

Electone. STAGEA. ELB-02

Playing the ELB-02 Tutorial



ΕN

 About This Manual

 Welcome to the Wonderful Musical World of the Electone ELB-02!

 As you read this book and play along, you'll learn important, basic information on the Electone—helping you to master it and get the most out of it in your playing.

 Open the door to the world of the Electone, get a glimpse of its beauty and power, and take your first step into the amazing musical life that awaits you.

 Come inside, and enjoy!

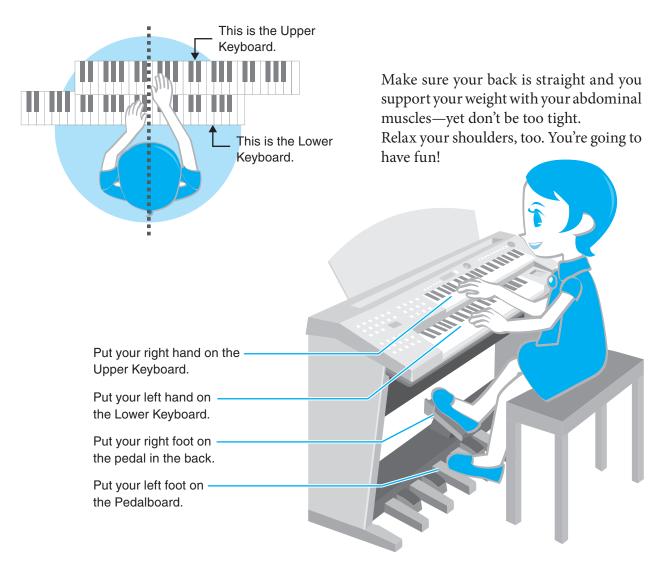
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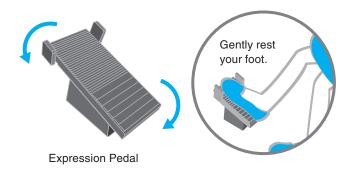
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Sitting

Proper posture and position is important! As a rule of thumb, sit on the bench so that your 'belly button' is roughly in line with the central "E" key on the Lower keyboard.

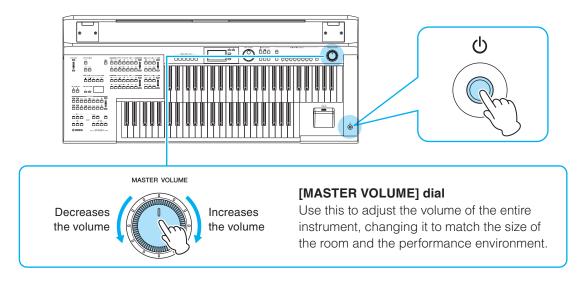




The pedal under your right foot is called the "Expression Pedal," and is used to adjust the instrument volume. As with the gas pedal on a car, pressing the pedal changes the angle, and with it, the "power." Pressing the pedal down gives you more volume, and letting up on it lessens the volume. Be careful to keep your original posture when you use the pedal, since moving the pedal with your foot may throw your body slightly off balance and affect your playing.



Press the $[\bullet]$ (Standby/On) button to turn on the power to the Electone.

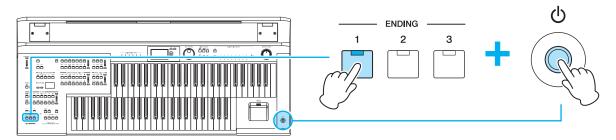




Initializing resets the Electone to its default "factory" settings. In general, you won't need this function very often. However, it may come in handy from time to time, such as when you create new data. Let's learn how to do this before we start anything else.

Turn off the power.

While holding down the ENDING [1] button, turn the power back on.



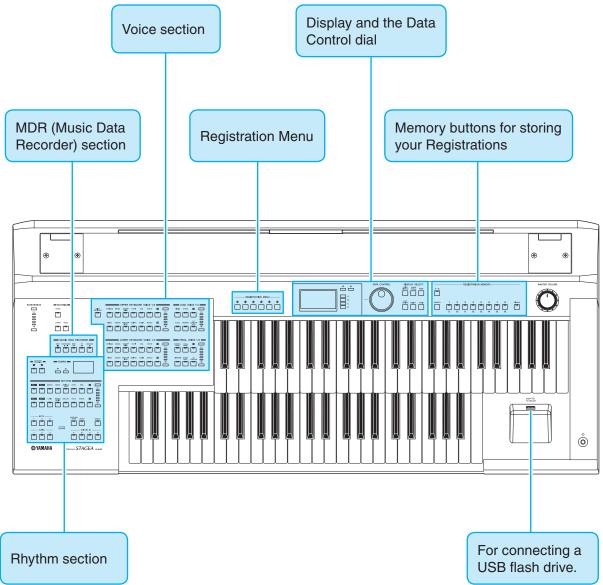
3 After the startup display on the center panel is shown, release your finger from the ENDING [1] button. Now, with the ELB-02 at its default settings, you're ready to go!



