YAMAHA

PORTATONE

PSR-A300

Owner's Manual
Bedienungsanleitung
Mode d'emploi

GENERAL MIDI   XG XGlite   STEREO SAMPLED PIANO   YAMAHA EDUCATION SUITE 5   TOUCH RESPONSE

SPECIAL MESSAGE SECTION

This product utilizes batteries or an external power supply (adapter). DO NOT connect this product to any power supply or adapter other than one described in the manual, on the name plate, or specifically recommended by Yamaha.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.

SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
IMPORTANT: The louder the sound, the shorter the time period before damage occurs.

NOTICE:

Service charges incurred due to a lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.

ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

Battery Notice:
This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, do not mix batteries with new, or with batteries of a different type. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

Warning:
Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

Disposal Notice:
Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

NAME PLATE LOCATION:

The name plate is located on the bottom of the product. The model number, serial number, power requirements, etc., are located on this plate. You should record the model number, serial number, and the date of purchase in the spaces provided below and retain this manual as a permanent record of your purchase.

Model _____

Serial No. _____

Purchase Date _____

PLEASE KEEP THIS MANUAL

92-BP (bottom)

FCC INFORMATION (U.S.A.)

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

* Please keep this manual in a safe place for future reference.

⚠ WARNING

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

Power supply/AC power adaptor

- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use the specified adaptor (PA-3B, PA-3C or an equivalent recommended by Yamaha) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.
- Do not place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.

Do not open

- Do not open the instrument or attempt to disassemble the internal parts or modify them in any way. The instrument contains no user-serviceable parts. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.

Water warning

- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place containers on it containing liquids which might spill into any openings.
- Never insert or remove an electric plug with wet hands.

Fire warning

- Do not put burning items, such as candles, on the unit. A burning item may fall over and cause a fire.

If you notice any abnormality

- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.

⚠ CAUTION

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:

Power supply/AC power adaptor

- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.
- Unplug the AC power adaptor when not using the instrument, or during electrical storms.
- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.

Battery

- Always make sure all batteries are inserted in conformity with the +/- polarity markings. Failure to do so might result in overheating, fire, or battery fluid leakage.
- Always replace all batteries at the same time. Do not use new batteries together with old ones. Also, do not mix battery types, such as alkaline batteries with manganese batteries, or batteries from different makers, or different types of batteries from the same maker, since this can cause overheating, fire, or battery fluid leakage.
- Do not dispose of batteries in fire.

- Do not attempt to recharge batteries that are not intended to be charged.
- When the batteries run out, or if the instrument is not to be used for a long time, remove the batteries from the instrument to prevent possible leakage of the battery fluid.
- Keep batteries away from children.
- If the batteries do leak, avoid contact with the leaked fluid. If the battery fluid should come in contact with your eyes, mouth, or skin, wash immediately with water and consult a doctor. Battery fluid is corrosive and may possibly cause loss of sight or chemical burns.

Location

- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration or damage to the internal components.
- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise.
- Do not place the instrument in an unstable position where it might accidentally fall over.

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- Before moving the instrument, remove all connected adaptor and other cables.
- Use only the stand specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

Connections

- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum. Also, be sure to set the volumes of all components at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.

Maintenance

- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling caution

- Do not insert a finger or hand in any gaps on the instrument.

- Never insert or drop paper, metallic, or other objects into the gaps on the panel or keyboard. If this happens, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Do not operate the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

Saving data

Saving and backing up your data

- The panel settings and some other types of data will be lost if the power is turned off before they are saved. Be sure to save data you want to keep to the internal Flash Memory (page 33) before turning off the power. Saved data may be lost due to malfunction or incorrect operation. Save the important data to your computer. For information on sending the data, see page 67.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

When using a power adaptor, even when the power is off, electricity is still flowing to the instrument at the minimum level. When you are not using the instrument for a long time, make sure you unplug the AC power adaptor from the wall AC outlet.

Make sure to discard used batteries according to local regulations.

- The illustrations and LCD screens as shown in this owner's manual are for instructional purposes only, and may appear somewhat different from those on your instrument.

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Congratulations and thank you for purchasing
the Yamaha PSR-A300 PORTATONE!

Please read this owner's manual carefully before using the instrument
in order to take full advantage of its various features.
Make sure to keep this manual in a safe and handy place even after you finish reading,
and refer to it often when you need to better understand an operation or function.

Panel logos

GM System Level 1

"GM System Level 1" is an addition to the MIDI standard which ensures that any GM-compatible music data can be accurately played by any GM-compatible tone generator, regardless of manufacturer. The GM mark is affixed to all software and hardware products that support GM System Level.

XGlite

As its name implies, "XGlite" is a simplified version of Yamaha's high-quality XG tone generation format. Naturally, you can play back any XG song data using an XGlite tone generator. However, keep in mind that some songs may play back differently compared to the original data, due to the reduced set of control parameters and effects.

Stereo Sampled Piano

The instrument has a special Portable Grand Piano Voice—created by state-of-the-art stereo sampling technology and using Yamaha's sophisticated AWM (Advanced Wave memory) tone generation system.

Yamaha Education Suite 5

The instrument features the new Yamaha Education Suite—a set of learning tools that utilize the latest technology to make studying and practicing music more fun and fulfilling than ever before!

Touch Response

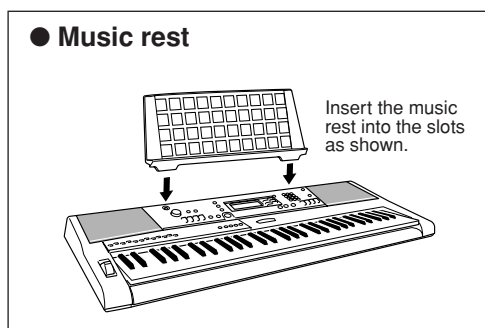The exceptionally natural Touch Response feature, with a convenient front panel on/off switch, gives you maximum expressive level control over the voices.

Supplied Accessories

The PSR-A300 package includes the following items. Please check that you have them all.

- **Music rest**   - **Owner's manual (this book)**

● **Music rest**

Insert the music rest into the slots as shown.

Contents

Setting Up

Be sure to do the following operations BEFORE turning on the power.

Power Requirements

Although the instrument will run either from an optional AC adaptor or batteries, Yamaha recommends use of an AC adaptor whenever possible. An AC adaptor is more environmentally friendly than batteries and does not deplete resources.

■ Using an AC Power Adaptor

❶ Make sure that the power of the instrument is off (the backlit display is off).

> ⚠ **WARNING**
>
> - **Use ONLY a Yamaha PA-3B or PA-3C AC Power Adaptor (or other adaptor specifically recommended by Yamaha) to power your instrument from the AC mains. The use of other adaptors may result in irreparable damage to both the adaptor and the instrument.**

❷ Connect the AC adaptor (PA-3B, PA-3C or other adaptor specifically recommended by Yamaha) to the power supply jack.

❸ Plug the AC adaptor into an AC outlet.

> ⚠ **CAUTION**
>
> - **Unplug the AC Power Adaptor when not using the instrument, or during electrical storms.**
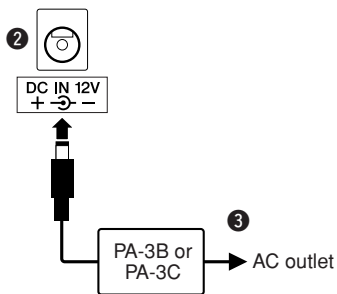
■ Using Batteries

❶ Open the battery compartment cover located on the instrument's bottom panel.

❷ Insert the six new alkaline batteries, being careful to follow the polarity markings on the side of the compartment.

❸ Replace the compartment cover, making sure that it locks firmly in place.

> ⚠ **CAUTION**
>
> - **Never connect or disconnect the AC power adaptor when the batteries are installed in the instrument and the power is on. Doing so will turn the power off, possibly resulting in loss of the data being transferred and the data currently in the transfer destination during transferring or recording a data.**
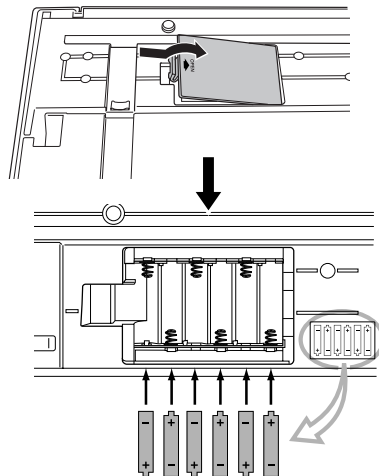
For battery operation the instrument requires six 1.5V "AA" size, LR6 or equivalent batteries. (Alkaline batteries are recommended.) When battery power becomes too low for proper operation, the volume may be reduced, the sound may be distorted, and other problems may occur. When this happens, make sure to replace all batteries, following the precautions listed below.
If necessary, also make sure to save all important User data (see page 33), since custom panel settings are lost when the batteries are removed.

> ⚠ **CAUTION**
>
> - **Use alkaline batteries for this instrument. Other types of batteries (including rechargeable batteries) may have sudden drops of power when battery power becomes low, possibly resulting in loss of data in the flash memory.**
>
> - **Make sure to install the batteries with the proper orientation, maintaining the correct polarity (as shown). Incorrect battery installation may result in heat, fire and/or leaking of corrosive chemicals.**
>
> - **When the batteries run down, replace them with a complete set of six new batteries. NEVER mix old and new batteries. Do not use different kinds of batteries (e.g. alkaline and manganese) at the same time.**
>
> - **If the instrument is not to be in use for a long time, remove the batteries from it, in order to prevent possible fluid leakage from the battery.**
>
> - **Please use the power adaptor when transferring data to flash memory. Batteries (including rechargeable types) can be drained rapidly by this type of operation. If the batteries do become drained during a data transfer, both the data being transferred and the data currently in the transfer destination will be lost.**

Make all necessary connections BEFORE turning the power on.

Connecting headphones (PHONES/OUTPUT Jack)
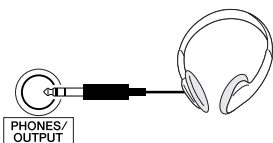
The PSR-A300 speakers are automatically shut off when a plug is inserted into this jack. The PHONES/OUTPUT jack also functions as an external output.

You can connect the PHONES/OUTPUT jack to a keyboard amplifier, stereo system, mixer, tape recorder, or other line-level audio device to send the instrument's output signal to that device.

⚠ **WARNING**

  • *Avoid listening with the headphones at high volume for long periods of time; doing so may not only result in ear fatigue, it may be damaging to your hearing.*

⚠ **CAUTION**

  • *To prevent damage to the speakers, set the volume of the external devices at the minimum setting and turn power off the devices before connecting them. Failure to observe these precautions may result in electric shock or equipment damage. Also, be sure to set the volumes of all devices at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.*

Connecting a footswitch (SUSTAIN Jack)
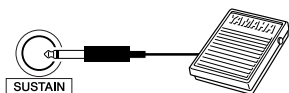
The sustain function lets you produce a natural sustain as you play by pressing an optional footswitch. Plug the Yamaha FC4 or FC5 footswitch into this jack and use it to switch sustain on and off.

✎ NOTE

  • *Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.*

  • *Do not press the footswitch while turning the power on. Doing this changes the recognized polarity of the footswitch, resulting in reversed footswitch operation.*

Using the MIDI Terminals
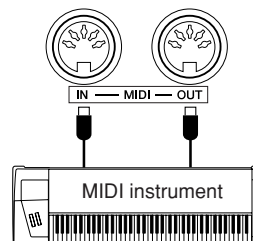
The instrument also features MIDI terminals, allowing you to interface the instrument with other MIDI instruments or computers. (For more information, see page 62.)

✎ NOTE

  • *MIDI cables (sold separately) must be used for connecting to MIDI devices. They can be bought at music stores, etc.*

Turn on the power

Turn down the volume by turning the [MASTER VOLUME] control to the left and press the [STANDBY/ON] switch to turn on the power. Pressing the switch again turns the power off.
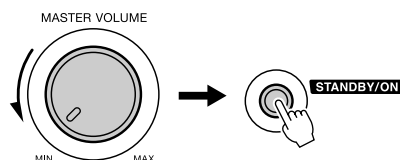
Backup data in the flash memory (page 33) is loaded to the instrument when the power is turned on. If no backup data exists on flash memory, all instrument settings are restored to the initial factory defaults when the power is turned on.

⚠ **CAUTION**

  • *When using a power adaptor, even when the power is off, a small amount of electricity is still being consumed by the instrument. When you are not using the instrument for a long time, make sure to unplug the AC power adaptor from the wall AC outlet, and/or remove the batteries from the instrument.*

⚠ **CAUTION**

  • *Never attempt to turn the power off when a "Writing!" message is shown in the display. Doing so can damage the flash memory and result in a loss of data.*

■ Front Panel

■ Front Panel

Style List (page 83)

Song List (page 21)

Display (page 36)

Voice List (page 72)

LISTEN & LEARN ❹

TIMING ❺

WAITING ✐CHORD DICT. ❻

FUNCTION ❼ ✐BACKUP

SONG ❽

STYLE ❾

VOICE ❿ ✐SONG MELODY VOICE

⓫

DEMO ⓬ ✐PC

VOICE
001~006 PIANO
007~012 E.PIANO
013~024 ORGAN
025~028 ACCORDION
029~038 GUITAR
039~046 BASS
047~058 STRINGS
059~062 CHOIR
053~071 SAXOPHONE
072~077 TRUMPET
078~083 FLUTE
084~088 BRASS
089~095 SYNTH LEAD
096~100 SYNTH PAD
101~108 PERCUSSION
109~121 DRUM KITS
122~482 XGlite
483~523 اورینتال
000 OTS
✐...PRESS AND HOLD FOR A WHILE.

METRONOME ON/OFF ⓭ ✐TIME SIGNATURE

PAUSE ✐SYNC START ⓳

START/STOP ⓴

PORTABLE GRAND ㉑

SOUND EFFECT KIT ㉒

REVERB ON/OFF ㉓ ✐REVERB TYPE

SPLIT ON/OFF ㉔ ✐SPLIT VOICE

DUAL ON/OFF ㉕ ✐DUAL VOICE

HARMONY ON/OFF ㉖ ✐HARMONY TYPE

TOUCH ON/OFF ㉗ ✐TOUCH SENSE

GENERAL MIDI XG lite
YAMAHA YES 5 TOUCH RESPONSE

㉙

㉘

■ **Rear Panel**

IN — MIDI — OUT ㉚

SUSTAIN ㉛

PHONES/OUTPUT ㉜

DC IN 12V ㉝

— **Quick Guide** —
Changing the Voices

Try playing a variety of instrument Voices

In addition to the piano Voice, a wide variety of other instrument Voices can be selected and played, including guitar, trumpet and flute. The Voice selected here becomes the Main Voice.

1 Press the [VOICE] button.

The Voice number and name are displayed.

Voice number   Voice name

SONG

STYLE

VOICE

[001]   GrandPno

REVERB
TOUCH
MEASURE 001

VOICE

Appears when the Voice mode.
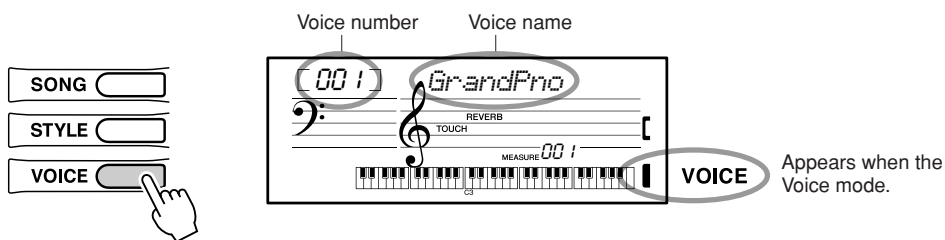
2 Select a Voice.

Select the desired Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 72.

1 2 3
4 5 6
7 8 9
NO YES
— 0 +
RESET

[084]   Flute

The Voice shown here becomes the Main Voice for the instrument.
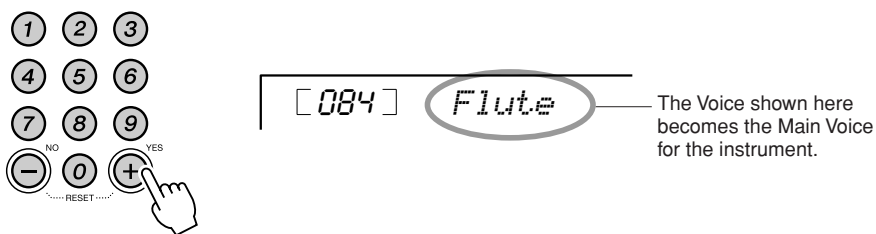
3 Play the keyboard.
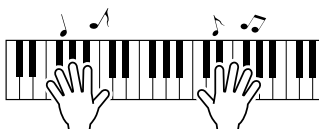
Try selecting and playing different Voices.

Playing Two Voices Simultaneously—Dual

You can select a second Voice which will play in addition to the Main Voice selected on the previous page. This second Voice is known as the Dual Voice.
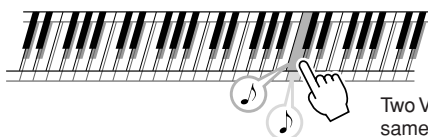
Two Voices sound at the same time

Play the Dual Voice

Press the [DUAL ON/OFF] button to turn the Dual function on.

When Dual is on, you can play a Dual Voice in a layer with the Main Voice.
To turn the Dual Voice off and play only the Main Voice, press the [DUAL ON/OFF] button again.

Appears when Dual is on.
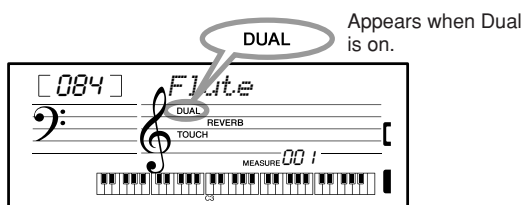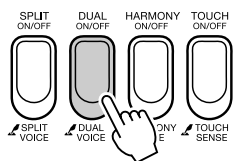
Selecting a Dual Voice

The best-suited Dual Voice is automatically selected whenever you turn Dual on, but you can select any of the available Dual Voices.

1 **Press and hold the [DUAL ON/OFF] button for longer than a second.**

"D. Voice" appears in the display for a few seconds, then the Dual Voice will appear.

Currently selected Dual Voice
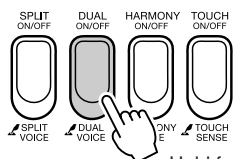
Hold for longer than a second.
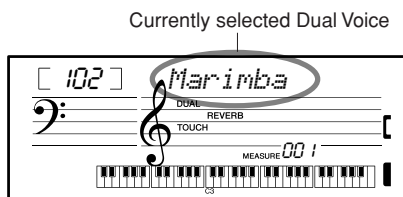
📝 NOTE

• You can also access the Dual Voice setting display by pressing the [FUNCTION] button several times, then selecting Dual Voice.

2 **Select a Dual Voice.**

Select the desired Dual Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 72.

Playing Different Voices with the Left and Right Hands—Split

In the Split mode you can play different Voices to the left and right of the keyboard "Split Point."
The main and Dual Voices can be played to the right of the Split Point, while the Voice played to
the left of the Split Point is known as the "Split Voice"

Split Point

Split Voice

Main Voice and Dual Voice
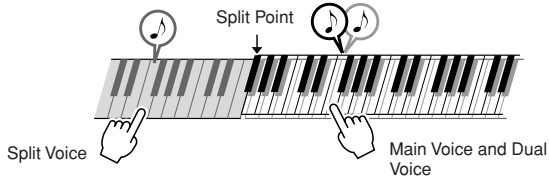
Play the Split Voice

Press the [SPLIT ON/OFF] button to turn the Split function on.

When Split is on you can play a Split Voice to the left of the Split Point.
When you don't want to play a Split Voice, press the [SPLIT ON/OFF] button to turn Split off.

Appears when Split is on.
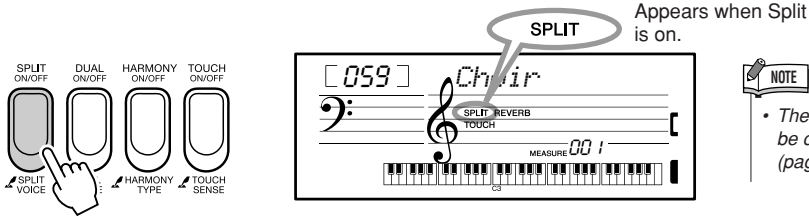
SPLIT

NOTE

- The Split Point setting can be changed as required (page 48).

Select a Split Voice

You can select a different Split Voice by following the procedure outlined below.

1 Press and hold the [SPLIT ON/OFF] button for longer than a second.

"S. Voice" appears in the display for a few seconds, then the Split Voice will appear.

The currently selected Split Voice

Hold for longer than a second.
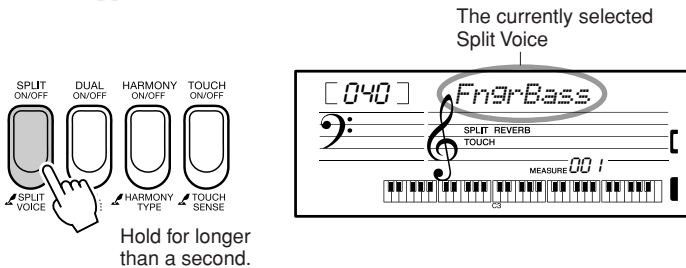
NOTE

- You can also access the Split Voice setting display by pressing the [FUNCTION] button several times, then selecting the Split Voice.

2 Select a Split Voice

Select the desired Split Voice by using the number buttons [0]-[9], [+], [-].
Refer to the Voice List on page 72.

▶ Playing the Grand Piano Voice

When you simply want to play a piano Voice, all you have to do is press one convenient button.

Press the [PORTABLE GRAND] button.

The Voice "Grand Piano 001" will automatically be selected as the Main Voice.

PORTABLE
GRAND

▶ Drum kits & Oriental Percussion kits

Drum kits and oriental percussion kits are collections of drum and percussion instruments.
When drum kits and oriental percussion kits (Voice number 109-121 or 518-523) are selected, you can play different percussion sounds directly from the keyboard.

1 **Press the [VOICE] button.**

SONG
STYLE
VOICE
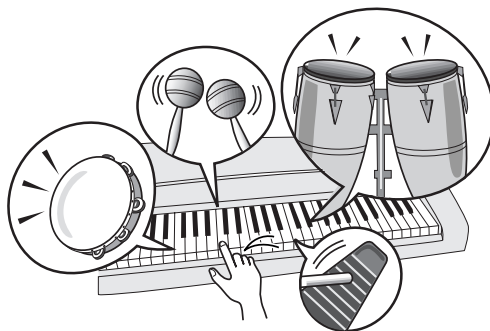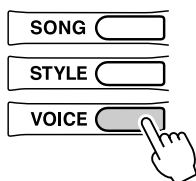
2 **Select the desired kit.**

Select one of the Voice numbers from 109-121 or 518-523 by using the number buttons [0]-[9], [+], [-].
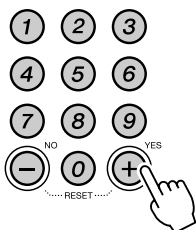
Example: 109 Standard Kit 1

[109]   Std.Kit1
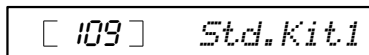
3 Try out each key.
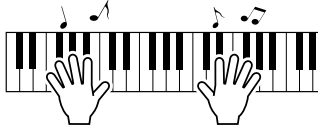
You'll hear bongo drums, congas, maracas, and more—a comprehensive variety of drum and percussion sounds.
Details on the instruments and key assignments of each kit can be found in the Drum Kit & Oriental Percussion Kit List on page 78.

● Drum Kit List

109	Standard Kit 1		116	Jazz Kit
110	Standard Kit 2		117	Brush Kit
111	Room Kit		118	Symphony Kit
112	Rock Kit		119	SFX Kit 1
113	Electronic Kit		120	SFX Kit 2
114	Analog Kit		121	Sound Effect Kit
115	Dance Kit			

● Oriental Percussion Kit List

518	Arabic Kit		521	Arabic Mix Kit
519	Khaligi Kit		522	Khaligi Mix Kit
520	Irani Kit		523	Irani Mix Kit

— Quick Guide —

Fun Sounds

● ●

This instrument also includes a wide range of unique sound effects. Try out each key and enjoy the sounds! As you try out the various keys you'll hear the sound of a dog barking, running water, a creaking door and many other unique effects.

Press the [SOUND EFFECT KIT] button.
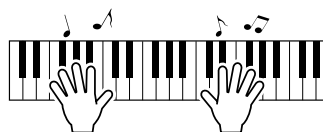
Try out each key and enjoy the sounds. Don't forget the black keys!
You'll be able to play various sound effects from the keyboard: barking, braying, yelling, and much more.
Details on the instruments and key assignments of each sound effect kit can be found in the Drum Kit & Oriental Percussion Kit List on page 78.

After trying out these sounds, press the [PORTABLE GRAND] button to reset the instrument Voice to the default setting of Voice "001 Grand Piano."

— **Quick Guide** —

Play With The Metronome

Start the metronome

The instrument includes a metronome with adjustable tempo and time signature. Play and set the tempo that is most comfortable for you.

Starting the metronome

Turn the metronome on and start it by pressing the [METRONOME ON/OFF] button.

To stop the metronome, press the [METRONOME ON/OFF] button again.

METRONOME
ON/OFF

TIME SIGNAT·

┌001┐ *GrandPno*

REVERB
TOUCH

MEASURE

1
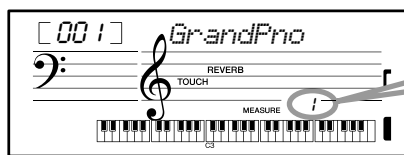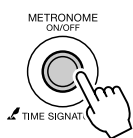
Displays the current beat.

Setting the metronome tempo

1 **Press the [TEMPO/TAP] button to display the tempo.**

TEMPO/TAP

Tempo value

┌090┐ *Tempo*
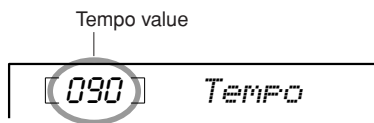
2 **Set the metronome tempo by using the number buttons [0]-[9], [+], [-].**

The tempo can be adjusted between 32-280.

① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
⊖ ⓪ ⊕
NO   YES
····RESET····
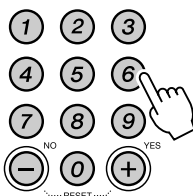
Setting the Metronome Time Signature

A chime will sound on the first beat of each measure, while a metronome click will sound on all others. You can also set the time signature to "00," in which case the chime will not sound and the click sound will be heard on all beats.

1 Press and hold the [METRONOME ON/OFF] button for longer than a second

The time signature appears in the display.

Time signature

METRONOME
ON/OFF

TIME SIGNATURE
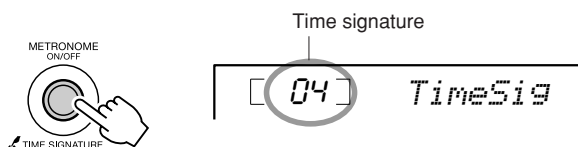
Hold for longer
than a second.

04 TimeSig

2 Set the time signature by using the number buttons [0]-[9], [+], [-].

The metronome can be set for time signatures of 0 to 15 beats.

NOTE

• The time signature cannot be changed for Songs and Styles, because each has a fixed time signature.

