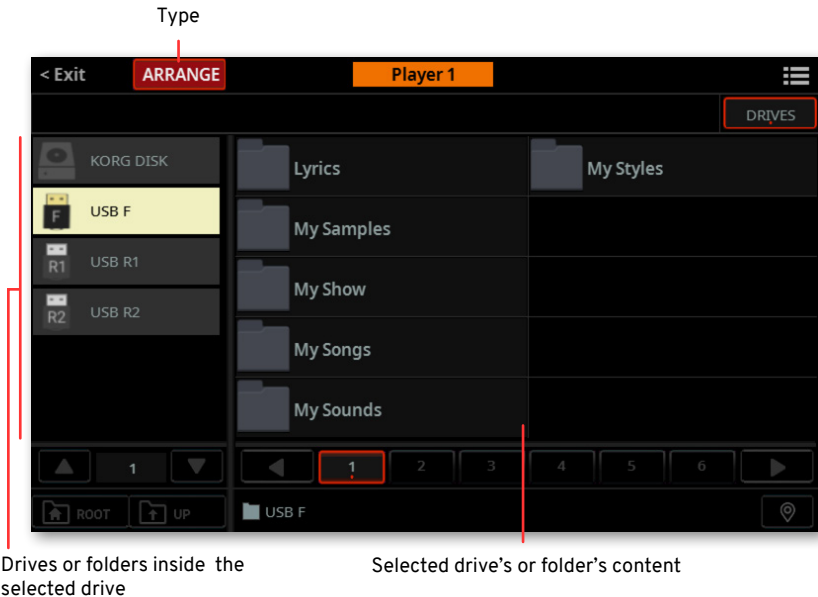
1 Choose the **Load ARG (Arrangement)** command from the **page menu** (☰). The **Load Arrangement** window will appear.



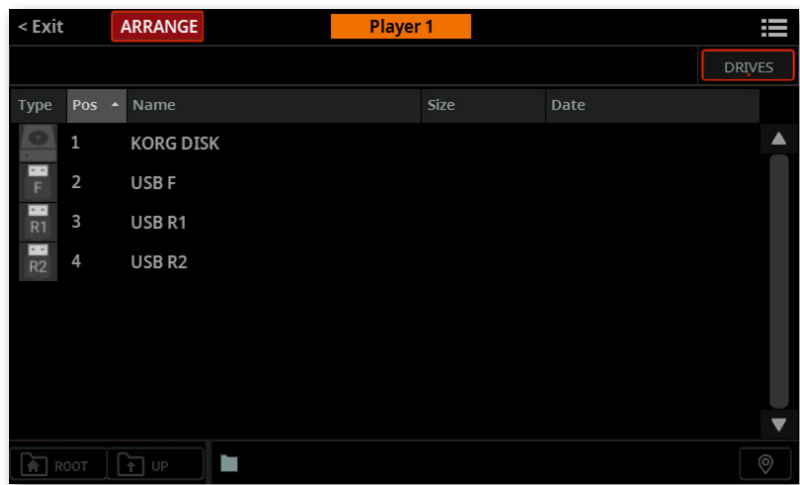
You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

■ Choose an Arrangement

- 1 Choose one of the available **storage devices (drives)**.
 - > While in **Tile View** mode, touch the **Root** button to see the list of the drives, choose a **drive** in the left side of the display, then browse through the folders inside the **selected drive**.

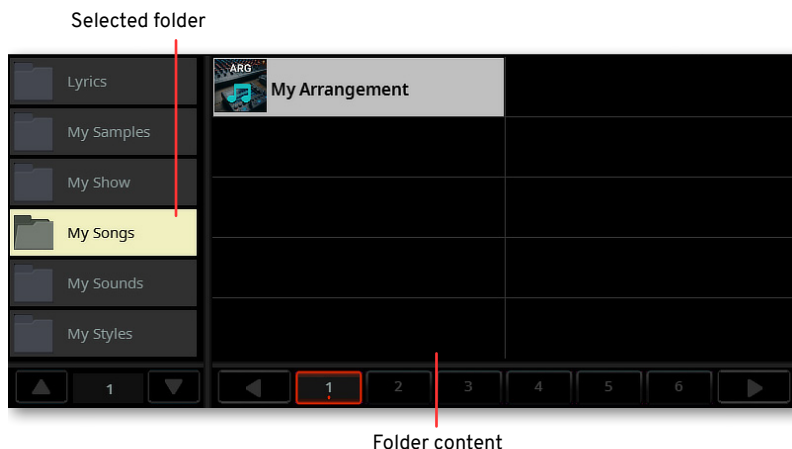


> While in **List View** mode, touch the **Root** button to see the list of the drives, choose a **drive** from the list, then browse through the folders inside the **selected drive**.



Drive	Meaning
KORG DISK	User storage space inside the internal drive
SD USER	User storage space inside the (optional) SD card
USB F	Storage device connected to the front USB HOST port
USB R1	Storage device connected to the rear USB HOST 1 port
USB R2	Storage device connected to the rear USB HOST 2 port

2 Select the **folder** containing the Arrangement. In **Tile View** mode, its content will appear in the right side of the window, and the containing folder will be moved to the left side.



3 Browse through the folders. If you want to close the current folder and go up one level, touch the **Up** button. If you want to go up to the main directory of the drive, touch the **Root** button.



4 In **Tile View** mode, the Arrangements contained in the selected folder will appear in the right side of the window.

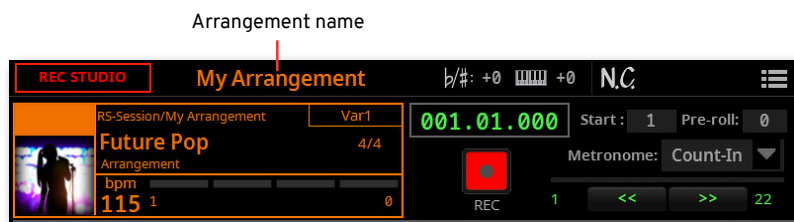


5 If you are lost while browsing though the data, you can return to the folder containing the selected element by touching the **Locate** (📍) button.

6 Touch the **name of the Arrangement** you want to choose.

7 Press the **EXIT** button to return to the **Recording Studio** pages.

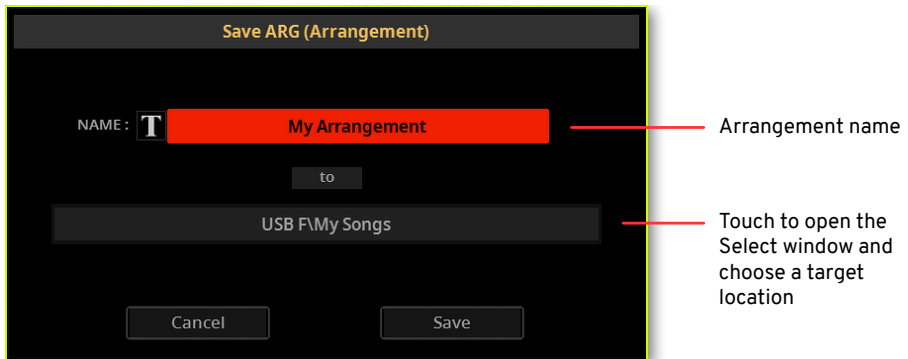
In the end, you will see the name of the selected Arrangement in the title bar.



Saving the Arrangements

■ Open the Save dialog

- > Choose the **Save ARG (Arrangement)** command from the **page menu** (☰). The **Save Arrangement** dialog will appear.



■ Save over the same Arrangement

- > If you want to overwrite the current Arrangement, just touch the **Save** button.

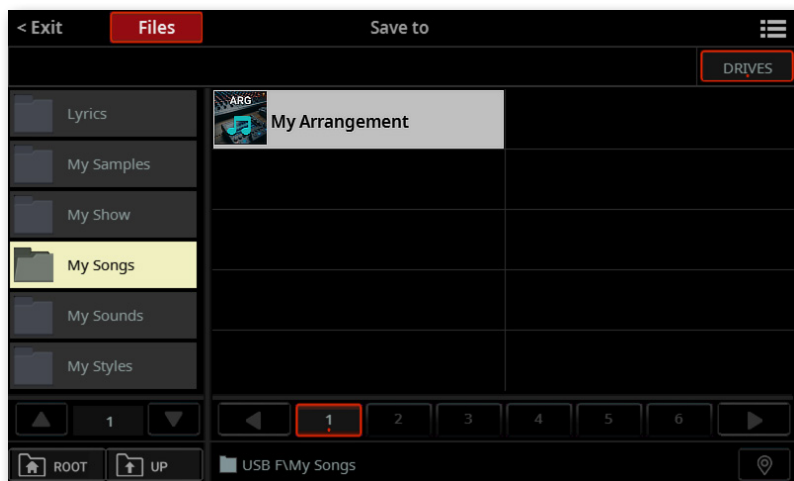
■ Rename the Arrangement

While in the **Save Arrangement** dialog, you may change the **name** of the Arrangement.

- 1 Touch the **Text Edit** (**T**) button to open the **virtual keyboard** and edit the name.
- 2 When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

■ Save to a different place

1 If you want to save to a different folder, touch the **To (target path)** button in the **Save Arrangement** dialog, and open the **Save to** window.



2 You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

3 Browse through the folders, and choose a directory where to save the Arrangement.

4 To save a new file, don't touch any of the Arrangements in the folder. On the contrary, if you want to overwrite one of the existing elements, touch it.

5 Press the **EXIT** button to close the **Save to** window and confirm your selection.

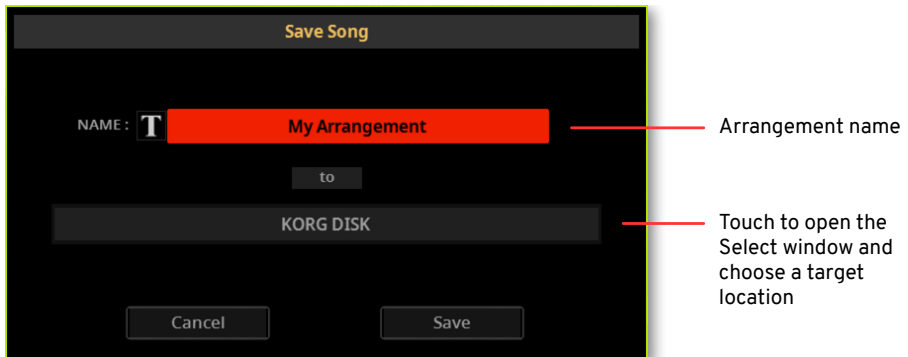
6 When back at the **Save Arrangement** dialog, confirm the Save operation by touching the **Save** button.

An Arrangement file will be created in the target storage device. The file will have an .arg extension.

Exporting the Arrangements as MIDI Files

■ Open the Export dialog

> Choose the **Export Arrangement as MIDI Song** command from the **page** menu (☰). The **Export Arrangement** dialog will appear.



■ Save over the same Arrangement

> If you want to overwrite the current MIDI File, just touch the **Save** button.

■ Rename the Arrangement

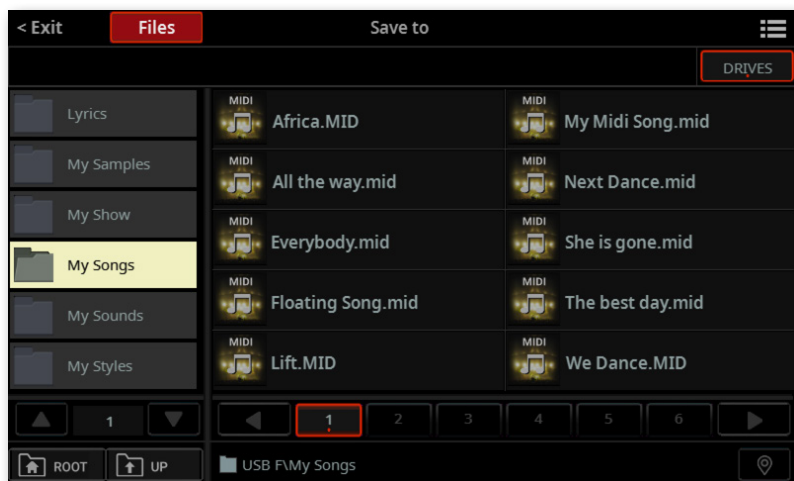
While in the **Export Arrangement** dialog, you may change the **name** of the Arrangement.

1 Touch the **Text Edit** (**T**) button to open the **virtual keyboard** and edit the name.

2 When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

■ Save to a different place

1 If you want to save to a different folder, touch the **To (target path)** button in the **Export Arrangement** dialog, and open the **Save to** window.



2 You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

3 Browse through the folders, and choose a directory where to save the MIDI File.

4 To save a new file, don't touch any of the MIDI Files in the folder. On the contrary, if you want to overwrite one of the existing elements, touch it.

5 Press the **EXIT** button to close the **Save to** window and confirm your selection.

6 When back at the **Export Arrangement** dialog, confirm the Export operation by touching the **Save** button.

A Standard MIDI File will be created in the target storage device. The file will have a .mid extension.

A setup measure, containing various Song initialization parameters, will be inserted at the beginning of the Song.

