

# PSR-SX6000

**Digital Workstation**  
**Clavier Arrangeur Professionnel**  
**Estación de Trabajo Digital**

**Owner's Manual**  
**Mode d'emploi**  
**Manual de instrucciones**

Thank you for purchasing this Yamaha Digital Workstation!

This instrument provides powerful performance features including versatile effects and sounds. We recommend that you read this manual carefully so that you can fully take advantage of the advanced and convenient functions of the instrument. We also recommend that you keep this manual in a safe and handy place for future reference.

**Before using the instrument, be sure to read "PRECAUTIONS" on pages 5 – 6.**

Merci d'avoir choisi ce Clavier Arrangeur Professionnel Yamaha !

Nous vous conseillons de lire attentivement ce mode d'emploi afin de tirer pleinement profit des fonctions avancées et très utiles de votre instrument. Nous vous recommandons également de garder ce manuel à portée de main pour toute référence ultérieure.

**Avant d'utiliser l'instrument, lisez attentivement la section « PRÉCAUTIONS D'USAGE » aux pages 5 et 6.**

Le damos las gracias por adquirir esta Estación de Trabajo Digital de Yamaha.

La lectura detenida de este manual le permitirá disfrutar de las útiles y avanzadas funciones del instrumento. Recomendamos guardar el manual en un lugar seguro y accesible, para futuras consultas.

**Antes de utilizar el instrumento, lea las "PRECAUCIONES", en las páginas 5 y 6.**



## FCC INFORMATION (U.S.A.)

### 1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

### 2. IMPORTANT:

When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

### 3. NOTE:

This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee

that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

Relocate either this product or the device that is being affected by the interference.

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you cannot locate the appropriate retailer, please contact Yamaha Corporation of America, 6600 Orangethorpe Ave. Buena Park CA90620, USA

The above statements apply ONLY to those products distributed by Yamaha Corporation of America or its subsidiaries.

\* This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

(class B)

### COMPLIANCE INFORMATION STATEMENT (Supplier's declaration of conformity procedure)

Responsible Party : Yamaha Corporation of America  
Address : 6600 Orangethorpe Ave., Buena Park, Calif. 90620  
Telephone : 714-522-9011  
Type of Equipment : Digital Keyboard  
Model Name : PSR-SX600

This device complies with Part 15 of the FCC Rules.

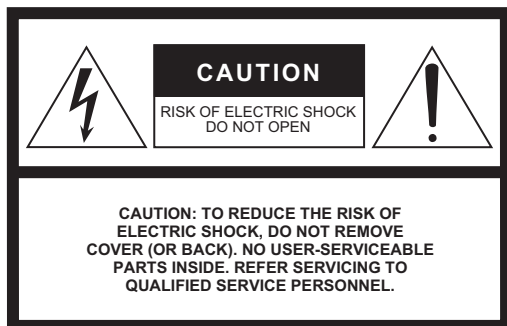
Operation is subject to the following two conditions:

- 1) this device may not cause harmful interference, and
- 2) this device must accept any interference received including interference that may cause undesired operation.

\* This applies only to products distributed by YAMAHA CORPORATION OF AMERICA.

(FCC SDoC)

## For the AC adaptor



### Explanation of Graphical Symbols



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



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

## IMPORTANT SAFETY INSTRUCTIONS

- 1 Read these instructions.
- 2 Keep these instructions.
- 3 Heed all warnings.
- 4 Follow all instructions.
- 5 Do not use this apparatus near water.
- 6 Clean only with dry cloth.
- 7 Do not block any ventilation openings. Install in accordance with the manufacturer’s instructions.
- 8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11 Only use attachments/accessories specified by the manufacturer.
- 12 Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13 Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



### WARNING

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

(UL60065\_03)

The model number, serial number, power requirements, etc., may be found on or near the name plate, which is at the bottom of the unit. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

**Model No.** \_\_\_\_\_

**Serial No.** \_\_\_\_\_

(bottom\_en\_01)

# PRECAUTIONS

## PLEASE READ CAREFULLY BEFORE PROCEEDING

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

### For the AC adaptor



#### WARNING

- This AC adaptor is designed for use with only Yamaha electronic instruments. Do not use for any other purpose.
- Indoor use only. Do not use in any wet environments.