Setting the Metronome Volume

1 Press the [FUNCTION] button a number of times until "MetroVol" appears.

FUNCTION
BACKUP

100 MetroVol
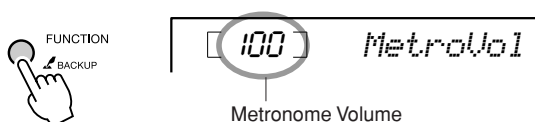
Metronome Volume

2 Set the metronome volume by using the number buttons [0]-[9], [+], [-].

17

Playing Songs

●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●

Select and Listen to a Specific Song

This instrument has 35 built-in Songs.
Listening to a Song

1 Press the [SONG] button.

The Song number and name are displayed.

Song number   Song name

SONG

STYLE

VOICE

`[001]    Arabic`   **SONG**

REVERB
TOUCH
MEASURE `001`   L R

C3

Appears when
the Song mode is
active.
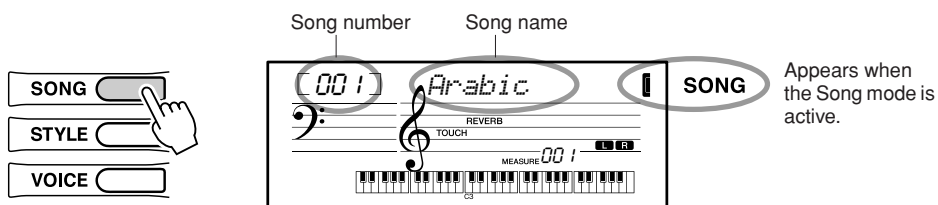
2 Select the desired Song by using the number buttons [0]-[9], [+], [-].

Refer to the Song List on next page.

① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
NO   YES
– 0 +
······RESET······
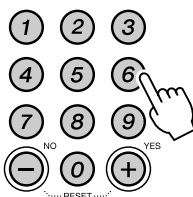
001-035	Built in Songs (see next page)
036-040	User Songs (Songs you record yourself).
041-	Songs transferred from a computer on page 67

NOTE

- *You can play Songs recorded from the instrument or transferred from a computer. The procedure for playing these Songs is the same as that of the built-in Songs.*

3 Press the [START/STOP] button.

The Song will begin playing.
You can stop playback at any time by pressing the [START/STOP] button.

START/STOP
►/■

● **Other Operations**

SONG   A–B REPEAT   REW   FF   TEMPO/TAP   REC   PAUSE
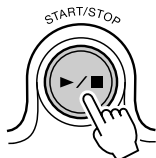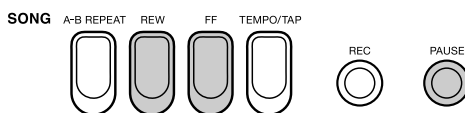
[REW] button .... Fast-reverses the Song if pressed during playback (no sound is heard during fast reverse). Decreases the measure number if pressed while playback is stopped.

[FF] button .... Fast-forwards the Song if pressed during playback. Increases the measure number if pressed while playback is stopped.

[PAUSE] button .... Temporarily stops playback. Press this button a second time to resume playback from the point at which it was stopped.

● **Using the [DEMO] button**

Press the [DEMO] button to play Songs 001, 002, 003, 004, 005 in sequence, and playback will continue repeatedly starting again from the first Song 001. You can stop playback at any time by pressing the [DEMO] or [START/STOP] button.
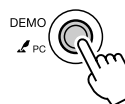
DEMO
PC

● **Song List**

No.	Song Name
DEMO	
001*	Arabic Demo
002*	Khaligi Demo
003*	Irani Demo
004*	Greek Demo
005*	Turkish Demo
CLASSICAL MELODIES	
006*	Waltz (The Sleeping Beauty) (P. I. Tchaikovsky)
007*	Air (Orchestral Suite) (J. S. Bach)
008*	Minuetto/Boccherini (L. Boccherini)
009*	Pizzicato Polka (J. Strauss II)
010*	Romanze/Beethoven (L. v. Beethoven)
011*	Sicilienne/Fauré (G. Fauré)
012*	Méditation (Thaïs) (J. Massenet)
013*	Grand March (Aida) (G. Verdi)
014*	Swan Lake (P. I. Tchaikovsky)
015*	Le Cygne (Le Carnaval des Animaux) (C. Saint-Saëns)
PIANO SOLO	
016	Für Elise (L. v. Beethoven)
017	Valse op.64-1 "Petit Chien" (F. Chopin)

No.	Song Name
018	Andante grazioso (Sonate K.331) (W. A. Mozart)
019	24 Preludes op.28-7 (F. Chopin)
020	Fröhlicher Landmann (Album für die Jugend) (R. Schumann)
021	Träumerei (Kinderszenen) (R. Schumann)
022	Thema (Impromptus D.935-3) (F. Schubert)
023	La Chevaleresque (J. F. Burgmüller)
024	Menuett BWV. Anh.116 (J. S. Bach)
025	Invention Nr.1 (J. S. Bach)
PIANO ENSEMBLE	
026	Londonderry Air (Traditional)
027	Twinkle Twinkle Little Star (Traditional)
028	Loch Lomond (Traditional)
029	Home Sweet Home (H. R. Bishop)
030	Nocturne op.9-2 (F. Chopin)
031	Etude op.10-3 "Chanson de L'adieu" (F. Chopin)
032	Menuett BWV. Anh.114 (J. S. Bach)
033	Piano Concerto No.21 2nd mov. (W. A. Mozart)
034	Romanze (Serenade K.525) (W. A. Mozart)
035	Ode to Joy (L. v. Beethoven)

• Songs with an asterisk mark (*) are ones which do not have a left part. Therefore, the lesson is applicable only for the right hand.
• Some of the classic and/or traditional songs have been edited for length or for ease in learning, and may not be exactly the same as the original.

Play with a Style

Selecting a rhythm of a Style

The Style feature provides built-in backing and rhythm parts in 135 different musical styles, covering a wide variety of musical categories, including rock, blues, techno and much more. You can also load commercially available Style Files to the instrument. To do this load the Style files from computer, and then register a style data to Style number 136. (Refer to the information on transferring data on page 67 and registering Styles on page 61.)

Here's how to play a rhythm of a Style. The rhythm sound consists of percussion instruments.

> ● **STYLE FILE**
> The Style File Format "SFF" is Yamaha's original style file format which uses a unique conversion system to provide high-quality automatic accompaniment based on a wide range of chord types.

1 Press the [STYLE] button.

The Style number and name are displayed.

Style number   Style name

SONG

STYLE

VOICE

001   *8BtModrn*

REVERB
TOUCH
MEASURE *001*

STYLE   Appears when the Style mode is active.
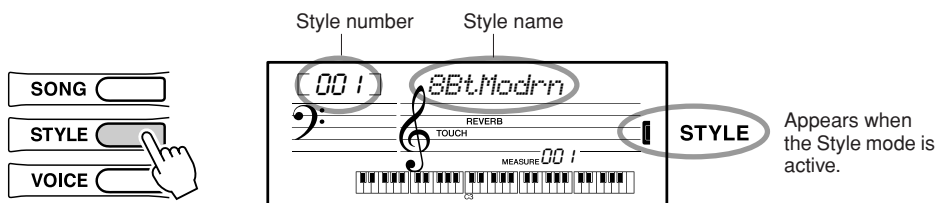
2 Select a Style.

Select the desired Style by using the number buttons [0]-[9], [+], [-].
Refer to the Style List on page 83.

[*016*]   *Swing H*

① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
NO   YES
⊖ ⓪ ⊕
······ RESET ······
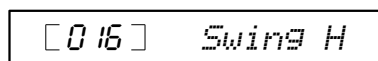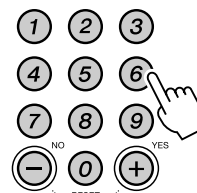
3 Press the [START/STOP] button.

The Style rhythm will start.
You can stop playback at any time by pressing the [START/STOP] button.

START/STOP
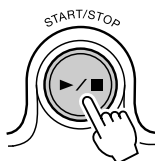
▶ Playing with a Style

On the previous page, you've learned how to select your favorite rhythm of a Style. Here, you'll learn how to expand on that rhythm with bass and chord backing, and use all of it as your accompaniment as you play.

1 Press the [STYLE] button and then select a Style.

2 Turn auto accompaniment on.

Press the [ACMP ON/OFF] button.
Press the [ACMP ON/OFF] button again to turn the auto accompaniment off.

Appears when auto accompaniment is on
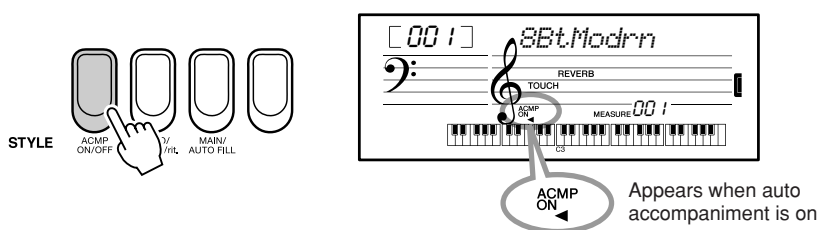
● **When auto accompaniment is on ...**
The keys to the left of the Split Point (54; F♯2) will play only chords.
This is known as the "Auto Accompaniment range."

Split Point (54; F♯2)

Auto Accompaniment range

NOTE
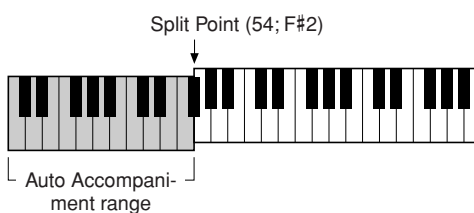
• You can change the Split Point. Refer to "Setting the Split Point" on page 48.

3 Turn SYNC START on.

Press the [SYNC START] button.

Flashes when Sync Start is on.
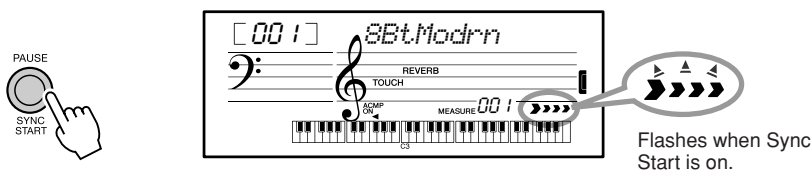
When the Sync Start standby mode is engaged, Style playback will begin as soon as you play a chord in the accompaniment range of the keyboard. You can turn off Sync Start standby mode by pressing the [SYNC START] button.

4 **The Style will begin playing as soon as you play a chord in the accompaniment range of the keyboard.**

Not sure how to play chords? No problem! This instrument is capable of playing chords even if you only play one key. Try playing one, two or three keys (any notes will do) in the auto accompaniment range of the keyboard. Different keys will produce different results.

Refer to page 56 for detailed instructions for playing chords.

Split Point

Auto Accompaniment range
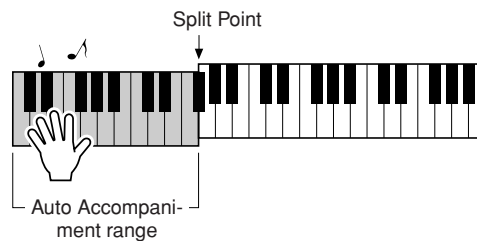
5 **Try playing other chords with your left hand and play a melody with your right hand.**

Split Point

Auto Accompaniment range
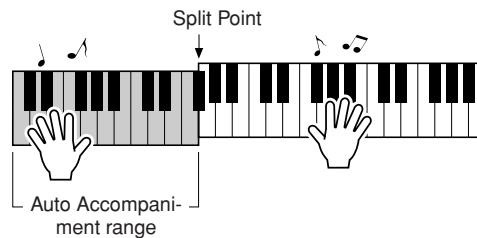
6 **You can stop playback at any time by pressing the [START/STOP] button.**

START/STOP

6
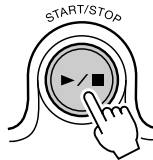
— Quick Guide —
Record your own performance

●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●

Recording Your Performance

You can record up to five of your own performances as User Songs (User 1-5: Song numbers 036-040). Think of each User Song as a kind of basket or drawer for storing your recording. Remember that you can also record a Style (containing chord changes) along with your own performance.

1 Press the [REC] button.

Flashes

The lowest-numbered unrecorded User Song (Song numbers 036-040) available for recording is displayed. If you want to select the Song you will be recording, select the desired Song number by using the [+] and [-] buttons.
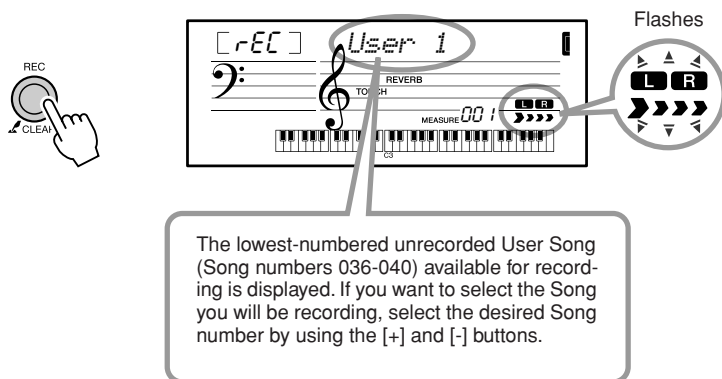
NOTE

• A total of approximately 10,000 notes or 5,500 chord changes can be recorded to the five User Songs.

NOTE

• Accompaniment cannot be turned on or off once the [REC] button is pressed.

After you've selected the desired User Song for recording, you can select a Style to be recorded as well. To do this, press the [STYLE] button and select the Style number while the ACMP indication is on.

You can turn off the Record mode by pressing the [REC] button again (◼ and ◼ stop flashing).

2 Start recording.

When you play the keyboard, recording will begin.
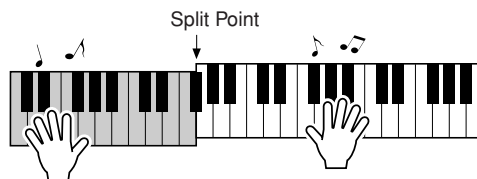
Split Point

⚠ CAUTION

• **If all User Songs (Song numbers 036-040) contain recorded data, Song 036 will automatically be selected. In this case, you will record over and erase any previous data in Song 036, so be careful that you won't be erasing any material you want to keep!**

By playing keys to the left of the Split Point when the Auto Accompaniment is set to on, the Style starts sounding and is recorded with your performance.
When Auto Accompaniment is set to off, only your keyboard performance is recorded.

3 Stop recording.

Pressing the [START/STOP] button stops recording and writes the data to the User Song. (A "Writing!" message is shown.)

To playback the newly recorded performance, press the [START/STOP] button.

● **In order to record with the Style, turn the Auto Accompaniment to on (see Steps 1-2 on page 23), and then record according to the instructions.**

ACMP
ON   (The "ACMP ON" lights.)
◄

● **In order to record only your performance, turn the Auto Accompaniment to off and record according to the normal steps.**

ACMP
ON   (The "ACMP ON" is unlit.)
◄

Recording to a specified track

The User Songs are organized into two tracks: Track 1 and Track 2. You can specify the track you want to record to.

About track recording

If you start recording by specifying a track, the track will be overwritten (existing data in the track is deleted and replaced with the new recording).

User Song

Data that can be recorded to Track 2	Data that can be recorded to Track 1
Style playback* (including chord changes) or your own keyboard performance	+	Your own keyboard performance only

* When playing the Style

LESSON PART
L   R

REC
2   TRACK   1   Recording to the specified track
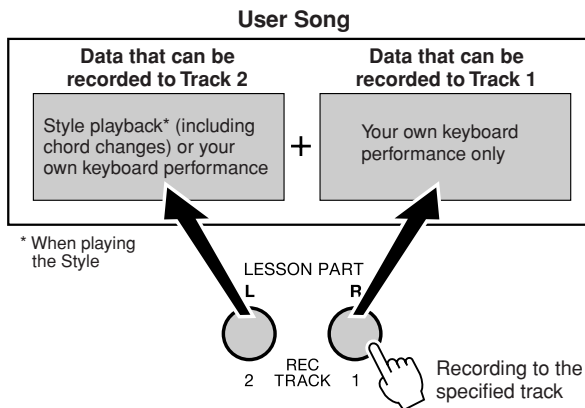
Only your keyboard performance can be recorded to Track 1. Either a Style or your performance can be recorded to Track 2, resulting in a User Song like that depicted below.
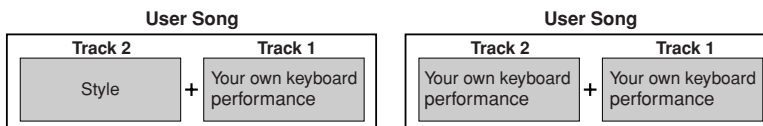
User Song

Track 2	Track 1
Style	+	Your own keyboard performance

User Song

Track 2	Track 1
Your own keyboard performance	+	Your own keyboard performance

Specifying track recording

1 Turn ACMP (auto accompaniment) on or off, depending on what you want to record.

If you want to record Style playback, turn ACMP on. If you want to record only your own keyboard performance, turn ACMP off.

2 Specify the track you want to record.

Specify the track 2 when you want to record the Style. When you want to record your own keyboard performance, you can specify either track.

● **Recording to Track 1**

Press the [REC] button and [REC TRACK 1] button simultaneously.

LESSON PART
L   R

2   1

REC

CLEAR

Press simultaneously

[rEC]   User 1

REVERB
TOUCH
MEASURE 001

C3

R
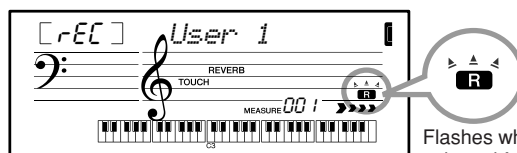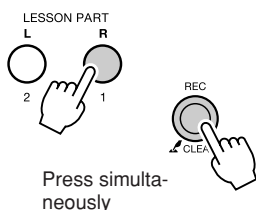
Flashes when track 1 is selected for recording.

● **Recording to Track 2**

Press the [REC] button and [REC TRACK 2] button simultaneously.

LESSON PART
L   R

REC
TRACK
2   1

REC

CLEAR

Press simultaneously

[rEC]   User 1

REVERB
TOUCH
MEASURE 001

C3

L   R

L
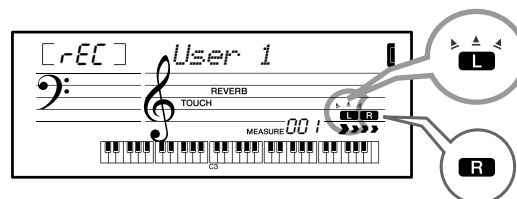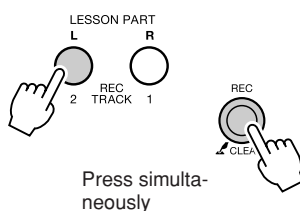
Flashes when track 2 is selected for recording.

R

Lights when recorded data exists.
Turns off when there is no recorded data, or when Mute is set to on (page 42) to turn off playback of the track.

3 Press the [+], [-] buttons to select the User Song you want to record.

[rEC]   User 3
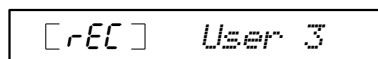
If you want to record Style playback to Track 2, press the [STYLE] button and select the desired Style.

4 Start recording

Perform steps **2** and **3** on pages 25-26.
By playing keys to the left of the Split Point when the Auto Accompaniment is set to on, the Style starts sounding and is recorded. Only your performance is recorded by playing the keyboard (any key is OK) when the Auto Accompaniment is set to off.

📝 **NOTE**

• *Keep in mind that both Tracks 1 and 2 will be overwritten with new data if you record without specifying the tracks.*

• *The both "L" and "R" flashes, this indicates that you have specified Track 1 when the Auto Accompaniment is on. If you want to record your own performance, press the [TRACK 2] button to stop the "L" flashing. If you want to record a Style, press the [REC] button to cancel the recording, and repeat the procedure from the beginning.*

📝 **NOTE**

• *You can record a new track while listening to a previously recorded track (the track indication will appear). You can also mute recorded tracks (the track will disappear) while recording a new track by pressing the desired track button.*
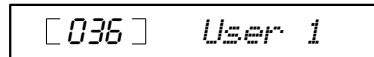
Deleting User Songs

Deleting an entire User Song

📝 NOTE

- You cannot delete a specific track from a User Song.
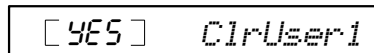
1 Press the [SONG] button and select the User Song you want to delete by using the number buttons [0]-[9], [+], [-].

```
[036]    User 1
```

2 Press and hold the [REC] button for longer than a second.

The Song Delete display appears.

REC
CLEAR
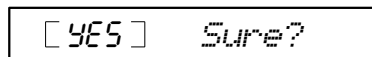
Hold for longer than a second.

```
[YES]    ClrUser1
```

You can cancel the delete operation by pressing the [-/NO] button.

3 Press the [+/YES] button.

A confirmation message will appear on the display.

NO 0 YES
RESET
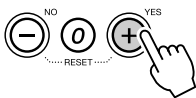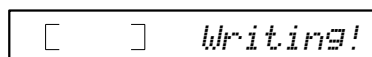
```
[YES]    Sure?
```

You can cancel the delete operation by pressing the [-/NO] button.

4 Press the [+/YES] button to delete the Song.

"Writing!" message will appear while the track is being deleted.

NO 0 YES
RESET

```
[    ]    Writing!
```
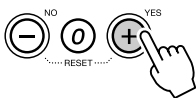
Step 7 Using Oriental Scales

The Oriental Scales feature lets you simply and easily raise or lower the pitches of specific notes and create your own scales. You can change the scale settings at any time-even when you are playing. Up to four scale settings can be stored for instant recall, whenever you need them.
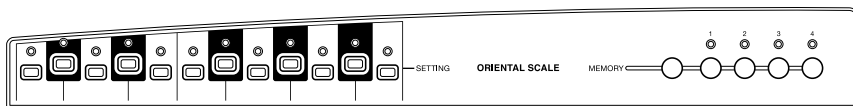
Setting an Oriental Scale—Scale Setting

The ORIENTAL SCALE [SETTING] buttons, located at the top left side of the panel, simulate a one-octave keyboard (C through B). Pressing each button turns the Scale Setting feature of the specific note on/off. The Scale Setting feature affects all the notes having the same note name in all octave registers. When this is set to on (the indicator above the selected button is lit), you can play the keyboard in the Oriental scale. The default scale setting (tuning) for each note is -50 cents. You can also adjust the scale tuning by 1 cent as follows.
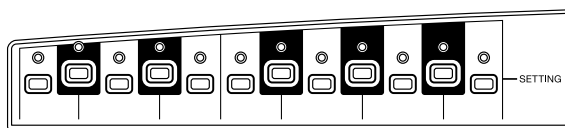
> **NOTE**
>
> - *The Scale Setting function is always turned off, whenever the power switch is turned on.*
> - *Scale tunings are not effective for song playback, Split Voices or keyboard percussion.*

Adjusting the Scale Tuning

1 **Call up the Scale Tuning function by pressing and holding the desired "note" button (C-B) in the Scale Tuning section for longer than a second.**

Current cent value

Hold for longer than a second.
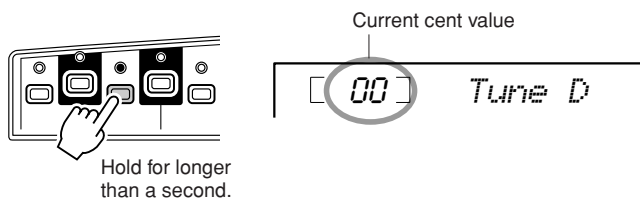
> **NOTE**
>
> - *You can also access the Scale Setting display by pressing the [FUNCTION] button several times.*

2 **Adjust the Scale Tuning.**

Use the [+]/[-] or number buttons to adjust the desired tuning. The range is from "-64" to "63" cents (one cent is one hundredth of a semitone).

PSR-A300 Owner's Manual **29**
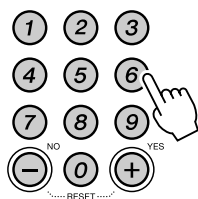
● **Using the [+] and [-] buttons:**

Press the [+] or [-] button, repeatedly if necessary, until the desired pitch value appears in the display. Or press and hold the [+] or [-] button, until the desired pitch value appears in the display.

● **Negative values:**

You can also enter negative values directly, by simultaneously holding down the [-] button and using the number buttons.

3 **Adjust other notes as desired.**

To do this, simply repeat steps **1**-**2** above.

Registering the Scale settings

Scale settings and on/off settings are memorized by the Scale Memory function.

1 **Set the scale tuning of each note.**

2 **While holding the ORIENTAL SCALE [MEMORY] button, press one of the [MEMORY 1-4] buttons. The indicator of the selected button will light to indicate that the data has been stored.**
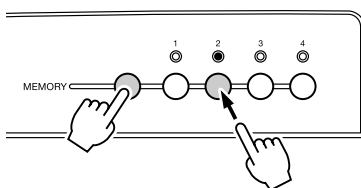
⚠️ **CAUTION**

• **Never attempt to turn the power off when a "Writing!" message is shown in the display. Doing so can damage the flash memory and result in a loss of data.**

📝 **NOTE**

• The Scale Memory data is retained in memory even when the power is turned off.

Recall the Scale settings

The scale settings stored to a SCALE MEMORY button can be recalled at any time simply by pressing the appropriate button.
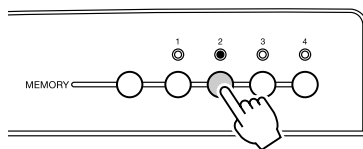
Scale Memory can be turned off by pressing the currently lit [MEMORY 1-4] button. The indicator goes out and the PSR-A300 returns to the regular scale setting.

Set the Accompaniment Tuning on

You can select whether Scale Tuning is applied to accompaniment or not. Press the [FUNCTION] button, repeatedly if necessary, until "TuneAcc" appears on the display, then turn it on or off by using the [+]/[-] buttons.

Current setting
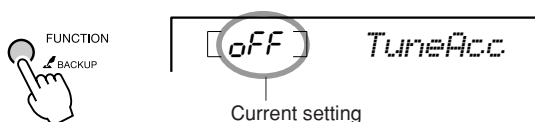
Play with the Pitch Bend Wheel

● ●

▶ Adding pitch variations with the Pitch Bend Wheel

The [PITCH BEND] wheel can be used to add smooth pitch variations to notes you play on the keyboard.

Roll the wheel upward to raise the pitch, or downward to lower the pitch. When you release the wheel it will automatically return to center position and the keyboard pitch will return to normal.
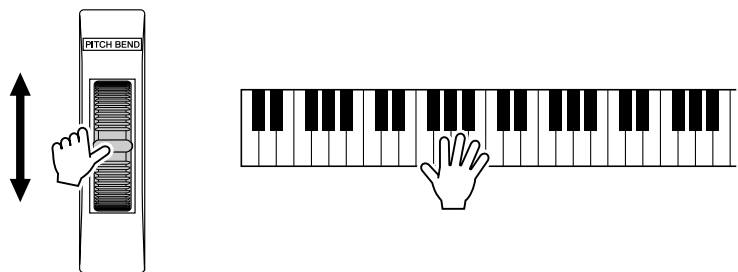
▶ Adjust the pitch bend range

The range of the pitch bend wheel can be adjusted in semitone increments. When the pitch bend range is set to "2," for example, rolling the wheel all the way up will produce a maximum pitch rise of 2 semitones (one whole tone), and rolling it all the way down will produce a maximum pitch drop of the same amount (2 semitones or one whole tone). With the highest possible pitch bend range setting of "12," the pitch bend range becomes +/-1 octave.