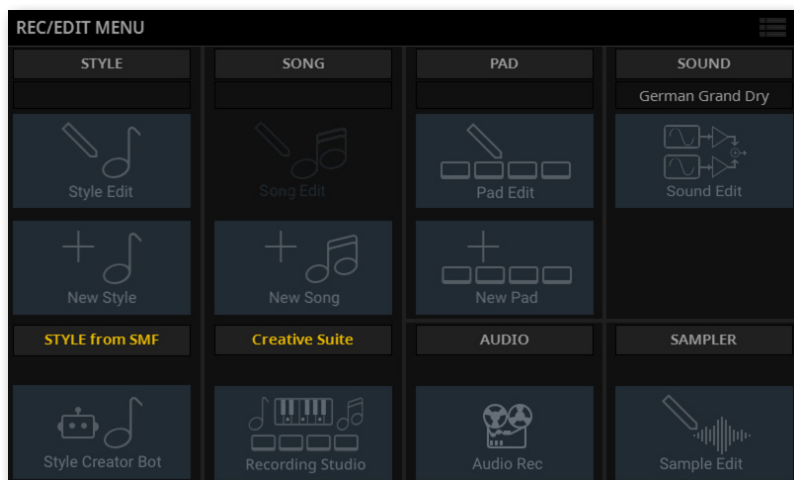
20

Converting MIDI Files to Styles

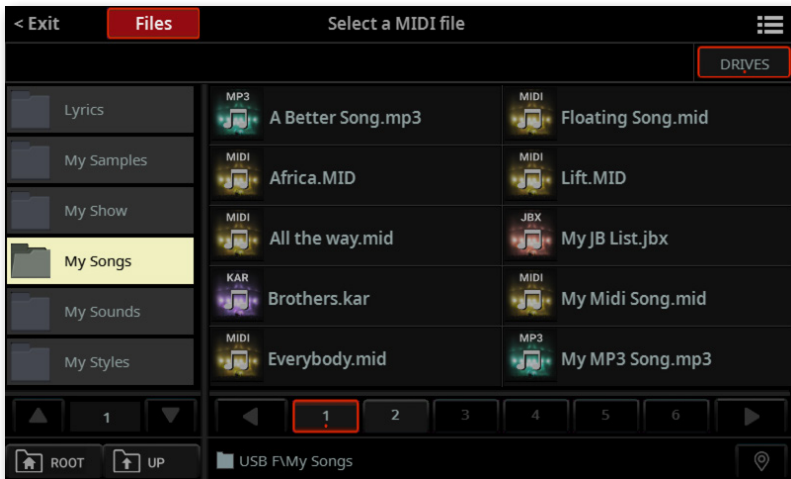
The Style Creator Bot

You can convert any commercially or freely available MIDI Song (in Standard MIDI File format) into a complete Pa5X Style. While Pa5X includes a state-of-the-art converter of this type that usually results in a careful recreation of the original song, the quality of results may vary depending on the source song.

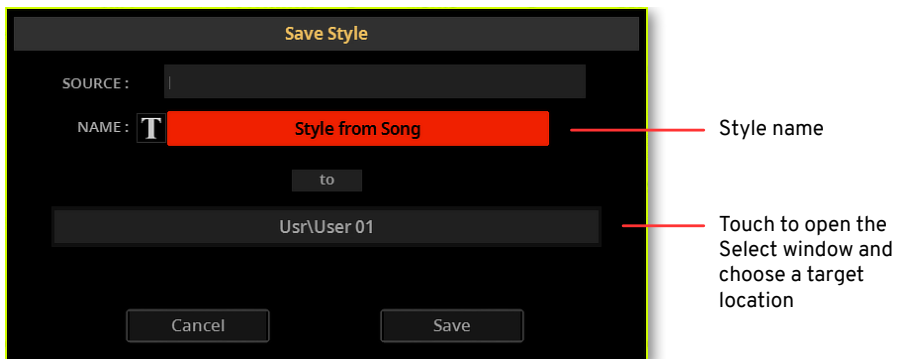
1 From the Home page, press the **REC/EDIT** button to open the **Record/Edit Menu** dialog.



- 2 Choose the **Style Creator Bot** option to open the file selector.



- 3 Select the source MIDI Song (.mid file), and confirm by pressing the **EXIT** button.
- 4 When the conversion is complete, you are asked to write the new Style into a Style folder.



- 5 After writing, you are asked if you want to load the new Style into Player 1.
- 6 Fine-tune the new Style with the functions of the **Style Record/Edit** section.

In the end, you will get a Style including all the Style Elements, the four Pads, and the four Keyboard Sets. Additionally, It will include a Chord Sequence that contains the chord progression recognized in the source MIDI Song (only choosing the significant chords).

21

Recording the Chord Sequences

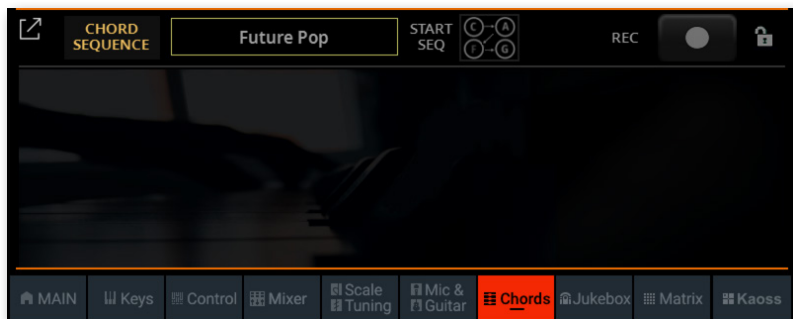
Recording Chord Sequences

You can record a Chord Sequence, that can then be saved to the dedicated library or in the selected User Style. The new Chord Sequence can then be used with any other Style.

Please note that recording a new sequence will delete the exiting one (if any).

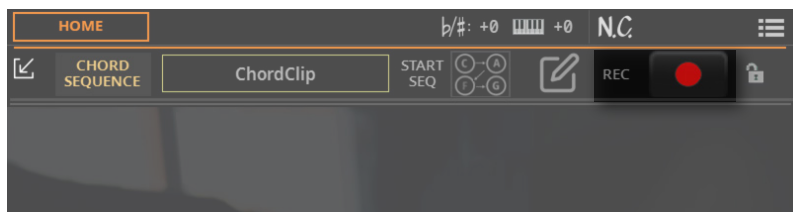
■ Prepare recording

- 1 Go to the **Home > Main** page, and choose a Style. If you want to save the new Chord Sequence in the Style, choose a User Style (Factory Style can't be overwritten).
- 2 Go to the **Home > Chords** pane.



■ Start recording

- 1 Touch the **Record (●)** button in the display. The button will start flashing in red. Any sequence already selected will be deleted from memory.



2 At this point, you can start recording in one of two ways:

- > If the **SYNCHRO START** indicator is turned off, play the first chord of the sequence, and keep it held. Then press the **PLAY/STOP** (▷◻) button to start recording.
- > If the **SYNCHRO START** indicator is turned on, recording will start as soon as you play a chord.

3 While recording, the **Record** (●) button in the display will be steadily red. Check the recognized chords appearing in the display.

■ Stop recording

1 Stop recording in one of two ways:

- > Press the **PLAY/STOP** (▷◻) button on the control panel. The Style will stop. The **CHORD > SEQUENCE** indicator will become white to show that there is a Chord Sequence available.
- > Touch the **Record** (●) button in the display. The button will go dark. The Style will continue to play. The **CHORD > SEQUENCE** indicator will become orange or blue, and the recorded Chord Sequence will play in loop.

2 At this point, you can use the **CHORDS > SEQUENCE** button to turn the sequence on or off.

3 Check if the recorded chords are correct.

■ Save the Chord Sequence

The Chord Sequence will remain in memory until you record a new Chord Sequence, choose a different Style or SongBook Entry, or turn the instrument off.

If the sequence is locked, it will not change when choosing a different Style or SongBook Entry.

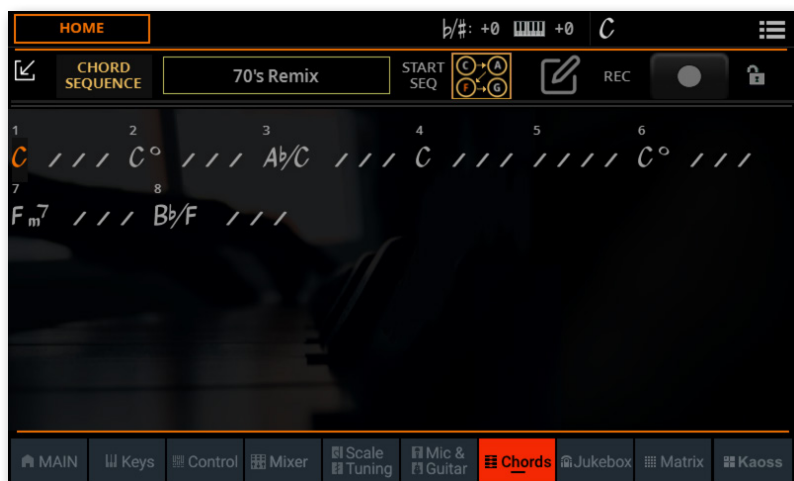
To avoid losing it, save it, as described in the following pages.

Editing the Chord Sequences

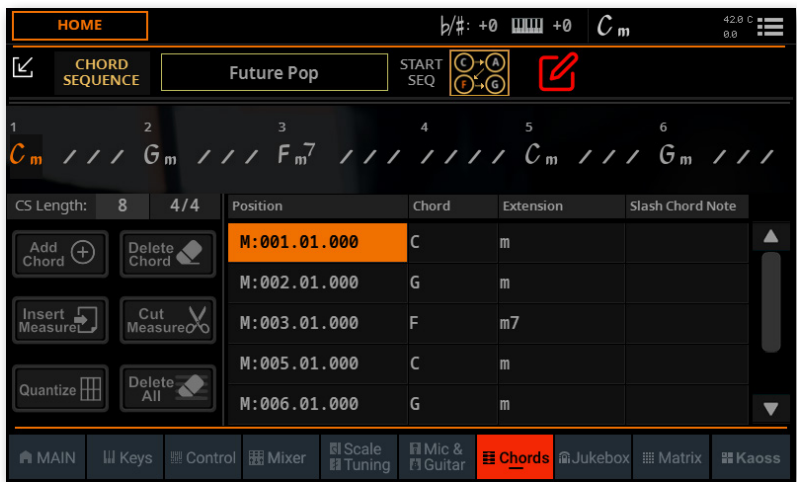
You can edit the Chord Sequences selected in the **Home > Chords** pane. After editing, you can save it over itself or as a new one.

■ Access Chord Sequence editing

- 1 Go to the **Home > Chords** pane.
- 2 To see all the options, touch the **Expand** (🔍) button to enlarge the pane.



3 Touch the **Edit** () button to open the **Chord Sequence Edit** page.



■ Check the status of the Edit button

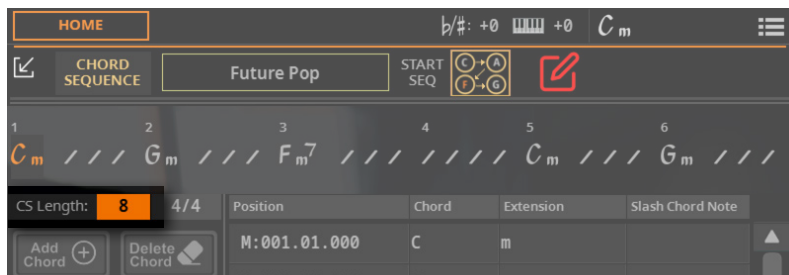
There are three possible statuses of the **Edit** () button.

Edit button status	Meaning
Dark gray	Chord Sequence empty.
White	Chord Sequence loaded, but not enabled.
Red	Chord Sequence enabled.

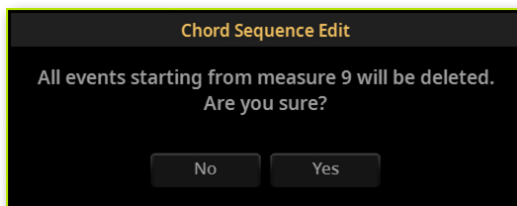
■ Change the Chord Sequence length

You can change the length of the Chord Sequence.

- 1 Select the **CS Length** parameter, and use the **DIAL** or **UP/DOWN** buttons to change the sequence's length in measures. As an alternative, touch it a second time to open the **numeric keypad**.



- 2 If choosing a lower value than the current one, a message will ask if you want to delete all the events in the measures you are cutting away.



Touch **Yes** to confirm, or **No** to keep everything as it is.

■ Edit the chords

- 1 Touch the **chord** to be edited in the event list. The corresponding **chord** in the Chord Sequence shown on top of the display will be highlighted.
- 2 Select the **M (Measure)**, and use the **DIAL** or **UP/DOWN** buttons to change the event's position. As an alternative, touch it a second time to open the **numeric keypad**.
- 3 Select the **Chord**, **Extension** or **Slash Chord Note** parameter, and use the **DIAL** or **UP/DOWN** buttons to change their value.

■ Add or delete a chord

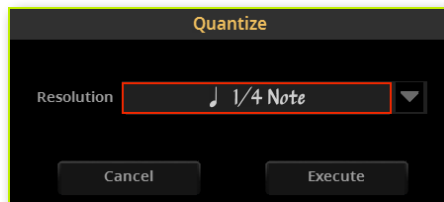
- > Touch the **Add Chord** button to add a chord at the current position.
 - > Touch the **Delete Chord** button to delete the selected chord.
-

■ Add or delete a measure

- > Touch the **Insert Measure** button to insert an empty measure at the current position.
 - > Touch the **Cut Measure** button to delete the current measure. All the events it contains will be deleted.
-

■ Quantize the Chord Sequence

- 1 Touch the **Quantize** button to open the **Quantize** dialog.



- 2 Choose the desired **quantize resolution** from the **pop-up menu**, and touch **Execute** (or **Cancel** to exit with no change).
-

■ Delete all the chords

- > Touch the **Delete All** button to delete all the chords in the sequence.
-

■ Exit from editing

- > Touch the **Edit** (✎) button to exit from the **Chord Sequence Edit** page.
 - > When done editing, you can make the pane go back to the reduced size by touching the **Collapse** (⌵) button.
-

■ Save the Chord Sequence

- > Choose the **Save Chord Sequence** command from the **page menu** (☰). More details on saving Chord Sequences are at the end of this section..

Saving a Chord Sequence

You can save your Chord Sequences into the dedicated library, or as the Chord Sequences inside a User Style.

You can't overwrite a Factory or Local Chord Sequence or Style. If you want to edit and save a Factory Chord Sequence, copy or save it into the User area.

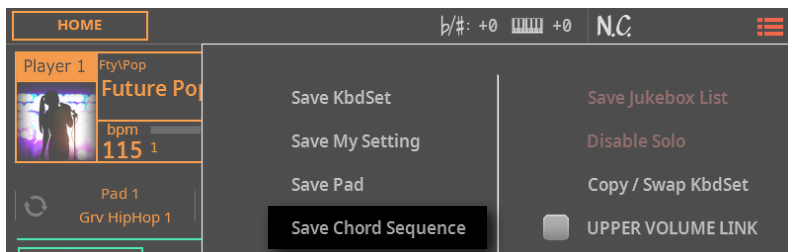
Please note that saving the Chord Sequence can be also done by saving a User Style.

NOTE: All changes will be lost when choosing a different Chord Sequence, unless you save it.