#### CAUTION

- When setting up, make sure that the AC outlet is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch of the instrument and disconnect the AC adaptor from the outlet. When the AC adaptor is connected to the AC outlet, keep in mind that electricity is flowing at the minimum level, even if the power switch is turned off. When you are not using the instrument for a long time, make sure to unplug the power cord from the wall AC outlet.

### For the instrument



#### 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 adaptor

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- 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 (page 111) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Use only the supplied power chord/plug.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.

##### Do not open

- This instrument contains no user-serviceable parts. Do not open the instrument or attempt to disassemble or modify the internal components in any way. 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 on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the instrument, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- 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

- When one of the following problems occur, immediately turn off the power switch and disconnect the electric plug from the outlet. Then have the device inspected by Yamaha service personnel.
  - The power cord or plug becomes frayed or damaged.
  - It emits unusual smells or smoke.
  - Some object has been dropped into the instrument.
  - There is a sudden loss of sound during use of the instrument.
  - If any cracks or breakages exist on the instrument.



## 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 adaptor

- 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.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord. Pulling by the cord can damage it.
- Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

### Location

- Do not place the instrument in an unstable position where it might accidentally fall over.
- Before moving the instrument, remove all connected cables, to prevent damage to the cables or injury to anyone who might trip over them.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.
- Use only the stand (page 111) specified for the instrument. When attaching it, 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.
- 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.

### 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. This could cause physical injury to you or others, damage to the instrument or other property, or operational failure.
- 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 use the instrument/device or headphones 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.

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.

Even when the [  ] (Standby/On) switch is in standby status (display 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 power cord from the wall AC outlet.

DMI-7 2/2

## NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

### ■ Handling

- Do not connect this product to public Wi-Fi and/or Internet directly. Only connect this product to the Internet through a router with strong password-protections. Consult your router manufacturer for information on security best practices.
- 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.
- When you use the instrument along with an app on your smart device such as a smartphone or tablet, we recommend that you set Wi-Fi to on after enabling "Airplane Mode" on that device in order to avoid noise caused by communication.
- 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, damage to the internal components or unstable operation. (Verified operating temperature range: 5° – 40°C, or 41° – 104°F.)
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.

### ■ Maintenance

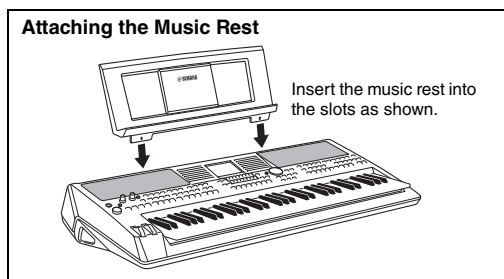
- When cleaning the instrument, use a soft cloth. Do not use paint thinners, solvents, alcohol, cleaning fluids, or chemical-impregnated wiping cloths.

### ■ Saving data

- Edited Song /Style/Voice/MIDI setup data, etc. are lost when you turn off the power to the instrument. This also occurs when the power is turned off by the Auto Power Off function (page 15). Save the data to the instrument, or to USB flash drive/an external device such as a computer (page 26). However, the data saved to the instrument may be lost due to some failure, an operation mistake, etc. Save your important data onto USB flash drive/an external device such as a computer (page 26). Before using a USB flash drive, make sure to refer to page 95.
- To protect against data loss through USB flash drive damage, we recommend that you save your important data onto spare USB flash drive or an external device such as a computer as backup data.

# Included Accessories

- Owner's Manual (this book)
  - Online Member Product Registration
  - Music rest
  - AC adaptor\*, Power cord\*
- \* May not be included depending on your area. Check with your Yamaha dealer.