1 Press the [FUNCTION] button a number of times until "PBRange" appears.

Currently Pitch Bend range   Pitch Bend range

FUNCTION
BACKUP

`[  12  ]`   `PBRange`
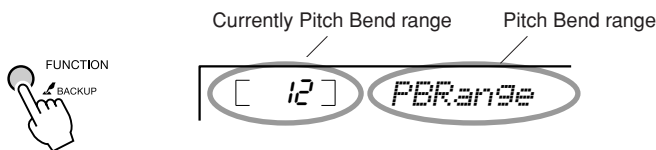
2 Use the number buttons [0]-[9], [+], [-] to set the Pitch Bend range as required.
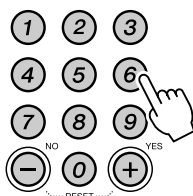
Backup and Initialization

Backup

Some internal parameters will revert to their default values if not saved
before the power is turned off.
In order to backup these parameters press and hold the [FUNCTION] but-
ton for longer than a second.

FUNCTION
BACKUP

Hold for longer than a second.

● **Parameters that are saved in backup:**
• User Songs*   • Loaded Styles*
• Touch Response on/off setting   • Scale Memory
• The following Function settings: Tuning, Scale Tune, Accompaniment Tuning ON/OFF,
          Pitch Bend Range, Split Point, Touch Sensitivity, Style Volume, Song Volume,
          Metronome Volume, Demo Cancel, Panel Sustain

* The User Songs and loaded Styles are automatically backed up when recording is completed,
  ensuring that the data is not deleted even when you fail to backup.

Initialization

This function erases all backup data in the instrument's flash memory and restores the initial default
settings. The following initialization procedures are provided.

Backup Clear

To clear data backed up to the internal flash memory (described above),
turn the power on by pressing the [STANDBY/ON] switch while holding
the highest white key on the keyboard. The backed up data will be erased
and the default values restored.

STANDBY/ON
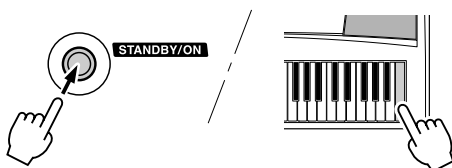
⚠ **CAUTION**

• **When you execute the
  Backup Clear operation,
  backup parameters will
  be cleared. You can save
  the backup parameters
  (containing the five User
  Songs) by using Music-
  soft Downloader to trans-
  fer them to a computer.
  Refer to the section
  "Transferring a user file
  from the PSR-A300 to a
  computer" on page 67.**

Flash Clear

To clear Song data and Style data that has been transferred to the internal
flash memory from a computer, simultaneously hold down the highest
white key and the three highest black keys on the keyboard and turn the
power on by pressing the [STANDBY/ON] switch.

STANDBY/ON

⚠ **CAUTION**

• **When you execute the
  Flash Clear operation,
  Song data you have pur-
  chased and downloaded
  will also be cleared. Make
  sure to save your impor-
  tant data by transferring
  to a computer using
  Musicsoft Downloader
  (page 67).**

Basic Operation and Displays

Basic Operation

Turning the power on

Turn down the volume by turning the [MASTER VOLUME] control to the left and press the [STANDBY/ON] switch to turn on the power.
Press the [STANDBY/ON] switch again to turn the power OFF.

STANDBY/ON

Adjusting the volume

Turn the [MASTER VOLUME] dial.

MASTER VOLUME

Rotate counterclockwise to lower the volume.

Rotate clockwise to increase the volume.

MIN   MAX

STANDBY/ON

MASTER VOLUME

MIN   MAX

SONG

STYLE

VOICE
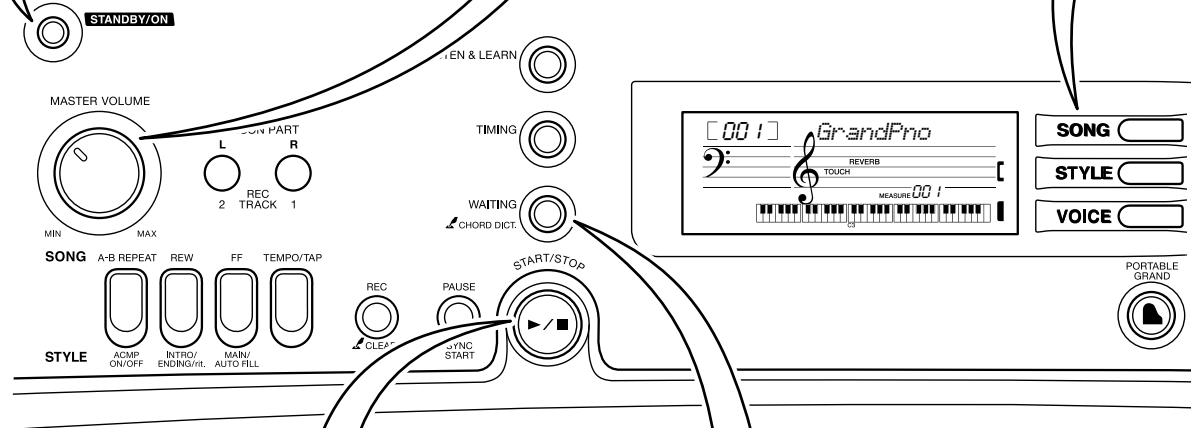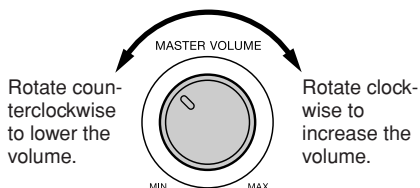
About the [START/STOP] button

Press the [START/STOP] button after pressing the [SONG] or [STYLE] button to start playback of the selected Song or Style (rhythm).

START/STOP
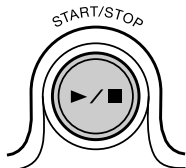
The "Press & Hold" Symbol

The "Press & Hold" symbol that appears next to some buttons indicates that the button can be pressed and held for longer than a second to call up a related or different function.

WAITING
CHORD DICT.
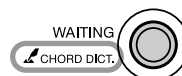
Press a button to select a basic function

SONG .... ····· Press the [SONG] button to select a Song.

STYLE .... ····· Press the [STYLE] button to select a Style.

VOICE .... ····· Press the [VOICE] button to select a Voice.

When you select a basic function, the name and number of the currently selected Song, Style and Voice is shown. From this display, you can select the desired Song, Style or Voice.
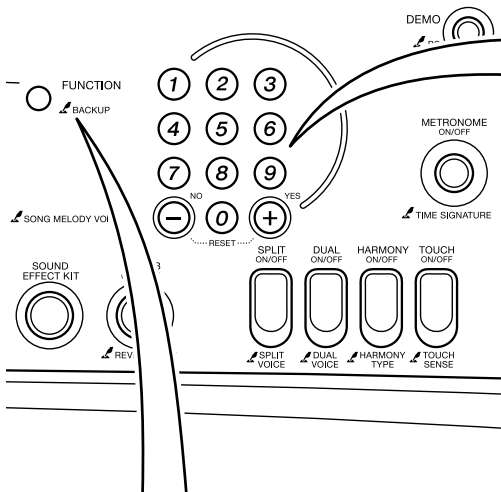
Set the number or value

● Number buttons [0]-[9]
The number buttons can be used to directly enter a Song, Style or Voice number or parameter value.
For numbers that start with one or two zeroes, the first zeroes can be omitted

Example: Selecting Voice 002, Bright Piano.

$$[002]\quad BritePno$$
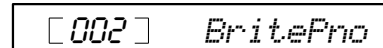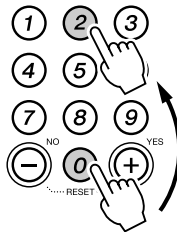
Press number buttons [0], [0], [2].

● [+], [-] buttons
Press the [+] button briefly to increase the value by 1, or press the [-] button briefly to decrease the value by 1. Press and hold either button to continuously increase or decrease the value in the corresponding direction.

Press briefly to decrease. —— Press briefly to increase.

Function Settings (page 60)

The [FUNCTION] button contains 47 settings.
Each time you press the [FUNC-TION] button, the setting item is selected in sequence, and the value of the selected item can be changed in the display.
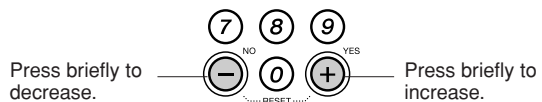
FUNCTION
BACKUP

Display

The Main display shows all of the current basic settings for Song, Style and Voice. It also includes a range of indicators that show the on/off status for various functions.

Notation

Displays the melody and chord notes of a Song when the Song lesson function is in use, or the notes of chords you specify when the Dictionary function is in use. At other times the notes you play on the keyboard are displayed.

NOTE

- Any notes occurring below or above the staff are indicated by "8va" in the notation.
- For a few specific chords, not all notes may be shown in the notation section of the display. This is due to space limitations in the display.

Song/recording track display

Information related to the Song/recording tracks is shown here. (See pages 25 and 42.)

Lit: Track contains data

Unlit: Track is muted or contains no data

Flashing: Track is selected as recording track

Measure

Indicates the current measure during playback of a Song.

MEASURE 003

Beat Display

Indicates the beat of the current Style or Song with flashing arrows.
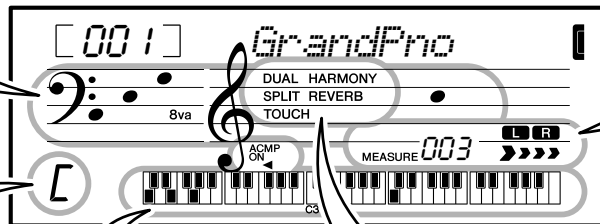
Chord Display

Indicates the name of the chord currently being played back, or the name of the chord being played on the keyboard.

ACMP ON

Appears when the auto accompaniment is on.

ACMP ON ◄

Keyboard Display

Indicates notes currently being played.
Indicates the melody and chord notes of a Song when the Song lesson function is in use. Also indicates the notes of a chord—either when playing a chord or when using the Dictionary function.

DUAL

Appears when the Dual function is on (page 13).

DUAL

HARMONY

Appears when the Harmony function is on (page 44).

HARMONY

SPLIT

Appears when the Split function is on (page 14).

SPLIT

REVERB

Appears when Reverb is on (page 45).

REVERB

TOUCH RESPONSE

Appears when Touch Response is on (page 47).

TOUCH

Yamaha Education Suite 5

You can select any Song you like and use it for a left-hand, right-hand, or both-hands lesson. Song Lesson lets you learn how to play Songs in three easy steps. Songs that can be used with the Lesson feature include Songs transferred from a computer to flash memory (SMF Format 0 only; see page 65). The procedure for transferring songs are described on page 67.

■ Lesson Flow

| Select a Song for your lesson. | → | Select the part you want to practice. | → | Select the practice method. | → | **Start the Lesson!** |
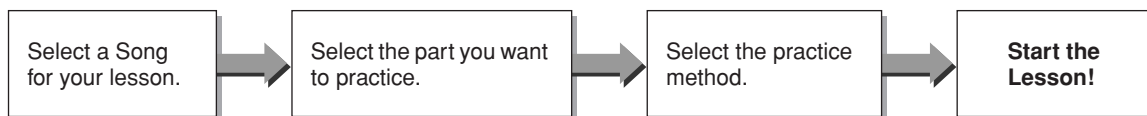
■ The practice methods:

Lesson 1 (Listen & Learn) .... Listen and learn the melody or rhythm of a selected Song.
Lesson 2 (Timing) .... Learn to play the notes at the correct timing along with the Song.
Lesson 3 (Waiting) .... Learn to play the correct notes.

Lesson 1 (Listen & Learn)

There's no need to play the keyboard in Lesson 1.
The model melody/chords (in other words, the musical material you should learn) of the part you selected will sound. Listen to it carefully and learn it well.

> **NOTE**
> • User Songs cannot be used for the lesson.

1 Select the desired Song for your lesson.

Press the [SONG] button, and then select a Song (referring to the Song list on page 21) by using the number buttons [0]-[9], [+] and [-]. If you want to practice a Song you've transferred from a computer, select one of the Songs beginning from Song number 041.

> **NOTE**
> • You cannot select the part during Song playback before Lesson 1 starts. If a Song is currently being played back, stop the Song first, then continue from Step **2**.
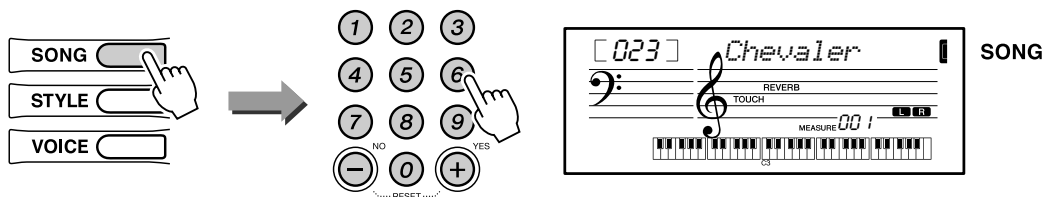
The instrument includes 35 built in Songs. Some Songs (as shown below) are intended for use as right-hand lessons, and cannot be used for left-hand or both-hands lessons.

● **Songs for right-hand lesson**
Song numbers: 001-015

2 Select the part you want to practice.

Press the [R] button for a right-hand lesson, [L] button for a left-hand lesson, or press both the [R] and [L] buttons simultaneously for a both-hands lesson. The selected part is displayed.
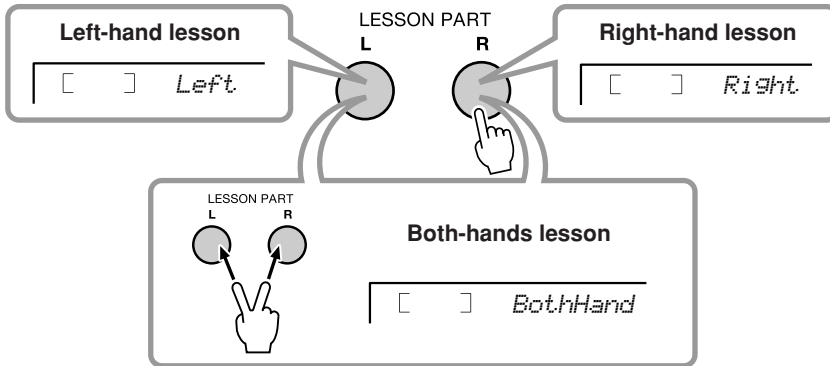
A "No LPart" message is shown in the display if you select the left part in one of the Songs 001-015, which do not have left part data. These Songs cannot be used for left-hand or both-hands lessons.
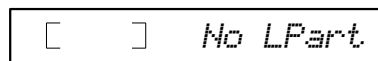
> **NOTE**
>
> • For songs transferred from a computer, the "No LPart" indication does not appear, even when there is no left hand part in the song.

3 Start Lesson 1.

Press the [LISTEN & LEARN] button to start Lesson 1.
The melody of the part you selected in Step 2 will sound. Listen to it carefully and learn it well.
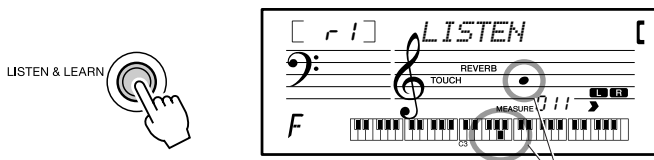
The notation and key positions of the model melody are shown in the display.

> **NOTE**
>
> • Even after Lesson 1 has started and the Song is playing, you can still select the part.
>
> • When the melody Voice of the Song is changed, the key position shown in the display may be shifted (in octave units), depending on the Voice selected (page 41).
>
> • You can select Lessons 1-3 by pressing the [LISTEN & LEARN], [TIMING] and [WAITING] buttons, respectively.

4 Stop the Lesson mode.

You can stop the Lesson mode at any time by pressing the [START/STOP] button.

Lesson 2 (Timing)

In this lesson, try playing the notes with the correct timing. Simply concentrate on playing each note in time with the rhythmic accompaniment. The correct notes sound even if you play wrong notes as long as you play in time with the rhythm.

NOTE
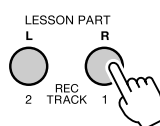
- *You cannot use Dual or Split Voices during lessons.*
- *The Split Point is fixed and it cannot be changed. For the left-hand lesson, it is fixed at 59 or B2; for the left-hand chord lesson, it is fixed at 54 or F#2.*

1 Select a Song for your lesson.

2 Select the part you want to practice.

NOTE

- *You cannot select the part during Song playback before Lesson 2 starts. If a Song is currently being played back, stop the Song first, then continue from Step 2.*

3 Start Lesson 2.

Press the [TIMING] button to start Lesson 2.
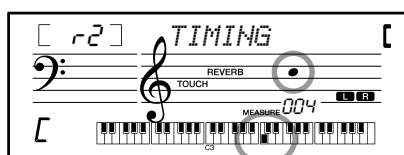
NOTE

- *Even after Lesson 2 has started and the Song is playing, you can still select the part.*

Play the notes shown in the display.
In Lesson 2, simply play each note in time with the music.

4 Stop the Lesson mode.

You can stop the Lesson mode at any time by pressing the [START/STOP] button.
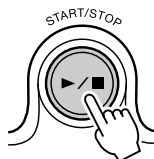
Grade

When the lesson Song has played all the way through in Lesson mode 2 or 3, your performance will be evaluated in four levels: OK, Good, Very Good, or Excellent.

```
OK
Good
Very Good
Excellent
```

Lesson 3 (Waiting)

In this mode, try playing the correct notes. The notes you should play appear in the score and the keyboard on the display. The Song pauses until you play the right note.

1 Select a Song for your lesson.

2 Select the part you want to practice.

LESSON PART
L   R

REC
2   TRACK   1
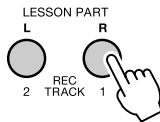
3 Start Lesson 3.

Press the [WAITING] button to start Lesson 3.

WAITING
CHORD DICT.

[r3]   WAITING

Play the notes shown in the display.
Try playing the correct notes.

4 Stop the Lesson mode.

You can stop the Lesson mode at any time by pressing the [START/STOP] button.

START/STOP
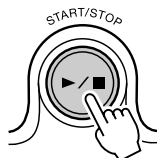
Changing the Melody Voice

You can change a Song's melody Voice to any other Voice you prefer.

NOTE
- *You cannot change the melody Voice of a User Song.*

1 Select the Song and play it.

Refer to the section "Playing Songs" on page 20.

2 Select a desired Voice by using the number buttons [0]-[9], [+], [-].
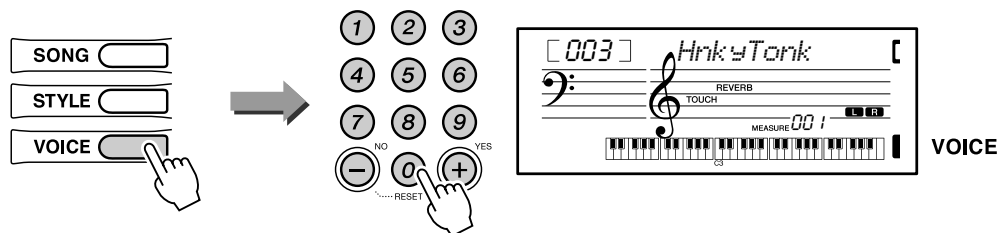
The selected Voice sounds when you play the keyboard.
If a Song has played through and stopped during this procedure, press the [START/STOP] button to start playback again.

3 Press and hold the [VOICE] button for longer than a second.

"SONG MELODY VOICE" appears in the display for a few seconds, indicating that the Voice selected in Step **2** has replaced the Song's original melody Voice.

Hold for longer than a second.
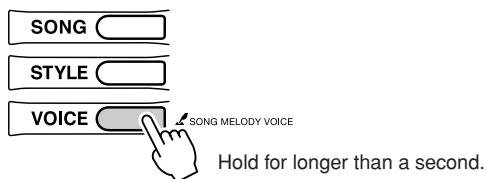
Song Volume

This procedure allows you to adjust the balance between Song playback and the notes you play on the keyboard by setting the volume of the playback sound.

1 Press the [SONG] button.
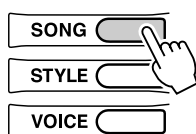
2 **Press the [FUNCTION] button a number of times until "SongVol" appears.**

Current Song Volume   Song Volume

FUNCTION
BACKUP

[100]   SongVol

3 **Set the Song Volume by pressing the number buttons [0]-[9], [+], [-].**
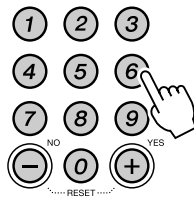
① ② ③
④ ⑤ ⑥
⑦ ⑧ ⑨
⊖ ⓪ ⊕
NO   YES
RESET

📝 NOTE

• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (100).

Mute

You can mute Track 1 or Track 2 during Song playback.

• Track 1 can be muted by pressing the [REC TRACK 1] button during Song playback.

• Track 2 can be muted by pressing the [REC TRACK 2] button during Song playback.

You can cancel the mute function by pressing the corresponding track buttons, [TRACK 1] or [TRACK 2] again during Song playback, or by selecting any other Song.

LESSON PART
L   R

REC
2   TRACK   1

[001]   Arabic
REVERB
TOUCH
MEASURE 010

[
C3

L   R
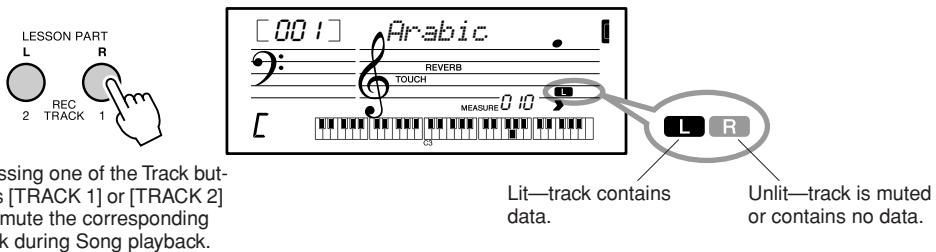
Pressing one of the Track buttons [TRACK 1] or [TRACK 2] will mute the corresponding track during Song playback.

Lit—track contains data.

Unlit—track is muted or contains no data.

Practice Makes Perfect

You can repeatedly practice a section you find difficult. This function lets
you specify a section of a Song you want to practice—"A" is the start point
and "B" is the end point—for repeat playback.

```
A                        B
```

Repeat playback of this section
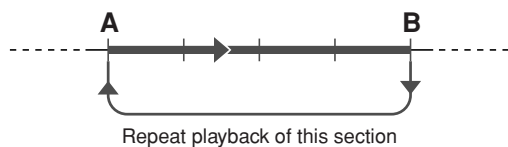
1 Play the Song and press the [A-B REPEAT] button at the beginning of
the section you want to repeat (the "A" point).
"A-REPEAT" will be displayed.

SONG   A-B REPEAT   REW   FF   TEMPO/TAP
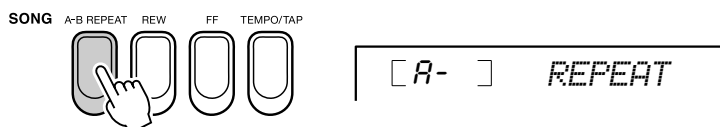
`[A-  ]   REPEAT`

2 Press the [A-B REPEAT] button a second time at the end of the section
you want to repeat (the "B" point). The specified A-B section of the
Song will now play repeatedly, letting you practice the section over and
over.

SONG   A-B REPEAT   REW   FF   TEMPO/TAP
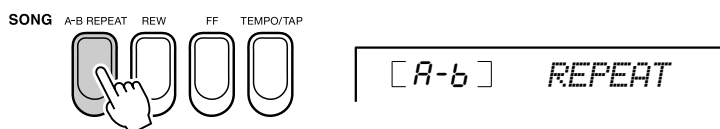
`[A-b]   REPEAT`

You can stop repeat playback by pressing the [A-B REPEAT] button.
The A-B REPEAT mode will be canceled and normal playback of the
Song will continue.

SONG   A-B REPEAT   REW   FF   TEMPO/TAP

`[oFF]   REPEAT`
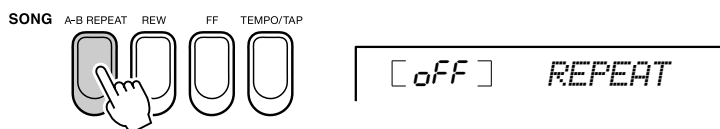
📝 **NOTE**

- *The repeat start and end points can be specified in one-measure increments.*
- *You can also set the A-B Repeat function when the Song is stopped. Simply use the [REW] and [FF] buttons to select the desired measures, pressing the [A-B REPEAT] button for each point, then start playback.*
- *If you want to set the start point "A" at the very beginning of the Song press the [A-B REPEAT] button before starting playback of the Song.*

📝 **NOTE**

- *The A-B Repeat function will be canceled when you select another Song or Style mode.*

Play With a Variety of Effects

Adding Harmony

This feature adds harmony notes as well as tremolo or echo effects to the Main Voice.

1 Press the [HARMONY] button to turn harmony on.
When you don't want to add harmony notes, press the [HARMONY ON/OFF] button again to turn Harmony off.
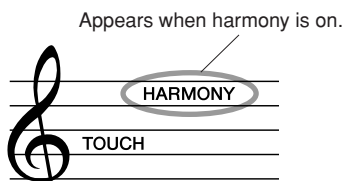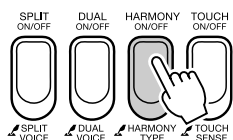
Appears when harmony is on.

2 Press and hold the [HARMONY ON/OFF] button for longer than a second.
"HarmType" appears in the display for a few seconds, followed by the Harmony Type.
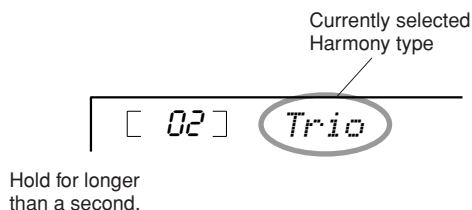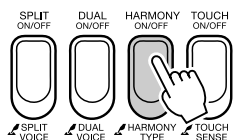
Currently selected Harmony type

Hold for longer than a second.

3 Select a desired Harmony Type by using the number buttons [0]-[9], [+], [-].
Refer to the Harmony Type list on page 84.
Try playing the keyboard with the harmony function. The effect and operation of each Harmony Type is different—refer to the section "How to sound each Harmony Type" on the next page as well as the Harmony Type List for details.
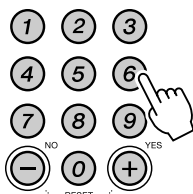
● **How to sound each Harmony Type**

• **Harmony type 01-05**

Press the right-hand keys while play-ing chords in the auto accompaniment range of the keyboard when the Auto Accompaniment is on (page 23).

• **Harmony type 06-12 (Trill)**

Hold down two keys.

• **Harmony type 13-19 (Tremolo)**
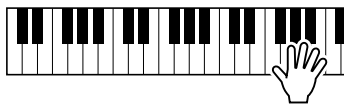
Keep holding down the keys.

• **Harmony type 20-26 (Echo)**

Keep holding down the keys.

You can adjust the Harmony Volume in the Function Settings (page 60).
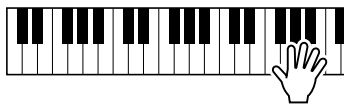
NOTE

• The harmony notes can be added only to the Main Voice, not to Dual or Split Voices.

• The keys left of the Split Point of the keyboard pro-duce no harmony notes when the auto accompani-ment is on (ACMP ON is lit).

Adding Reverb

Reverb adds the ambience of a room or concert hall to the sound that you play on the keyboard.

To add Reverb

Press the [REVERB ON/OFF] button to turn Reverb on. Reverb is normally on. You can check how the selected Reverb Type sounds by playing the key-board. To turn Reverb off, press the [REVERB ON/OFF] button again.
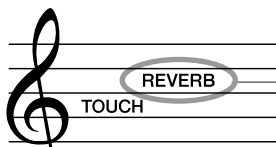
Appears when Reverb is on.

Select a Reverb Type

The ideal type is automatically selected whenever you select a Song or Style, but you can select any of the available Reverb Types.