Saving Chord Sequences to the library

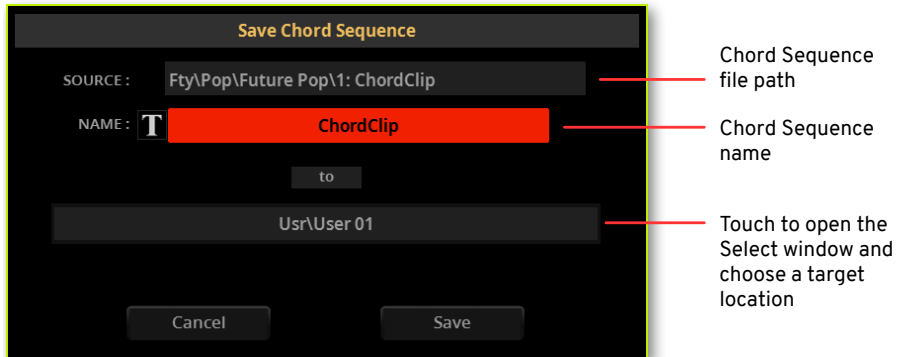
The library is where you organize the Chord Sequences by type and category, independently from a Style or SongBook Entry. You can recall these Chord Sequences from the **Home > Chord** page. The selected Chord Sequence can then be saved with a Style or SongBook entry.

- **Open the Save dialog from the display**
- > Choose the **Save Chord Sequence** command from the **page menu** (☰).

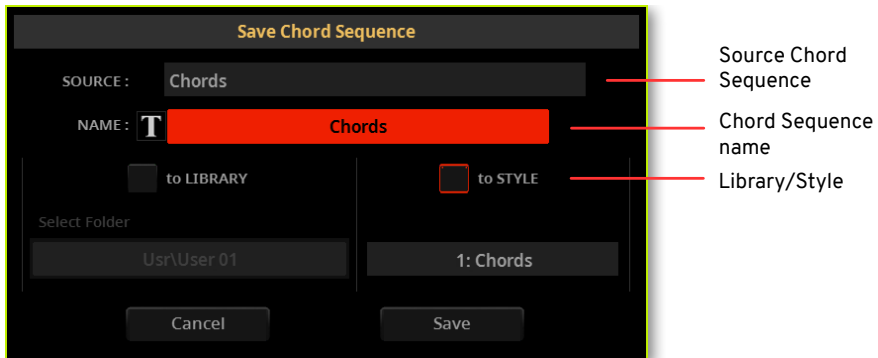


■ Choose a name and target location

The **Save Chord Sequence** dialog will appear. If the selected Style is a **Factory** or **Local** one, and you can't save on it, you will only be allowed to save into the **Chord Sequence Library**.



If the selected Style is a **User** one, you will be allowed to choose whether to save into the **Style** or into the **Chord Sequence Library**.



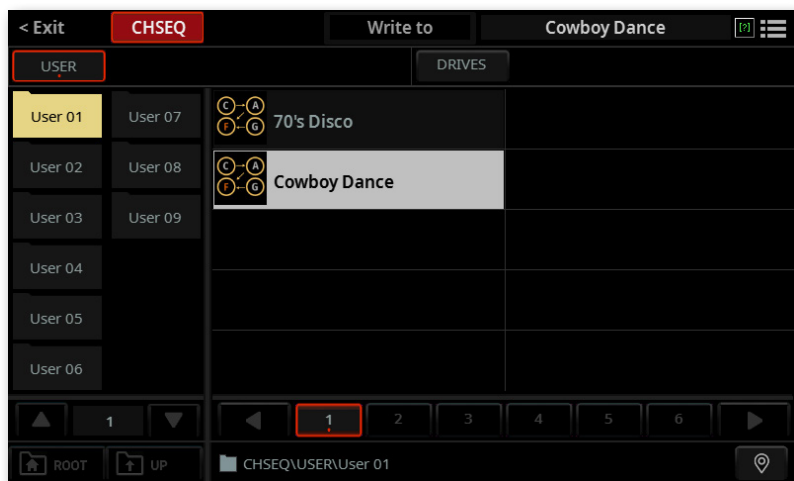
■ Rename the Chord Sequence

While in the **Save Chord Sequence** dialog, you may change the **name** of the Chord Sequence.

- 1 Touch the **Text Edit** (**T**) button to open the **virtual keyboard** and edit the name.
- 2 When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

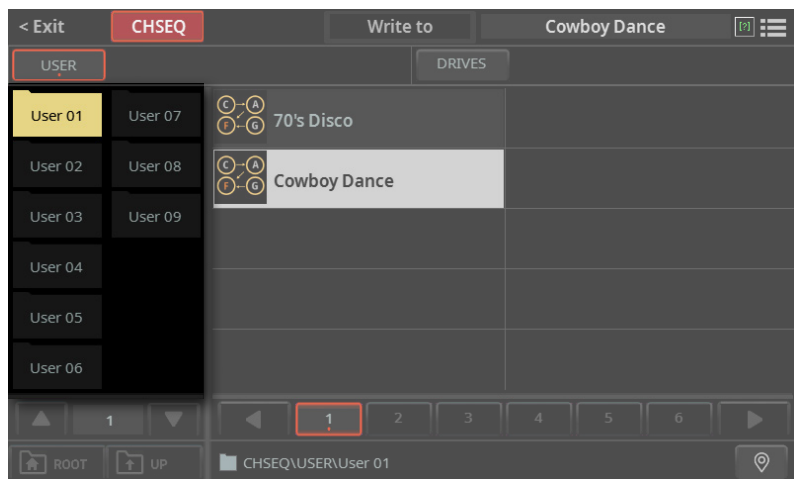
■ Save to a different location

1 If you want to save to a different folder, touch the **To (target location)** button in the **Save Chord Sequence** dialog, and open the **Save To** window.



You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

2 Touch the **folder** where you want to save the new Chord Sequence.



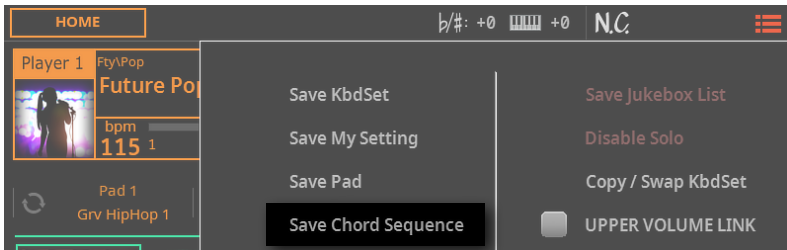
- 3 To save a new file, don't touch any of the Chord Sequences in the folder (shown in the right side of the window). On the contrary, if you want to overwrite one of the existing elements, touch it.
- 4 Press the **EXIT** button to close the **Save To** window and confirm your selection.
- 5 When back at the **Save Chord Sequence** dialog, confirm the Save operation by touching the **Save** button.

Saving Chord Sequences into a Style

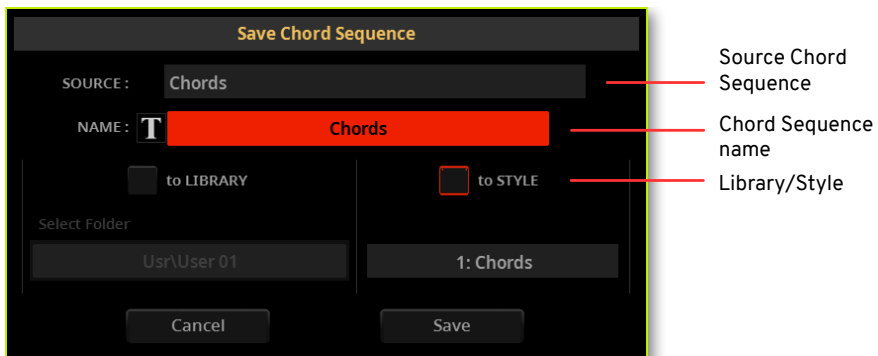
Styles can contain a Chord Sequence. When choosing a Style, a Chord Sequence matching with the selected Style is automatically selected.

You can save a new Chord Sequence into a User Style. Factory Styles can't be overwritten. If you want to edit and save a Factory Style, copy it into the User area.

- > While a User Style is selected, choose the **Save Chord Sequence** command from the **page menu** (☰).



The **Save Chord Sequence** dialog will appear.



■ Rename the Chord Sequence

While in the **Save Chord Sequence** dialog, you may change the **name** of the Chord Sequence.

- 1** Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name.
- 2** When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

■ Save the Chord Sequence

- >** There is a single Chord Sequence location in the Style, so just touch the **Save** button.

22

File, Search

Searching for files and other elements

Using the Search function

Depending on the page, you can search for different types of data. For example, while in the **File** pages you can only search for files, while in the **Home** pages you can search for several different types of data (Styles, Songs, Lyrics...).

The Search function is also available while a Select window is open. It is not available in all pages, since sometimes there are no relevant data to search for a particular page (for example, the **Settings** pages).

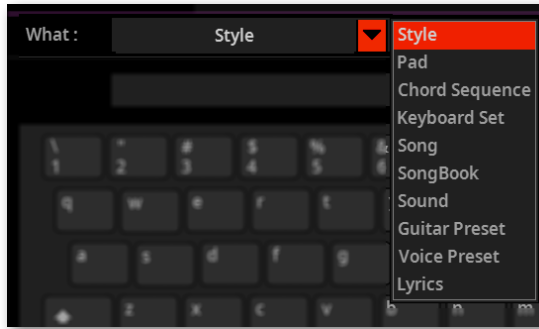
■ Access the Search window

- > Press the **SEARCH** button to open the **Search** window.



■ Choose the type of data to look for

- > If needed, use the **What** menu to choose the type of item you are looking for.

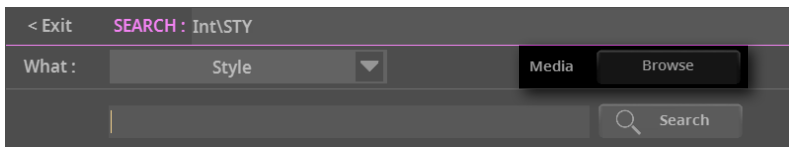


■ Choose a storage device and folder

When searching for some types of data, you can choose a storage device and folder where to do your search. When one of the allowed types of data is chosen, the **Browse** button will be enabled.

Searching in a storage device other than the internal memory is not allowed for Sounds, SongBook Entries, Microphone and Guitar Presets.

- 1 While in the **Search** window, touch the **Browse** button to open the **File Browser**.



- 2 The **File** browser appears. You can switch between **Tile View** and **List View** mode by using the **Show as List** option in the **page menu** (☰).

3 While in the **Tile View** mode, touch the **storage device** on the left, and browse through the folders on the right. Touch a **folder** to open it. Touch the **Up** button to close the current folder and go to a higher level in the directory. Touch the **Root** button to return to the top level of the device.

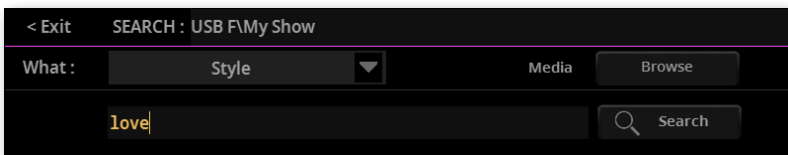


4 When you have opened the **folder** containing the file you are looking for, press the **EXIT** button to close the **File** browser and return to the **Search** window. The name of the selected folder will be shown in the **title bar** of the **Search** window.



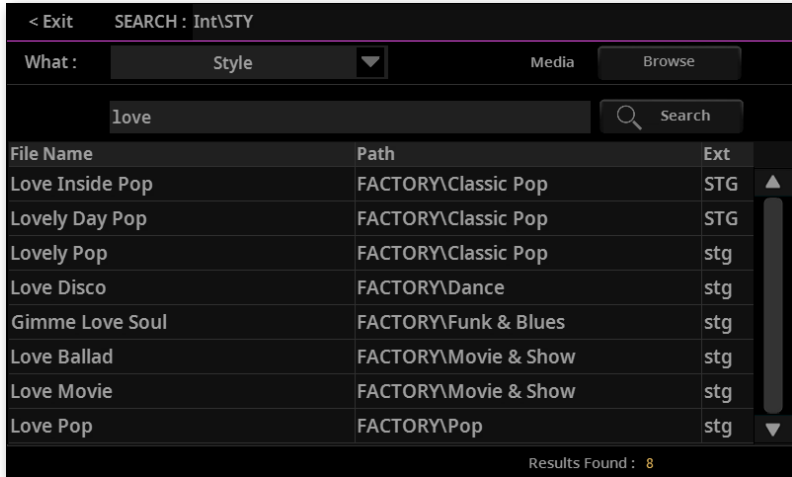
■ Type a text string and start searching

1 Type the **name of the item** you are looking for. There is no difference between upper and lower cases (“LOVE” is the same as “Love” or “love”).



2 If you want to delete the full string, keep the **Backspace** button pressed.

- 3** When finished entering the name, touch the **Search** button. After a while, the list of items found in the selected place(s) will start showing on the display.



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

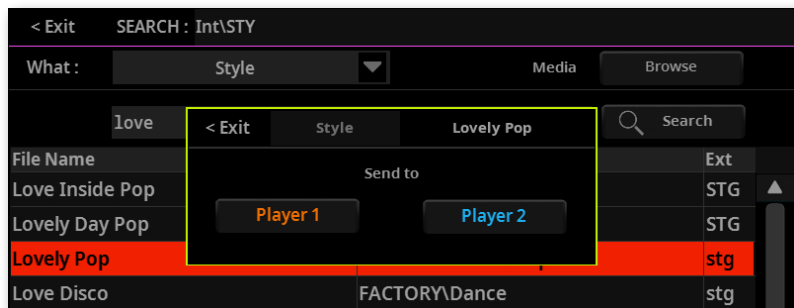
Please wait for the current search to be completed, or touch the **Stop** button to stop the current search and do a new one.

■ Searching for a different text strings

- 1** Enter the new search string in the text field.
- 2** Touch the **Search** button again.

■ Select the item found and assign it to a Player

- 1 If you have found what you were looking for, touch its name in the list.
- 2 When choosing a Style, Song, Pad or Chord Sequence, a dialog will ask you to choose the target Player.