## About the Manuals

This instrument has the following documents and instructional materials.

### ■ Included Document



#### Owner's Manual (this book)

Provides overall explanations of the PSR-SX600 basic functions.

### ■ Online Materials (PDF)



#### Reference Manual (only in English, French, German, Spanish, Portuguese, Chinese, and Indonesian)

Explains advanced features of the instrument, not explained in the Owner's Manual. For example, you can learn how to create original Styles, Songs or Multi Pads, or find detailed explanations of specific parameters.



#### Data List

Contains various important preset content lists such as Voices, Styles, Effects, as well as MIDI-related information.



#### Computer-related Operations

Includes instructions on connecting this instrument to a computer, and operations related to transmitting/receiving MIDI data.



#### Smart Device Connection Manual (only in English, French, German, Spanish, Portuguese, Chinese, and Indonesian)

Explains how to connect the instrument to smart devices, such as smartphone or tablet, etc.



#### MIDI Basics (only in English, French, German and Spanish)

If you want to know more about MIDI and how to use it, refer to this introductory book.

To obtain these materials, access the Yamaha Downloads website, and then enter the model name to search for the desired files.

**Yamaha Downloads** <https://download.yamaha.com/>

- The illustrations and LCD screens as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

# Formats

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“GM (General MIDI)” is one of the most common Voice allocation formats. “GM System Level 2” is a standard specification that enhances the original “GM” and improves Song data compatibility. It provides for increased polyphony, greater Voice selection, expanded Voice parameters, and integrated effect processing.



XG is a major enhancement of the GM System Level 1 format, and was developed by Yamaha specifically to provide more Voices and variations, as well as greater expressive control over Voices and effects, and to ensure compatibility of data well into the future.



GS was developed by the Roland Corporation. In the same way as Yamaha XG, GS is a major enhancement of the GM specifically to provide more Voices and Drum kits and their variations, as well as greater expressive control over Voices and effects.



The Yamaha XF format enhances the SMF (Standard MIDI File) standard with greater functionality and open-ended expandability for the future. This instrument is capable of displaying lyrics when an XF file containing lyric data is played.



“SFF (Style File Format)” is an original Style file format by Yamaha which uses a unique conversion system to provide high-quality automatic accompaniment based on a wide range of chord types. “SFF GE (Guitar Edition)” is an enhanced format of SFF, which features improved note transposition for guitar tracks.

## Information

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### ■ About copyrights

- Copying of the commercially available musical data including but not limited to MIDI data and/or audio data is strictly prohibited except for your personal use.
- This product incorporates and bundles contents in which Yamaha owns copyrights or with respect to which Yamaha has license to use others' copyrights. Due to copyright laws and other relevant laws, you are NOT allowed to distribute media in which these contents are saved or recorded and remain virtually the same or very similar to those in the product.
  - \* The contents described above include a computer program, Accompaniment Style data, MIDI data, WAVE data, voice recording data, a score, score data, etc.
  - \* You are allowed to distribute medium in which your performance or music production using these contents is recorded, and the permission of Yamaha Corporation is not required in such cases.

### ■ About functions/data bundled with the instrument

- Some of the preset songs have been edited for length or arrangement, and may not be exactly the same as the original.
- This device is capable of using various types/formats of music data by optimizing them to the proper format music data for use with the device in advance. As a result, this device may not play them back precisely as their producers or composers originally intended.
- The bitmap fonts used in this instrument have been provided by and are the property of Ricoh Co., Ltd.



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# Welcome to Digital Workstation



## Extraordinarily expressive and realistic Voices

page 34

The PSR-SX600 has a comprehensive and sonically stunning set of authentic Voices, and gives you the tools to play these Voices more naturally and with greater expressiveness.



## Play along with a backing band

page 48

The Styles of the PSR-SX600 make it possible to perform in a wide variety of music genres with full instrumental accompaniment. Simply playing chords automatically triggers and controls the auto accompaniment backing, and puts an entire backing band behind you!