1 Press and hold the [REVERB ON/OFF] button for longer than a sec-ond. "REVERB" appears in the display for a few seconds, followed by the Reverb Type.

Hold for longer than a second.

Currently selected Reverb Type

2 Select the desired Reverb Type by using the number buttons [0]-[9], [+], [-].
Refer to the Reverb Type list on page 85 for details.
You can adjust the Reverb depth in the Function Settings (Reverb Level on page 60).
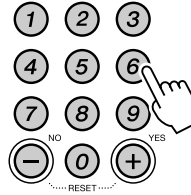
Adding Chorus

This effect makes the Voice sound richer, warmer and more spacious. The best-suited Chorus type is automatically selected whenever you select a Voice; however, you can select any of the available types.

1 Press the [FUNCTION] button a number of times until the "Chorus" appears.
"Chorus" appears in the display for a few seconds, followed by the Chorus Type.

FUNCTION
BACKUP

[1] Chorus1 ——— Currently selected Chorus Type
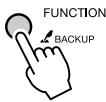
2 Select a desired Chorus Type by using the number buttons [0]-[9], [+], [-].
Refer to the Chorus Type list on page 85 for details.
You can adjust the Chorus depth independently for the Main, Dual and Split Voices in the Function Settings (page 60).

Adding Panel Sustain

This function adds a fixed sustain to the keyboard Voices.

1 Press the [FUNCTION] button a number of times until the "Sustain" item appears.

FUNCTION
BACKUP

[oFF] Sustain

Current setting
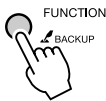
2 Press the [+] button to turn the Panel Sustain on.
Panel Sustain will be added to the notes you play on the keyboard when the Panel Sustain is on. To turn it off, press the [-] button.
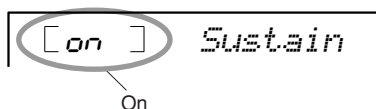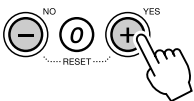
[on] Sustain

On

Handy Performance Features

Touch Response Sensitivity

Touch Response
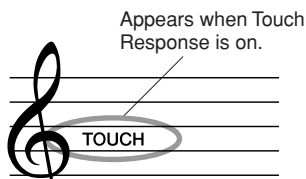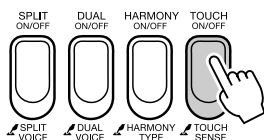
Appears when Touch Response is on.

TOUCH

Press the [TOUCH ON/OFF] button to turn Touch Response on. When Touch Response is on, you can control the volume of notes according to how hard you play the keys. Touch Response is normally on. Press the [TOUCH ON/OFF] button again to turn the Touch Response off. When Touch Response is off, the same volume will be produced no matter how hard you play the keys.

Setting the Touch Sensitivity

When Touch Response is on, you can adjust the sensitivity of the keyboard in response to keyboard dynamics in three steps. Higher values produce greater (easier) volume variation in response to keyboard dynamics—in other words, greater sensitivity.

1 Press and hold the [TOUCH ON/OFF] button for longer than a second. "TouchSns" appears in the display for a few seconds, followed by the current Touch Sensitivity value.

Currently selected Touch Sensitivity

$$[\ 2\ ] \quad Medium$$

Hold for longer than a second.
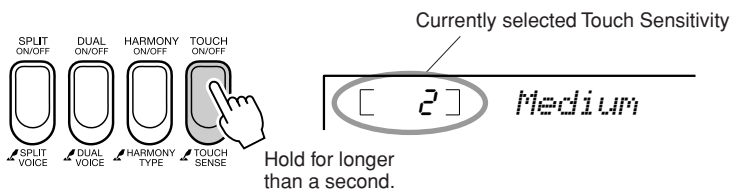
2 Select a Touch Sensitivity setting between 1 and 3 by using the number buttons [0]-[9], [+], [-].
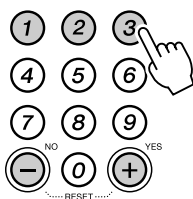
Setting the Split Point

The Split Point setting can be changed as desired.

Split Point—default setting: 54 (F♯2)

36   48   60   72   84   96
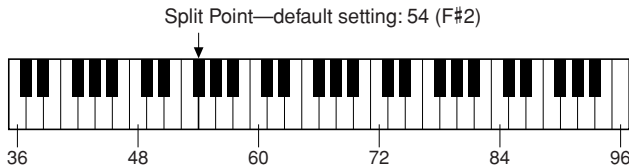
The initial default Split Point is key number 54 (the F♯2 key), but you can change it to another key. When you change the Split Point, the auto accompaniment range also changes.

1 Press the [FUNCTION] button a number of times until "SplitPnt" appears.
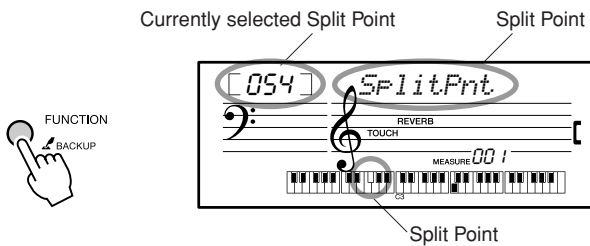
Currently selected Split Point   Split Point

FUNCTION
BACKUP

054 *SplitPnt*

REVERB
TOUCH
MEASURE *001*

Split Point

2 Set the Split Point by using the number buttons [0]-[9], [+], [-].

NOTE

• *Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (54 or F#2).*

Transpose

The overall pitch of the instrument can be shifted up or down by a maximum of 1 octave in semitone increments.

1 Press the [FUNCTION] button a number of times until the "Transpos" appears.

Current transpose value

FUNCTION
BACKUP
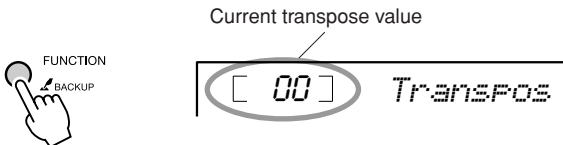
00 *Transpos*

2 Use the number buttons [0]-[9], [+], [-] to set the Transpose value between -12 and +12 as required.
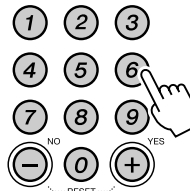
NOTE

• *The pitch of the Drum and Oriental Percussin Kits Voices (Voice numbers 109-121, 518-523) cannot be changed.*

• *Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (00).*

Tuning

You can fine tune the pitch of the entire instrument. The overall tuning of the instrument can be shifted up or down by a maximum of 100 cents in 1-cent increments (100 cents = 1 semitone).

1 Press the [FUNCTION] button a number of times until "Tuning" appears.

Currently tuning value

FUNCTION
BACKUP

[000]   Tuning
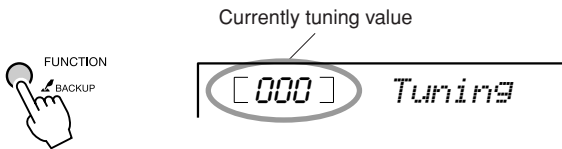
2 Use the number buttons [0]-[9], [+] and [-] to set the Tuning value between -100 and +100 as required.
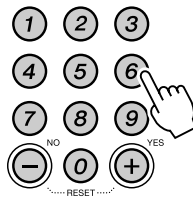
NOTE

• The pitch of the Drum and Oriental Percussin Kits Voices (Voice numbers 109-121, 518-523) cannot be changed.

• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (000).

One Touch Setting

Sometimes selecting the ideal Voice to play with a Song or Style can be confusing. The One Touch Setting feature automatically selects the most suitable Voice for you when you select a Style or Song. Simply select Voice number "000" to activate this feature.

1 Press the [VOICE] button, and then select Voice number "000" by using the number buttons [0]-[9], [+], [-].

SONG
STYLE
VOICE

Appears when One Touch Setting is on.

[000]   SprnoSax
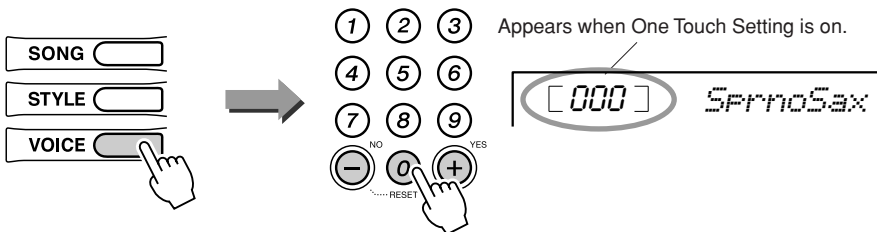
This turns the One Touch Setting feature on. One Touch Setting will be turned off if you select any other Voice number.

Changing the tempo of the Song/Style

Songs and Styles can be played at any tempo you desire—fast or slow.

1 Press the [TEMPO/TAP] button to call up the Tempo setting in the display after selecting a Style/Song.

Current Tempo value

[116] Tempo
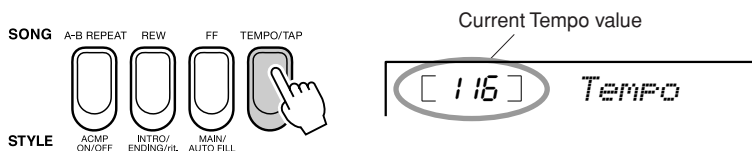
2 Set the Tempo by using the number buttons [0]-[9], [+], [-].

You can also set the Tempo by simply tapping the [TEMPO/TAP] button at the required tempo—four times for time signatures in 4, and three times for time signatures in 3.

You can change the Tempo during Style/Song playback by pressing the [TEMPO/TAP] button just twice.

> **NOTE**
>
> • Press the [+] and [-] buttons simultaneously to instantly reset the value to the default tempo of a Style or Song.
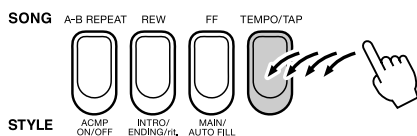
Adjusting the Voice Parameters

The volume, octave (the pitch of the instrument can be shifted by up or down in octaves) and Chorus Send Level can be individually adjusted for the Main, Dual, and Split Voices.

● **Main Voice Parameters (page 61)**
  • Main Voice Volume
  • Main Voice Octave
  • Main Voice Chorus Send Level
● **Dual Voice Parameters (page 61)**
  • Dual Voice Volume
  • Dual Voice Octave
  • Dual Voice Chorus Send Level
● **Split Voice Parameters (page 61)**
  • Split Voice Volume
  • Split Voice Octave
  • Split Voice Chorus Send Level

You can adjust each of the parameters above in the Function settings (page 60).

Style (Auto Accompaniment) Functions

Various ways to start and stop Style playback

Starting Style playback

The following three methods can be used to start Style playback. In all cases you will need to press the [ACMP ON/OFF] button to turn auto accompaniment on before actually starting Style playback. Whichever method you choose, you can press the [INTRO/ENDING/rit.] before starting playback. To begin your performance, an introduction will play automatically, then will automatically switch to the MAIN section when finished.

Appears when the auto accompaniment is on

■ Immediate Start

Press the [START/STOP] button to begin rhythm-only playback of the selected Style.
The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.
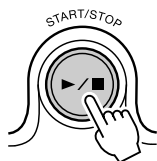
Immediate Start

■ Chord Start

Press the [SYNC START] button and the beat arrows will begin flashing, indicating that the Sync Start "standby" mode has been engaged. The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.

Accompaniment range
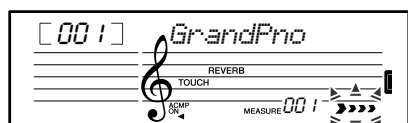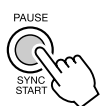
Sync Start standby
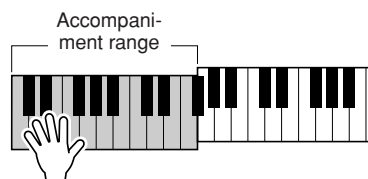
Style playback begins when you play a chord

■ Tap Start

You can supply a count-in at any tempo you like to start playback. Simply tap the [TEMPO/TAP] button at any tempo—4 times for time signatures in 4, and 3 times for time signatures in 3—and the selected Style rhythm will begin playing at the tapped tempo.
The bass and chords will begin playing as soon as you play a chord in the accompaniment range of the keyboard.

Start at the tapped tempo
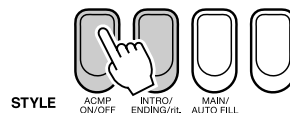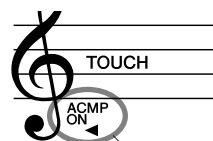
Stopping Style playback

The following three methods can be used to stop Style playback.

■ Immediate Stop

Playback will stop as soon as you press the [START/STOP] button.
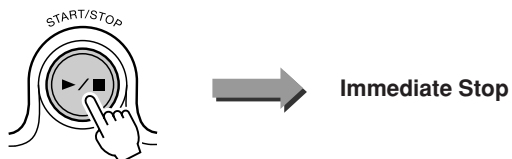
Immediate Stop

■ Stop and Enter Sync Start Mode

If you press the [SYNC START] button during Style playback, playback will stop immediately and the Sync Start standby mode will be engaged (beat arrows will flash).
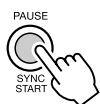
Stop immediately and enter the Sync Start mode
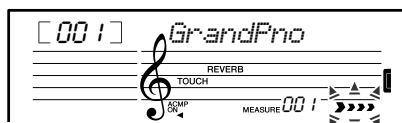
Sync Start standby

■ Play the Ending and Stop

Press the [INTRO/ENDING/rit.] button to begin playing an ending section. Playback will stop when the ending has played all the way through.
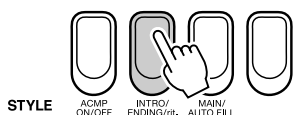
Stop after ending plays

If you press the [INTRO/ENDING/rit.] button a second time (while the ending is playing), the ending will play in ritardando (the tempo will gradually get slower).

Pattern Variation (Sections)

The instrument features a wide variety of Style "sections" (patterns) that allow you to vary the arrangement of the accompaniment to match the Song you are playing.
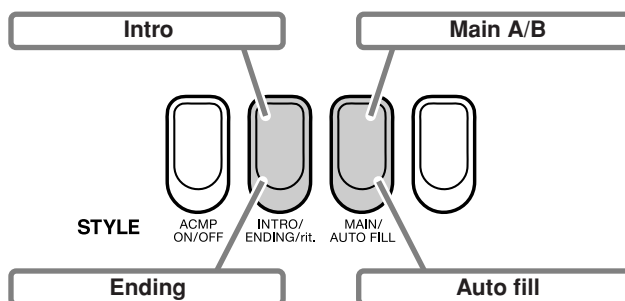
● **INTRO section**

This is used for the beginning of the Song

When the intro finishes playing, accompaniment shifts to the main section.

The length of the intro (in measures) differs depending on the selected Style.

● **MAIN section**

This is used for playing the main part of the Song. It plays a main accompaniment pattern, and repeats indefinitely until another section's button is pressed. There are two variations on the basic pattern (A and B), and the Style playback sound changes harmonically based on the chords you play with your left hand.

● **Fill-in section**

This is automatically added before changing the section A and B.

● **ENDING section**

This is used for the ending of the Song. When the ending is finished, the auto accompaniment stops automatically. The length of the ending (in measures) differs depending on the selected Style.

1 Press the [STYLE] button and then select a Style.

2 Turn auto accompaniment on.

Press the [ACMP ON/OFF] button.
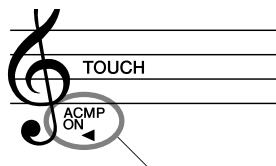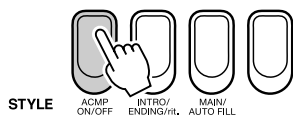
Appears when the auto accompaniment is on.

3 Turn SYNC START on.

Press the [SYNC START] button.

4 Press the [MAIN/AUTO FILL] button.

`MAIN A`

The name of the selected section—MAIN A or MAIN B—will be displayed
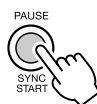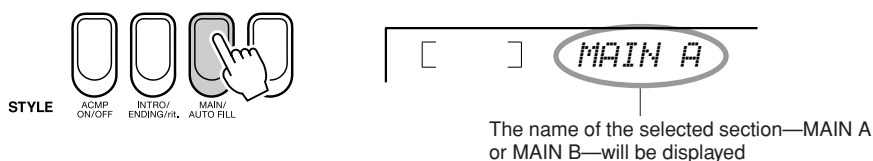
5 Press the [INTRO/ENDING/rit.] button.
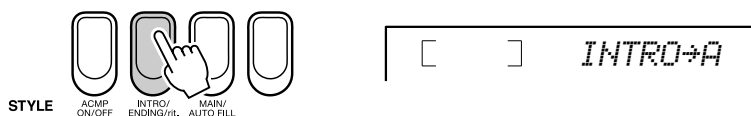
`INTRO→A`

6 As soon as you play a chord with your left hand, the Intro of the selected Style starts.

For this example, play a C major chord (as shown below). For information on how to enter chords, see "Playing Auto Accompaniment Chords" on page 56.

Accompani-
ment range
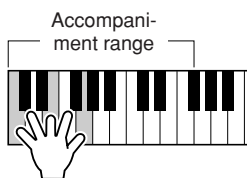
7 Press the [MAIN/AUTO FILL] button.

`FILL A→B`
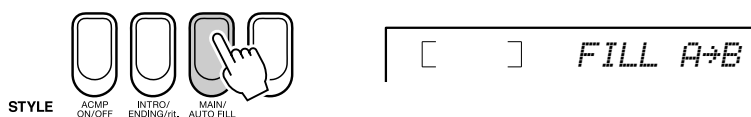
When the fill-in is finished, it leads smoothly into the selected main section A/B.

8 Press the [INTRO/ENDING/rit.] button.
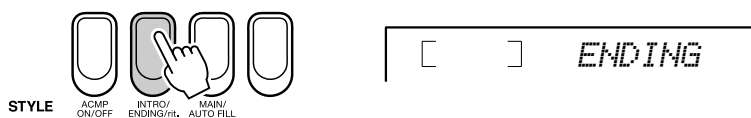
`ENDING`

This switches to the ending section.
When the ending is finished, the auto accompaniment stops automatically. You can have the ending gradually slow down (ritardando) by pressing the [INTRO/ENDING/rit.] button again while the ending is playing back.

Adjusting the Style Volume

This procedure allows you to adjust the balance between Style playback and the notes you play on the keyboard by setting the volume of the playback sound.

1 **Press the [STYLE] button.**

2 **Press the [FUNCTION] button a number of times until the "StyleVol" appears.**

Current Style volume setting   Style Volume

FUNCTION
BACKUP
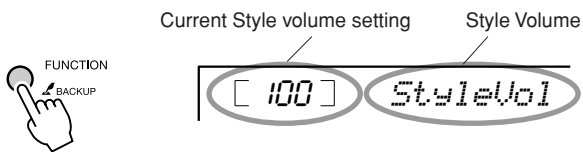
[100]   StyleVol

3 **Set the Style volume by using the number buttons [0]-[9], [+], [-].**
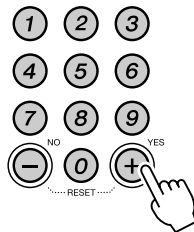
NO   YES

RESET

📝 **NOTE**

• Press the [+] and [-] buttons simultaneously to instantly reset the value to its default setting (100).

Playing Auto Accompaniment Chords

You've learned in the section "Play with a Style (Accompaniment)" on page 22 that the "feel" of the Style changes every time you play a chord on the left-hand side of the keyboard. Here, you'll learn the types of the chords and how to play them in greater detail. The examples of chords are given here in the key of C.

There are two basic ways (below) you can play the chords on the left-hand side of the keyboard, while playing the Style (page 23)

■ **Easy Chords**
■ **Standard Chords**

Split Point—default setting: 54 (F#2)

36   48   60   72   84   96
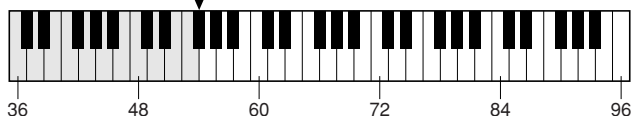
Easy Chords

This method lets you easily play chords in the accompaniment range of the keyboard using only one, two, or three fingers.

NOTE

- *Root notes and the corresponding keys*

Accompaniment range
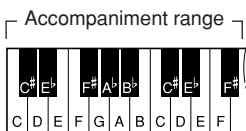
| **C** | • **To play a major chord** Press the root note of the chord. | **C₇** | • **To play a seventh chord** Press the root note together with the nearest white key to the left of it. |
| **Cm** | • **To play a minor chord** Press the root note together with the nearest black key to the left of it. | **Cm₇** | • **To play a minor seventh chord** Press the root note together with the nearest white and black keys to the left of it (three keys altogether). |

Standard Chords

This method lets you produce accompaniment by playing chords using normal fingerings in the accompaniment range of the keyboard.

C	C(9)	C₆	C₆(9)	CM₇	CM₇(9)	CM₇(♯11)	C(♭5)	CM₇♭5
Csus₄	Caug	CM₇aug	Cm	Cm(9)	Cm₆	Cm₇	Cm₇(9)	Cm₇(11)
CmM₇	CmM₇(9)	Cm₇♭5	CmM₇♭5	Cdim	Cdim₇	C₇	C₇(♭9)	C₇(♭13)
C₇(9)	C₇(♯11)	C₇(13)	C₇(♯9)	C₇♭5	C₇aug	C₇sus4	C₁₊₂₊₅	

* Notes enclosed in parentheses are optional; the chords will be recognized without them.

● Recognized Standard Chords Chart

Chord Name/[Abbreviation]	Normal Voicing	Chord (C)	Display
Major [M]	1 - 3 - 5	C	C
Add ninth [(9)]	1 - 2 - 3 - 5	C(9)	C(9)
Sixth [6]	1 - (3) - 5 - 6	C6	C6
Sixth ninth [6(9)]	1 - 2 - 3 - (5) - 6	C6(9)	C6(9) *
Major seventh [M7]	1 - 3 - (5) - 7 or 1 - (3) - 5 - 7	CM7	CM7
Major seventh ninth [M7(9)]	1 - 2 - 3 - (5) - 7	CM7(9)	CM7(9) *
Major seventh add sharp eleventh [M7(#11)]	1 - (2) - 3 - #4 - 5 - 7 or 1 - 2 - 3 - #4 - (5) - 7	CM7(#11)	CM7(#11)*
Flatted fifth [(♭5)]	1 - 3 - ♭5	C(♭5)	C♭5 *
Major seventh flatted fifth [M7♭5]	1 - 3 - ♭5 - 7	CM7♭5	CM7♭5 *
Suspended fourth [sus4]	1 - 4 - 5	Csus4	Csus4
Augmented [aug]	1 - 3 - #5	Caug	Caug
Major seventh augmented [M7aug]	1 - (3) - #5 - 7	CM7aug	CM7aug *
Minor [m]	1 - ♭3 - 5	Cm	Cm
Minor add ninth [m(9)]	1 - 2 - ♭3 - 5	Cm(9)	Cm(9)
Minor sixth [m6]	1 - ♭3 - 5 - 6	Cm6	Cm6
Minor seventh [m7]	1 - ♭3 - (5) - ♭7	Cm7	Cm7
Minor seventh ninth [m7(9)]	1 - 2 - ♭3 - (5) - ♭7	Cm7(9)	Cm7(9)
Minor seventh add eleventh [m7(11)]	1 - (2) - ♭3 - 4 - 5 - (♭7)	Cm7(11)	Cm7(11) *
Minor major seventh [mM7]	1 - ♭3 - (5) - 7	CmM7	CmM7
Minor major seventh ninth [mM7(9)]	1 - 2 - ♭3 - (5) - 7	CmM7(9)	CmM7(9) *
Minor seventh flatted fifth [m7♭5]	1 - ♭3 - ♭5 - ♭7	Cm7♭5	Cm7♭5
Minor major seventh flatted fifth [mM7♭5]	1 - ♭3 - ♭5 - 7	CmM7♭5	CmM7♭5 *
Diminished [dim]	1 - ♭3 - ♭5	Cdim	Cdim
Diminished seventh [dim7]	1 - ♭3 - ♭5 - 6	Cdim7	Cdim7
Seventh [7]	1 - 3 - (5) - ♭7 or 1 - (3) - 5 - ♭7	C7	C7
Seventh flatted ninth [7(♭9)]	1 - ♭2 - 3 - (5) - ♭7	C7(♭9)	C7(♭9)
Seventh add flatted thirteenth [7(♭13)]	1 - 3 - 5 - ♭6 - ♭7	C7(♭13)	C7(♭13)
Seventh ninth [7(9)]	1 - 2 - 3 - (5) - ♭7	C7(9)	C7(9)
Seventh add sharp eleventh [7(#11)]	1 - (2) - 3 - #4 - 5 - ♭7 or 1 - 2 - 3 - #4 - (5) - ♭7	C7(#11)	C7(#11)
Seventh add thirteenth [7(13)]	1 - 3 - (5) - 6 - ♭7	C7(13)	C7(13)
Seventh sharp ninth [7(#9)]	1 - #2 - 3 - (5) - ♭7	C7(#9)	C7(#9)
Seventh flatted fifth [7♭5]	1 - 3 - ♭5 - ♭7	C7♭5	C7♭5 *
Seventh augmented [7aug]	1 - 3 - #5 - ♭7	C7aug	C7aug
Seventh suspended fourth [7sus4]	1 - 4 - (5) - ♭7	C7sus4	C7sus4
One plus two plus five [1+2+5]	1 - 2 - 5	C1+2+5	C *

* These chords are not shown in the Chord Dictionary function.

NOTE

- *Notes in parentheses can be omitted.*
- *Playing two same root keys in the adjacent octaves produces accompaniment based only on the root.*
- *A perfect fifth (1+5) produces accompaniment based only on the root and fifth which can be used with both major and minor chords.*
- *The chord fingerings listed are all in "root" position, but other inversions can be used—with the following exceptions: m7, m7♭5, 6, m6, sus4, aug, dim7, 7♭5, 6(9), 1+2+5*
- *Inversion of the 7sus4 and m7(11) chords are not recognized if the notes shown in parentheses are omitted.*
- *The auto accompaniment will sometimes not change when related chords are played in sequence (e.g. some minor chords followed by the minor seventh).*
- *Two-note fingerings will produce a chord based on the previously played chord.*

Looking up Chords Using the Chord Dictionary

The Dictionary function is essentially a built-in "chord dictionary" that shows you the individual notes of chords. It is ideal when you know the name of a certain chord and want to quickly learn how to play it.

1 Press and hold the [WAITING] button for longer than a second. "Dict." will appear in the display.

Hold for longer than a second.
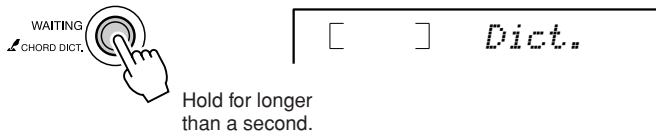
2 As an example, we'll learn how to play a GM7 (G major seventh) chord. Press the "G" key in the root section of the keyboard. (The note doesn't sound.) The root note you set is shown in the display.