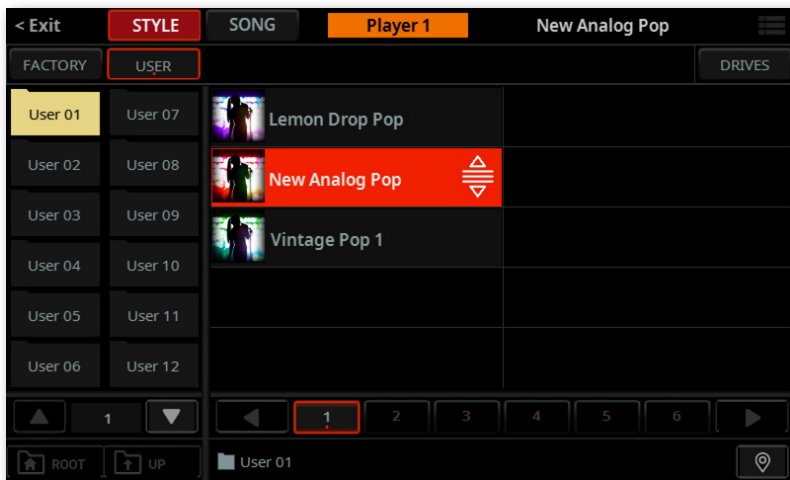


- 3 Choose the target **Player**. If you want to close this dialog without selecting anything, press the **EXIT** button instead.

Rearranging the User elements

As an alternative to the default alphabetical order, you can rearrange freely some of the User elements in a bank (folder). You can rearrange User Styles, Pads, Keyboard Sets and Chord Sequences. Factory and Drive elements can't be rearranged.

- 1 Open the **Select** window, and browse through the User banks (folders) to find the list of elements you want to rearrange.
- 2 When you see the element you want to move, touch it and keep it until it become highlighted, and the **Move** (≡) icon appears.

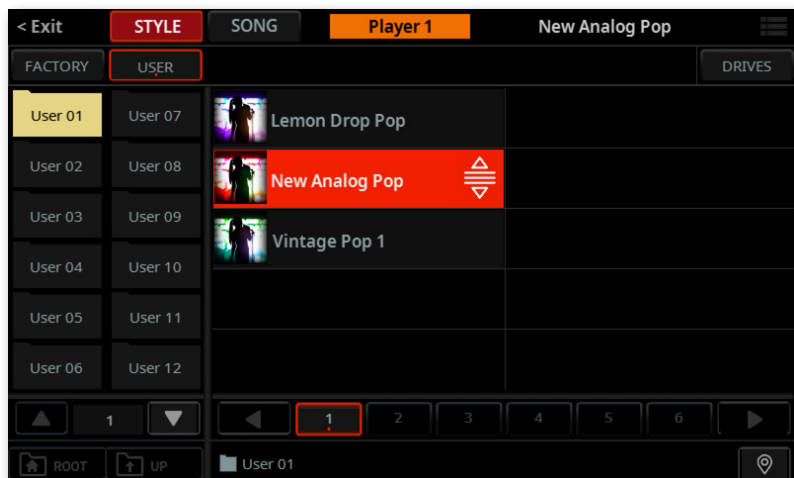


- 3 Move the selected element to a different location in one of these ways:
 - > Touch the **target location**.
 - > Use the **DIAL** or **UP/DOWN** buttons to move the element up or down in the list.
- 4 When done, press the **EXIT** button to confirm and deselect the element.

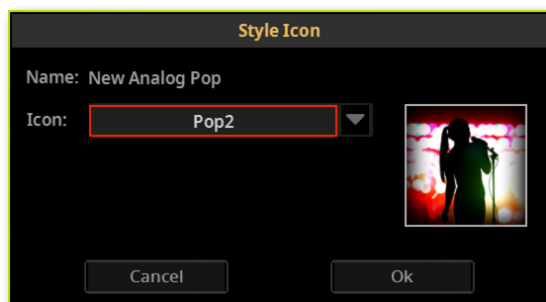
Changing the User element's icon

You can replace the icon of a User element with a different icon.

- 1 Open the **Select** window, and browse through the User banks (folders) to find the element whose icon you want to change.
- 2 When you see the element, touch it and keep it until it become highlighted, and the **Move** (≡) icon appears.



- 3 Touch it again, and keep it until the **Element Icon** dialog appears.



- 4 Use the **Icon** pop-up menu to choose one of the available icons.

- 5 When done, touch the **OK** button to confirm.
- 6 When back to the **Select** window, press the **EXIT** button to deselect the element.

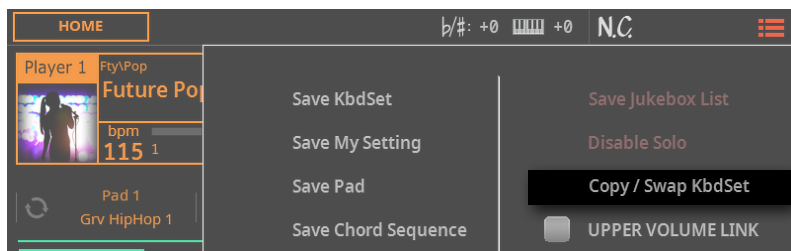
Copying and moving Keyboard Sets between Styles and SongBook Entries

Copying Keyboard Sets between Styles or SongBook Entries

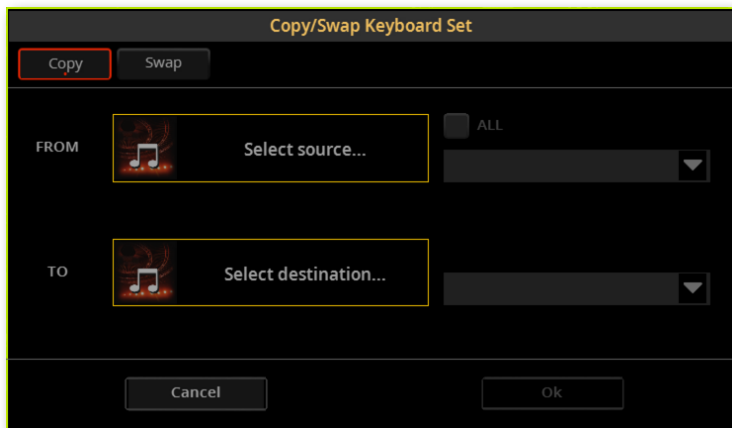
You can copy the Keyboard Sets between User Styles or SongBook Entries.

■ Choose the source and target Styles

1 While in the Home page, choose the **Copy/Swap KbdSet** command from the page menu (☰).

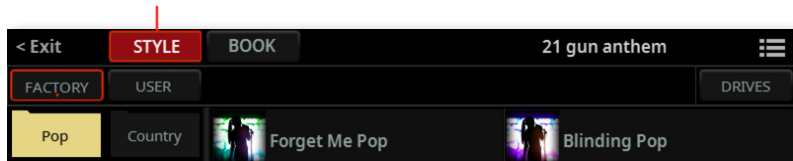


- 2 In the dialog, be sure the **Copy Keyboard Set** pane is shown.

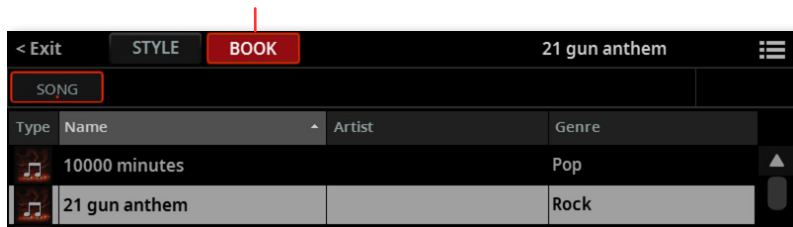


- 3 Touch the **From > Select resource...** button to open the **file selector**.
- 4 Select **Style** or **(Song)Book** as the source type.

Select from a Style



Select from a SongBook Entry



- 5 Browse through the drives and folders, or scroll the Book list, until you find the source Style or Entry. Touch the item to select it.
- 6 Press the **EXIT** button to return to the **Copy Keyboard Set** dialog.
- 7 Touch the **To > Select resource...** button to open the **file selector**.
- 8 Select **Style** or **(Song)Book** as the source target.

9 Browse through the drives and folders, or scroll the Book list, until you find the target Style or Entry. Touch the item to select it.

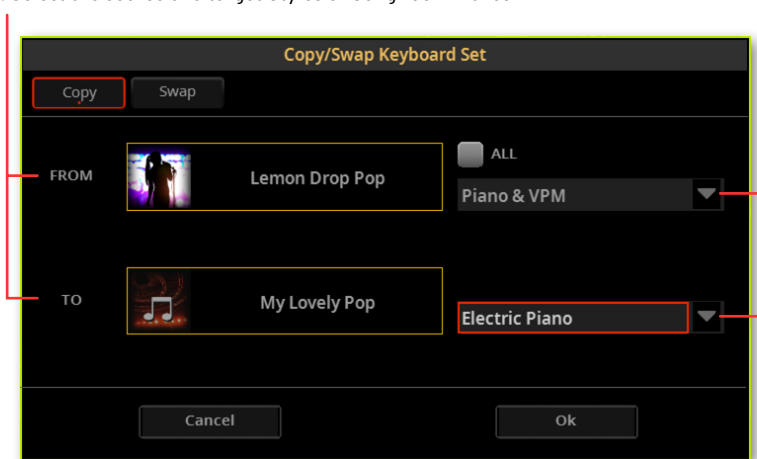
10 Press the **EXIT** button to return to the **Copy Keyboard Set** dialog.

■ Copy individual Keyboard Sets

You can copy a single Keyboard Set from the source Style or Entry and paste it into a single location within the target Style or Entry.

1 Use the **pop-up menus** to choose the source and target Keyboard Set locations.

a. Select the source and target Styles or SongBook Entries



b. Select the source and target Keyboard Sets

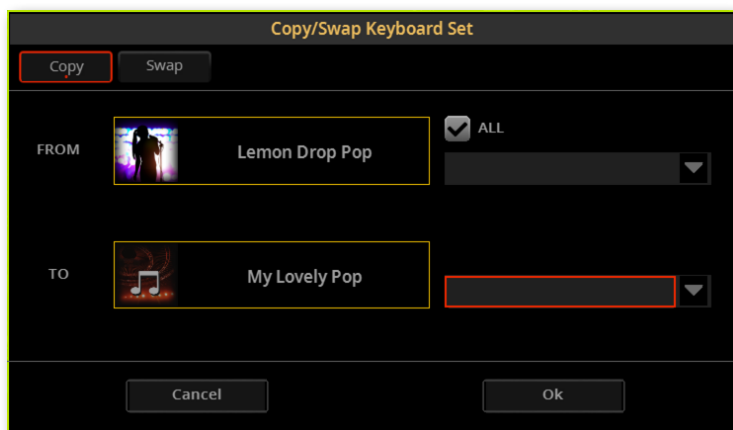
2 Touch the **OK** button to confirm copying.

WARNING: The Keyboard Set at the target position will be deleted.

■ Copy all the Keyboard Sets

You can copy all the Keyboard Sets contained in the source Style or Entry, and paste them into the target Style or Entry.

- 1 While in the **Copy Keyboard Set** dialog, select the **All** checkbox.



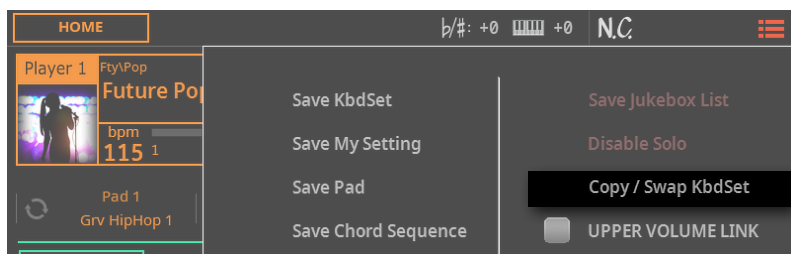
- 2 Touch the **OK** button to confirm copying.

Swapping the Keyboard Set position in a Style or SongBook Entry

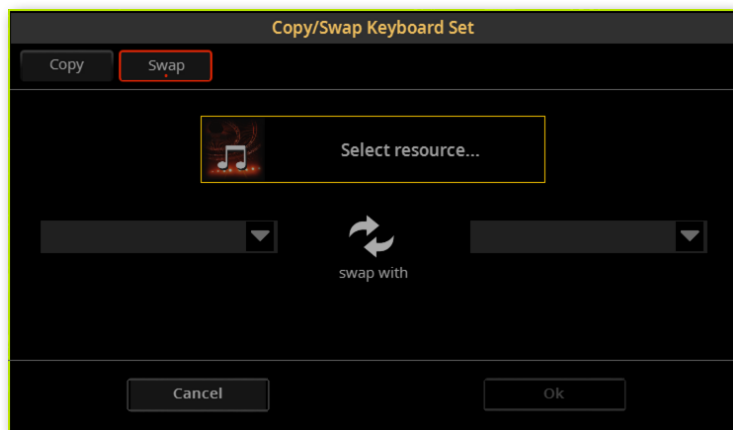
You can swap the position of two Keyboard Sets within a User Style or SongBook Entry.

■ Choose the Style to edit

- 1 While in the **Home** page, choose the **Copy/Swap KbdSet** command from the page menu (☰).



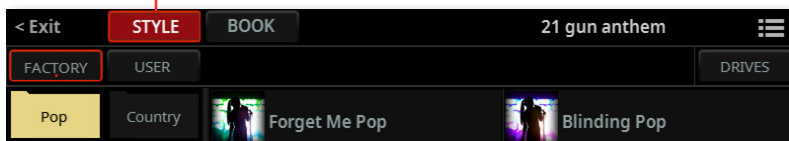
- 2 In the dialog, touch the **Swap** button to show the **Swap Keyboard Set** pane.



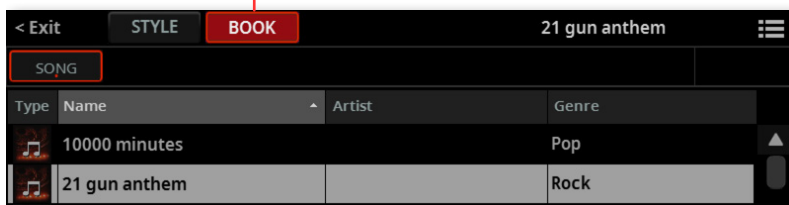
- 3 Touch the **Select resource...** button to open the **file selector**.