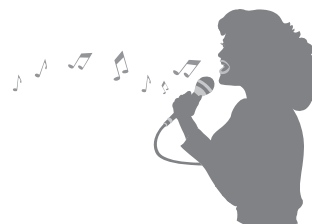
You can change arrangements on the fly, instantly selecting different rhythm variations and breaks in real time — including Intro, Ending, and Fill-in — during your performance.



## Sing along with song playback or your own performance

page 47

By connecting a microphone to the [MIC INPUT] jack, the instrument outputs your vocals through the built-in speakers, and you can record your own performance with high sound quality. Moreover, since song lyrics or music scores can be shown on the display, you can also enjoy singing along with your keyboard performance or along with Song playback.



## Powerful DSP effects for enhancing the sound

page 43

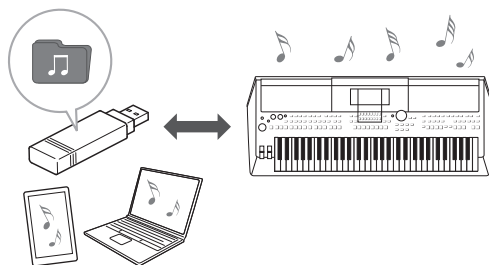
DSP (Digital Signal Processor) features built into the PSR-SX600 provide high-quality effect types, including Real Distortion and Real Reverb. You can also apply the DSP effects independently to specified parts, such as guitar, allowing you to play the keyboard dynamically with a distorted guitar sound, or sound like you are playing in a concert hall.



## Audio playing and recording

page 72

Audio files (WAV format) saved to a USB flash drive (or a computer or smart device) can be played back on the instrument. You can also record your performance as audio files (WAV format) with high sound quality to these devices — making it easy to edit your recordings on computer as desired, and share them over the Internet, or burn your own original CDs.



## Make your performance more dynamic using Multi Pads

page 80

The Multi Pads can be used to play a number of short pre-recorded rhythmic and melodic sequences. Playing the Multi Pads during playback of Styles, etc. can add impact and variety to your performance, and make it more dynamic.

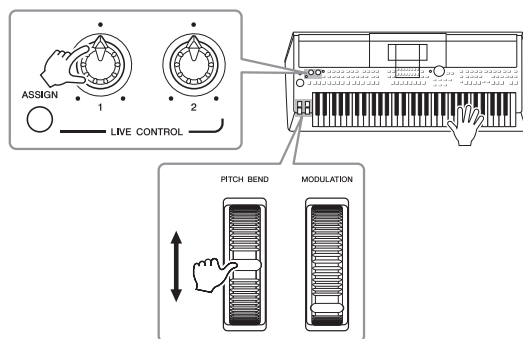


## Versatile real-time controllers

page 41

The two LIVE CONTROL knobs can be assigned to various different functions, letting you intuitively control your performance in real-time. For example, you can use the knobs to control the brightness (cutoff frequency) of the sound being played or to correct the tone or timbre of the sound with EQ — letting you easily add variations to the sound without interrupting your performance.

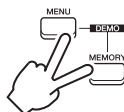
You can also control your performance easily by using the two wheels — PITCH BEND and MODULATION. The PITCH BEND wheel can bend the notes up or down like bending a guitar string, and the MODULATION wheel can apply a vibrato effect to notes played on the keyboard.