Keys for chord type dictionary   Keys for root dictionary
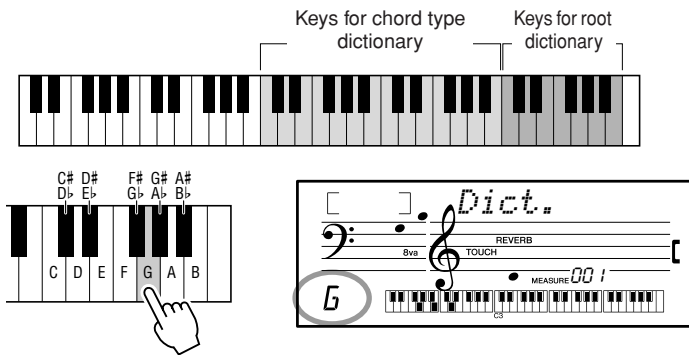
3 Press the "M7" (major seventh) key in the chord section of the keyboard. (The note doesn't sound.)
The notes you should play for the specified chord (root note and chord type) are shown in the display, both as notation and in the keyboard diagram.
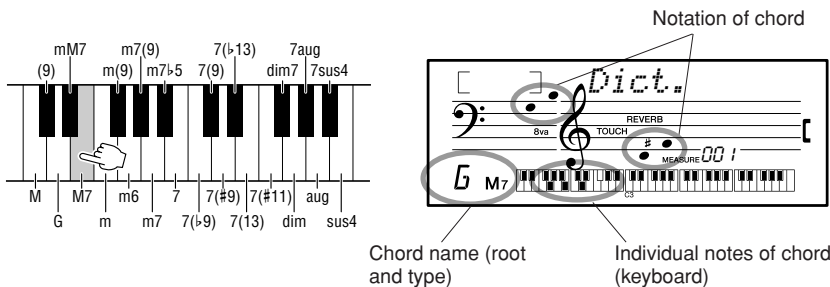
Notation of chord

Chord name (root and type)   Individual notes of chord (keyboard)

To call up possible inversions of the chord, press the [+]/[-] buttons.

4 Try playing a chord in the auto accompaniment section of the keyboard, checking the indications in the display.
When you've played the chord properly, a bell sound signals your success and the chord name in the display flashes.

■ About chords

Playing two or more notes together simultaneously creates a "chord."

Playing a note together with two other notes spaced three notes (steps) apart—such as the notes C, E and G—creates a harmonious sound. Chords like these are called "triads" and they play an important role in most music.

3rd Root 3rd
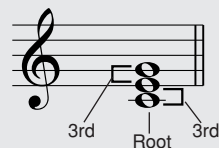
Taking the chord above as an example, the lowest note of this triad is called the "root note." This is the central note sound, and it supports or anchors the rest of the notes chord.
You'll notice that the middle note of the chord above (E) is the third step in the succession of scale notes—C, D, then E. There are two types of "thirds" in chords: major thirds and minor thirds.

Major third—four half steps from the root   **Minor third**—three half steps from the root

We'll also alter the top note of our original chord and make three additional chords, as shown below. (The captions indicate the intervals between each of the notes.)

◆ **Major chord**   ◆ **Minor chord**   ◆ **Augmented chord**   ◆ **Diminished chord**

CM   Cm   Caug   Cdim

Minor 3rd Major 3rd   Major 3rd Minor 3rd   Major 3rd Major 3rd   Minor 3rd Minor 3rd

The basic characteristics of the chord sound are same, no matter if we change the order of the notes from bottom to top, or if we add other same name notes in different octaves. Beautiful sounding harmonies can be built in this manner, and emotional music can be created by playing different chords one after the other according to commonly accepted rules. Harmony determines the nature of chords, and music is created based on harmony.

● Chord names

From the chord name, you can tell at a glance what type of chord it is and which notes make up the chord. Understanding the basic structure of chords is very useful—once you're familiar with this, you'll be quickly and easily play chords by looking at the names that appear above the notation.

Cm
Root note   Chord type

● Chord types (These chords are among those that can be recognized by the Fingered method.)

Suspended 4th   **7th**   **Minor 7th**   **Major 7th**

Csus4   C7   Cm7   CM7

Perfect 5th Perfect 4th   Flatted 7th Major chord   Flatted 7th Minor chord   Major 7th Major chord

Minor/major 7th   **7th, flatted 5th**   **Minor 7th, flatted 5th**   **7th, suspended 4th**

CmM7   C7(♭5)   Cm7(♭5)   C7sus4

Major 7th Minor chord   Flatted 5th 7th chord   Flatted 5th Minor 7th chord   Flatted 7th Suspended 4th chord

Function Settings

The [FUNCTION] button gives you access to a variety of operations related to adjusting or enhancing the sound and making settings for connection to external devices.

Select the item and change the value

There are 47 different items that can be set.

1 Press the [FUNCTION] button a number of times until desired item appears.

Each time the [FUNCTION] button is pressed 47 function items are displayed in sequence. The description and display sample is provided on the Function Setting List on page 60-61.

FUNCTION
BACKUP

[100]   StyleVol

Value   Function item
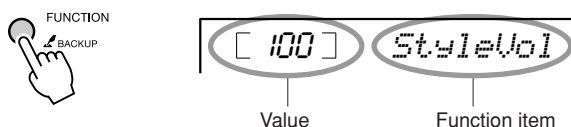
2 Set the value by using the number buttons [0]-[9], [+], [-].

For on/off settings or the PC Mode setting, use [+]/[-] buttons.
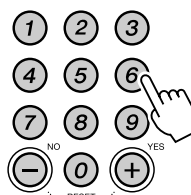
3 If necessary, hold the [FUNCTION] button for longer than a second to save your settings to flash memory.

(Refer to "Backup" on page 33)

FUNCTION
BACKUP

[   ]   Writing!

Hold for longer than a second.
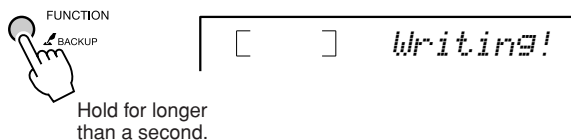
● Function Setting List

Item	Display	Range/settings	Description
Style Volume	*StyleVol*	000-127	Determines the volume of the Style.
Song Volume	*SongVol*	000-127	Determines the volume of the Song.
Transpose	*TransPos*	-12–00–12	Determines the pitch of the instrument by semitone increments.
Tuning	*Tuning*	-100–000–100	Sets the pitch of the instrument's sound in 1-cent increments.
Pitch Bend Range	*PBRange*	01-12	Determines the pitch bend range.
Split Point	*SplitPnt*	000-127 (C-2–G8)	Determines the highest key for the Split Voice and sets the Split "point"—in other words, the key that separates the Split (lower) and Main (upper) Voices. The Split Point setting and Accompaniment Split Point setting are automatically set to the same value.
Touch Sensitivity	*TouchSns*	1 (Soft) 2 (Medium) 3 (Hard)	When Touch Response is on, this determines the sensitivity of the feature.

Item	Display	Range/settings	Description
Accompaniment Tuning	*TuneAcc*	ON/OFF	Determines whether Scale Tuning is applied to the accompaniment or not. Use the [+] button to turn it on (apply it to the accompaniment) and [-] to turn it off.
Oriental Scales (Tune C - Tune B)	*Tune C : Tune B*	-64–00–63	Determines the pitch of each note.
Main Voice Volume	*M.Volume*	000-127	Determines the volume of the Main Voice.
Main Voice Octave	*M.Octave*	-2–0–2	Determines the octave range for the Main Voice.
Main Voice Chorus Send Level	*M.Chorus*	000-127	Determines how much of the Main Voice's signal is sent to the Chorus effect.
Dual Voice	*D.Voice*	001-482	Selects the Dual Voice.
Dual Voice Volume	*D.Volume*	000-127	Determines the volume of the Dual Voice.
Dual Voice Octave	*D.Octave*	-2–0–2	Determines the octave range for the Dual Voice.
Dual Voice Chorus Send Level	*D.Chorus*	000-127	Determines how much of the Dual Voice's signal is sent to the Chorus effect.
Split Voice	*S.Voice*	001-482	Selects the Split Voice.
Split Voice Volume	*S.Volume*	000-127	Determines the volume of the Split Voice.
Split Voice Octave	*S.Octave*	-2–0–2	Determines the octave range for the Split Voice.
Split Voice Chorus Send Level	*S.Chorus*	000-127	Determines how much of the Split Voice's signal is sent to the Chorus effect.
Reverb Type	*Reverb*	01-10	Determines the Reverb type, including off (10). Refer to the Reverb Type list on page 85.
Reverb Level	*RevLevel*	000-127	Determines how much of the Voice's signal is sent to the Reverb effect.
Chorus Type	*Chorus*	1-5	Determines the Chorus Type, including off (05). Refer to the Chorus Type list on page 85.
Panel Sustain	*Sustain*	ON/OFF	Determines whether or not Panel Sustain is always applied to the Main/Dual/Split Voices. Panel Sustain is applied continuously when ON, or not applied when OFF.
Harmony Type	*HarmType*	01-26	Determines the Harmony Type. Refer to the Harmony Type list on page 84.
Harmony Volume	*HarmVol*	000-127	Determines the volume of the Harmony effect when Harmony type 1-5 is selected.
Style Register	*StyleReg*		Select and register a style file from flash files that are loaded from computer. Select a style file by using [+]/[-] button, and then register it by using [0] button. The selected Style will automatically be registered as Style number 136.
PC Mode	*PC mode*	OFF/PC1/PC2	Optimizes the MIDI settings when you connect to a computer (page 64).
Local On/Off	*Local*	ON/OFF	Determines whether the instrument's keyboard controls the internal tone generator (ON) or not (OFF).
External Clock	*ExtClock*	ON/OFF	Determines whether the instrument synchronizes to the internal clock (OFF) or an external clock (ON).
Initial Setup Send	*InitSend*	YES/NO	Lets you send the data of the panel settings to a computer. Use the [+] button to transmit the data.
Time Signature	*TimeSig*	00-15	Determines the time signature of the Metronome.
Metronome Volume	*MetroVol*	000-127	Determines the volume of the Metronome.
Lesson Track (R)	*R-Part*	01-16	Determines the guide track number for your right hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Refer to the section "Using Transferred Songs for Lessons" on page 67.
Lesson Track (L)	*L-Part*	01-16	Determines the guide track number for your left hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Refer to the section "Using Transferred Songs for Lessons" on page 67
Demo Cancel	*D-Cancel*	ON/OFF	Determines whether Demo cancel is enabled or not. When this is set to ON, the Demo Song will not play, even if the [DEMO] button is pressed.

About MIDI

The instrument features a MIDI terminals that can be connected to other MIDI instruments and devices for expanded musical functionality.

What is MIDI?

MIDI (Musical Instrument Digital Interface) is a world-standard interface for communication between electronic musical instruments and music devices. When MIDI-equipped instruments are connected via a MIDI cable, it becomes possible to transfer performance and setting data between them for significantly enhanced performance and production potential.

⚠ **CAUTION**

- *Connect the PSR-A300 to external equipment only after turning off power for all devices. Then, turn on the power, first to the PSR-A300, then to the connected external equipment.*

What You Can Do With MIDI

- Transferring performance and setting data between the PSR-A300 and MIDI-equipped instruments or computers. (page 63)
- Transferring the Song or Style data between the PSR-A300 and computers. (page 65)

Transferring Performance Data To and From Another Instrument

By connecting the PSR-A300 to other MIDI devices or a computer, the performance data of the instrument can be used on those other MIDI devices or computer, and also the performance data from other MIDI devices and computer can be received and sounded with the PSR-A300.

● **When the instrument is connected with another MIDI device, it transmits/receives performance data.**
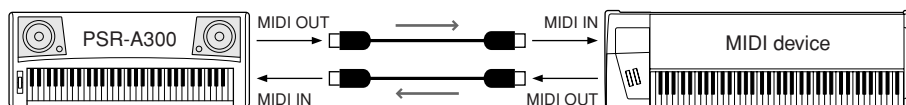
● **When the instrument is connected with a computer, it transmits/receives performance data.**
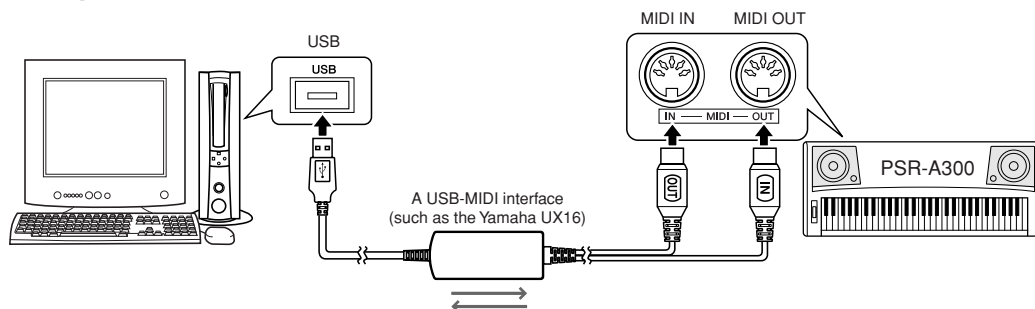
■ MIDI settings
These settings should be made when transmitting/receiving performance data to a connected MIDI device or computer.

Local Settings

Local Control determines whether or not notes played on the instrument are sounded by its internal tone generator system; the internal tone generator is active when local control is on, and inactive when local control is off.

On .... This is the normal setting in which notes played on the instrument's keyboard are sounded by the internal tone generator system. Data received via the instrument's MIDI terminal will also be played by the internal tone generator.

Off .... With this setting the instrument itself produces no sound (keyboard performance, Harmony, or Style playback), but the performance data is transmitted via the MIDI terminal. Data received via the instrument's MIDI terminal will also be played by the internal tone generator.

You can set the Local Control in the Function Settings (page 60).

📝 **NOTE**
- *If you can't get any sound out of the instrument, Local Control may be the most likely cause. Playing the keyboard results in no sound when Local is set to OFF.*

External Clock Settings

These settings determine whether the instrument is synchronized to its own internal clock (OFF), or to a clock signal from an external device (ON).

On......... The instrument's time based functions will be synchronized to the clock from an external device connected to the MIDI terminal.

Off .... The instrument uses its own internal clock (default).

You can set the External Clock in the Function Settings (page 60).

📝 **NOTE**

• If External Clock is ON and no clock signal is being received from an external device, the Song, Style, and metronome functions will not start.

PC Mode

The PC settings instantly reconfigure all important MIDI settings (as shown below). The selections are PC1, PC2 and OFF.

📝 **NOTE**

• Song Out, Style Out and Keyboard Out can only be changed by the PC setting. They cannot be set independently.

• Copyrighted Songs and User Songs cannot be used with Song Out.

● **The chart of PC Settings**

	PC1	PC2*	OFF
LOCAL	Off	Off	On
EXTERNAL CLOCK	On	Off	Off
SONG OUT**	Off	Off	On
STYLE OUT***	Off	Off	On
KEYBOARD OUT****	Off	On	On

* Set the PC mode to PC2 when using Digital Music Notebook.
Digital Music Notebook is a major new multimedia platform for music tuition and performance. Visit the website below for more information on the latest version of Digital Music Notebook and how to install it.
        www.digitalmusicnotebook.com

** Determines whether Song data is transmitted (ON) via MIDI or not (OFF) during Song playback.

*** Determines whether Style data is transmitted (ON) via MIDI or not (OFF) during Style playback.

**** Determines whether keyboard performance data of the instrument is transmitted (ON) or not (OFF).

1 Press and hold the [DEMO] button for longer than a second to call up the PC Mode.

DEMO
PC

Hold for longer than a second.

`[ oFF ]    PC mode`
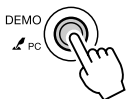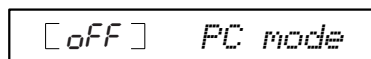
2 Select PC1, PC2, or OFF by using the [+], [-] buttons.

Remote Control of MIDI Devices

You can also use this instrument as a remote control device for the Digital Music Notebook application on your computer (via the MIDI connection) —controlling playback, stop and transport functions from the panel.

● Remote control keys
PSR-A300: To use the remote control functions, simultaneously hold down the lowest two keys on the keyboard (C1 and C♯1) and press the appropriate key (shown below).

C♯1

C1

C6: Fast forward
B5: Start
A5: Stop
G5: Rewind
F5: Top (move to the beginning of the song)
E5: Metronome ON/OFF
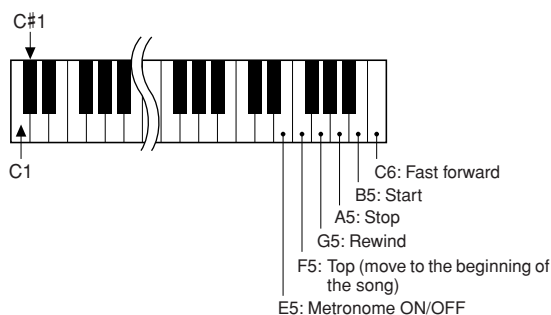
📝 **NOTE**
* Remote control of MIDI devices will function independently of the PC2 mode.

PSR-A300 Panel Setting Transmission (Initial Send)

Sends the PSR-A300 panel settings to an external MIDI device.
When recording a PSR-A300 performance to an external sequencer or similar equipment, you can use this function to send the current PSR-A300 panel settings so that when the sequence is played back the original panel settings are automatically restored.
You can set Initial Send in the Function settings (page 60).

Transferring data between the PSR-A300 and a computer

The PSR-A300 includes 35 preset Songs and 135 Styles, but you can load other Songs and Styles from your computer and use them in the same way as the preset Songs as long as the loaded Song is SMF format 0* or SFF (Style File Format).
Loaded Song data will be stored in Song numbers beginning with 041 and one of the loaded style/s can be registered as the 136th style.
In order to perform the operations described in this section you will need to use a computer connected to the Internet to download the free Musicsoft Downloader application from the URL listed below.

* The **SMF** (Standard MIDI File) format is one of the most common and widely compatible sequence formats used for storing sequence data. Most commercially available MIDI sequence data is provided in SMF Format 0.

Installing Musicsoft Downloader

You can download the "Musicsoft Downloader" application from the following website. Make sure that your computer has an Internet connection.

http://music.yamaha.com/download/

● **The minimum computer requirements for Musicsoft Downloader operation are as follows:**
- OS : Windows 98SE/Me/2000/XP Home Edition/
        XP Professional
- CPU : 233 MHz or higher; Intel® Pentium®/Celeron®
         processor family (500 MHz or more is recommended)
- Memory : 64 MB or more (256 MB or more is recommended)
- Hard Disk : at least 128 MB of free space (at least 512 MB of free
             space is recommended)
- Display : 800 x 600 HighColor (16-bit)
- Other : Microsoft® Internet Explorer®5.5 or higher

> **NOTE**
>
> • *Visit the Yamaha website for more information on the latest version of Musicsoft Downloader (version 5.2.0 or higher) and how to install it.*

Connecting a personal computer

After installing the Musicsoft Downloader application on your computer, connect the PSR-A300 as described below.
A Yamaha UX16 or similar USB-MIDI interface (sold separately) will be necessary for MIDI connection between the PSR-A300 and a USB-equipped computer.
Make sure to purchase a Yamaha UX16 or a quality USB-MIDI interface at a musical instrument store, computer store or electrical appliance store.
If you use the UX16 interface, install the driver supplied with the interface on your computer.
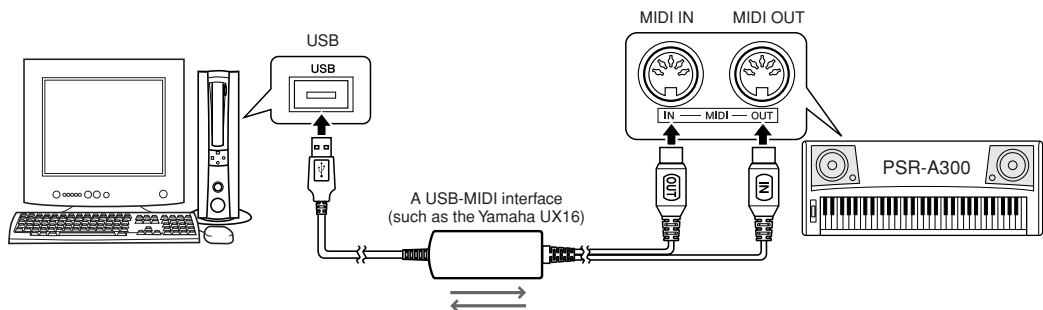
Transferring data from a computer

You can transmit Song or Style File Format (SFF) files from your computer to your PSR-A300's Flash Memory.
For details about how to transmit the data using the Music-soft Downloader application, refer to the Online help topic "Transferring Data Between the Computer and Instrument (for unprotected data)" of the Musicsoft Downloader.

● **Data that can be loaded to the PSR-A300 from a computer**
- Songs : 99 Songs max
  (Song numbers 041-)
- Styles : Style number 136
- Data : 373 kilobytes
- Song data Format : SMF Format 0
- Style data Format : SFF
- File : 05PK.USR (user file)
  ***.MID (MIDI Song)
  ***.STY (Style file)

📝 NOTE
- *The Musicsoft Downloader application may not be able to access the instrument in the following cases:*
  - *During Demo playbaack*
  - *During Style playback*
  - *During Song playback*
  - *During recording*

⚠ *CAUTION*
- ***Use the power adaptor when transferring data. The data can be corrupted if the batteries fail during the transfer.***
- ***Never turn the power off and never plug/unplug the AC power adaptor during data transmission. Not only will the data fail to be transferred and saved, but operation of the flash memory may become unstable and its contents may disappear completely when the power is turned on or off.***

📝 NOTE
- *Close the window to exit from the Musicsoft Downloader and re-enable control of the instrument.*

Transferring a user file from the PSR-A300 to a computer

You can transfer backup data (page 33), including the five User Songs stored to the instrument, to a computer as a "user file" by using Musicsoft Downloader. For details about how to transmit Song data using the Musicsoft Downloader application, refer to the Online help topic "Transferring Data Between the Computer and Instrument (for unprotected data)" in the application.

● **Data that can be transferred to a computer from the PSR-A300**
- User file (05PK.USR: backup data containing five User Songs)
- Songs transferred from a computer
- Styles transferred from a computer

📝 NOTE
- *Preset Song data cannot be transmitted from the PSR-A300.*
- *Do not rename the user file on the computer. If you do so, it will not be recognized when transferred to the instrument.*

⚠ *CAUTION*
- ***The backup data, including the five User Songs is transmitted/received as a single file. As a result, all backup data (including the five Songs) will be overwritten every time you transmit or receive. Keep this in mind when transferring data.***

● **Erasing Transferred Song Data from the PSR-A300 Memory**
To erase all Songs or Styles transferred from the computer, use "flash clear" function on page 33.
To erase specific Songs and Styles transferred from the computer, use the Delete function on Musicsoft Downloader.

● **Using Transferred Songs for Lessons**
In order to use Songs (only SMF format 0) transferred from a computer for lessons it is necessary to specify which channels are to be played back as the right-hand and left-hand parts. Refer to the "Lesson Track (R)" or "Lesson Track (L)" in the Function Setting List on page 61. The procedure for setting the "guide track" is as follows:
Select a transferred Song you want to use for lessons. Press the [FUNCTION] button a number of times until the "R-Part" or "L-Part" appears in the display, and then use the number buttons [0]-[9], [+], [-] to select the channel you want to play back as the specified right- or left-hand part.
We recommend that you select channel 1 for the right-hand part and channel 2 for the left-hand part.

Troubleshooting

Problem	Possible Cause and Solution
When the instrument is turned on or off, a popping sound is temporarily produced.	This is normal and indicates that the instrument is receiving electrical power.
When using a mobile phone, noise is produced.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, turn off the mobile phone or use it further away from the instrument.
There is no sound even when the keyboard is played or when a Song or Style is being played back.	Check that nothing is connected to the PHONES/OUTPUT jack on the rear panel. When a set of headphones is plugged into this jack, no sound is output.
	Check the Local Control on/off. (See page 63.)
Playing keys in the right hand area of the keyboard does not produce any sound.	When using the Dictionary function (page 58), the keys in the right hand area are used only for entering the chord root and type.
• The volume is too soft. • The sound quality is poor. • The rhythm stops unexpectedly or will not play. • The recorded data of the Song, etc. does not play correctly. • The LCD display suddenly goes dark, and all panel settings are reset.	The batteries are low or dead. Replace all six batteries with completely new ones, or use the optional AC adaptor.
The Style or Song does not play back when the [START/STOP] button is pressed.	Is External Clock set to ON? Make sure External Clock is set to OFF; refer to "External Clock Settings" on page 64.
The Style does not sound properly.	Make sure that the Style Volume (page 55) is set to an appropriate level.
	Is the Split Point set at an appropriate key for the cords you are playing? Set the Split Point at an appropriate key (page 48). Is the "ACMP ON" indicator showing in the display? If it is not showing press the [ACMP ON/OFF] button so that it does show.
Not all of the voices seem to sound, or the sound seems to be cut off.	The instrument is polyphonic up to a maximum of 32 notes. If the Dual voice or Split voice is being used and a style or Song is playing back at the same time, some notes/sounds may be omitted (or "stolen") from the accompaniment or Song.
The footswitch (for sustain) seems to produce the opposite effect. For example, pressing the footswitch cuts off the sound and releasing it sustains the sounds.	The polarity of the footswitch is reversed. Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.
The sound of the voice changes from note to note.	This is normal. The AWM tone generation method uses multiple recordings (samples) of an instrument across the range of the keyboard; thus, the actual sound of the voice may be slightly different from note to note.
The ACMP ON indicator does not appear when the [ACMP ON/OFF] button is pressed.	Always press the [STYLE] button first when you are going to use any style-related function.
The harmony doesn't sound.	The method of sounding the harmony effect (01-26) differs depending on the selected type. For Types 01-05, turn the Auto Accompaniment on and play it by pressing a chord in the auto accompaniment section of the keyboard, then play some keys in the right-hand side to get the harmony effect. For Types 06-26, turning the Auto Accompaniment on or off has no effect. However, it is necessary to play two notes simultaneously for Types 06-12.
The part indications, such as Right, Left and Both Hands, do not appear—even when pressing the [R] or [L] buttons for the Lesson.	Make sure that you are not pressing the [R] or [L] buttons while the Song is playing. If you press one of the part buttons while playing the Song and before starting the Lesson, these buttons serve to mute the corresponding Song tracks. Stop the Song first, then select the desired part and start the Lesson.

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Voice List / Voice-Liste / Liste des voix

■ Maximum Polyphony ·····················

The instrument has 32-note maximum polyphony. This means that it can play a maximum of up to 32 notes at once, regardless of what functions are used. Auto accompaniment uses a number of the available notes, so when auto accompaniment is used the total number of available notes for playing on the keyboard is correspondingly reduced. The same applies to the Split Voice and Song functions. If the maximum polyphony is exceeded, earlier played notes will be cut off and the most recent notes have priority (last note priority).

■ Maximale Polyphonie ·····················

Das Instrument verfügt über eine maximale Polyphonie von 32 Noten. Dies bedeutet, daß das Instrument unabhängig von den aktivierten Funktionen maximal 32 Noten gleichzeitig spielen kann. Eine bestimmte Anzahl der verfügbaren Noten wird von der automatischen Begleitung belegt; bei deren Einsatz verringert sich somit die Anzahl der für das Spiel auf der Klaviatur verfügbaren Noten entsprechend. Das Gleiche gilt für Split Voices und Song-Funktion. Wenn die maximale Polyphonie überschritten wird, werden die am frühesten gespielten Noten ausgeschaltet und die zuletzt gespielten Noten haben Vorrang (Last Note Priority).

■ Polyphonie maximale ·····················

Le PSR-A300 dispose d'une polyphonie maximale de 32 notes. Cela signifie que l'instrument peut reproduire un nombre maximal de 32 voix à la fois, indépendamment des fonctions utilisées. L'accompagnement automatique fait appel à un certain nombre de notes disponibles. Il s'ensuit que lorsque l'accompagnement automatique est utilisé, le nombre total de notes disponibles pour l'interprétation au clavier est réduit en conséquence. Cela s'applique aussi aux fonctions Split Voice (Voix partagées) et Song (Morceau). Lorsque la polyphonie maximale est dépassée, les notes jouées en premier ne produisent aucun son ; seules les notes interprétées en dernier sont audibles (priorité à la dernière note).