4 Select **Style** or **(Song)Book** as the source type.

Select from a Style



Select from a SongBook Entry



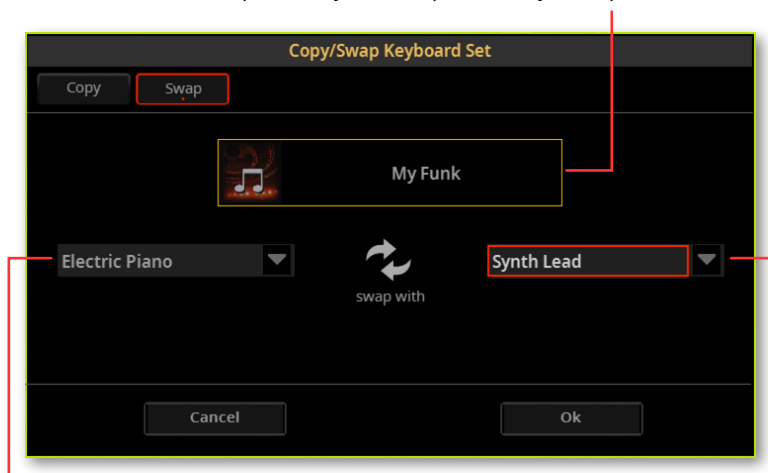
5 Browse through the drives and folders, or scroll the Book list, until you find the Style or Entry to edit. Touch the item to select it.

6 Press the **EXIT** button to return to the **Swap Keyboard Set** dialog.

■ Swap the Keyboard Sets

1 Use the **pop-up menus** to choose the two Keyboard Sets to be swapped.

a. Select the Style or SongBook Entry containing the Keyboard Sets



b. Choose the Keyboard Sets to be swapped

2 Touch the **OK** button to confirm swapping.

NOTE: The name of the Keyboard Sets will not be immediately updated in the **Main** page. Please select the Style or SongBook Entry again to update them.

Converting data from Pa4X

Supported Pa4X data

Pa5X has extensive support for data from Pa4X.

- User Sounds, User Drum Kits and User Samples are converted.
- Keyboard Sets are converted.
- Styles and Pads are converted. Chord Sequences saved into the Styles are converted.
- Chord progressions in the Intro and Ending Style Elements are now shown in the Chords track.
- The Global/Settings, MIDI Presets, QT Scale Presets and Maxx Presets are not converted.
- The User Voice Presets are not converted.
- The SongBook is converted and the Sounds, Styles and Mic/Voice Presets are remapped to an equivalent one, when available. Pads, Chord Sequences saved in the Entries are converted. Linked resources (MID, MP3, TXT files) are relinked according to the rules described in the following section.
- Sounds and Drum Kits from localized versions (like the MUSIKANT or the ORIENTAL) may be missing after the conversion on the INTERNATIONAL version. Other data may be missing as well.
- Data that are missing from the original SET folder will be missing in the converted KST folder. For example, you might have saved the User Keyboard Sets, but not the User Sounds or Samples, and these will be missing.

Compatibility with other models, older data and third-party converters

Please note that Pa5X can only convert user data created with Pa4X. When loading data created on different models, or converted through third-party utilities, compatibility can't be granted. They may work, but may exhibit an unexpected behavior.

If you still need to use older data, and you experience issues with them, please send them to KORG through your Dealer or Distributor, so that we can analyze them and try to fix the problem. Please detail the symptoms, and explain the procedure to replicate your issue.

Converting the Pa4X data

Before loading the data from Pa4X you have to first convert its SET folders into Pa5X's KST folders, where the converted data will be automatically saved.

Please note that conversion times may be long. A progress bar will show the current situation on the display.

When the conversion is done, the **ConvertReport.txt** file containing a list of conversion messages will appear inside the new KST folder.

■ Save the old data into a SET folder

Before moving the data to Pa5X, save all the older instrument's memory content into a new SET folder onto an USB storage device.

■ Collect the linked SongBook files (MID, MP3, TXT files)

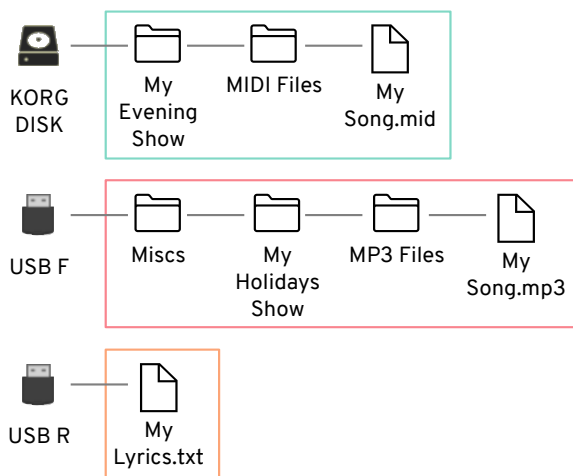
The SongBook can link MID, MP3 and TXT files from multiple sources, for example the internal drive and external USB storage devices, or different folders inside them. Conversion will try to preserve the same structure.

Collect all the linked files into the root or a single parent folder inside the Pa5X's KORG DISK. Copy the entire containing folder, and not only the individual files. The original directory structure will have to remain the same as in the original.

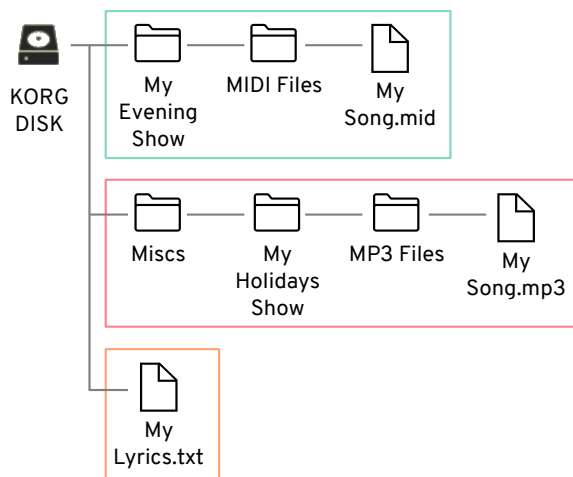
Please choose this position carefully, since moving the data it contains after the conversion will break the links inside the SongBook Entries.

For example, you can move everything into the root of the internal drive, as in the following example.

Pa4X

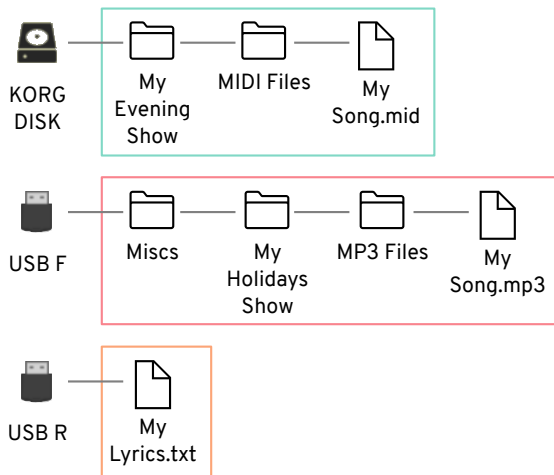


Pa5X

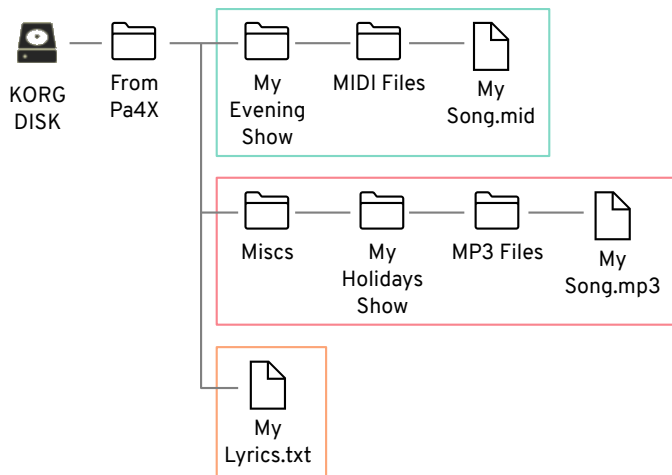


Or, to leave the root cleaner, create a folder in the root ('From Pa4X' in this example), and move everything into it – still preserving the original paths.

Pa4X



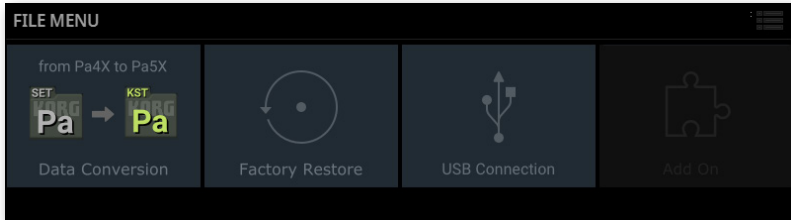
Pa5X



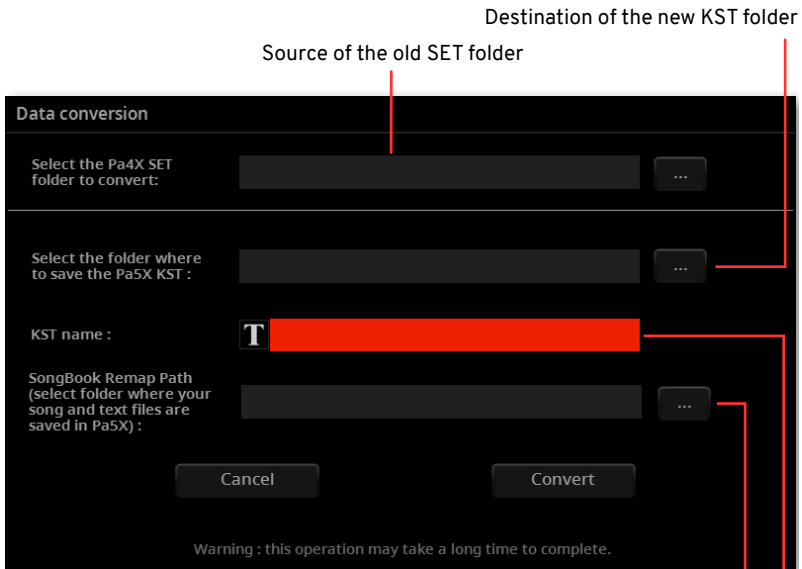
■ Convert the data

When you have the older data ready, connect the USB storage device(s) in which they are contained to Pa5X.

- 1 Press the **FILE**, then the **MENU** button to open the **File > Menu** page.



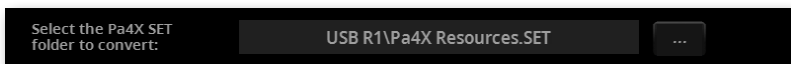
- 2 Touch the **Data Conversion** button to open the **Data Conversion** page.



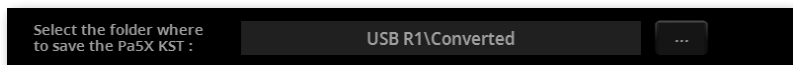
Folder where to find the MID, MP3 and TXT files linked to the SongBook Entries

Name of the destination KST folder

- 3 Touch the **Source > Browse (...)** button to open the file browser and choose the source **SET folder** containing the Pa4X data.



4 Touch the **Destination > Browse (...)** button to open the file browser and choose a destination for the converted **KST folder**.

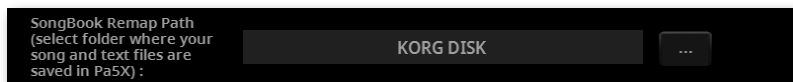


5 Touch the **Text Edit (T)** button to open the **virtual keyboard** and edit the name. When done editing the name, confirm by touching the **OK** button under the virtual keyboard.

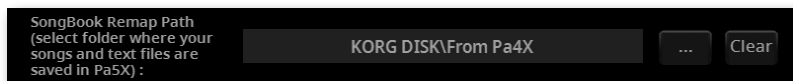


6 Choose the drive or folder where you collected the linked SongBook files (MID, MP3, TXT files) by touching the **SongBook Remap Path > Browse (...)** button and opening the file browser.

NOTE: This parameter will remain dimmed if no SongBook data is found inside the source **SET folder**.

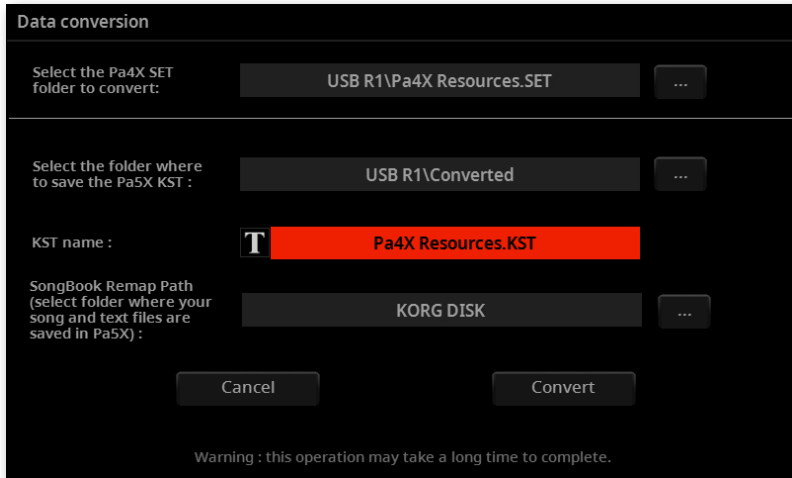


With the root of the internal drive selected



With a folder ('From Pa4X') in the root of the internal drive selected

- 7 Be sure all the fields are filled.



The image shows a 'Data conversion' dialog box with a dark background. It contains four input fields, each with a label on the left and a text box on the right. The first field is 'Select the Pa4X SET folder to convert:' with the value 'USB R1\Pa4X Resources.SET'. The second field is 'Select the folder where to save the Pa5X KST :' with the value 'USB R1\Converted'. The third field is 'KST name :' with a red text box containing 'Pa4X Resources.KST' and a small icon to its left. The fourth field is 'SongBook Remap Path (select folder where your song and text files are saved in Pa5X):' with the value 'KORG DISK'. At the bottom, there are 'Cancel' and 'Convert' buttons. A warning message at the very bottom states: 'Warning : this operation may take a long time to complete.'

Data conversion

Select the Pa4X SET folder to convert: USB R1\Pa4X Resources.SET ...

Select the folder where to save the Pa5X KST : USB R1\Converted ...

KST name : **T** Pa4X Resources.KST

SongBook Remap Path (select folder where your song and text files are saved in Pa5X): KORG DISK ...

Cancel Convert

Warning : this operation may take a long time to complete.

- 8 Touch the **Convert** button, and wait for the files to be converted into the new format.