## Explore the Demos to learn more about the PSR-SX600's functions and features!

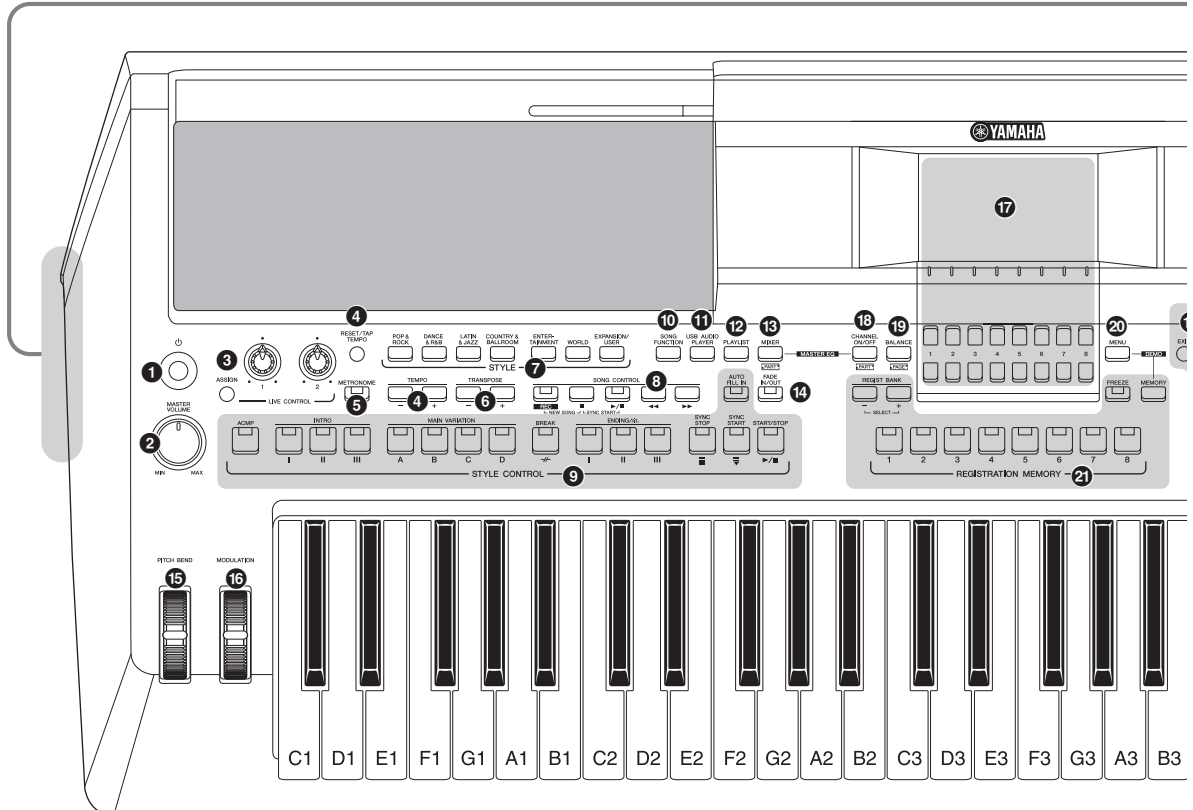
page 17

The Demos showcase the high-quality sounds, variety of advanced functions, and provide helpful information for learning about your new keyboard.