Familiarize yourself with the panel of the ELB-02.

The panel is divided into several important and distinct sections. You should know the names and roles for these sections.







Now, let's take a look at the all-important Voice section—which is actually divided into four sections.

	Upper Keyboard Voice 1	Lead Voice 1	
VOICE SECTION 2	UPPER KEYBOARD VOICE 1/2		For adjusting the volume.
	LOWER KEYBOARD VOICE 1/2		you play the Lead Voice and/or Pedal Voice from the Lower Keyboard.
	Lower Keyboard Voice 1	Pedal Voice 1	

And there you have it. Four sections in one set!

However, the ELB-02 gives you one more set to play with...

Pressing the $\boxed{}$ button (lights) switches to Voice section 2.

VENCE VIEND VIEnd <th></th> <th>Upper Keyboard Voice 2</th> <th>Lead Voice 2</th> <th></th>		Upper Keyboard Voice 2	Lead Voice 2	
Image: Contrast Description outrast OHOR Image: Contrast	VOICE	STRINGS BRASS WOOD- TUTTI PAD SYNTH		
STRINGS BRASS WOOD- TUTTI PAD SYNTH Image: String of the strin		PIANO ORGAN PERCUS- GUITAR CHOIR WORLD 2		SOLO button
STRINGS BRASS WOOD- TUTTI PAD SYNTH Image: String of the strin				
Image: State of the selecting various Voices. Image: State of the selecting various Voices.				TO LOWER
PIANO ORGAN PERCUS- GUITAR CHOR WORLD P Image: Store of the contraction of the contrecontrecontex and the contraction of the contraction o			BASS BASS	
Lower Keyboard Voice 2 Pedal Voice 2		PIANO ORGAN PERCUS- GUITAR CHOIR WORLD 2	BASS LOWER	Voice from the Lower
Although not explained in this booklet,				Keyboard.
Although not explained in this booklet, 🔲 User [1] / 🛄 User [2] buttons are useful for selecting various Voices.		Lower Keyboard Voice 2	Pedal Voice 2	
Although not explained in this booklet, 🔲 User [1] / 🛄 User [2] buttons are useful for selecting various Voices.				
Although not explained in this booklet, \square User [1] / \square User [2] buttons are useful for selecting various Voices.	Memo	0 2		
	Although no	t explained in this booklet, 🔛 User [1] / 🔛 Us	ser [2] buttons are useful for se	electing various Voices.
The [TO LOWER▼/SOLO] / [TO LOWER▲] buttons allow you to customize the Voice sections for				laine continue for

other uses and performance situations.

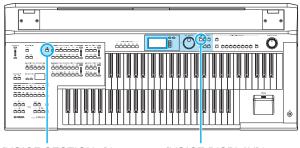
For details, refer to the Owner's Manual, Chapter 2 "Voices."





Pressing the [VOICE DISPLAY] button calls up the Voice display, letting you quickly and easily check which Voices are being used for each keyboard!

You can also check the status of each Voice section—it is on and sounds, or off and will not.



[VOICE SECTION 2] button [VOICE DISPLAY] button

Let's take a closer look at the Voice Display...

VOICE SECTION 2 Voice section 1 (When the button is of	f)
VOICE DISPLAY	11
UPPER 1 : Strings 1	ON
LEAD 1 : Violin 1 🛛)FF
LOWER 1 : Piano 1	ON
PEDAL 1 : FngrBass 1	ON

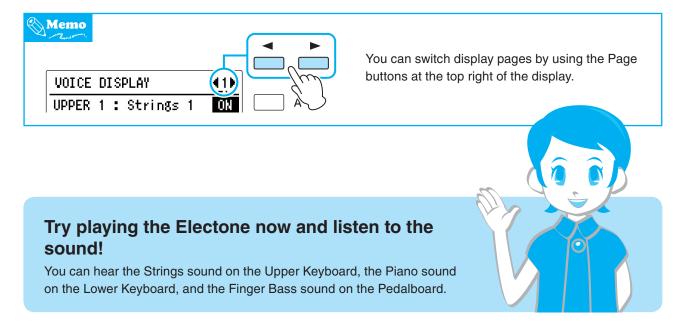
In this setup, we can see that "Strings 1" is set for Upper Keyboard Voice 1, "Piano 1" for Lower Keyboard Voice 1 and "FingrBass 1" for Pedal Voice 1.

* "Violin 1" is selected for Lead Voice 1, but will not sound since the status is set to OFF.