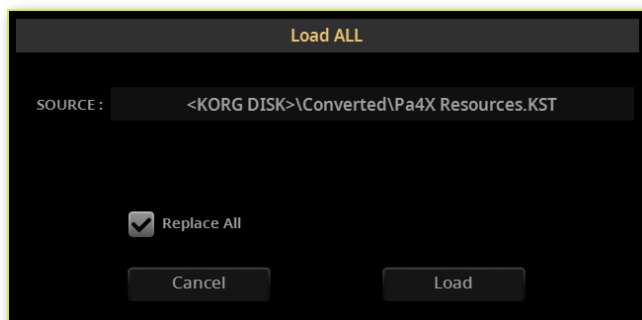
Loading the converted data

After having converted the Pa4X data, you can load them into Pa5X. Please check their integrity after loading.

■ Load the data

When done converting data from Pa4X, load the new KST folder.

- 1 Before loading the converted data, please make a backup of your existing User data. Save all of them into a new **KST folder**.
- 2 Then load the converted data. Go to the **File > Main** page and find the new **KST folder**.
- 3 Touch the folder to open it, and choose the **Load** command from the **page menu** (☰). The **Load All** dialog will appear.



- 4 Choose whether you want to Merge or Replace the data.
 - > If you **select** the **Replace All** checkbox, all the existing User files of the selected type (Style, Keyboard Set...) in the internal memory will be replaced by the ones you are loading.
 - > If the **Replace All** checkbox will remain **unselected**, the files you are loading will be merged with the ones already existing in the internal memory. Only the files with the same name will be replaced.

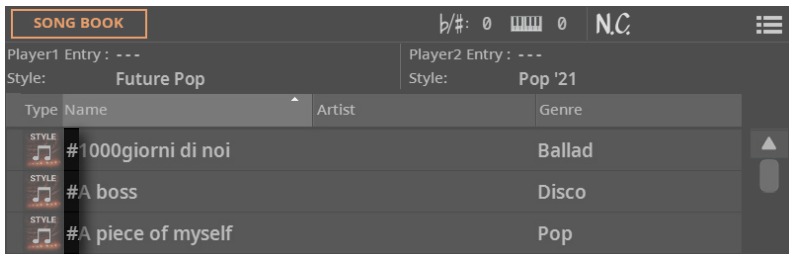
WARNING: Please note that replacing will delete all the data being replaced. Be sure to have a backup of the data you don't want to lose.

■ Check the converted data

While most data will be converted flawlessly, some might not. Some data may require further editing.

Check if all the Keyboard Sets, Sounds, Styles and Pads are working as expected. If not, edit them. In some case, you may prefer to replace the older data with the better ones offered by Pa5X.

In the SongBook, both the Book list and the Set Lists are converted. If a resource is missing from an Entry, a hashtag (#) is shown before the name.



If this happen, go to the **Entry Edit** page and relink the missing resource, or find a new one that can replace the older.

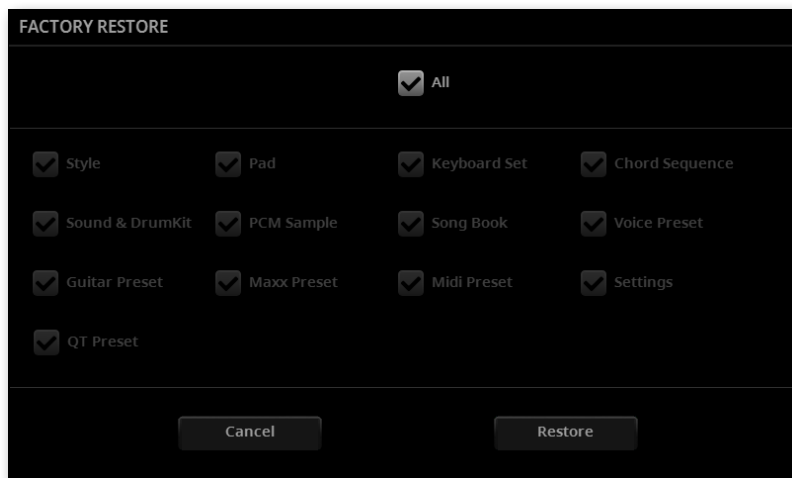
You can also see the missing resources by opening the **ConvertReport.txt** file that you can find inside the new **KST folder**.

■ Save the edited KST folder

If you have edited the converted data, save it as a KST folder. You can either overwrite the existing folder, or create a new one.

■ Clean the User memory

If you prefer to clean the User memory, after having checked the converted data, you can use the **File > Menu > Factory Restore** command. After restoring the data, turn the instrument off, then on again.



After the memory has been cleaned, you can reload the separate data from any KST folder, including the Pa5X data you previously backed-up, and portions of the converted Pa4X data.

Please note that the SongBook always needs the linked MID, MP3 and TXT files at the original position. If they are not reloaded, or are placed in a different way, they will not be found. If this happens, reload them at the original position, or relink them in the **SongBook > Entry Edit** pages.

APPENDIX

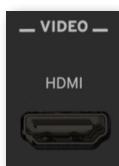
23

Video connections

Connecting an external display

You can connect Pa5X to a TV or video monitor, to read lyrics and chords with your fellow musicians or the audience.

Use the **VIDEO > HDMI** connector to connect Pa5X to a TV set or video monitor. Please use a certified HDMI cable.



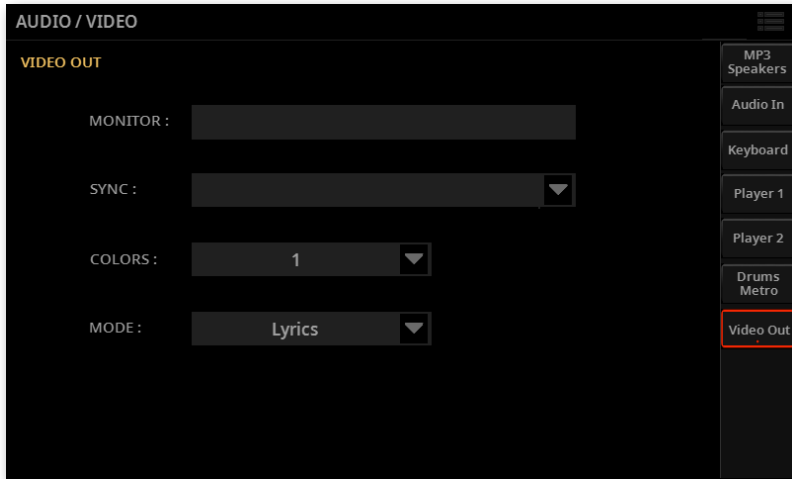
Depending on the type of video monitor to be connected, you will have to choose a different cable. You can buy the needed cables at a store that sells television equipment.

Monitor Connector	Cable
HDMI	HDMI-to-HDMI
DVI	HDMI-to-DVI
VGA	HDMI-to-VGA

Adapters from HDMI to older connector types (like SCART or Video Composite) do exist, but their compatibility with Pa5X can't be guaranteed.

■ Go to the Video Out page

- 1 If it is off, turn the instrument on.
- 2 Go to the **Settings > Menu > Audio/Video > Video Out** page.



■ Check if the monitor is recognized

- > When the monitor is recognized, its name appears in the **Monitor** line. If it doesn't appear, check the connections.

■ Choose the synchronization option

In case the instrument and the external video monitor can't automatically choose the correct synchronization option, you can do it manually.

- > Use the **Sync** parameter to choose one of the synchronization options. Choose the one that works the best with your monitor.

The chosen option will remain memorized. If you connect a different monitor, you may need to repeat the synchronization procedure described above.

■ Turn the external monitor on

- > Turn the video monitor on, and tune it on the correct AV input.

■ **Set the colors**

> In the same page, use the **Colors** menu to choose the preferred set of colors for the lyrics and the background.

Colors	Meaning
1...5	Color set. Try them to find the one you feel most comfortable with.

■ **Choose what to display**

> In the same page, use the **Mode** menu to choose what to show in the video monitor.

Mode	Meaning
Lyrics	Only Lyrics and Chords (if any) are shown in the external display. (This is the default option at startup.)
Display Mirror	The internal display is duplicated ('mirrored') to the external display.

24

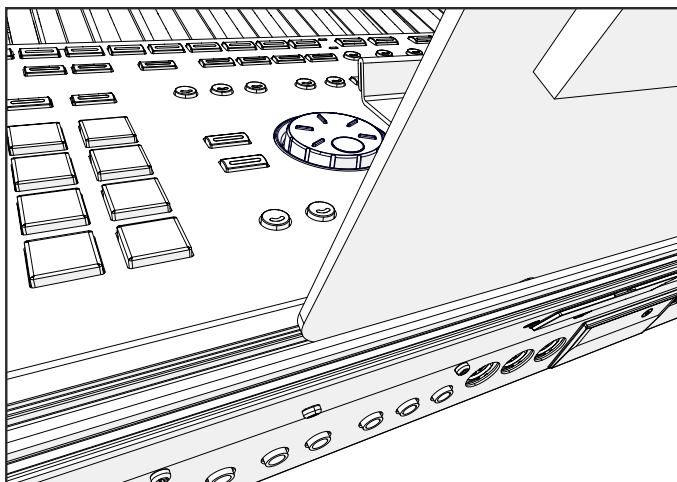
Installing the options

Assembling the music stand

Follow these instructions to assemble the supplied music stand.

Assembling the music stand without the amplification bar installed

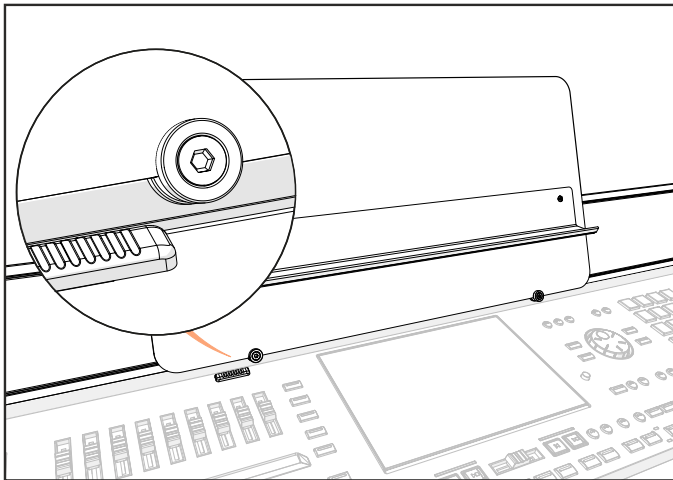
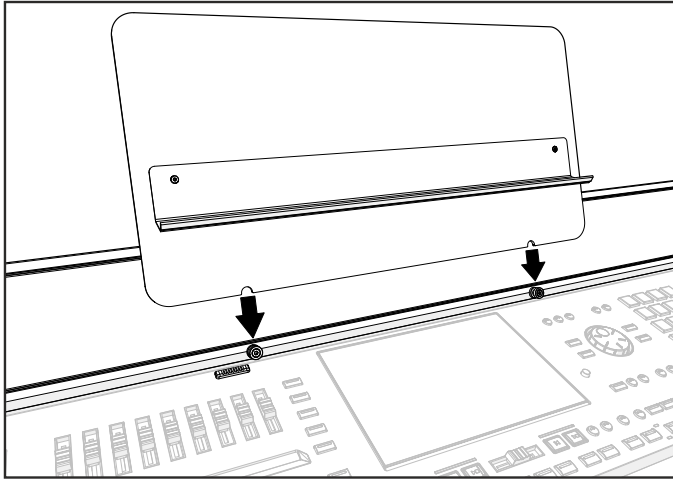
1 Insert the music stand into the dedicated guide on the back of Pa5X, as shown in the illustration.



2 Freely adjust the music stand, by sliding it to the left or the right of the standard central position.

Assembling the music stand with the amplification bar installed

- > When the (optional) PaAS amplification system is installed, make the music stand rest over the nylon supports in front of the PaAS, as shown in the illustration.



Replacing the clock battery

You can replace the clock backup battery with a standard lithium battery (type CR2032 3V). You can buy the needed battery at a store that sells computer or electronics components. Do not use replacements other than the one indicated, or you risk to damage the instrument!

WARNING: KEEP OUT OF REACH OF CHILDREN. Battery ingestion can cause severe internal burns in just two hours. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

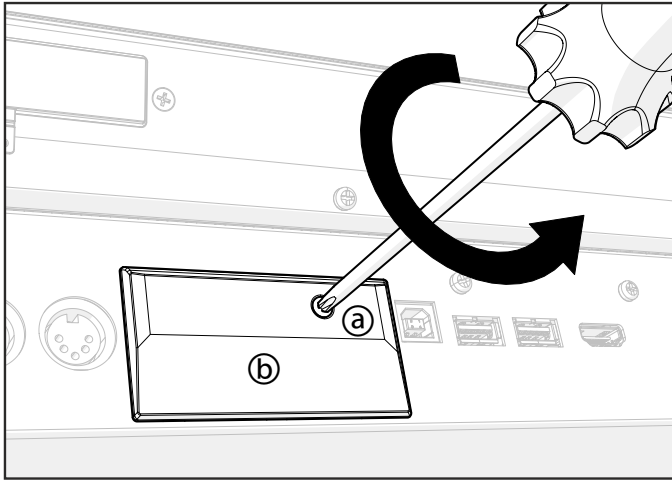
Precautions

- Installation of the battery is done at the user's own risk. KORG will assume no responsibility for any data loss, damage or injury resulting from its improper installation or use.
- Be sure to disconnect the instrument from the AC plug, before opening it.
- To prevent your body's static electricity from damaging the board's components, touch an unpainted metallic component before proceeding with the installation.

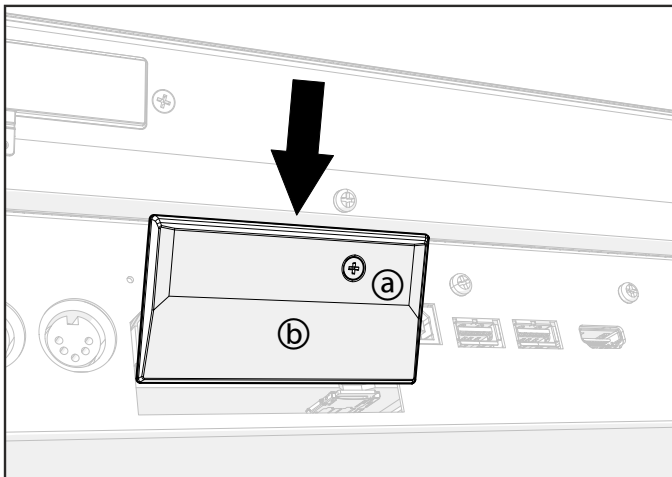
Installation

For installation, you will need a cross-point screwdriver (not supplied).