# Panel Controls

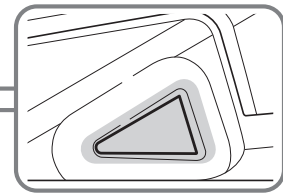
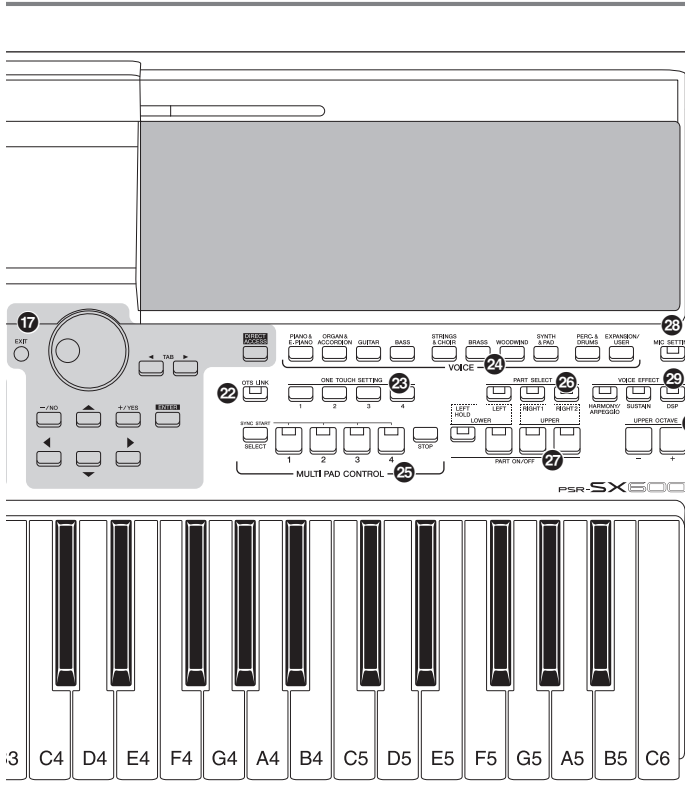
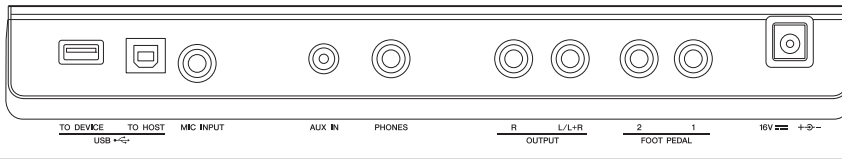
## ■ Top Panel



- |   |   |
|---|---|
| <p><b>1</b> [  ] (Standby/On) switch ..... Page 14<br/>Turns on the instrument's power or sets to standby.</p> <p><b>2</b> [MASTER VOLUME] dial ..... Page 15<br/>Adjusts the overall volume.</p> <p><b>3</b> [ASSIGN] button, LIVE CONTROL knobs ..... Page 41<br/>Assigns functions and controls sounds in real time.</p> <p><b>4</b> [RESET/TAP TEMPO]/TEMPO [-]/[+] buttons ..... Page 51<br/>Controls the tempo for Style, Song and Metronome playback.</p> <p><b>5</b> [METRONOME] button ..... Page 38<br/>Turns the metronome on or off.</p> <p><b>6</b> [TRANSPOSE [-]/[+] buttons ..... Page 39<br/>Transposes the entire pitch of the instrument in semitone steps.</p> <p><b>7</b> STYLE category selection buttons ..... Page 48<br/>For selecting a Style category.</p> <p><b>8</b> SONG CONTROL buttons ..... Page 62<br/>For controlling Song playback.</p> | <p><b>9</b> STYLE CONTROL buttons ..... Page 50<br/>For controlling Style playback.</p> <p><b>10</b> [SONG FUNCTION] button ..... Pages 24, 61<br/>Calls up the Song Function Menu display for selecting Songs etc.</p> <p><b>11</b> [USB AUDIO PLAYER] button ..... Page 72<br/>Calls up the display for playing back audio files and recording your performance in audio format.</p> <p><b>12</b> [PLAYLIST] button ..... Page 88<br/>Lets you create custom performance lists.</p> <p><b>13</b> [MIXER] button ..... Page 92<br/>Calls up various settings for the keyboard, Style and Song parts.</p> <p><b>14</b> [FADE IN/OUT] button ..... Page 51<br/>Controls fade in/out of Style/Song playback.</p> <p><b>15</b> [PITCH BEND] wheel ..... Page 40<br/>Bends the pitch of the keyboard played sound up or down.</p> <p><b>16</b> [MODULATION] wheel ..... Page 40<br/>Applies vibrato effects, etc.</p> |
|---|---|

## ■ Rear Panel

For details on the Rear Panel, refer to page 94.



### Side bass reflex ports

The ports (holes) on the right and left sides of this instrument are for bass reflex. Do not insert any objects (a pen, handkerchief, etc.) into them.