	Voice section 2 When the button is	
VOICE DI	SPLAY	(12)
top, tangan habat saya r	BrassSec 1	OFF
	: Flute 1	OFF
LOWER 2	Strings 1	OFF
PEDAL 2	: ContraBas1	OFF

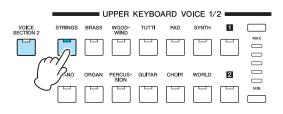
In this case, all Voice section 2 Voices are off, and no sound will be produced from them.

When you play the keys, these Voice sections 1 and 2 will sound simultaneously (if Voices in both sections are set to ON).





Each Voice button is actually a category of Voices, with many Voices inside. For example, check out the Strings Voices contained in the [STRINGS] button in the UPPER KEYBOARD VOICE 1 section.





Press the button.

The Voice Menu will appear, allowing you to select the Strings Voices.

2 Rotate the DATA CONTROL dial to call up (in order) the various Strings Voices.



A wide range of Strings Voices are available.



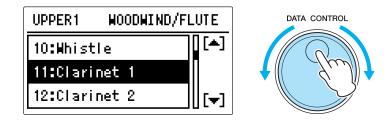
Here, we'll change the Voice of the Upper Keyboard Voice 1 to the Clarinet Voice (found in the [WOODWIND] button).

			IPPER I	(EYBO)	ARD VO	DICE 1/	2	
VOICE SECTION 2	STRINGS	BRASS	WOOD- WIND	TUTT	PAD	SYNTH	٠	
								MAX
			√/- ⁻					
		(''	1					
	PIANO	OF	CUS-	GUITAR	CHOIR	WORLD	2	
		()	SION					
		$\Gamma \sim$						MIN



UPPER1	WOODWIND/F	UTE
01:Flute	1	[_]
02:Flute	2	
03:Flute	3	[-]

2 Rotate the DATA CONTROL dial to select "11: Clarinet 1."



3 Try playing some of the keys on the Upper Keyboard, and check out the Clarinet sound!

Let's Try Adding a Strings sound to the Lower Keyboard

Up until now, only the Piano sound of the Lower Keyboard Voice 1 is heard. Here' we'll turn on Strings for the Lower keyboard Voice 2, and add the selected Strings sound to the Piano!

Press b

button (lights up).

This lets you select the Voice of Voice section 2.

2

Press the [VOICE DISPLAY] button to call up the VOICE Display, then press the [C] button at the right of the display to set the corresponding value to ON.

VOICE DISPLAY	42▶	
UPPER 2 : BrassSec 1 LEAD 2 : Flute 1	OFF OFF	A
LOWER 2 : Strings 1 PEDAL 2 : ContraBas1	on Off	Children Children

3

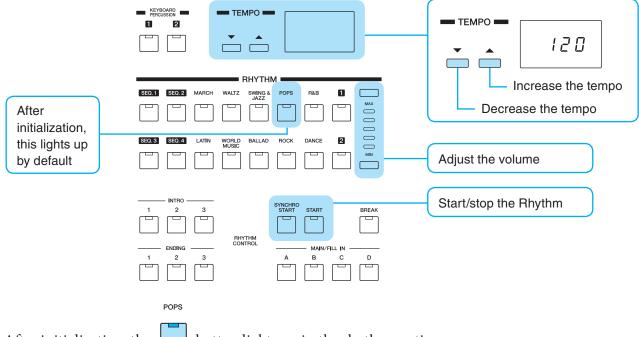
Now, the Strings sound will be added to the Lower Keyboard.

VOICE DISPLAY		
UPPER 1 : Clarinet	1	ON
LEAD 1 : Violin 1		0FF
LOWER 1 : Piano 1		ON
PEDAL 1 : FngrBass	1	ON

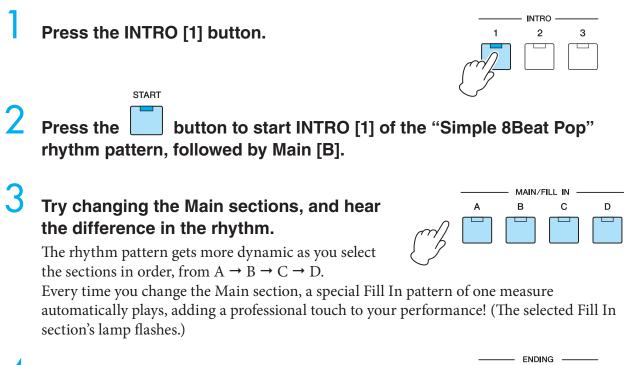
VOICE DISPLAY	(12)
UPPER 2 : BrassSec 1 LEAD 2 : Flute 1	OFF OFF
LOWER 2 : Strings 1	ON
PEDAL 2 : ContraBas1	OFF



The Electone also gives you a variety of dynamic drum and percussion patterns for your playing. Let's listen to the current preset Rhythm.