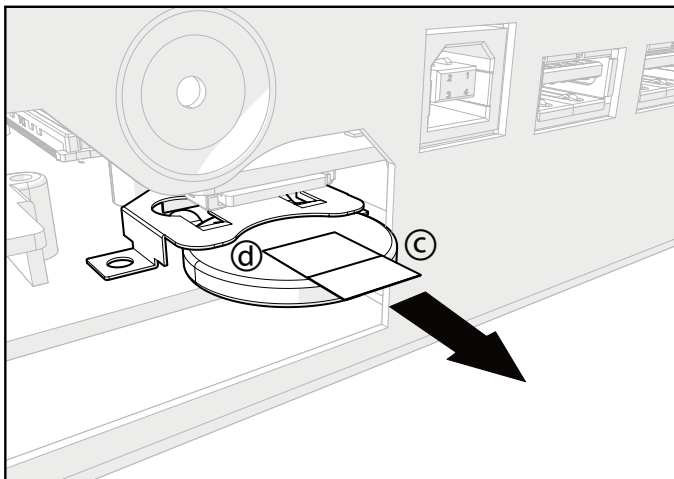
- 1 Disconnect the instrument from the AC power.
- 2 From the back of the instrument, use a cross-point screwdriver to unscrew the fixing screw (a).



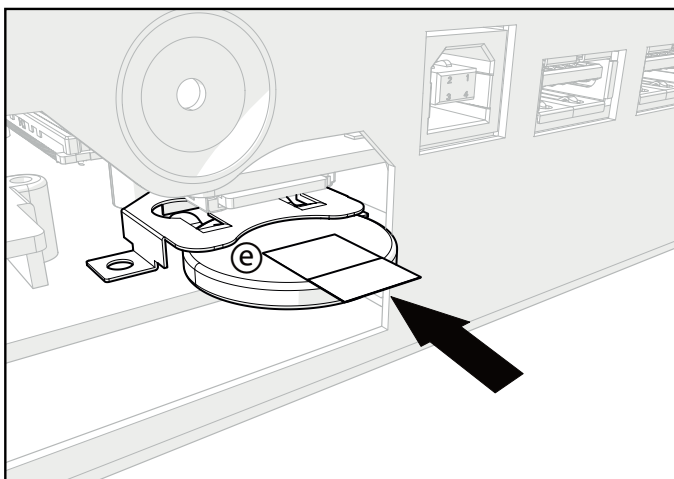
- 3 Remove the cover (b) of the expansion slot by making it rotate from the top, and keep it apart.



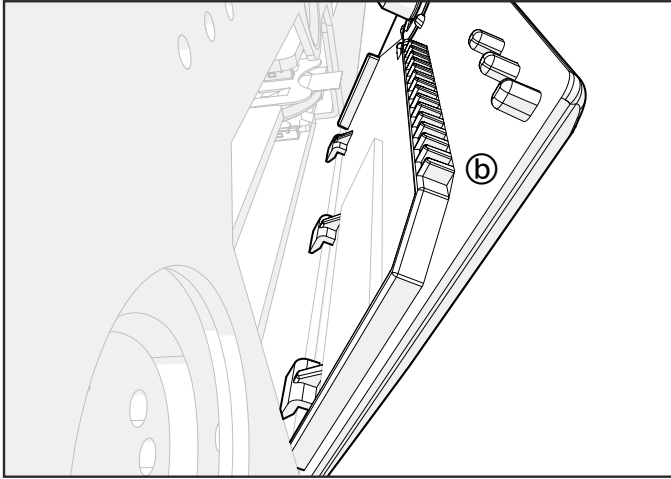
4 By pulling the attached tab (c), remove the exhausted battery (d) from the battery slot, being very careful not to let it fall inside the instrument. If the tab is not present, use your fingernail to slightly lift and extract the battery.



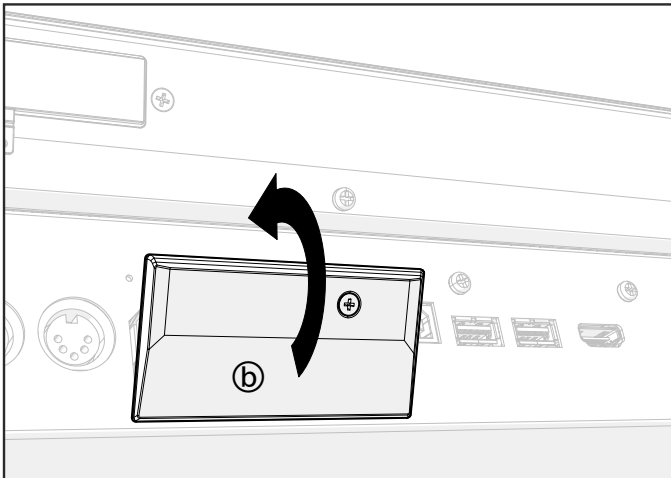
5 Insert the new battery (e) into the empty battery slot, being sure the positive (+) side is facing up. Be very careful not to let it fall inside the instrument.



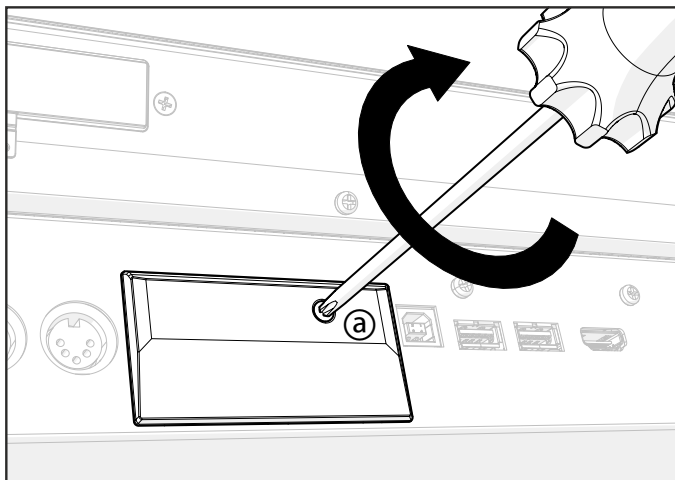
- 6** Replace the cover (b) to the original position, making the plastic flaps in its lower side slip under the metal casing of the instrument, as shown in the illustration.



- 7** Rotate the cover (b) of the expansion slot so that its upper side fit the back of the instrument.



- 8** Attach the cover to the back of the instrument by fastening the fixing screw (a) with the cross-point screwdriver.



- 9** When the installation is finished, connect the power cord, and switch the instrument on again.
- 10** Go to the **Settings > Menu > General Controls > Clock & Power** page, and set the date and time.

Installing a microSD card

To expand the available onboard storage memory, you can install an (optional) microSD card. The card can be installed by the user. Do not use types of cards other than the one indicated (microSD), or you risk to damage the instrument!

You can use both slots, but we recommend to prefer the upper one for storing your data, since it is a high-speed slot.

The card must be in the FAT32 format. You can format it on a personal computer. On a Mac, use Disk Utility. In Windows, you can format a 32GB card (or smaller) with the internal utilities; for larger cards, you can use the third-party FAT32 Format utility.

Precautions

- Installation of the microSD card is done at the user's own risk. KORG will assume no responsibility for any data loss, damage or injury resulting from its improper installation or use.
- Be sure to disconnect the instrument from the AC plug, before opening it.

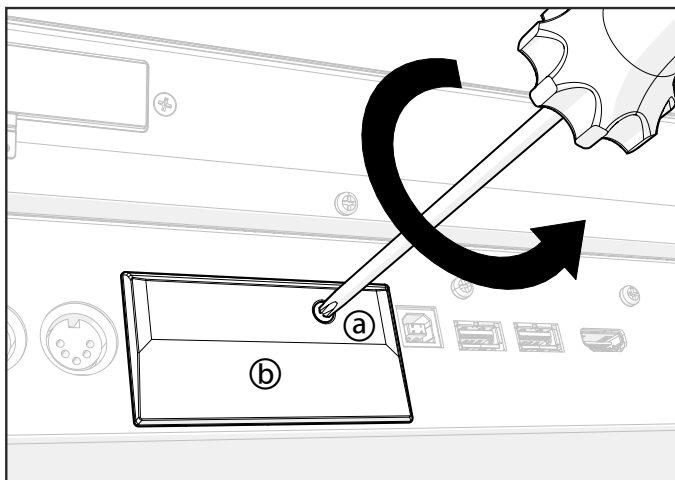
CAUTION: Removing or inserting the microSD card while the instrument is connected to the AC plug may damage the instrument and the card!

- To prevent your body's static electricity from damaging the board's components, touch an unpainted metallic component before proceeding with the installation.

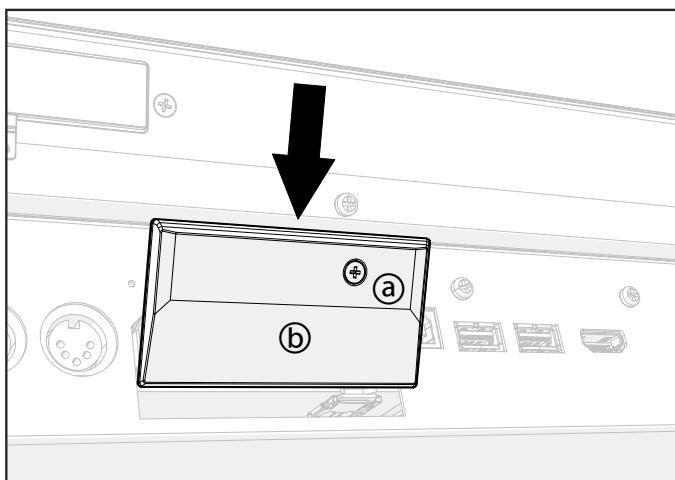
Installation

For installation, you will need a cross-point screwdriver (not supplied).

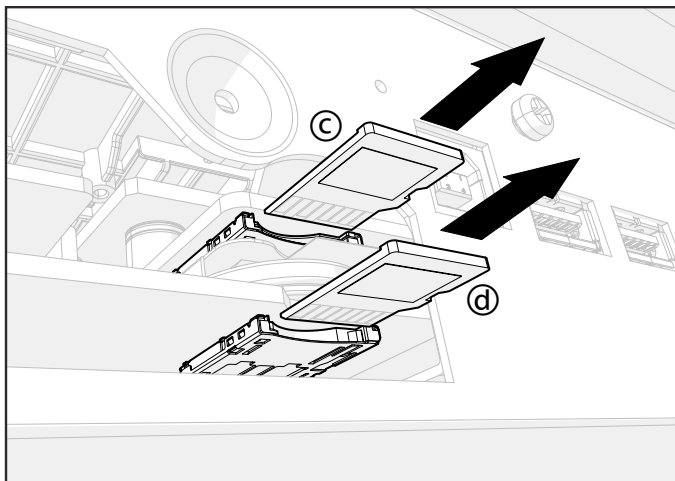
- 1 Disconnect the instrument from the AC plug.
- 2 From the back of the instrument, use a cross-point screwdriver to unscrew the fixing screw (a).



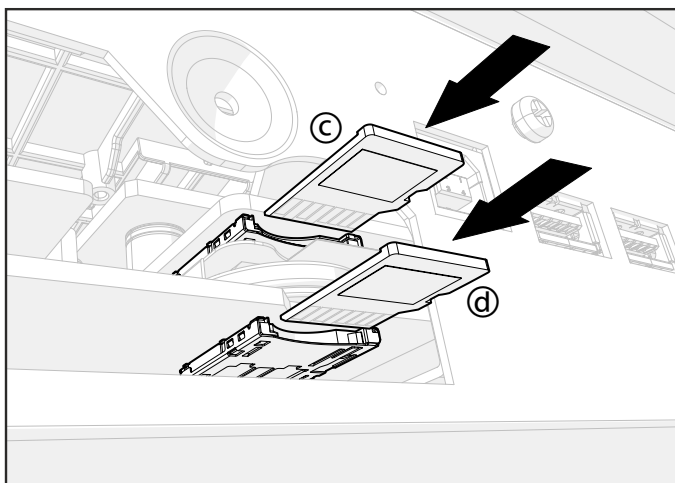
- 3 Remove the cover (b) of the expansion slot by making it rotate from the top, and keep it apart.



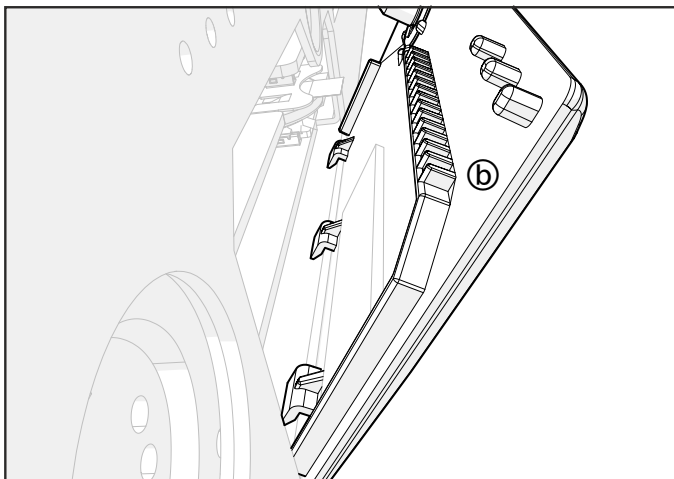
- 4** If a card is already inserted in one of the slots, remove it. Push on the upper (c) or lower (d) microSD card already installed in the slot to unlock it, and remove it, being very careful not to let it fall inside the instrument. **Note:** The upper slot (c) is high-speed, while the lower one (d) is normal speed.