NOTE

- The Voice List includes MIDI program change numbers for each voice. Use these program change numbers when playing the instrument via MIDI from an external device.
- Program Numbers 001 to 128 directly relate to MIDI Program Change Numbers 000 to 127. That is, Program Numbers and Program Change Numbers differ by a value of 1. Remember to take this into consideration.
- Some voices may sound continuously or have a long decay after the notes have been released while the sustain pedal (footswitch) is held.

HINWEIS

- In der Voice-Liste sind für jede Voice MIDI-Programmwechselnummern enthalten. Verwenden Sie diese Programmwechselnummern, wenn Sie das Instrument über MIDI von einem externen Gerät aus ansteuern.
- Die Programmnummern 001 bis 128 hängen direkt mit den MIDI-Programmwechsel-Nummern 000 bis 127 zusammen. Das bedeutet: Programmnummern und Programmwechsel-Nummern unterscheiden sich mit einem Wert von 1. Denken Sie bei diesen Überlegungen daran.
- Solange der Sustain-Fußschalter gedrückt ist, ertönen einige Voices nach dem Loslassen der Taste eventuell kontinuierlich oder mit einer langen Abklingzeit (Decay).

NOTE

- La liste des voix comporte des numéros de changement de programme MIDI pour chaque voix. Utilisez ces derniers pour commander le PSR-A300 à partir d'un périphérique MIDI.
- Les numéros de programme 001 à 128 correspondent aux numéros de changement de programme MIDI 000 à 127. Cela signifie que les numéros de programme et les numéros de changement de programme sont décalés de 1. N'oubliez pas de tenir compte de cet écart.
- Certaines voix peuvent avoir une sonorité prolongée ou un long déclin après le relâchement des touches, et ceci pendant la durée de maintien de la pédale de sustain (sélecteur au pied).

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● **Panel Voice List / Verzeichnis der Bedienfeld-Voices / Liste des voix de panneau**

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
PIANO				
001	0	112	1	Grand Piano
002	0	112	2	Bright Piano
003	0	112	4	Honky-tonk Piano
004	0	112	3	MIDI Grand Piano
005	0	113	3	CP 80
006	0	112	7	Harpsichord
E.PIANO				
007	0	114	5	Galaxy Electric Piano
008	0	112	5	Funky Electric Piano
009	0	112	6	DX Modern Electric Piano
010	0	113	6	Hyper Tines
011	0	114	6	Venus Electric Piano
012	0	112	8	Clavi
ORGAN				
013	0	112	17	Jazz Organ 1
014	0	113	17	Jazz Organ 2
015	0	112	18	Click Organ
016	0	116	17	Bright Organ
017	0	112	19	Rock Organ
018	0	114	19	Purple Organ
019	0	118	17	16'+2' Organ
020	0	119	17	16'+4' Organ
021	0	114	17	Theater Organ
022	0	112	20	Church Organ
023	0	113	20	Chapel Organ
024	0	112	21	Reed Organ
ACCORDION				
025	0	113	22	Traditional Accordion
026	0	112	22	Musette Accordion
027	0	113	24	Bandoneon
028	0	112	23	Harmonica
GUITAR				
029	0	112	25	Classical Guitar
030	0	112	26	Folk Guitar
031	0	113	26	12Strings Guitar
032	0	112	27	Jazz Guitar
033	0	113	27	Octave Guitar
034	0	112	28	Clean Guitar
035	0	117	28	60's Clean Guitar
036	0	112	29	Muted Guitar
037	0	112	30	Overdriven Guitar
038	0	112	31	Distortion Guitar
BASS				
039	0	112	33	Acoustic Bass
040	0	112	34	Finger Bass
041	0	112	35	Pick Bass
042	0	112	36	Fretless Bass

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
043	0	112	37	Slap Bass
044	0	112	39	Synth Bass
045	0	113	39	Hi-Q Bass
046	0	113	40	Dance Bass
STRINGS				
047	0	112	49	String Ensemble
048	0	112	50	Chamber Strings
049	0	112	51	Synth Strings
050	0	113	50	Slow Strings
051	0	112	45	Tremolo Strings
052	0	112	46	Pizzicato Strings
053	0	112	41	Violin
054	0	112	43	Cello
055	0	112	44	Contrabass
056	0	112	106	Banjo
057	0	112	47	Harp
058	0	112	56	Orchestra Hit
CHOIR				
059	0	112	53	Choir
060	0	113	53	Vocal Ensemble
061	0	112	54	Vox Humana
062	0	112	55	Air Choir
SAXOPHONE				
063	0	112	67	Tenor Sax
064	0	112	66	Alto Sax
065	0	112	65	Soprano Sax
066	0	112	68	Baritone Sax
067	0	114	67	Breathy Tenor Sax
068	0	112	69	Oboe
069	0	112	72	Clarinet
070	0	112	70	English Horn
071	0	112	71	Bassoon
TRUMPET				
072	0	112	57	Trumpet
073	0	112	60	Muted Trumpet
074	0	112	58	Trombone
075	0	113	58	Trombone Section
076	0	112	61	French Horn
077	0	112	59	Tuba
BRASS				
078	0	112	62	Brass Section
079	0	113	62	Big Band Brass
080	0	119	62	Mellow Horns
081	0	112	63	Synth Brass
082	0	113	63	80's Brass
083	0	114	63	Techno Brass
FLUTE				
084	0	112	74	Flute
085	0	112	73	Piccolo
086	0	112	76	Pan Flute

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
087	0	112	75	Recorder
088	0	112	80	Ocarina
SYNTH LEAD				
089	0	112	81	Square Lead
090	0	112	82	Sawtooth Lead
091	0	112	86	Voice Lead
092	0	112	99	Star Dust
093	0	112	101	Brightness
094	0	115	82	Analogon
095	0	119	82	Fargo
SYNTH PAD				
096	0	112	89	Fantasia
097	0	113	101	Bell Pad
098	0	112	92	Xenon Pad
099	0	112	95	Equinox
100	0	113	90	Dark Moon
PERCUSSION				
101	0	112	12	Vibraphone
102	0	112	13	Marimba
103	0	112	14	Xylophone
104	0	112	115	Steel Drums
105	0	112	9	Celesta
106	0	112	11	Music Box
107	0	112	15	Tubular Bells
108	0	112	48	Timpani
DRUM KITS				
109	127	0	1	Standard Kit 1
110	127	0	2	Standard Kit 2
111	127	0	9	Room Kit
112	127	0	17	Rock Kit
113	127	0	25	Electronic Kit
114	127	0	26	Analog Kit
115	127	0	28	Dance Kit
116	127	0	33	Jazz Kit
117	127	0	41	Brush Kit
118	127	0	49	Symphony Kit
119	126	0	1	SFX Kit 1
120	126	0	2	SFX Kit 2
121	126	0	113	Sound Effect Kit

● **XGlite Voice/XGlite Optional Voice* List /
Liste der XGlite-Voices/optionale XGlite-Voices* /
Voix XGlite/liste des voix* XGlite en option**

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
PIANO				
122	0	0	1	Grand Piano
123	0	1	1	Grand Piano KSP
124	0	40	1	Piano Strings
125	0	41	1	Dream
126	0	0	2	Bright Piano
127	0	1	2	Bright Piano KSP
128	0	0	3	Electric Grand Piano
129	0	1	3	Electric Grand Piano KSP
130	0	32	3	Detuned CP80
131	0	0	4	Honky-tonk Piano
132	0	1	4	Honky-tonk Piano KSP
133	0	0	5	Electric Piano 1
134	0	1	5	Electric Piano 1 KSP
135	0	32	5	Chorus Electric Piano 1
136	0	0	6	Electric Piano 2
137	0	1	6	Electric Piano 2 KSP
*138	0	32	6	Chorus Electric Piano 2
139	0	41	6	DX + Analog Electric Piano
140	0	0	7	Harpsichord
141	0	1	7	Harpsichord KSP
142	0	35	7	Harpsichord 3
143	0	0	8	Clavi
144	0	1	8	Clavi KSP
CHROMATIC				
145	0	0	9	Celesta
146	0	0	10	Glockenspiel
147	0	0	11	Music Box
148	0	64	11	Orgel
149	0	0	12	Vibraphone
150	0	1	12	Vibraphone KSP
151	0	0	13	Marimba
152	0	1	13	Marimba KSP
153	0	64	13	Sine Marimba
154	0	97	13	Balimba
155	0	98	13	Log Drums
156	0	0	14	Xylophone
157	0	0	15	Tubular Bells
158	0	96	15	Church Bells
159	0	97	15	Carillon
160	0	0	16	Dulcimer
161	0	35	16	Dulcimer 2
162	0	96	16	Cimbalom
163	0	97	16	Santur

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Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
ORGAN				
164	0	0	17	Drawbar Organ
165	0	32	17	Detuned Drawbar Organ
166	0	33	17	60's Drawbar Organ 1
167	0	34	17	60's Drawbar Organ 2
168	0	35	17	70's Drawbar Organ 1
169	0	37	17	60's Drawbar Organ 3
170	0	40	17	16+2'2/3
171	0	64	17	Organ Bass
172	0	65	17	70's Drawbar Organ 2
173	0	66	17	Cheezy Organ
174	0	67	17	Drawbar Organ 3
175	0	0	18	Percussive Organ
176	0	24	18	70's Percussive Organ
177	0	32	18	Detuned Percussive Organ
178	0	33	18	Light Organ
179	0	37	18	Percussive Organ 2
180	0	0	19	Rock Organ
181	0	64	19	Rotary Organ
182	0	65	19	Slow Rotary
183	0	66	19	Fast Rotary
184	0	0	20	Church Organ
185	0	32	20	Church Organ 3
186	0	35	20	Church Organ 2
187	0	40	20	Notre Dame
188	0	64	20	Organ Flute
189	0	65	20	Tremolo Organ Flute
190	0	0	21	Reed Organ
191	0	40	21	Puff Organ
192	0	0	22	Accordion
193	0	0	23	Harmonica
194	0	32	23	Harmonica 2
195	0	0	24	Tango Accordion
196	0	64	24	Tango Accordion 2
GUITAR				
197	0	0	25	Nylon Guitar
198	0	43	25	Velocity Guitar Harmonics
199	0	96	25	Ukulele
200	0	0	26	Steel Guitar
201	0	35	26	12-string Guitar
202	0	40	26	Nylon & Steel Guitar
203	0	41	26	Steel Guitar with Body Sound
204	0	96	26	Mandolin
205	0	0	27	Jazz Guitar
206	0	32	27	Jazz Amp
207	0	0	28	Clean Guitar
208	0	32	28	Chorus Guitar
209	0	0	29	Muted Guitar
210	0	40	29	Funk Guitar 1

Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
211	0	41	29	Muted Steel Guitar
212	0	45	29	Jazz Man
213	0	0	30	Overdriven Guitar
214	0	43	30	Guitar Pinch
215	0	0	31	Distortion Guitar
216	0	40	31	Feedback Guitar
217	0	41	31	Feedback Guitar 2
218	0	0	32	Guitar Harmonics
219	0	65	32	Guitar Feedback
220	0	66	32	Guitar Harmonics 2
BASS				
221	0	0	33	Acoustic Bass
222	0	40	33	Jazz Rhythm
223	0	45	33	Velocity Crossfade Upright Bass
224	0	0	34	Finger Bass
225	0	18	34	Finger Dark
226	0	40	34	Bass & Distorted Electric Guitar
227	0	43	34	Finger Slap Bass
228	0	45	34	Finger Bass 2
229	0	65	34	Modulated Bass
230	0	0	35	Pick Bass
231	0	28	35	Muted Pick Bass
232	0	0	36	Fretless Bass
233	0	32	36	Fretless Bass 2
234	0	33	36	Fretless Bass 3
235	0	34	36	Fretless Bass 4
236	0	0	37	Slap Bass 1
237	0	32	37	Punch Thumb Bass
238	0	0	38	Slap Bass 2
239	0	43	38	Velocity Switch Slap
240	0	0	39	Synth Bass 1
241	0	40	39	Techno Synth Bass
242	0	0	40	Synth Bass 2
243	0	6	40	Mellow Synth Bass
244	0	12	40	Sequenced Bass
245	0	18	40	Click Synth Bass
246	0	19	40	Synth Bass 2 Dark
*247	0	40	40	Modular Synth Bass
248	0	41	40	DX Bass
STRINGS				
249	0	0	41	Violin
250	0	8	41	Slow Violin
251	0	0	42	Viola
252	0	0	43	Cello
253	0	0	44	Contrabass
254	0	0	45	Tremolo Strings
255	0	8	45	Slow Tremolo Strings
256	0	40	45	Suspense Strings
257	0	0	46	Pizzicato Strings

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
258	0	0	47	Orchestral Harp
259	0	40	47	Yang Chin
260	0	0	48	Timpani
ENSEMBLE				
261	0	0	49	Strings 1
262	0	3	49	Stereo Strings
263	0	8	49	Slow Strings
264	0	35	49	60's Strings
265	0	40	49	Orchestra
266	0	41	49	Orchestra 2
267	0	42	49	Tremolo Orchestra
268	0	45	49	Velocity Strings
269	0	0	50	Strings 2
270	0	3	50	Stereo Slow Strings
271	0	8	50	Legato Strings
272	0	40	50	Warm Strings
273	0	41	50	Kingdom
274	0	0	51	Synth Strings 1
275	0	0	52	Synth Strings 2
276	0	0	53	Choir Aahs
277	0	3	53	Stereo Choir
278	0	32	53	Mellow Choir
279	0	40	53	Choir Strings
280	0	0	54	Voice Oohs
281	0	0	55	Synth Voice
282	0	40	55	Synth Voice 2
283	0	41	55	Choral
284	0	64	55	Analog Voice
285	0	0	56	Orchestra Hit
286	0	35	56	Orchestra Hit 2
287	0	64	56	Impact
BRASS				
288	0	0	57	Trumpet
289	0	32	57	Warm Trumpet
290	0	0	58	Trombone
291	0	18	58	Trombone 2
292	0	0	59	Tuba
293	0	0	60	Muted Trumpet
294	0	0	61	French Horn
295	0	6	61	French Horn Solo
296	0	32	61	French Horn 2
297	0	37	61	Horn Orchestra
298	0	0	62	Brass Section
299	0	35	62	Trumpet & Trombone Section
300	0	0	63	Synth Brass 1
301	0	20	63	Resonant Synth Brass
302	0	0	64	Synth Brass 2

Voice No.	Bank Select		MIDI Program Change# (1 - 128)	Voice Name
	MSB (0 - 127)	LSB (0 - 127)		
303	0	18	64	Soft Brass
304	0	41	64	Choir Brass
REED				
305	0	0	65	Soprano Sax
306	0	0	66	Alto Sax
307	0	40	66	Sax Section
308	0	0	67	Tenor Sax
309	0	40	67	Breathy Tenor Sax
310	0	0	68	Baritone Sax
311	0	0	69	Oboe
312	0	0	70	English Horn
313	0	0	71	Bassoon
314	0	0	72	Clarinet
PIPE				
315	0	0	73	Piccolo
316	0	0	74	Flute
317	0	0	75	Recorder
318	0	0	76	Pan Flute
319	0	0	77	Blown Bottle
320	0	0	78	Shakuhachi
321	0	0	79	Whistle
322	0	0	80	Ocarina
SYNTH LEAD				
323	0	0	81	Square Lead
324	0	6	81	Square Lead 2
325	0	8	81	LM Square
326	0	18	81	Hollow
327	0	19	81	Shroud
328	0	64	81	Mellow
329	0	65	81	Solo Sine
330	0	66	81	Sine Lead
331	0	0	82	Sawtooth Lead
332	0	6	82	Sawtooth Lead 2
333	0	8	82	Thick Sawtooth
334	0	18	82	Dynamic Sawtooth
335	0	19	82	Digital Sawtooth
336	0	20	82	Big Lead
337	0	96	82	Sequenced Analog
338	0	0	83	Calliope Lead
339	0	65	83	Pure Pad
340	0	0	84	Chiff Lead
341	0	0	85	Charang Lead
342	0	64	85	Distorted Lead
343	0	0	86	Voice Lead
344	0	0	87	Fifths Lead
345	0	35	87	Big Five
346	0	0	88	Bass & Lead

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Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
347	0	16	88	Big & Low
348	0	64	88	Fat & Perky
349	0	65	88	Soft Whirl
SYNTH PAD				
350	0	0	89	New Age Pad
351	0	64	89	Fantasy
352	0	0	90	Warm Pad
353	0	0	91	Poly Synth Pad
354	0	0	92	Choir Pad
355	0	66	92	Itopia
356	0	0	93	Bowed Pad
357	0	0	94	Metallic Pad
358	0	0	95	Halo Pad
359	0	0	96	Sweep Pad
SYNTH EFFECTS				
360	0	0	97	Rain
361	0	65	97	African Wind
362	0	66	97	Carib
363	0	0	98	Sound Track
364	0	27	98	Prologue
365	0	0	99	Crystal
366	0	12	99	Synth Drum Comp
367	0	14	99	Popcorn
368	0	18	99	Tiny Bells
369	0	35	99	Round Glockenspiel
370	0	40	99	Glockenspiel Chimes
371	0	41	99	Clear Bells
372	0	42	99	Chorus Bells
373	0	65	99	Soft Crystal
374	0	70	99	Air Bells
375	0	71	99	Bell Harp
376	0	72	99	Gamelimba
377	0	0	100	Atmosphere
378	0	18	100	Warm Atmosphere
379	0	19	100	Hollow Release
380	0	40	100	Nylon Electric Piano
381	0	64	100	Nylon Harp
382	0	65	100	Harp Vox
383	0	66	100	Atmosphere Pad
384	0	0	101	Brightness
385	0	0	102	Goblins
386	0	64	102	Goblins Synth
387	0	65	102	Creeper
388	0	67	102	Ritual
389	0	68	102	To Heaven
390	0	70	102	Night
391	0	71	102	Glisten
392	0	96	102	Bell Choir
393	0	0	103	Echoes
394	0	0	104	Sci-Fi

Voice No.	Bank Select MSB (0 - 127)	Bank Select LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
WORLD				
395	0	0	105	Sitar
396	0	32	105	Detuned Sitar
397	0	35	105	Sitar 2
398	0	97	105	Tamboura
399	0	0	106	Banjo
400	0	28	106	Muted Banjo
401	0	96	106	Rabab
402	0	97	106	Gopichant
403	0	98	106	Oud
404	0	0	107	Shamisen
405	0	0	108	Koto
406	0	96	108	Taisho-kin
407	0	97	108	Kanoon
408	0	0	109	Kalimba
409	0	0	110	Bagpipe
410	0	0	111	Fiddle
411	0	0	112	Shanai
PERCUSSIVE				
412	0	0	113	Tinkle Bell
413	0	96	113	Bonang
414	0	97	113	Altair
415	0	98	113	Gamelan Gongs
416	0	99	113	Stereo Gamelan Gongs
417	0	100	113	Rama Cymbal
418	0	0	114	Agogo
419	0	0	115	Steel Drums
420	0	97	115	Glass Percussion
421	0	98	115	Thai Bells
422	0	0	116	Woodblock
423	0	96	116	Castanets
424	0	0	117	Taiko Drum
425	0	96	117	Gran Cassa
426	0	0	118	Melodic Tom
427	0	64	118	Melodic Tom 2
428	0	65	118	Real Tom
429	0	66	118	Rock Tom
430	0	0	119	Synth Drum
431	0	64	119	Analog Tom
432	0	65	119	Electronic Percussion
433	0	0	120	Reverse Cymbal
SOUND EFFECTS				
434	0	0	121	Fret Noise
435	0	0	122	Breath Noise
436	0	0	123	Seashore
437	0	0	124	Bird Tweet
438	0	0	125	Telephone Ring
439	0	0	126	Helicopter
440	0	0	127	Applause
441	0	0	128	Gunshot

Voice No.	Bank Select MSB (0 - 127)	LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
442	64	0	1	Cutting Noise
443	64	0	2	Cutting Noise 2
444	64	0	4	String Slap
445	64	0	17	Flute Key Click
446	64	0	33	Shower
447	64	0	34	Thunder
448	64	0	35	Wind
449	64	0	36	Stream
450	64	0	37	Bubble
451	64	0	38	Feed
452	64	0	49	Dog
453	64	0	50	Horse
454	64	0	51	Bird Tweet 2
455	64	0	56	Maou
456	64	0	65	Phone Call
457	64	0	66	Door Squeak
458	64	0	67	Door Slam
459	64	0	68	Scratch Cut
460	64	0	69	Scratch Split
461	64	0	70	Wind Chime
462	64	0	71	Telephone Ring 2
463	64	0	81	Car Engine Ignition
464	64	0	82	Car Tires Squeal
465	64	0	83	Car Passing
466	64	0	84	Car Crash
467	64	0	85	Siren
468	64	0	86	Train
469	64	0	87	Jet Plane
470	64	0	88	Starship
471	64	0	89	Burst
472	64	0	90	Roller Coaster
473	64	0	91	Submarine
474	64	0	97	Laugh
475	64	0	98	Scream
476	64	0	99	Punch
477	64	0	100	Heartbeat
478	64	0	101	Footsteps
479	64	0	113	Machine Gun
480	64	0	114	Laser Gun
481	64	0	115	Explosion
482	64	0	116	Firework

The voice number with an asterisk (*) is XGlite optional voice.

Voice-Nummern mit einem Stern (*) sind optionale XGlite-Voices.

Le numéro de voix porteur d'un astérisque (*) est une voix XGlite en option.

● **Oriental Voice List / Liste der orientalischen Voices / Liste des voix orientales**

Voice No.	Bank Select MSB (0 - 127)	LSB (0 - 127)	MIDI Program Change# (1 - 128)	Voice Name
ORIENTAL				
483	0	113	106	Oud
484	0	114	78	Nay
485	0	113	78	Kawala
486	0	113	108	Kanoun
487	0	121	26	Saz
488	0	115	106	Oud Tremolo
489	0	114	112	Surnay
490	0	120	26	Bouzouki
491	0	113	16	Santoor
492	0	115	41	Rababa
493	0	119	26	Bouzouk
494	0	116	78	Nay Takasim
495	0	114	108	Kanoun Oct.
496	0	116	106	Baglamas
497	0	117	106	Awtar
498	0	122	112	Sorna
499	0	114	106	Tar
500	0	114	16	Santuri
501	0	114	41	Kamanche
502	0	118	106	Awtar Tremolo
503	0	117	112	Gerba
504	0	121	112	Gerba Chorus
505	0	112	112	Dosaleh
506	0	115	112	Mijwez
507	0	116	112	Mizmar
508	0	119	112	Mizmar Oct.
509	0	120	112	Al Badou
510	0	118	112	Argoul
511	0	116	22	Accordion
512	0	117	49	Watariyat 1
513	0	119	49	Watariyat 2
514	0	113	46	Pizzicato
515	0	121	82	Solo 1
516	0	124	82	Solo 2
517	0	122	62	Brass
ORIENTAL PERCUSSION				
518	126	0	37	Arabic Kit
519	126	0	38	Khaligi Kit
520	126	0	39	Irani Kit
521	126	0	65	Arabic Mix Kit
522	126	0	66	Khaligi Mix Kit
523	126	0	67	Irani Mix Kit

- " [   ] " indicates that the drum sound is the same as "Standard Kit 1".
- Each percussion voice uses one note.
- The MIDI Note # and Note are actually one octave lower than keyboard Note # and Note. For example, in "109: Standard Kit 1", the "Seq Click H" (Note# 36/Note C1) corresponds to (Note# 24/Note C0).
- Key Off: Keys marked "O" stop sounding the instant they are released.
- Voices with the same Alternate Note Number (*1 … 4) cannot be played simultaneously. (They are designed to be played alternately with each other.)

- „ [   ] " bedeutet, dass der Schlagzeugklang gleich „Standard Kit 1" ist.
- Jede Perkussionsnote belegt eine Note.
- Die MIDI-Note # und Note sind in Wirklichkeit eine Octave tiefer als hier aufgeführt. Beispiel: In „109: Standard Kit 1" entspricht die „Seq Click H" (Note# 36/Note C1) der Note (Note# 24/Note C0).
- Key Off: Mit „O" bezeichnete Tasten hören sofort auf zu klingen, sobald sie losgelassen werden.
- Stimmen mit derselben Alternate Note Number (*1 … 4) können nicht gleichzeitig gespielt werden. (Diese Stimmen sind dazu gedacht, wechselweise gespielt zu werden.)

Keyboard Note#	Note	MIDI Note#	Note	Key off	Alternate assign	109 — 127/0/1 Standard Kit 1	110 — 127/0/2 Standard Kit 2	111 — 127/0/9 Room Kit	112 — 127/0/17 Rock Kit	113 — 127/0/25 Electronic Kit
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			Hi Q				
28	E 0	16	E -1			Whip Slap				
29	F 0	17	F -1		4	Scratch Push				
30	F# 0	18	F# -1		4	Scratch Pull				
31	G 0	19	G -1			Finger Snap				
32	G# 0	20	G# -1			Click Noise				
33	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl				Reverse Cymbal
41	F 1	29	F 0	O		Snare Roll				
42	F# 1	30	F# 0			Castanet				Hi Q 2
43	G 1	31	G 0			Snare H Soft	Snare H Soft 2		SD Rock H	Snare L
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft				Bass Drum H
46	A# 1	34	A# 0			Open Rim Shot	Open Rim Shot 2			
47	B 1	35	B 0			Bass Drum Hard			Bass Drum H	BD Rock
48	C 2	36	C 1			Bass Drum	Bass Drum 2		BD Rock	BD Gate
49	C# 2	37	C# 1			Side Stick				
50	D 2	38	D 1			Snare M	Snare M 2	SD Room L	SD Rock L	SD Rock L
51	D# 2	39	D# 1			Hand Clap				
52	E 2	40	E 1			Snare H Hard	Snare H Hard 2	SD Room H	SD Rock Rim	SD Rock H
53	F 2	41	F 1			Floor Tom L		Room Tom 1	Rock Tom 1	E Tom 1
54	F# 2	42	F# 1		1	Hi-Hat Closed				
55	G 2	43	G 1			Floor Tom H		Room Tom 2	Rock Tom 2	E Tom 2
56	G# 2	44	G# 1		1	Hi-Hat Pedal				
57	A 2	45	A 1			Low Tom		Room Tom 3	Rock Tom 3	E Tom 3
58	A# 2	46	A# 1		1	Hi-Hat Open				
59	B 2	47	B 1			Mid Tom L		Room Tom 4	Rock Tom 4	E Tom 4
60	C 3	48	C 2			Mid Tom H		Room Tom 5	Rock Tom 5	E Tom 5
61	C# 3	49	C# 2			Crash Cymbal 1				
62	D 3	50	D 2			High Tom		Room Tom 6	Rock Tom 6	E Tom 6
63	D# 3	51	D# 2			Ride Cymbal 1				
64	E 3	52	E 2			Chinese Cymbal				
65	F 3	53	F 2			Ride Cymbal Cup				
66	F# 3	54	F# 2			Tambourine				
67	G 3	55	G 2			Splash Cymbal				
68	G# 3	56	G# 2			Cowbell				
69	A 3	57	A 2			Crash Cymbal 2				
70	A# 3	58	A# 2			Vibraslap				
71	B 3	59	B 2			Ride Cymbal 2				
72	C 4	60	C 3			Bongo H				
73	C# 4	61	C# 3			Bongo L				
74	D 4	62	D 3			Conga H Mute				
75	D# 4	63	D# 3			Conga H Open				
76	E 4	64	E 3			Conga L				
77	F 4	65	F 3			Timbale H				
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L				
81	A 4	69	A 3			Cabasa				
82	A# 4	70	A# 3			Maracas				
83	B 4	71	B 3	O		Samba Whistle H				
84	C 5	72	C 4	O		Samba Whistle L				
85	C# 5	73	C# 4			Guiro Short				
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves				
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute				Scratch Push
91	G 5	79	G 4			Cuica Open				Scratch Pull
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree				
97	C# 6	85	C# 5							
98	D 6	86	D 5							
99	D# 6	87	D# 5							
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5							

- « ░░░░ » indique que les sonorités de percussion sont identiques à celles de « Standard Kit 1 ».
- Chaque voix de percussion utilise une note unique.
- Le numéro de note MIDI (Note #) et la note MIDI se situent en réalité à une octave inférieure à celle qui est indiquée dans la liste. Par exemple, dans « 109 : Standard Kit 1 », « Seq Click H » (Note# 36/Note C1) correspond à (Note# 24/Note C0).
- Key Off : pour les touches signalées par « O », l'émission de sons s'arrête instantanément aussitôt que les touches sont relâchées.
- Les voix portant un même numéro de note alternative (*1 … 4) ne peuvent pas être jouées simultanément. (Elles sont en effet conçues pour être interprétées en alternance).