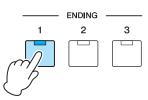


After initialization, the button lights up in the rhythm section. The default selected Rhythm pattern is "Simple 8Beat Pop," Main: B, and a Tempo of $\downarrow = 120$.



Press the ENDING [1] button.

The rhythm section switches in time to ENDING [1], and then playback stops automatically.



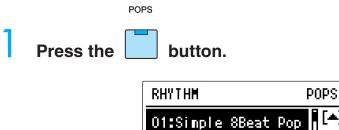
Δ



POPS

Just as a Voice button contains many related Voices, the [POPS] button contains various Pops rhythm patterns. Let's take a look at the Rhythm Menu and see what's inside!

			F	RHYTHN	1			
SEQ. 1	SEQ. 2	MARCH	WALTZ	SWING & JAZZ	POPS	R&B	٦	
					\int			
SEQ. 3	SEQ. 4	LATIN	WORLD MUSIC	B	Лоск	DANCE	2	
								MIN



01:Sinple 8Beat Pop 02:Sinple 3/4 Pop 03:SinpleShufflePop [↓

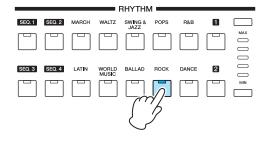
2 Now that you're in the Pops category, you can select one of the Pop music rhythms.

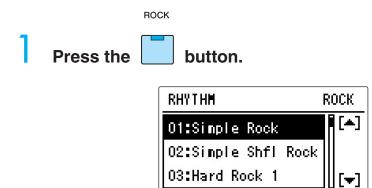


The POPS button contains various Pop music rhythm patterns.

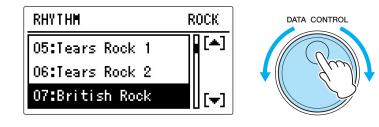


Let's select a new Rhythm pattern: "07: British Rock," in the Rock category.





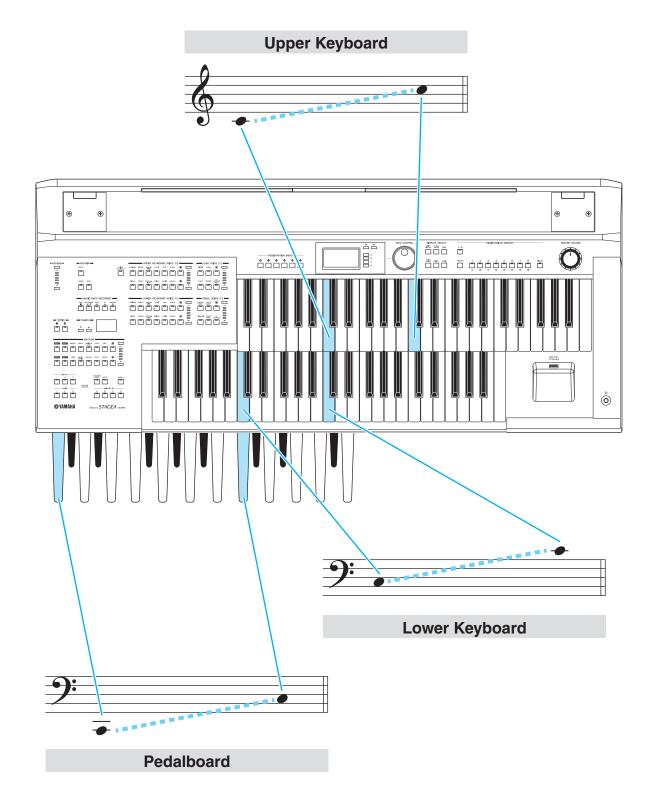
2 Rotate the DATA CONTROL dial to select "07: British Rock."







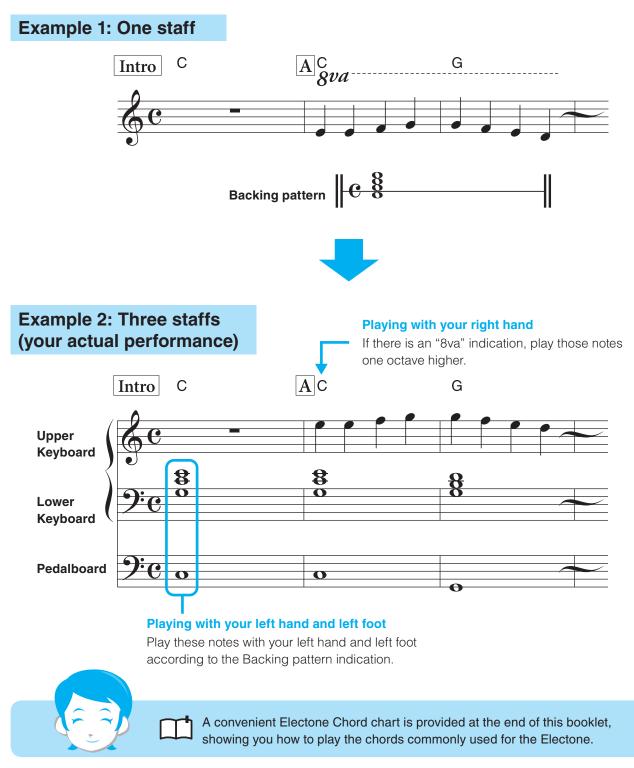
Let's take a short break from listening to Voices and Rhythms, and see how the keys and pedals of the Electone correspond to music notation.