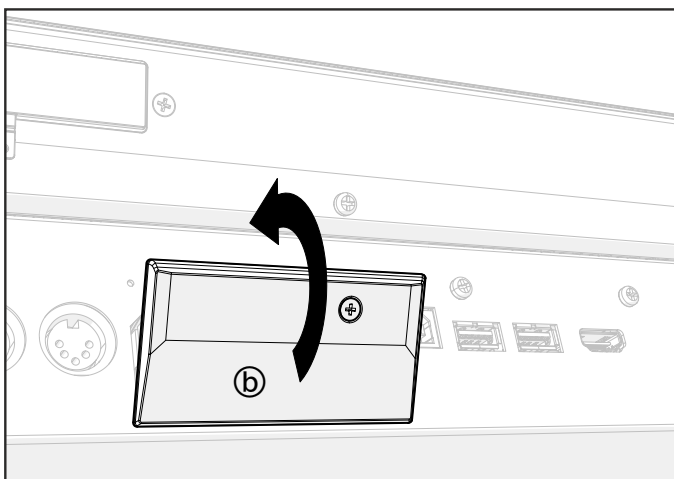
- 5** Insert the microSD card (c) or (d) into the empty card slot, being sure the connector side is facing down and toward the instrument. Gently push the card, until you hear a click sound meaning it is properly inserted. **Warning:** Be sure to insert the card correctly, or it may slip inside the instrument!



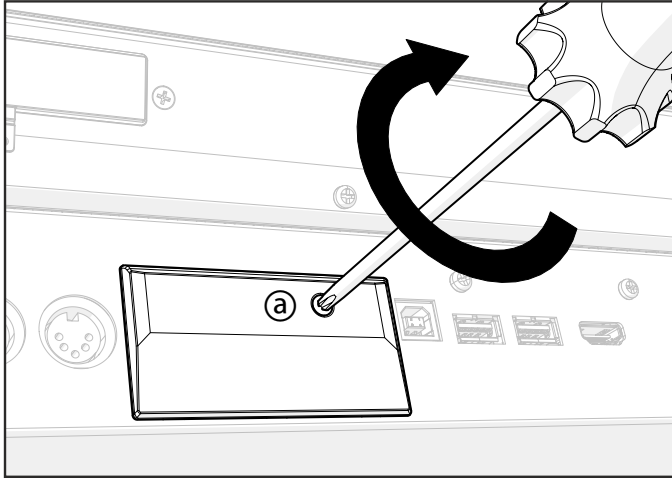
6 Replace the cover (b) to the original position, making the plastic flaps in its lower side slip under the metal casing of the instrument, as shown in the illustration.



7 Rotate the cover (b) of the expansion slot so that its upper side fit the back of the instrument.



- 8** Attach the cover to the back of the instrument by fastening the fixing screw (a) with the cross-point screwdriver.



- 9** When the installation is finished, connect the power cord, and switch the instrument on again.
- 10** Access the microSD card as any other external storage device among the **Drives**.

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Solutions, Specs

Troubleshooting

In case of problems, please check the following list to find a solution.

Problem	Solution
General problems	
Power does not turn on	Make sure that (1) the power cable is plugged into the outlet, (2) the cable is plugged into the connector on the back of the instrument, (3) and is not damaged, (4) there are no problems with the mains.
	Is the POWER indicator turned on?
	If the power still does not turn on, contact your dealer or the nearest KORG Service Center.
Power does not turn off	Press the POWER button again and keep it pressed for a few seconds. At the end, the button's indicator will turn off, and the instrument will be set to standby.
No sound	Is the MASTER VOLUME slider set to a position other than '0'?
	Is a jack inserted into the HEADPHONES connector? Unplug it.
	Check the connections to your amp or mixer.
	Make sure that all the components of the amplifying system are turned on.
	Is the Local Control parameter set to off (in the Settings > MIDI > General Controls page)? Turn it on.
Lowest note are not played	Is the Attack parameter value of the selected Sound too high? Set it to a lower value, to let the sound start faster. Is the Volume parameter too low? Set it to a higher value.
	When the SPLIT indicator is turned on, the keyboard is divided into a Lower part (lower notes, below the split point) and an Upper part (higher notes, above the split point). Is the Lower part muted? Unmute it (in the Home > Keys pane).
Wrong sounds	Do the User banks contain modified data? Load the appropriate data for the Song or the Style you wish to play.
	Has one of the User Drum Kits been replaced? Load the appropriate Drum Kits.
	Have the Styles or Keyboard Sets been replaced? Load the appropriate data.

Problem	Solution
Sound does not stop	Keep the SHIFT button pressed, and press the RESET/TAP button to send a Panic message, and turn all notes off. Make sure that the Damper pedal calibration is correctly set.
The selected Style or Song cannot start	Make sure that the Clock parameter is set to Internal (in the Settings > MIDI > General Controls page). If you are using the MIDI Clock of another device (like a sequencer), you must set the MIDI Clock parameter to MIDI or USB, and make sure that the external device transmits MIDI Clock data.
Does not respond to MIDI messages	Make sure that the MIDI or USB cable is connected correctly. Make sure that the external device is transmitting through MIDI channels enabled to receive in Pa5X. Make sure that the MIDI IN Filters do not prevent the reception of messages.
Percussive instruments are not played correctly	Make sure that the Drum track is set to Drum mode (in the Home > Track Control > Mode page) and the external device has not transposition applied.
A background noise can be heard after selecting a Keyboard Set, Style or Song	Check if the selected Keyboard Set, Style or Song did recall the effect 'Stereo Analog Record', simulating the noise of a old vinyl recording.
File related problems	
Cannot format a device	Check if the USB cable is correctly connected. Check if the USB device is correctly powered. Check if the device is inserted correctly. Check if the drive or card is protected. Unprotect it.
Cannot save data to a device	Check if the device is correctly formatted. Check if the device is inserted correctly. Check if the drive or card is protected. Unprotect it.
Cannot load data from a device	Check if the device is inserted correctly. Check if the device contains data compatible with Pa5X.
The message 'Over Current Condition Detected on USB port: please remove the USB media' appears in the display	The USB device is probably defective, due to a short circuit, and cannot be used.

Specifications

KORG Pa5X	Features
Keyboard	Pa5X-61: 61 keys (C2 – C7) Semi-weighted keys with Aftertouch
	Pa5X-76: 76 keys (E1 – G7) Semi-weighted keys with Aftertouch
	Pa5X-88: 88 keys (A0 – C8) Hammer action with Aftertouch
Case	Aluminum case with wooden side panels
Display	8" Wide capacitive color TouchView™ TFT display, 800 x 480 resolution
Operating System	Upgradable Operating System
Sound Generator	EDS-X (Enhanced Definition Synthesis-eXpanded)
	Multimode filters with resonance, 3-band EQ for each track
Polyphony	160 Voices, 160 Oscillators
Effects	Keyboard Tracks: 3 Insert Effect; 3 Master Effects
	Style/Song: 10 Insert Effects; 3 Master Effects
	Final Mastering Effects: Waves MaxxAudio® Suite
Mic Processor	Mic Processor Technology by Shift Audio
	Mic Setup: Compressor, EQ, Gate
	Four-part Harmonizer, Doubler, Filter, Mod, Delay, Reverb, AutoPitch
Guitar Processor	Guitar rack (4 effect-slots) with stompbox and amp simulation
KAOSS FX	Automatic MIDI FX generator
	More than 60 Factory Presets
Sounds / Drum Kits	Factory: More than 2,200 Factory Sounds
	Five multilayer Stereo Acoustic Pianos with Damper/Body Resonance, GM/XG Sound Sets, more than 130 Drum Kits including Ambient Drums and Round Robin-based Drum Kits
	User Area: 1,536 Sounds, 768 Drum Kits
	Digital Drawbars: 9 Footages, Percussion, Key On/Off, Leakage, Vibrato/Chorus, Rotary Speaker with Amp Simulator
	Natural Ambience Drum Sounds, Round Robin features
	Defined Nuance Control (DNC) Technology
	Quick and Full Sound Editing, Drum Family and Full Drum Kit Editing

KORG Pa5X	Features
Sampling	User PCM Sample memory: 4 GB of data, equivalent to 8 GB linear when compressed
	Loads KORG, WAV, AIFF, TX and SoundFont™ formats
	Saves KORG, WAV, AIFF and TX formats
	Full Edit, Time Slice, Sampling features
Keyboard Sets	Factory: More than 500 Factory Keyboard Sets, freely programmable
	Combines four Keyboard Sounds, plus Effects and settings
	Library accessible from front-panel buttons
	“My Setting” special Keyboard Set
Players	Patented XDS Crossfade Dual Player with X-Fader Balance control
	Crossfading between Songs and/or Styles
Styles	Factory: More than 600 Factory Styles, freely programmable
	Eight Style Tracks, 4 Keyboard Sets and 4 Pads per Style; Programmable Sounds, Effects and Style parameters
	Guitar Mode 2, Parallel and Fixed NTT (Note Transposition Table)
	Style Record and Edit
	Style Elements: 3 Intros, 4 Variations, 4 Fills, 1 Break, 3 Endings
	Style Controls: Play/Stop, Synchro Start, Synchro Stop, Tap Tempo/Reset, Auto Fill, Memory, Bass Inversion, Manual Bass, Bass & Lower Backing, Drum & Bass, Individual Style Tracks Mute, Style to Keyboard Set
Chord Sequencer	Factory: More than 200 Chord Sequences
	Chord Sequence Recorder/Player
	Chord Sequences can be saved to Style and SongBook Entries
Songs	Patented XDS Crossfade Dual Player with X-Fader Balance control
	Supported formats: MID, KAR, MP3 + Lyrics, MP3+G
	Lyrics, Score, and Chord data can be displayed on screen, or on external video monitor
	Markers with Add, Delete, Edit, Loop and AutoScroll functions
	Jukebox function
	Full-featured, 16-track Sequencer, Song Edit
	Recording Studio (quick recording and editing)

KORG Pa5X	Features
MP3 Player / Recorder	Double MP3 Player and MP3 Recorder
	Records MP3 files, including Styles, MIDI Songs, MP3 Songs, Keyboard Sounds, Pads, Matrix, Microphone, Guitar, Effects
	Transpose (+6/-5 semitones), Tempo Change ($\pm 30\%$)
	Vocal Remover
SongBook	Fully programmable music database based on Styles, MIDI Songs (MID and KAR files), MP3 Songs with Artist and Genre tags
	Filtering and sorting options
	User definable Set Lists
Compatibility	Legacy Pa-Series models: Styles, Keyboard Sets, Sounds, Songs, Pads
Pads	Factory: More than 400 Pads
	Four Assignable Pads + Stop Buttons
	Pad Record function
Control Section	9 Assignable Sliders, 9 Assignable Buttons, Strip Display; 4 Preset + 1 User settings
Matrix Section	16 Matrix Pads, 4 Preset buttons
Style/Song Controls	Play/Stop, Go To Start, Style Select, Song Select, Xfader, Tempo +/-, Tempo Lock, Tap Tempo/Reset, Synchro Start, Synchro Stop, Fade In/Out, Chord Scan (Lower, Upper), Chord Sequence, Memory, AutoFill
General Controls	Master Volume, Octave Transpose, Master Transpose, Dial, Up/+, Down/-, Joystick (Pitch + Modulation), Ribbon, 3 Assignable Switches, Search, Shift, Keyboard Sounds On/Off, Split, Ensemble, Rec/Edit, Menu, Exit
Scale Controls	On-screen Quarter Tone and Arabic Scale, memorized in the Keyboard Sets; Presets assignable to any button or footswitch
Control Inputs	Damper Pedal; supports half-pedaling with the optional KORG DS-1H pedal
	2 Assignable Pedal/Footswitch
Audio Inputs	Mic: Mono with Gain control and Phantom Power (Combo XLR, balanced)
	Guitar: Mono with Gain control (1/4" jack, unbalanced)
	Line 1: Left/Right (1/4" jacks, balanced)
	Line 2: Stereo (1/8" mini-jack, unbalanced)
Audio Outputs	Line: Main Left/Right, Separate Outs 1/2/3/4 (1/4" jacks, balanced)
	Headphones (1/4" jack)
Video Output	HDMI connector

KORG Pa5X	Features
MIDI	IN, OUT, THRU standard MIDI connectors
	USB to MIDI, through the USB Device port
	16 User-definable MIDI Presets
USB	Type A (Host 3.0, for storage devices and controllers): 1 front, 2 rear
	Type B (Device 2.0, for personal computers and tablets): 1 rear
Storage	Internal Drive: 1 GB
	Micro SD Card (not included): Rear-panel slot with plastic cover
	USB Flash Drive (not included): Can be connected to the USB Host ports
Clock	Internal System Clock
Power Consumption	100-240 Volts, 50/60 Hz
	< 0.2 Watt in standby / 20 Watt normal / 45 Watt with PaAS installed
Dimensions (W x D x H) (without music stand, display fully lowered)	Pa5X-88: 1,262.0 x 396.4 x 146.0 mm / 49.68" x 15.60" x 5.74"
	Pa5X-76: 1,233.1 x 374.3 x 126.8 mm / 48.54" x 14.73" x 4.99"
	Pa5X-61: 1,021.1 x 374.3 x 126.8 mm / 40.20" x 14.73" x 4.99"
Weight	Pa5X-88: 20.1 kg / 44.31 lbs
	Pa5X-76: 17.4 kg / 38.36 lbs
	Pa5X-61: 15.1 kg / 33.29 lbs
Accessories	AC Power Cable, Music Stand, Quick Guide manual
Options	PaAS Amplification System
	ST-SV1-BK Keyboard Stand
	EXP-2 Foot Controller, XVP-10 and XVP-20 Expression/Volume Pedals
	DS-1H Damper Pedal (supports half-pedaling)
	PS-1 Pedal Switch, PS-3 Pedal Switch
	VOX V860 Volume Pedal

Appearance and specifications are subject to change without notice due to continuous product development and improvement.



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IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

NOTICE REGARDING DISPOSAL (EU ONLY)

If this symbol is shown on the product, manual, battery, or package, you must dispose of it in the correct manner to avoid harm to human health or damage to the environment. Contact your local administrative body for details on the correct disposal method. If the battery contains heavy metals in excess of the regulated amount, a chemical symbol is displayed below the symbol on the battery or battery package.



In case of electromagnetic radiations a temporary deterioration of the quality of audio performances may occur. A deterioration that might arise can be a sound signal emitted. This will stop when the electromagnetic disturbance ceases.

THE FCC REGULATION WARNING (FOR USA)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If items such as cables are included with this equipment, you must use those included items. Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

DECLARATION OF CONFORMITY (FOR USA)

Responsible Party: KORG USA INC.

Address: 316 SOUTH SERVICE ROAD, MELVILLE

Telephone: 1-631-390-6500

Equipment Type: Professional Arranger

Model: Pa5X

This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



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