Keyboard Note#	Keyboard Note	MIDI Note#	MIDI Note	Key off	Alternate assign	109 / 127/0/1 Standard Kit 1	114 / 127/0/26 Analog Kit	115 / 127/0/28 Dance Kit	116 / 127/0/33 Jazz Kit	117 / 127/0/41 Brush Kit
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			Hi Q				
28	E 0	16	E -1			Whip Slap				
29	F 0	17	F -1		4	Scratch Push				
30	F# 0	18	F# -1		4	Scratch Pull				
31	G 0	19	G -1			Finger Snap				
32	G# 0	20	G# -1			Click Noise				
33	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl	Reverse Cymbal	Reverse Cymbal		
41	F 1	29	F 0	O		Snare Roll				
42	F# 1	30	F# 0			Castanet	Hi Q 2	Hi Q 2		
43	G 1	31	G 0			Snare H Soft	SD Rock H	AnSD Snappy	SD Jazz H Light	Brush Slap L
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft	Bass Drum H	AnBD Dance-1		
46	A# 1	34	A# 0			Open Rim Shot		AnSD OpenRim		
47	B 1	35	B 0			Bass Drum Hard	BD Analog L	AnBD Dance-2		
48	C 2	36	C 1			Bass Drum	BD Analog H	AnBD Dance-3	BD Jazz	BD Jazz
49	C# 2	37	C# 1			Side Stick	Analog Side Stick	Analog Side Stick		
50	D 2	38	D 1			Snare M	Analog Snare 1	AnSD Q	SD Jazz L	Brush Slap
51	D# 2	39	D# 1			Hand Clap				
52	E 2	40	E 1			Snare H Hard	Analog Snare 2	AnSD Ana+Acoustic	SD Jazz M	Brush Tap
53	F 2	41	F 1			Floor Tom L	Analog Tom 1	Analog Tom 1	Jazz Tom 1	Brush Tom 1
54	F# 2	42	F# 1		1	Hi-Hat Closed	Analog HH Closed 1	Analog HH Closed 3		
55	G 2	43	G 1			Floor Tom H	Analog Tom 2	Analog Tom 2	Jazz Tom 2	Brush Tom 2
56	G# 2	44	G# 1		1	Hi-Hat Pedal	Analog HH Closed 2	Analog HH Closed 4		
57	A 2	45	A 1			Low Tom	Analog Tom 3	Analog Tom 3	Jazz Tom 3	Brush Tom 3
58	A# 2	46	A# 1		1	Hi-Hat Open	Analog HH Open	Analog HH Open 2		
59	B 2	47	B 1			Mid Tom L	Analog Tom 4	Analog Tom 4	Jazz Tom 4	Brush Tom 4
60	C 3	48	C 2			Mid Tom H	Analog Tom 5	Analog Tom 5	Jazz Tom 5	Brush Tom 5
61	C# 3	49	C# 2			Crash Cymbal 1	Analog Cymbal	Analog Cymbal		
62	D 3	50	D 2			High Tom	Analog Tom 6	Analog Tom 6	Jazz Tom 6	Brush Tom 6
63	D# 3	51	D# 2			Ride Cymbal 1				
64	E 3	52	E 2			Chinese Cymbal				
65	F 3	53	F 2			Ride Cymbal Cup				
66	F# 3	54	F# 2			Tambourine				
67	G 3	55	G 2			Splash Cymbal				
68	G# 3	56	G# 2			Cowbell	Analog Cowbell	Analog Cowbell		
69	A 3	57	A 2			Crash Cymbal 2				
70	A# 3	58	A# 2			Vibraslap				
71	B 3	59	B 2			Ride Cymbal 2				
72	C 4	60	C 3			Bongo H				
73	C# 4	61	C# 3			Bongo L				
74	D 4	62	D 3			Conga H Mute	Analog Conga H	Analog Conga H		
75	D# 4	63	D# 3			Conga H Open	Analog Conga M	Analog Conga M		
76	E 4	64	E 3			Conga L	Analog Conga L	Analog Conga L		
77	F 4	65	F 3			Timbale H				
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L				
81	A 4	69	A 3			Cabasa				
82	A# 4	70	A# 3			Maracas	Analog Maracas	Analog Maracas		
83	B 4	71	B 3	O		Samba Whistle H				
84	C 5	72	C 4	O		Samba Whistle L				
85	C# 5	73	C# 4			Guiro Short				
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves	Analog Claves	Analog Claves		
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute	Scratch Push	Scratch Push		
91	G 5	79	G 4			Cuica Open	Scratch Pull	Scratch Pull		
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree				
97	C# 6	85	C# 5							
98	D 6	86	D 5							
99	D# 6	87	D# 5							
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5							

Drum Kit & Oriental Perussion Kit List / Drum-Kits und orientalische Percussion-Kits-Liste / Liste des kits de batterie et des kits de percussions orientales

Voice No.						109	118	119	120	121
MSB(0-127) / LSB(0-127) / PC(1-128)						127/0/1	127/0/49	126/0/1	126/0/2	126/0/113
Keyboard		MIDI		Key off	Alternate assign	Standard Kit 1	Symphony Kit	SFX Kit 1	SFX Kit 2	Sound Effect Kit
Note#	Note	Note#	Note							
25	C# 0	13	C# -1		3	Surdo Mute				
26	D 0	14	D -1		3	Surdo Open				
27	D# 0	15	D# -1			Hi Q				
28	E 0	16	E -1			Whip Slap				
29	F 0	17	F -1		4	Scratch Push				
30	F# 0	18	F# -1		4	Scratch Pull				
31	G 0	19	G -1			Finger Snap				
32	G# 0	20	G# -1			Click Noise				
33	A 0	21	A -1			Metronome Click				
34	A# 0	22	A# -1			Metronome Bell				
35	B 0	23	B -1			Seq Click L				
36	C 1	24	C 0			Seq Click H				
37	C# 1	25	C# 0			Brush Tap				
38	D 1	26	D 0	O		Brush Swirl				
39	D# 1	27	D# 0			Brush Slap				
40	E 1	28	E 0	O		Brush Tap Swirl				
41	F 1	29	F 0	O		Snare Roll				Drum Loop
42	F# 1	30	F# 0			Castanet				
43	G 1	31	G 0			Snare H Soft				
44	G# 1	32	G# 0			Sticks				
45	A 1	33	A 0			Bass Drum Soft	Bass Drum L			
46	A# 1	34	A# 0			Open Rim Shot				
47	B 1	35	B 0			Bass Drum Hard	Gran Cassa			
48	C 2	36	C 1			Bass Drum	Gran Cassa Mute	Cutting Noise	Phone Call	Heartbeat
49	C# 2	37	C# 1			Side Stick		Cutting Noise 2	Door Squeak	Footsteps
50	D 2	38	D 1			Snare M	Marching Sn M		Door Slam	Door Squeak
51	D# 2	39	D# 1			Hand Clap		String Slap	Scratch Cut	Door Slam
52	E 2	40	E 1			Snare H Hard	Marching Sn H		Scratch	Applause
53	F 2	41	F 1			Floor Tom L	Jazz Tom 1		Wind Chime	Camera
54	F# 2	42	F# 1		1	Hi-Hat Closed			Telephone Ring 2	Horn
55	G 2	43	G 1			Floor Tom H	Jazz Tom 2			Hiccup
56	G# 2	44	G# 1		1	Hi-Hat Pedal				Cuckoo Clock
57	A 2	45	A 1			Low Tom	Jazz Tom 3			Stream
58	A# 2	46	A# 1		1	Hi-Hat Open				Frog
59	B 2	47	B 1			Mid Tom L	Jazz Tom 4			Rooster
60	C 3	48	C 2			Mid Tom H	Jazz Tom 5			Dog
61	C# 3	49	C# 2			Crash Cymbal 1	Hand Cym. L			Cat
62	D 3	50	D 2			High Tom	Jazz Tom 6			Owl
63	D# 3	51	D# 2			Ride Cymbal 1	Hand Cym.Short L			Horse Gallop
64	E 3	52	E 2			Chinese Cymbal		Flute Key Click	Car Engine Ignition	Horse Neigh
65	F 3	53	F 2			Ride Cymbal Cup			Car Tires Squeal	Cow
66	F# 3	54	F# 2			Tambourine			Car Passing	Lion
67	G 3	55	G 2			Splash Cymbal			Car Crash	Scratch
68	G# 3	56	G# 2			Cowbell			Siren	Yo!
69	A 3	57	A 2			Crash Cymbal 2	Hand Cym. H		Train	Go!
70	A# 3	58	A# 2			Vibraslap			Jet Plane	Get up!
71	B 3	59	B 2			Ride Cymbal 2	Hand Cym.Short H		Starship	Whoow!
72	C 4	60	C 3			Bongo H			Burst	
73	C# 4	61	C# 3			Bongo L			Roller Coaster	
74	D 4	62	D 3			Conga H Mute			Submarine	
75	D# 4	63	D# 3			Conga H Open				
76	E 4	64	E 3			Conga L				
77	F 4	65	F 3			Timbale H				Huuaah!
78	F# 4	66	F# 3			Timbale L				
79	G 4	67	G 3			Agogo H				
80	G# 4	68	G# 3			Agogo L		Shower	Laugh	
81	A 4	69	A 3			Cabasa		Thunder	Scream	
82	A# 4	70	A# 3			Maracas		Wind	Punch	
83	B 4	71	B 3	O		Samba Whistle H		Stream	Heartbeat	
84	C 5	72	C 4	O		Samba Whistle L		Bubble	Footsteps	
85	C# 5	73	C# 4			Guiro Short		Feed		
86	D 5	74	D 4	O		Guiro Long				
87	D# 5	75	D# 4			Claves				
88	E 5	76	E 4			Wood Block H				
89	F 5	77	F 4			Wood Block L				
90	F# 5	78	F# 4			Cuica Mute				Uh!+Hit
91	G 5	79	G 4			Cuica Open				
92	G# 5	80	G# 4		2	Triangle Mute				
93	A 5	81	A 4		2	Triangle Open				
94	A# 5	82	A# 4			Shaker				
95	B 5	83	B 4			Jingle Bell				
96	C 6	84	C 5			Bell Tree		Dog	Machine Gun	
97	C# 6	85	C# 5					Horse	Laser Gun	
98	D 6	86	D 5					Bird Tweet 2	Explosion	
99	D# 6	87	D# 5						Firework	
100	E 6	88	E 5							
101	F 6	89	F 5							
102	F# 6	90	F# 5							
103	G 6	91	G 5					Maou		

Voice No.						109	518	519	520
MSB(0-127) / LSB(0-127) / PC(1-128)						127/0/1	126/0/37	126/0/38	126/0/39
Keyboard		MIDI		Key off	Alternate assign	Standard Kit 1	Arabic Kit	Khaligi Kit	Irani Kit
Note#	Note	Note#	Note						
25	C# 0	13	C# -1		3	Surdo Mute	Zarb Back mf	Khaligi Bongo Low Dom	
26	D 0	14	D -1		3	Surdo Open	Zarb Tom f	Khaligi Bongo Low Tak	
27	D# 0	15	D# -1			Hi Q	Zarb Eshareh	Khaligi Bongo High Sak	
28	E 0	16	E -1			Whip Slap	Zarb Whipping	Khaligi Bongo High Dom	
29	F 0	17	F -1		4	Scratch Push	Tombak Tom f	Tabel Lewa High Sak	
30	F# 0	18	F# -1		4	Scratch Pull	Neghareh Tom f	Khaligi Bongo Snap	
31	G 0	19	G -1			Finger Snap	Tombak Back f	Tabel Lewa High Dom	
32	G# 0	20	G# -1			Click Noise	Neghareh Back f	Lewa Cymbal 2	
33	A 0	21	A -1			Metronome Click	Tombak Snap f	Tabel Lewa Big Dom	
34	A# 0	22	A# -1			Metronome Bell	Neghareh Pelang f	Lewa Cymbal 1	
35	B 0	23	B -1			Seq Click L	Tombak Trill	Tabel Lewa Big Tak	
36	C 1	24	C 0			Seq Click H	Khaligi Clap 1	Tablah Big Dom 1	
37	C# 1	25	C# 0			Brush Tap	Zalgouta Open	Tablah Big Tak 1	
38	D 1	26	D 0	O		Brush Swirl	Khaligi Clap 2	Tablah Big Sak 1	
39	D# 1	27	D# 0			Brush Slap	Zalgouta Close	Tablah Big Dom 2	
40	E 1	28	E 0	O		Brush Tap Swirl	Arabic Hand Clap	Tablah Big Tak 2	
41	F 1	29	F 0	O		Snare Roll	Tabel Tak 1	Tablah Big Sak 2	
42	F# 1	30	F# 0			Castanet	Sagat 1	Tablah Small Snap 2	
43	G 1	31	G 0			Snare H Soft	Tabel Dom	Tablah Small Dom	
44	G# 1	32	G# 0			Sticks	Sagat 2	Tablah Small Snap	
45	A 1	33	A 0			Bass Drum Soft	Tabel Tak 2	Tablah Small Tik	
46	A# 1	34	A# 0			Open Rim Shot	Sagat 3	Tablah Small Sak	
47	B 1	35	B 0			Bass Drum Hard	Riq Tik 3	Manjoor	
48	C 2	36	C 1			Bass Drum	Riq Tik 2	Twaisat 1	Daf Tom
49	C# 2	37	C# 1			Side Stick	Riq Tik Hard 1	Twaisat 4 Open	Daf Chain Up
50	D 2	38	D 1			Snare M	Riq Tik 1	Twaisat 5 Open	Daf Back
51	D# 2	39	D# 1			Hand Clap	Riq Tik Hard 2	Twaisat 2	Daf Chain Down
52	E 2	40	E 1			Snare H Hard	Riq Tik Hard 3	Tar Low Dom 1	Daf Chap
53	F 2	41	F 1			Floor Tom L	Riq Tish	Tar Low Sak 1	Daf Full Roll
54	F# 2	42	F# 1		1	Hi-Hat Closed	Riq Snouj 2	Tar Segal Dom	Daf Chain Roll
55	G 2	43	G 1			Floor Tom H	Riq Roll	Tar Low Dom 2	Daf Whipping Roll
56	G# 2	44	G# 1		1	Hi-Hat Pedal	Riq Snouj	Tar Segal Tak	Clap
57	A 2	45	A 1			Low Tom	Riq Sak	Tar Low Dom 2	Finger Snap 1
58	A# 2	46	A# 1		1	Hi-Hat Open	Riq Snouj 3	Tar Segal Sak	Neghareh Roll
59	B 2	47	B 1			Mid Tom L	Riq Snouj 4	Arabic Hand Clap	Neghareh Tom
60	C 3	48	C 2			Mid Tom H	Riq Tak 1	Tar High Dom 1	Neghareh Snap (Pelang)
61	C# 3	49	C# 2			Crash Cymbal 1	Riq Brass 1	Tar High Sak 1	Neghareh Chap
62	D 3	50	D 2			High Tom	Riq Tak 2	Tar High Dom 2	Neghareh Eshareh
63	D# 3	51	D# 2			Ride Cymbal 1	Riq Brass 2	Tar High Sak 2	Neghareh Back
64	E 3	52	E 2			Chinese Cymbal	Riq Dom	Khaligi Clap 1	Kurdish Dohol Low
65	F 3	53	F 2			Ride Cymbal Cup	Katem Tak Doff	Khaligi Clap 2	Kurdish Dohol High
66	F# 3	54	F# 2			Tambourine	Katem Dom	Merwas Solo 1 Dom	Kurdish Dohol Low Buzz
67	G 3	55	G 2			Splash Cymbal	Katem Sak 1	Merwas Solo 2 Dom	Lurish Dohol Low
68	G# 3	56	G# 2			Cowbell	Katem Tak 1	Merwas Solo 1 Sak	Lurish Dohol Low Buzz
69	A 3	57	A 2			Crash Cymbal 2	Katem Sak 2	Merwas Solo 2 Sak	Lurish Dohol High
70	A# 3	58	A# 2			Vibraslap	Katem Tak 2	Merwas Solo 1 Tak	Tombak Full Roll
71	B 3	59	B 2			Ride Cymbal 2	Daholla Sak 2	Merwas Solo 2 Tak	Tombak Timpani Roll
72	C 4	60	C 3			Bongo H	Daholla Sak 1	Tar Barashim Group Dom	Tombak Tom
73	C# 4	61	C# 3			Bongo L	Daholla Tak 1	Tar Barashim Group Sak	Tombak Eshareh Right
74	D 4	62	D 3			Conga H Mute	Daholla Dom	Tar Barashim Group Tak	Tombak Back
75	D# 4	63	D# 3			Conga H Open	Daholla Tak 2	Tar Barashim Solo Sak	Tombak Eshareh Left
76	E 4	64	E 3			Conga L	Tablah Prok	Tar Barashim Solo Dom	Tombak Snap
77	F 4	65	F 3			Timbale H	Tablah dom 2	Tar Barashim Solo Tak	Zarb Tom
78	F# 4	66	F# 3			Timbale L	Tabla Roll of Edge	Yahla Dom 1	Zarb Whipping
79	G 4	67	G 3			Agogo H	Tablah Tak Finger 4	Yahla Tak 1	Zarb Back
80	G# 4	68	G# 3			Agogo L	Tablah Tak Trill 1	Yahla Dom 2	Zarb Eshareh
81	A 4	69	A 3			Cabasa	Tablah Tak Finger 3	Yahla Tak 2	Zarb Chap
82	A# 4	70	A# 3			Maracas	Tablah Tak Trill 2	Nagara High	Zarb Full Roll
83	B 4	71	B 3	O		Samba Whistle H	Tablah Tak Finger 2	Nagara Low	Zarb Snap
84	C 5	72	C 4	O		Samba Whistle L	Tablah Tak Finger 1	Zeer Low Dom 1	Zarb Whipping Roll
85	C# 5	73	C# 4			Guiro Short	Tablah Tik 2	Zeer Low Roll	Dayereh Roll
86	D 5	74	D 4	O		Guiro Long	Tablah Tik 4	Zeer Low Dom 2	Dayereh Tom
87	D# 5	75	D# 4			Claves	Tablah Tik 3	Zeer High Roll	Dayereh Eshareh
88	E 5	76	E 4			Wood Block H	Tablah Tik 1	Zeer Low Dom 2	Dayereh Back
89	F 5	77	F 4			Wood Block L	Tablah Tak 3	Zeer High Dom 1	Dayereh Snap
90	F# 5	78	F# 4			Cuica Mute	Tablah Tak 1	Tabel Low Dom	Dayereh Edge Roll
91	G 5	79	G 4			Cuica Open	Tablah Tak 4	Zeer High Dom 2	
92	G# 5	80	G# 4		2	Triangle Mute	Tablah Tak 2	Tabel Low Tak	
93	A 5	81	A 4		2	Triangle Open	Tablah Sak 2	Tabel High Dom	
94	A# 5	82	A# 4			Shaker	Tablah Tremolo	Tabel High Sak	
95	B 5	83	B 4			Jingle Bell	Tablah Sak 1	Tabel High Tak	
96	C 6	84	C 5			Bell Tree	Tablah Dom 1	Tabel Low Sak	
97	C# 6	85	C# 5						
98	D 6	86	D 5						
99	D# 6	87	D# 5						
100	E 6	88	E 5						
101	F 6	89	F 5						
102	F# 6	90	F# 5						
103	G 6	91	G 5						

Keyboard note labels (left margin): C1, C#1, D1, D#1, E1, F1, F#1, G1, G#1, A1, A#1, B1, C2, C#2, D2, D#2, E2, F2, F#2, G2, G#2, A2, A#2, B2, C3, C#3, D3, D#3, E3, F3, F#3, G3, G#3, A3, A#3, B3, C4, C#4, D4, D#4, E4, F4, F#4, G4, G#4, A4, A#4, B4, C5, C#5, D5, D#5, E5, F5, F#5, G5, G#5, A5, A#5, B5, C6

Keyboard Note#	Keyboard Note	MIDI Note#	MIDI Note	Key off	Alternate assign	109 127/0/1 Standard Kit 1	521 126/0/65 Arabic Mix Kit	522 126/0/66 Khaligi Mix Kit	523 126/0/67 Irani Mix Kit
25	C# 0	13	C# -1		3	Surdo Mute	Conga Analog H	Zalgouta Open	Bongo H
26	D 0	14	D -1		3	Surdo Open	Conga Analog M	Bell Tree	Bongo L
27	D# 0	15	D# -1			Hi Q	Conga Analog L	Zalgouta Close	Conga H Open
28	E 0	16	E -1			Whip Slap	Vibraslap	Timbale H	Conga L
29	F 0	17	F -1		4	Scratch Push	Kick Techno L	Timbale L	Floor Tom L
30	F# 0	18	F# -1		4	Scratch Pull	Side Stick Arabic Mix	Conga H Mute	Hi-Hat Closed
31	G 0	19	G -1			Finger Snap	Snare Techno	Bongo H	Floor Tom H
32	G# 0	20	G# -1			Click Noise	Guiro Long	Conga H Open	Hi-Hat Pedal
33	A 0	21	A -1			Metronome Click	Kick Techno Q	Bongo L	Low Tom
34	A# 0	22	A# -1			Metronome Bell	Open Rim Shot	Conga L	Hi-Hat Open
35	B 0	23	B -1			Seq Click L	Kick	Shaker	Ride Cymbal 1
36	C 1	24	C 0			Seq Click H	Kick Arabic Mix	Tablah Dom 1	Kick
37	C# 1	25	C# 0			Brush Tap	Snare Tight	Tablah Tak Finger 3	Side Stick
38	D 1	26	D 0	O		Brush Swirl	Snare Arabic Mix	Tablah Tik 3	Snare
39	D# 1	27	D# 0			Brush Slap	Hand Clap	Tablah Tak Finger 4	Crash Cymbal 1
40	E 1	28	E 0	O		Brush Tap Swirl	Snare	Tablah Tik 4	Snare Tight
41	F 1	29	F 0	O		Snare Roll	Tom Electro 1	Tablah Tik 1	Khaligi Tablah Big Dom 1
42	F# 1	30	F# 0			Castanet	Hi-Hat Closed Arabic Mix	Tablah Tremolo	Khaligi Tablah Big Sak 1
43	G 1	31	G 0			Snare H Soft	Tom Electro 2	Cowbell	Khaligi Tablah Big Tak 1
44	G# 1	32	G# 0			Sticks	Hi-Hat Closed 3	Hand Clap	Arabic Doholla Sak 1
45	A 1	33	A 0			Bass Drum Soft	Tom Electro 3	Tambourine	Arabic Doholla Tom
46	A# 1	34	A# 0			Open Rim Shot	Hi-Hat Open Arabic Mix	Snare Tight	Arabic Doholla Tak 2
47	B 1	35	B 0			Bass Drum Hard	Tom Electro 4	Kick Analog Short	Arabic Doholla Tak 1
48	C 2	36	C 1			Bass Drum	Tom Electro 5	Kick	Daf Tom
49	C# 2	37	C# 1			Side Stick	Crash Cymbal 1	Crash Cymbal 1	Daf Chain Up
50	D 2	38	D 1			Snare M	Tom Electro 6	Snare	Daf Back
51	D# 2	39	D# 1			Hand Clap	Hi-Hat Open 3	Crash Cymbal 2	Daf Chain Down
52	E 2	40	E 1			Snare H Hard	Reverse Cymbal	Side Stick	Daf Chap
53	F 2	41	F 1			Floor Tom L	Timbale L	Floor Tom L	Daf Full Roll
54	F# 2	42	F# 1		1	Hi-Hat Closed	Conga H Open	Hi-Hat Closed	Daf Chain Roll
55	G 2	43	G 1			Floor Tom H	Timbale H	Floor Tom H	Daf Whipping Roll
56	G# 2	44	G# 1		1	Hi-Hat Pedal	Conga H Mute	Hi-Hat Pedal	Clap
57	A 2	45	A 1			Low Tom	Tambourine	Low Tom	Finger Snap 1
58	A# 2	46	A# 1		1	Hi-Hat Open	Conga L	Hi-Hat Open	Neghareh Roll
59	B 2	47	B 1			Mid Tom L	Cowbell	Mid Tom L	Neghareh Tom
60	C 3	48	C 2			Mid Tom H	Claves	Mid Tom H	Neghareh Snap (Pelang)
61	C# 3	49	C# 2			Crash Cymbal 1	Bongo H	Finger Snap 1	Neghareh Chap
62	D 3	50	D 2			High Tom	Wood Block H	Chinese Cymbal	Neghareh Eshareh
63	D# 3	51	D# 2			Ride Cymbal 1	Bongo L	Finger Snap 2	Neghareh Back
64	E 3	52	E 2			Chinese Cymbal	Wood Block L	Riq Brass 2	Kurdish Dohol Low
65	F 3	53	F 2			Ride Cymbal Cup	Iranian Kurdish Dohol Low f	Riq Brass 1	Kurdish Dohol High
66	F# 3	54	F# 2			Tambourine	Cabasa	Riq Tish	Kurdish Dohol Low Buzz
67	G 3	55	G 2			Splash Cymbal	Iranian Kurdish Dohol High f	Riq Snouj 1	Lurish Dohol Low
68	G# 3	56	G# 2			Cowbell	Shaker	Riq Roll	Lurish Dohol Low Buzz
69	A 3	57	A 2			Crash Cymbal 2	Snap 1	Riq Snouj 2	Lurish Dohol High
70	A# 3	58	A# 2			Vibraslap	Maracas	RIQ Sak 1	Tombak Full Roll
71	B 3	59	B 2			Ride Cymbal 2	Snap 2	Riq Dom	Tombak Timpani Roll
72	C 4	60	C 3			Bongo H	Khaligi Twaisat 3	Riq Snouj 3	Tombak Tom
73	C# 4	61	C# 3			Bongo L	Khaligi Twaisat 1	Tombak Back	Tombak Eshareh Right
74	D 4	62	D 3			Conga H Mute	Khaligi Twaisat 2	Tombak Back	Tombak Back
75	D# 4	63	D# 3			Conga H Open	Khaligi Twaisat 5 Open	Tombak Snap	Tombak Eshareh Left
76	E 4	64	E 3			Conga L	Khaligi Twaisat 4 Open	Tombak Eshareh Right	Tombak Snap
77	F 4	65	F 3			Timbale H	Khaligi Tablah Small Dom	Claves	Zarb Tom
78	F# 4	66	F# 3			Timbale L	Khaligi Tar Barashim Group Dom	Daf Chap	Zarb Whipping
79	G 4	67	G 3			Agogo H	Khaligi Tablah Small Snap	Daf Tom	Zarb Back
80	G# 4	68	G# 3			Agogo L	Khaligi Tar Barashim Group Sak	Daf Full Roll	Zarb Eshareh
81	A 4	69	A 3			Cabasa	Khaligi Tablah Small Sak	Triangle Mute	Zarb Chap
82	A# 4	70	A# 3			Maracas	Khaligi Tar Barashim Group Tak	Daf Back	Zarb Full Roll
83	B 4	71	B 3	O		Samba Whistle H	Khaligi Tablah Small Tik	Triangle Open	Zarb Snap
84	C 5	72	C 4	O		Samba Whistle L	Khaligi Tablah Big Dom 1	Neghareh Back	Zarb Whipping Roll
85	C# 5	73	C# 4			Guiro Short	Khaligi Tar Segal Dom	Neghareh Back	Dayereh Roll
86	D 5	74	D 4	O		Guiro Long	Khaligi Tablah Big Tak 1	Neghareh Roll	Dayereh Tom
87	D# 5	75	D# 4			Claves	Khaligi Tar Segal Tak	Neghareh Snap (Pelang)	Dayereh Eshareh
88	E 5	76	E 4			Wood Block H	Khaligi Tablah Big Sak 1	Wood Block H	Dayereh Back
89	F 5	77	F 4			Wood Block L	Tablah Dom 1	Wood Block L	Dayereh Snap
90	F# 5	78	F# 4			Cuica Mute	Tablah Tak 1	Zarb Back	Dayereh Edge Roll
91	G 5	79	G 4			Cuica Open	Tablah Tremolo	Zarb Tom	Twaisat 4 Open
92	G# 5	80	G# 4		2	Triangle Mute	Tablah Tak 2	Zarb Eshareh	Twaisat 2
93	A 5	81	A 4		2	Triangle Open	Tablah Tik 1	Zarb Whipping	Twaisat 5 Open
94	A# 5	82	A# 4			Shaker	Tablah Sak 1	Zarb Chap	Twaisat 1
95	B 5	83	B 4			Jingle Bell	Tablah Tik 3	Hi-Hat Closed Analog	Timbale H
96	C 6	84	C 5			Bell Tree	Tablah Tik 2	Hi-Hat Open Analog	Timbale L
97	C# 6	85	C# 5						
98	D 6	86	D 5						
99	D# 6	87	D# 5						
100	E 6	88	E 5						
101	F 6	89	F 5						
102	F# 6	90	F# 5						
103	G 6	91	G 5						