Music notation designed for playing the Electone has several parts: one shows the chord names, and there are three staffs with notes for the keyboards and pedalboard. When playing with three staffs, play the notes exactly as shown in the notation.

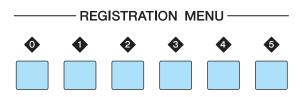
In case of Example 1, which shows just a single staff, the notes you'll actually play are shown in Example 2.





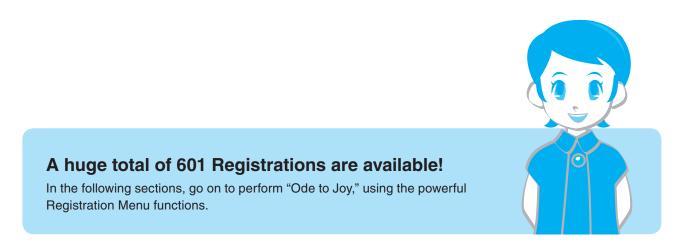
The Registration Menu is a simple, highly convenient way to instantly change all the Electone settings for playing in specific music styles. Try out these dynamic, professional-sounding controls in your own performance!

Use the buttons at the left of the display.

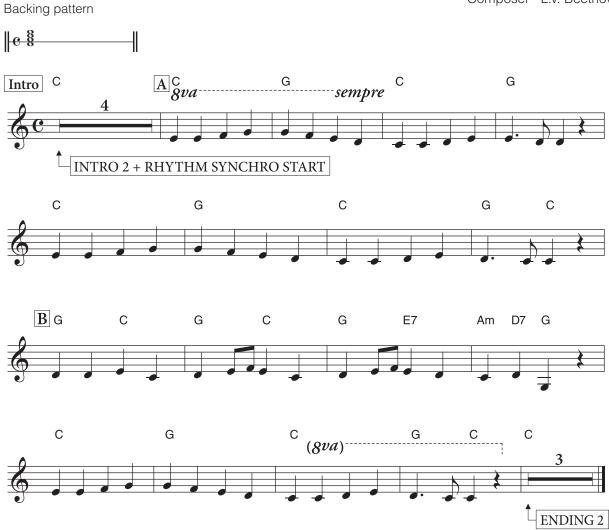


Registration Menu button [0] includes a variety of basic Registrations (with a combination of fundamental musical instruments) and the other buttons [1] – [5] include Registrations in various music genres for playing your favorite types of music.

•	Basic
•	Kids / Simple
2	Pops & Rock
3	Dance & Ballad
4	Jazz & Latin
5	Symphony & World



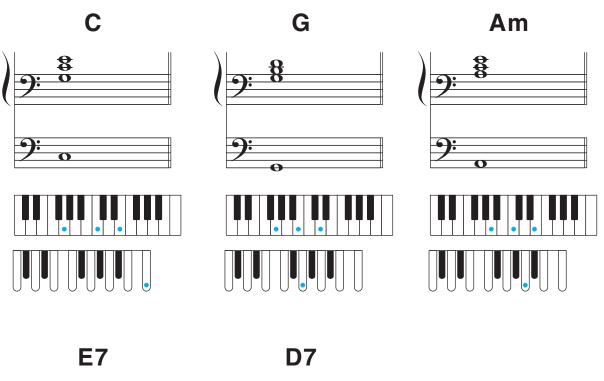
Ode to Joy

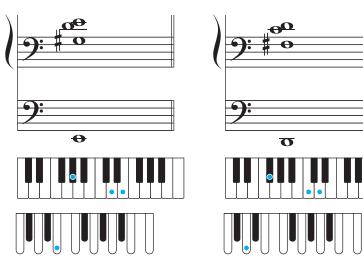


For important instructions on how to prepare for your performance, see page 18. First, perform part $\overline{\mathbf{A}}$, which simply has just two chords! Once you feel comfortable playing it, go on and try playing part $\overline{\mathbf{B}}$.

How to Play Chords

If your unfamiliar with chords, the illustrations below will help you find the proper notes to play for the particular chords used in this piece (C, G, Am, E7 and D7).





Practice the following chord patterns repeatedly until you can play them smoothly and confidently, and master basic chord changes.

C-G-C Am-E7-Am G-D7-G Am-D7-G

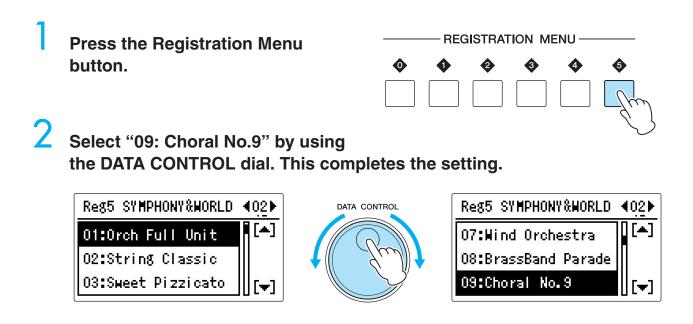


. . .

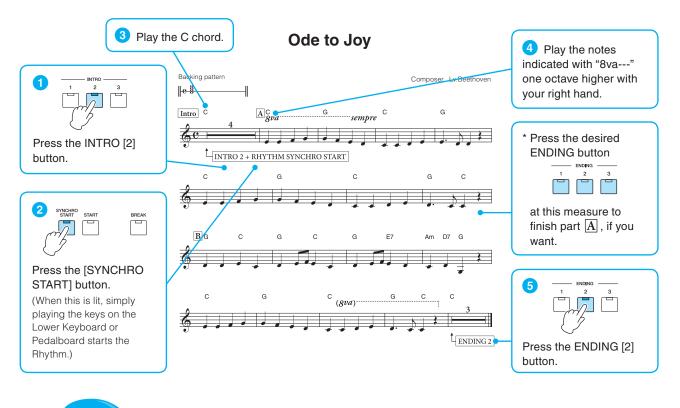
• ••

Preparing to Perform

Simply select the proper Registration from the Registration Menu and start playing the song.



Take a look at the score below, and check through the steps you'll need to follow.



After you've familiarized yourself with these steps, go on to play the score on page 16.



In this section, try playing "Ode to Joy" once again, but using a different Registration Menu different from one before. Notice how you can completely change the mood and feeling of the very same piece by simply switching Registrations! Once you've gotten used to performing in this way, try switching to other Registrations by using the Registration Memory buttons while you are playing.





Select "13: Joyful Gospel #2" by using the DATA CONTROL dial.

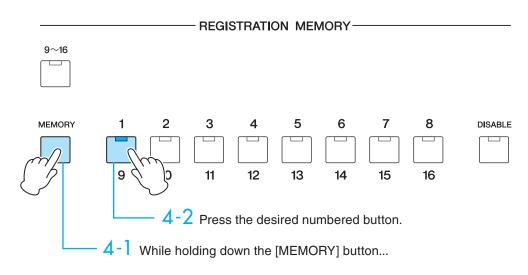


The Voice set for this Registration Menu is:

VOICE DISPLAY	(11)
UPPER 1 : Slow Strs	OFF
LEAD 1 : Trombone 2	ON
LOWER 1 : Stack EP 2	ON
PEDAL 1 : SlapBass 5	ON

	\sim
VOICE DISPLAY	(12)
UPPER 2 : OctBrass 8	OFF
LEAD 2 : Trumpet 8	ON
LOWER 2 : Choir 7	ON
PEDAL 2 : JazzOr§an4	0FF

The Rhythm pattern is "Hollywood Gospel," Main: C, and a Tempo of $\downarrow = 111$. Memorize this setting status to the Registration Memory number [1] button. When the Registration is stored, the LED of the [1] button flashes momentarily. This completes the first Registration. Simply pressing this button recalls the stored Registration anytime you want it.



Next, create the second Registration you'll use.

Turn the UPPER 2 Voice "OctBrass 8" and PEDAL 2 Voice "JazzOrgan4" to ON in the Voice display.

A B C D

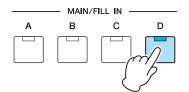
VOICE DISPLAY	
UPPER 1 : Slow Strs OFF	
LEAD 1 : Tronbone 2 ON	
LOWER 1 : Stack EP 2 ON	
PEDAL 1 : SlapBass 5 ON	

	VOICE DISPLAY	(12)	
	UPPER 2 : OctBrass 8	ON	
	LEAD 2 : Trumpet 8	ON	
	LOWER 2 : Choir 7	ON	
	PEDAL 2 : JazzOr§an4	ON	
, c			



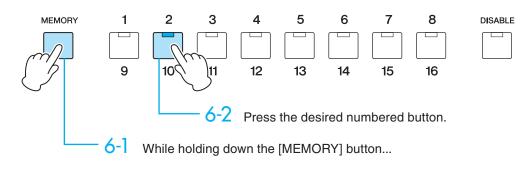
Change the Rhythm to Main D.