Style List / Style-Liste / Liste des styles

Style No.	Style Name
8 Beat	
1	8BeatModern
2	60's8Beat
3	8Beat
4	60'sRock
5	RockShuffle
6	8BeatRock
16 Beat	
7	16Beat
8	PopShuffle
9	GuitarPop
Ballad	
10	PianoBallad
11	LoveSong
12	6/8ModernEP
13	PopBallad
14	16BeatBallad
Dance	
15	EuroTrance
16	SwingHouse
17	Clubdance
18	TechnoParty
Disco	
19	70'sDisco
20	LatinDisco
Swing & Jazz	
21	BigBandFast
22	BigBandBallad
23	JazzClub
24	Swing
25	Five/Four
R & B	
26	Soul
27	6/8Soul
28	Rock&Roll
29	ComboBoogie
Latin	
30	BrazilianSamba
31	BossaNova
32	PopBossa
33	Tijuana
34	DiscoLatin
35	Mambo
36	Salsa
37	Beguine
38	GuitarRumba
39	RumbaFlamenca
40	Reggae
Ballroom	
41	VienneseWaltz

Style No.	Style Name
42	EnglishWaltz
43	Foxtrot
44	Tango
45	Samba
46	ChaChaCha
47	Rumba
48	Jive
March & Waltz	
49	March
50	6/8March
51	SwingWaltz
52	JazzWaltz
Arabic	
53	Saeidy1
54	Saeidy2
55	Maksoum
56	Karachi
57	Laff
58	Baladi
59	Ayoub
60	MaksoumSarih
61	Katakoufti
62	Soudasi
63	Ibrahimi
64	Zaffah
65	Hajaa
66	Khaligi
67	Arabic Rumba
68	WehdaKabira
69	WehdaSaghira
70	Wehda
71	SaeidyDance
72	LaffDance
73	KarachiDance
74	Jerk
75	MasmoudiKabir
76	Samai
Khaligi	
77	KhaligiRhumba
78	Shakshaka
79	Khebaiti
80	Emarati
81	Muruba
82	Bastah
83	Dazzah
84	Sharah
85	Seeroos
86	AlBudoor
87	Wadea
88	Samri

Style No.	Style Name
89	Mathoalath
90	Ashori
91	Liwa
92	Tanborah
93	Sout
94	Adani
95	Maghrebi
96	Ray1
97	Ray2
98	Ray3
99	Khammari
Iranian	
100	BandariDance
101	Tehrani 1
102	Azari 1
103	Kurdish 1
104	Gilaki
105	Afghani
106	Tehrani 2
107	Lezgi
108	Reng
109	Avaaz
110	Asouri
111	RengTraditional
112	RengOrch
113	Bandari
114	Azari 2
115	Kurdish 2
116	Kurdish 3
Greek	
117	Zeibekikos
118	Tsifteteli
119	Syrtorumba
120	Hasapiko
121	Hasaposerviko
122	Kalamatianos
123	Tsamikos
124	Karsilamas
125	5/8 Greek
Turkish	
126	2/4OyunHavasi
127	ArapOryantal
128	Ciftetelli
129	Vahde
130	Azeri-Kafkas
131	5/8OyunHavasi
132	7/8OyunHavasi
133	Misket
134	9/8Standart
135	Halay

● **Harmony Types** / **Harmony-Typen** / **Types d'effets Harmony**

No.	Harmony Type	Description
01	Duet	If you want to sound one of the harmony types 01-05, play keys to the right side of the Split Point while playing chords in the left side of the keyboard after turning Auto Accompaniment on. One, two or three notes of harmony are automatically added to the note you play. When playing back a Song that includes chord data, harmony is applied whichever keys are played.
02	Trio	
03	Block	Wenn Sie möchten, dass einer der Harmonietypen 01-05 erklingt, schlagen Sie bitte nach Aktivierung der Begleitautomatik Tasten rechts vom Splitpunkt an, während Sie auf der linken Tastaturseite Akkorde spielen. Der von Ihnen gespielten Note werden automatisch eine, zwei oder drei Harmonienoten hinzugefügt. Bei der Wiedergabe von Songs mit Akkorddaten wird der Harmonieeffekt angewendet, gleichgültig, welche Tasten angeschlagen werden.
04	Country	
05	Octave	Si vous voulez entendre un des types d'harmonie 01-05, jouez des notes à droite du point de partage tout en jouant des accords dans la partie gauche du clavier après avoir activé l'accompagnement automatique. Une, deux ou trois notes d'harmonie sont automatiquement ajoutées à la note que vous jouez. Lors de la reproduction d'un morceau contenant des données d'accord, l'harmonie est appliquée quelles que soient les notes jouées.
06	Trill 1/4 note	♩
07	Trill 1/6 note	(triplet notes, 3)
08	Trill 1/8 note	♪ — If you keep holding down two different notes, the notes alternate (in a trill) continuously.
09	Trill 1/12 note	(triplet notes, 3) — Wenn Sie zwei verschiedene Noten gedrückt halten, werden die Noten fortlaufend abwechselnd gespielt (als Triller).
10	Trill 1/16 note	♬ — Si vous maintenez deux notes différentes enfoncées, les notes alternent en continu (dans une trille).
11	Trill 1/24 note	(triplet notes, 3)
12	Trill 1/32 note	♬
13	Tremolo 1/4 note	♩
14	Tremolo 1/6 note	(triplet notes, 3)
15	Tremolo 1/8 note	♪ — If you keep holding down a single note, the note is repeated continuously. (The repeat speed differs depending on the selected type.)
16	Tremolo 1/12 note	(triplet notes, 3) — Wenn Sie eine einzelne Note gedrückt halten, wird die Note fortlaufend wiederholt. (Die Wiederholungsgeschwindigkeit hängt vom ausgewählten Typ ab.)
17	Tremolo 1/16 note	♬ — Si vous maintenez une note unique enfoncée, celle-ci est répétée en continu. (La vitesse de répétition varie en fonction du type sélectionné.)
18	Tremolo 1/24 note	(triplet notes, 3)
19	Tremolo 1/32 note	♬
20	Echo 1/4 note	♩
21	Echo 1/6 note	(triplet notes, 3)
22	Echo 1/8 note	♪ — If you keep holding down a note, echo is applied to the note played. (The echo speed differs depending on the selected type.)
23	Echo 1/12 note	(triplet notes, 3) — Wenn Sie eine Note gedrückt halten, wird auf die gespielte Note die Echofunktion angewendet. (Die Echogeschwindigkeit hängt vom ausgewählten Typ ab.)
24	Echo 1/16 note	♬ — Si vous maintenez une note enfoncée, un écho est appliqué à la note jouée. (La vitesse de l'écho varie en fonction du type sélectionné.)
25	Echo 1/24 note	(triplet notes, 3)
26	Echo 1/32 note	♬

Liste des types d'effets

● **Reverb Types** / **Reverb-Typen** / **Types d'effets Reverb**

No.	Reverb Type	Description
01-03	Hall 1-3	Concert hall reverb. Nachhall in einem Konzertsaal. Réverbération d'une salle de concert.
04-05	Room 1-2	Small room reverb. Nachhall in einem kleineren Raum. Réverbération d'une petite salle.
06-07	Stage 1-2	Reverb for solo instruments. Halleffekte für Soloinstrumente. Réverbération pour instruments solo.
08-09	Plate 1-2	Simulated steel plate reverb. Simulation des Halls in einer Stahlplatte. Simulation de la réverbération d'une plaque d'acier.
10	Off	No effect. Kein Halleffekt. Pas d'effet.

● **Chorus Types** / **Chorus-Typen** / **Types d'effets Chorus**

No.	Chorus Type	Description
1-2	Chorus 1-2	Conventional chorus program with rich, warm chorusing. Herkömmlicher Chorus-Effekt mit vollem und warmem Klang. Programme de chœur classique avec un effet de chœur riche et chaud.
3-4	Flanger 1-2	This produces a rich, animated wavering effect in the sound. Hiermit wird eine volltönende und lebhafte Tonhöhenschwankung erzeugt. Vous obtenez un effet d'ondulation riche et animé dans le son.
5	Off	No effect. Kein Effekt. Pas d'effet.

YAMAHA [PORTATONE] Date:15-Nov-2004
Model PSR-A300 MIDI Implementation Chart Version:1.0

Function...		Transmitted	Recognized	Remarks
Basic	Default	1 - 16	1 - 16	
Channel	Changed	x	x	
Mode	Default	3	3	
	Messages	x	x	
	Altered	*****************	x	
Note		0 - 127	0 - 127	
Number :	True voice	*****************	0 - 127	
Velocity	Note ON	o 9nH,v=1-127	o 9nH,v=1-127	
	Note OFF	x	x	
After	Key's	x	x	
Touch	Ch's	x	x	
Pitch Bend		o	o	
	0,32	o	o	Bank Select
	1	x *1	o	Modulation wheel
	6	o	o	Data Entry(MSB)
	38	o	x	Data Entry(LSB)
	7,10	o	o	
Control	11	x *1	o	Expression
	64	o	o	Sustain
Change	71,73,74	x *1	o	.

Function		Transmitted	Recognized	Remarks
	72	o	o	Release Time
	84	x	o	*1 Portamento Cntrl
	91,93	o	o	Effect 1,3 Depth
	96,97	x	o	RPN Inc,Dec
	100,101	o	o	RPN LSB,MSB
Prog Change		o 0 – 127	o 0 – 127	
	: True #	*****************		
System Exclusive		o	o	
Common	: Song Pos.	x	x	
	: Song Sel.	x	x	
	: Tune	x	x	
System : Clock		o	o	
Real Time : Commands		o	o	
Aux : All Sound OFF		x	o(120,126,127)	
Mes- : Reset All Cntrls		x	o(121)	
sages : Local ON/OFF		x	o(122)	
: All Notes OFF		x	o(123–125)	
: Active Sense		o	o	
: Reset		x	x	

*1 Refer to #2 on pages 88, 89.

Mode 1 : OMNI ON , POLY   Mode 2 : OMNI ON , MONO   o : Yes
Mode 3 : OMNI OFF, POLY   Mode 4 : OMNI OFF, MONO   x : No

NOTE:

1 By default (factory settings) the instrument ordinarily functions as a 16-channel multi-timbral tone generator, and incoming data does not affect the panel voices or panel settings. However, the MIDI messages listed below do affect the panel voices, auto accompaniment, and songs.
   - MIDI Master Tuning
   - System exclusive messages for changing the Reverb Type and Chorus Type.

2 Messages for these control change numbers cannot be transmitted from the instrument itself. However, they may be transmitted when playing the accompaniment, song or using the Harmony effect.

3 Exclusive
   <GM System ON> F0H, 7EH, 7FH, 09H, 01H, F7H
   - This message automatically restores all default settings for the instrument, with the exception of MIDI Master Tuning.

   <MIDI Master Volume> F0H, 7FH, 7FH, 04H, 01H, ll, mm, F7H
   - This message allows the volume of all channels to be changed simultaneously (Universal System Exclusive).
   - The values of "mm" is used for MIDI Master Volume. (Values for "ll" are ignored.)

   <MIDI Master Tuning> F0H, 43H, 1nH, 27H, 30H, 00H, 00H, mm, ll, cc, F7H
   - This message simultaneously changes the tuning value of all channels.
   - The values of "mm" and "ll" are used for MIDI Master Tuning.
   - The default value of "mm" and "ll" are 08H and 00H, respectively. Any values can be used for "n" and "cc."

   <Reverb Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 00H, mmH, llH, F7H
   - mm : Reverb Type MSB
   - ll : Reverb Type LSB
   Refer to the Effect Map (page 90) for details.

   <Chorus Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 20H, mmH, llH, F7H
   - mm : Chorus Type MSB
   - ll : Chorus Type LSB
   Refer to the Effect Map (page 90) for details.

4 When the accompaniment is started, an FAH message is transmitted. When accompaniment is stopped, an FCH message is transmitted. When the clock is set to External, both FAH (accompaniment start) and FCH (accompaniment stop) are recognized.

5 Local ON/OFF
   <Local ON> Bn, 7A, 7F
   <Local OFF> Bn, 7A, 00
      Value for "n" is ignored.

HINWEIS:

1 Im Standardbetrieb (Werkseinstellungen) funktioniert das Instrument gewöhnlich als multi-timbraler 16-Kanal-Klangerzeuger, und eingehende Daten haben keinen Einfluß auf die Bedienfeld-Voices und die Bedienfeld-Einstellungen. Die im folgenden aufgeführten Befehle verändern jedoch dieBedienfeld-Voices, die automatische Begleitung und die Songs.
   - MIDI Master Tuning
   - Systemexklusive Meldungen zum Umschalten von Halltyp (Reverb Type) und Chorus-Typ.

2 Befehle für diese Controller-Nummern können nicht vom Instrument selbst gesendet werden. Sie können jedoch gesendet werden, wenn die Begleitung gespielt oder der Harmony-Effekt verwendet wird.

3 Exclusive
   <GM System ON> F0H, 7EH, 7FH, 09H, 01H, F7H
   - Durch diese Meldung werden automatisch alle Werksvorgaben des Instruments, mit Ausnahme des „MIDI Master Tuning" (der Gesamtstimmung), wieder hergestellt.

   <MIDI Master Volume> F0H, 7FH, 7FH, 04H, 01H, ll, mm, F7H
   - Mit diesem Befehl kann die Lautstärke aller Kanäle gleichzeitig geändert werden (Universal System Exclusive).
   - Die Werte für „mm" werden für MIDI Master Volume verwendet. (Werte für „ll" werden ignoriert.)

   <MIDI Master Tuning> F0H, 43H, 1nH, 27H, 30H, 00H, 00H, mm, ll, cc, F7H
   - Durch diesen Befehl wird der Stimmungswert für alle Kanäle gleichzeitig geändert.
   - Die Werte von „mm" und „ll" werden für MIDI Master Tuning verwendet.
   - Der Standardwert beträgt für „mm" 08H und für „ll" 00H. Für „n" und „cc" können beliebige Werte verwendet werden.

   <Reverb Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 00H, mmH, llH, F7H
   - mm : Reverb Type MSB
   - ll : Reverb Type LSB
   Weitere Einzelheiten hierzu finden Sie in der Effekt-Zuordnungstabelle (Seite 90).

   <Chorus Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 20H, mmH, llH, F7H
   - mm : Chorus Type MSB
   - ll : Chorus Type LSB
   Weitere Einzelheiten hierzu finden Sie in der Effekt-Zuordnungstabelle (Seite 90).

4 Beim Starten der Begleitung wird eine FAH-Meldung gesendet. Wenn die Begleitung gestoppt wird, wird die Meldung FCH ausgegeben. Wenn die Clock auf „External" eingestellt ist, werden sowohl FAH (Begleitung Start) als auch FCH (Begleitung Stop) erkannt.

5 Local ON/OFF
   <Local ON> Bn, 7A, 7F
   <Local OFF> Bn, 7A, 00
      Der Wert für „n" wird ignoriert.

Format des données MIDI

NOTE:

1   Le PSR-A300 fonctionne par défaut (réglages d'usine) comme un générateur de son multi timbre à 16 canaux. De ce fait, la réception de données n'affecte ni les voix de panneau ni les réglages de panneau. Cependant, les messages MIDI figurant dans la liste ci-dessous affectent les voix de panneau, l'accompagnement automatique et les morceaux.
    • MIDI Master Tuning
    • Messages exclusifs au système permettant de modifier les réglages Reverb Type et Chorus Type.

2   Les messages relatifs à ces numéros de changement de commande ne peuvent pas être transmis depuis le PSR-A300. Il est toutefois possible de les émettre pendant la reproduction de l'accompagnement ou l'exécution d'un morceau, et à l'aide de l'effet Harmony.

3   Messages exclusifs au système
    <GM System ON> F0H, 7EH, 7FH, 09H, 01H, F7H
    • Ce message rétablit automatiquement tous les réglages par défaut de l'instrument, à l'exception de la commande MIDI Master Tuning.

    <MIDI Master Volume> F0H, 7FH, 7FH, 04H, 01H, ll, mm, F7H
    • Ce message autorise la modification simultanée du volume de tous les canaux (Universal System Exclusive).
    • Les valeurs « mm » sont utilisées pour MIDI Master Volume. (Les valeurs « ll » sont ignorées).

    <MIDI Master Tuning> F0H, 43H, 1nH, 27H, 30H, 00H, 00H, mm, ll, cc, F7H
    • Ce message modifie simultanément la valeur de l'accord de tous les canaux.
    • Les valeurs « mm » et « ll » sont utilisées pour MIDI Master Tuning.
    • Les valeurs par défaut de « mm » et « ll » sont respectivement 08H et 00H. N'importe quelle valeur peut être utilisée pour « n » et « cc ».

    <Reverb Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 00H, mmH, llH, F7H
    • mm : Reverb Type MSB
    • ll : Reverb Type LSB
    Reportez-vous à la liste des effets (page 90) pour les détails.

    <Chorus Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 20H, mmH, llH, F7H
    • mm : Chorus Type MSB
    • ll : Chorus Type LSB
    Reportez-vous à la liste des effets (page 90) pour les détails.

4   Lors du lancement de l'accompagnement, un message FAH est envoyé. A l'arrêt de l'accompagnement, c'est un message FCH qui est transmis. Lorsque l'horloge est réglée sur External, les messages FAH (début de l'accompagnement) et FCH (arrêt de l'accompagnement) sont reconnus.

5   Local ON/OFF
    <Local ON> Bn, 7A, 7F
    <Local OFF> Bn, 7A, 00
        La valeur « n » est ignorée.

■ Effect map / Effekt-Zuordnung / Liste des effets ·

* When a Type LSB value is received that corresponds to no effect type, a value corresponding to the effect type (coming the closest to the specified value) is automatically set.
* The numbers in parentheses in front of the Effect Type names correspond to the number indicated in the display.

* Wenn ein Type-LSB-Wert empfangen wird, der keinem Effekttyp zugewiesen ist, wird automatisch ein passender Wert eingestellt, der dem empfangenen Wert am nächsten kommt.
* Die Nummern in Klammern vor den Effekttyp-Bezeichnungen entsprechen der im Display erscheinenden Nummern.

* Lorsque la valeur Type LSB reçue ne correspond à aucun type d'effet, une valeur correspondant à un type d'effet (la plus proche possible de la valeur spécifiée) est automatiquement sélectionnée.
* Les chiffres entre parenthèses qui précèdent les noms des types d'effet correspondent aux numéros apparaissant sur l'afficheur.

● REVERB

TYPE MSB	TYPE LSB								
	0	1	2	8	16	17	18	19	20
0	No Effect								
1	(01)Hall1				(02)Hall2	(03)Hall3			
2	Room					(04)Room1		(05)Room2	
3	Stage				(06)Stage1	(07)Stage2			
4	Plate				(08)Plate1	(09)Plate2			
5...127	No Effect								

● CHORUS

TYPE MSB	TYPE LSB								
	0	1	2	8	16	17	18	19	20
0...63	No Effect								
64	Thru								
65	Chorus		(2)Chorus2						
66	Celeste					(1)Chorus1			
67	Flanger			(3)Flanger1		(4)Flanger2			
68...127	No Effect								

Specifications / Technische Daten / Spécifications

Keyboards
- 61 standard-size keys (C1-C6), with Touch Response

Display
- LCD display (backlit)

Setup
- STANDBY/ON
- MASTER VOLUME: MIN-MAX

Panel Controls
- [L]/[REC TRACK 2], [R]/[REC TRACK 1], [LISTEN & LEARN], [TIMING], [WAITING], [A-B REPEAT]/[ACMP ON/OFF], [REW]/[INTRO/ENDING/rit.], [FF]/[[MAIN/AUTO FILL], [TEMPO/TAP], [REC], [PAUSE]/[SYNC START], [START/STOP], [SONG], [STYLE], [VOICE], [FUNCTION], [PORTABLE GRAND], [SOUND EFFECT KIT], [REVERB ON/OFF], [DEMO], [METRONOME ON/OFF], [SPLIT ON/OFF], [DUAL ON/OFF], [HARMONY ON/OFF], [TOUCH ON/OFF], number buttons [0]-[9], [+/ YES], [-/ NO], [ORIENTAL SCALE SETTING] C-B, [MEMORY], [PITCH BEND]

Voice
- 108 panel voices + 12 drum kits + 1 sound effect kit + 359 XGlite voices + 2 XGlite optional voices + 35 Oriental Voices + 6 Oriental Percussion Kits
- Polyphony: 32
- DUAL
- SPLIT

Style
- 135 preset Styles
- 1 flash Style
- Style Control:
   ACMP ON/OFF, SYNC START, START/STOP, INTRO/ENDING/rit., MAIN/AUTO FILL
- Fingering: Multi fingering
- Style Volume

Education Feature
- Chord Dictionary
- Lesson 1-3

Function
- Style Volume, Song Volume, Transpose, Tuning, Pitch Bend Range, Split Point, Touch Sensitivity, Accompaniment Tuning, Oriental Scales, Main voice (Volume, Octave, Chorus Send Level), Dual voice (Voice, Volume, Octave, Chorus Send Level), Split voice (Voice, Volume, Octave, Chorus Send Level), Reverb Type, Reverb level, Chorus Type, Panel Sustain, Harmony Type, Harmony Volume, Style Registration, PC mode (PC1/PC2/Off), Local On/Off, External Clock, Initial Setup Send, Time Signature, Metronome Volume, Lesson Track (R), Lesson Track (L), Demo Cancel

Effects
- Reverb: 9 types
- Chorus: 4 types
- Harmony: 26 types

Song
- 35 Preset Songs + 5 User Songs + Flash Memory
- Song Clear
- Song Volume

Recording
- Song
   User Song: 5 Songs
   Recording Tracks: 1, 2

Oriental Scale
- Setting : C-B
- Memory : 1-4

Pitch Bend Wheel
- Range: ±1 octave

MIDI
- Local On/Off
- Initial Setup Send
- External Clock
- PC mode

Auxiliary jacks
- PHONES/OUTPUT, DC IN 12V, MIDI IN/OUT, SUSTAIN

Amplifier
- 2.5W + 2.5W

Speakers
- 12cm x 2

Power Consumption
- 10W (When using PA-3C power adaptor)

Power Supply
- Adaptor: Yamaha PA-3B/3C AC power adaptor
- Batteries: Six "AA" size, LR6 or equivalent batteries

Dimensions (W x D x H)
- 945 x 370 x 128 mm
   (37-1/4" x 14-5/8" x 5-1/16")

Weight
- 5.1kg (11 lbs. 4 oz.) (not including batteries)

Supplied Accessories
- Music Rest
- Owner's Manual

Optional Accessories
- AC Power Adaptor: PA-3B/PA-3C
- USB-MIDI Interface: UX16
- Footswitch: FC4/FC5
- Keyboard Stand: L-2C/L-2L
- Headphones: HPE-150

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Limited Warranty

90 DAYS LABOR   **1 YEAR PARTS**

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PSR SERIES OF PORTATONE ELECTRONIC KEYBOARDS

If during the first 90 days that immediately follows the purchase date, your new Yamaha product covered by this warranty is found to have a defect in material and/or workmanship, Yamaha and/or its authorized representative will repair such defect without charge for parts or labor.

If parts should be required after this 90 day period but within the one year period that immediately follows the purchase date, Yamaha will, subject to the terms of this warranty, supply these parts without charge. However, charges for labor, and/or any miscellaneous expenses incurred are the consumers responsibility. Yamaha reserves the right to utilize reconditioned parts in repairing these products and/or to use reconditioned units as warranty replacements.

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If warranty service should be required, it is necessary that the consumer assume certain responsibilities:

1. Contact the Customer Service Department of the retailer selling the product, or any retail outlet authorized by Yamaha to sell the product for assistance. You may also contact Yamaha directly at the address provided below.

2. Deliver the unit to be serviced under warranty to: the retailer selling the product, an authorized service center, or to Yamaha with an explanation of the problem. Please be prepared to provide proof purchase date (sales receipt, credit card copy, etc.) when requesting service and/or parts under warranty.

3. Shipping and/or insurance costs are the consumers responsibility.* Units shipped for service should be packed securely.

    *Repaired units will be returned PREPAID if warranty service is required within the first 90 days.

    IMPORTANT: Do NOT ship anything to ANY location without prior authorization. A Return Authorization (RA) will be issued that has a tracking number assigned that will expedite the servicing of your unit and provide a tracking system if needed.

4. Your owners manual contains important safety and operating instructions. It is your responsibility to be aware of the contents of this manual and to follow all safety precautions.

EXCLUSIONS

This warranty does not apply to units whose trade name, trademark, and/or ID numbers have been altered, defaced, exchanged removed, or to failures and/or damages that may occur as a result of:

1. Neglect, abuse, abnormal strain, modification or exposure to extremes in temperature or humidity.

2. Improper repair or maintenance by any person who is not a service representative of a retail outlet authorized by Yamaha to sell the product, an authorized service center, or an authorized service representative of Yamaha.

3. This warranty is applicable only to units sold by retailers authorized by Yamaha to sell these products in the U.S.A., the District of Columbia, and Puerto Rico. This warranty is not applicable in other possessions or territories of the U.S.A. or in any other country.

Please record the model and serial number of the product you have purchased in the spaces provided below.

Model_____   Serial #_____   Sales Slip #_____

Purchased from_____   Date_____
(Retailer)

YAMAHA CORPORATION OF AMERICA
Electronic Service Division
6600 Orangethorpe Avenue
Buena Park, CA 90620

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