Δ



If the [D] button is flashing, press the button again so that the lamp lights continuously.

Memorize the settings to the Registration Memory [2] button.



This completes the settings!

7 Perform while using the score on page 16.

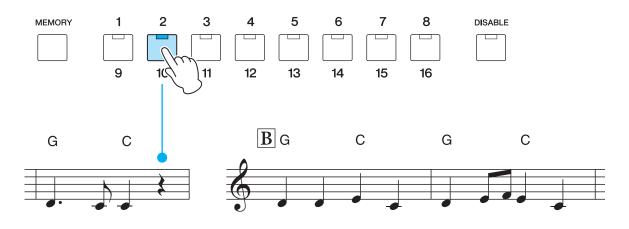
Perform

A using Registration Memory [1]

B using Registration Memory [2].



Press the Registration Memory [1] button, then start playing. This may be a little tricky, but use your right hand to press the Registration Memory [2] button at the rest just one beat before the start point of \mathbb{B} .



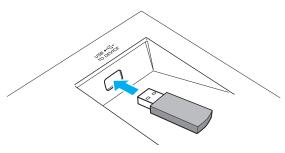
The INTRO and ENDING have three buttons (types). We recommend using INTRO [3] and ENDING [3] here, but you can select any desired button. Once you get used to playing the melody, try playing ad-lib lines along with the gospel shuffle rhythm for even more fun!

Saving the Registration Data to a **USB Flash Drive**

Save the memorized Registrations to a USB flash drive (sold separately). Please make sure that the USB flash drive you're using is listed in the Compatible USB Device List downloadable from the Yamaha website:

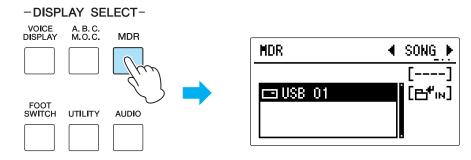
http://download.yamaha.com/

Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.





2 Press the [MDR] button to call up the MDR display, SONG Page.



Press the [B] " "" button to call up the contents of the USB flash drive, then select "new song" by turning the DATA CONTROL dial.

Press the [D] "UNIT" button. Δ



Press the [B] "SAVE" button in the UNIT EDIT display.



Now you have saved your Registrations as "UNIT 1" in the Song named "SONG_001" in the USB flash drive.

UNIT EDIT	[LOAD]	A
SONG_001	[SAVE]	B
1:UNIT 1	[DEL.]	C
2:NEW UNIT	[EXIT]	C

Press the [D] "EXIT" button, and you're finished!

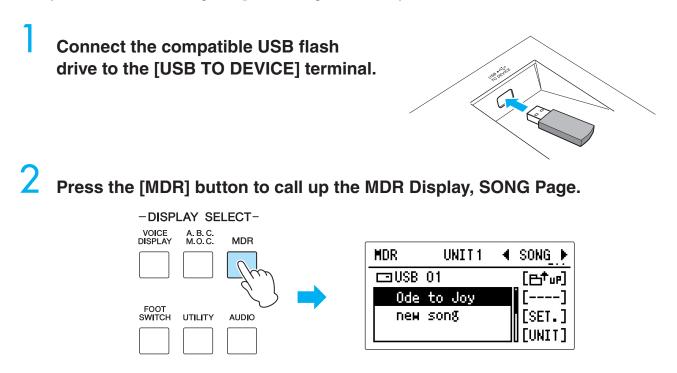
Memo

You can change the Song name as desired. For details on how to edit the Song name, see "Changing the Song/Folder Name" in the Owner's Manual, Chapter 6 "MDR." In this case, giving it the Song title "Ode to Joy" makes it easier to find the Song containing the desired Registrations in the future.

MDR UNII	1 ∢ SONG_►
⊡USB 01	[Ef*•P]
Ode to Joy	, [[]
new song	[SET.]
	[UNIT]

Loading Recorded Registrations from a USB Flash Drive

In this section, you'll load back the Registrations in the USB flash drive to the Electone, so that you can use the settings for performing "Ode to Joy."

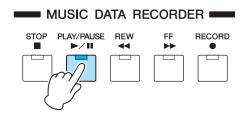


Select the Song to which the Registrations of "Ode to Joy" have been saved.

4 Press the MUSIC DATA RECORDER [PLAY/ PAUSE] button.

The indication "-----" appears at the bottom left of the display, showing you that the Registration data is currently being loaded. After the loading operation is finished, "-----" disappears.

Now, the Registrations of "Ode to Joy" have been loaded to numbered buttons [1] and [2] of Registration Memory.



Memo

There is another way to load the data to the Electone: using the "LOAD" function in the display. For details, refer to "Recalling Recorded Registrations" in the Owner's Manual, Chapter 6 "MDR."

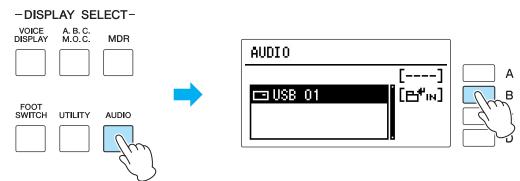
UNIT EDIT	[LOAD]	A
Ode to Joy	[SAVE]	B
1:UNIT 1	[DEL.]	C
2:NEW UNIT	[EXIT]	D



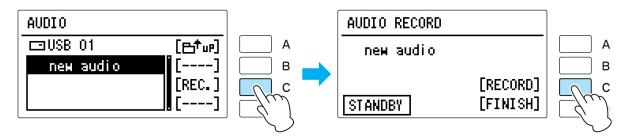
Are you confident in your playing yet? Do want to hear your performance and use it to improve? Simply record it directly with the Electone itself. You can record your performances as exceptionally high-quality, digital audio files (.WAV format) to a USB flash drive. For optimum protection of your data, first read the NOTICE at the beginning page of Chapter 7 in the Owner's Manual.

Connect the compatible USB flash drive to the [USB TO DEVICE] terminal, then set up the Electone just as you'll need it for the entire recording.

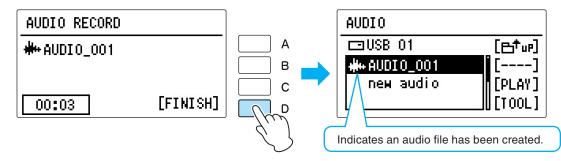
Press the [AUDIO] button to call up the AUDIO Display, and press the [B] "
"
"
"
"
"
"
"
"
"
button to call up the contents of the USB flash drive, then select "new audio" by turning the DATA CONTROL dial.



Press the [C] "REC." button to enter Recording Standby mode, then press the [C] "RECORD" button again while in Recording Standby mode.

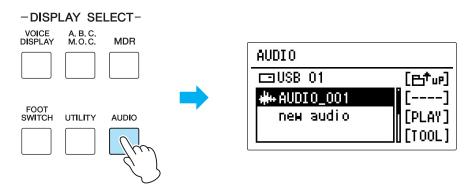


Start playing. When you finish playing, press the [D] "FINISH" button.





Connect the compatible USB flash drive containing the recorded audio file to the [USB TO DEVICE] terminal, then press the [AUDIO] button to call up the AUDIO Display.



Select the audio file to which your performance has been saved.

Press the [C] "PLAY" button to call up the AUDIO PLAY Display.

AUDIO			AUDIO PLAY	∢ PLAY
⊡USB 01	_ [E ⁺ m]	Α	#++ AUDI0_001	[REW]
#++ AUDI0_001	[]	В		[FF]
new audio	[PLAY]	C		[PLAY]
	[TOOL]	$\left[\begin{array}{c} \zeta \\ -\zeta \\ \mu \end{array} \right]$	00:00	[FINISH]

4 Press the [C] "PLAY" button to play back the recorded audio file.

The Electone lets you record your performance in two different ways:

Select the appropriate method, depending on what you want to do with the recording once you're finished, since each method has its own special characteristics.

MDR Recording

This method allows you to record your performance as Electone data. The instructions for recording (saving) only Registration data are given in this booklet, you can also record (save) your performance along with the Registration data. This data recorded on MDR can only be played back on the Electone; however, you can edit it, for example, by replacing the Registration data, or recording each part (Upper Keyboard, Lower Keyboard, Pedalboard) individually. Moreover, the Song data you've recorded on MDR can be recorded an audio file.

Audio Recording

This method of recording the sound (audio) of your performance directly is covered in this booklet. Since this audio is a digital recording of the performed sound itself, you can play it back on a computer without needing the Electone itself. You can easily share your performances with your friends, and record your own CDs to enjoy as well.

Electone Chords

Major	Minor	Seventh	Major seventh	Minor seventh	Minor seventh flatted fifth
	Cm		См7		Cm7 ⁵
	Dm				
	Em []]] []] []] []] []] []] []] []] []] []			Em7	Em7 ⁵
	Fm		Fм7		Fm7 ⁵
			Gм7	Gm7	Gm7 ⁵
	Am			Am7	Am7 ⁵
B []]][]][]][]][]][]][]][]][]][]][]][]][]	Bm []] []] []] []] []] []] []] []] []] []]		Вм7 []]]]]]]]]]]]]]]]]]]]]]]]]]	Bm7	Bm7 ⁵



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