### **⚠ CAUTION**

Do not insert your fingers or hands into the ports when carrying this instrument to prevent injury.

- 17 LCD and related controls**.....Page 20
- 18 [CHANNEL ON/OFF] button**.....Pages 54, 65  
Calls up settings for turning Style/Song channels on or off.
- 19 [BALANCE] button** .....Page 56  
Calls up settings for the volume balance among the parts.
- 20 [MENU] button** .....Page 103  
Lets you make advanced settings and create your original Styles, Songs and Multi Pads.
- 21 REGISTRATION MEMORY buttons**.....Page 84  
For registering and recalling panel setups.
- 22 [OTS LINK] button** .....Page 55  
Turns on/off the OTS Link function.
- 23 ONE TOUCH SETTING buttons** .....Page 55  
Calls up the appropriate panel settings for the Style.
- 24 VOICE category selection buttons**.....Page 34  
For selecting a Voice category.
- 25 MULTI PAD CONTROL buttons**.....Page 80  
For selecting and playing rhythmic or melodic Multi Pad phrases.
- 26 PART SELECT buttons** .....Page 37  
For selecting a keyboard part.
- 27 PART ON/OFF buttons**.....Page 37  
For turning the keyboard part on or off.
- 28 [MIC SETTING] button** .....Page 77  
Calls up the display from which you can make settings for the microphone.
- 29 VOICE EFFECT buttons** .....Page 43  
For applying various effects to the keyboard performance.
- 30 UPPER OCTAVE [-]/[+] buttons** .....Page 39  
For applying the pitch of the keyboard in octave steps.

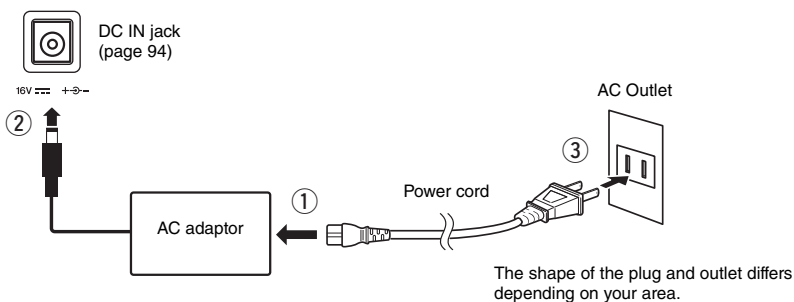
#### **Panel Setup (Panel Settings)**

By using the controls on the panel, you can make various settings as described here. These settings of the instrument are together referred to as "panel setup" or "panel settings" in this manual.

# Setting Up

## Power Requirements

Connect the AC adaptor in the order shown in the illustration.



### **WARNING**

Use the specified AC adaptor (page 111) only. Using the wrong AC adaptor can result in damage to the instrument or overheating.

### **CAUTION**

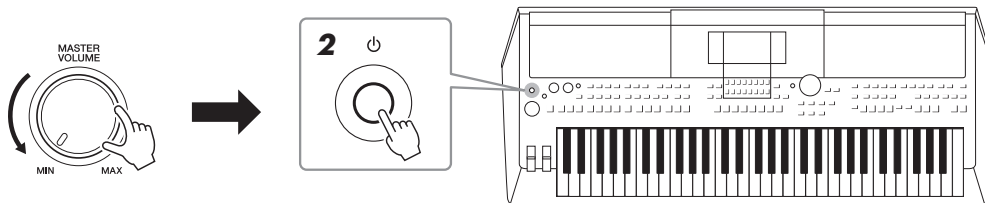
When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn the power off and disconnect the plug from the outlet.

### **NOTE**

Follow this procedure in reverse order when disconnecting the AC adaptor.

## Turning the Power On/Off

- 1 Turn down the [MASTER VOLUME] dial to "MIN."



- 2 Press the [⏻] (Standby/On) switch to turn on the power.

After the Main display appears, adjust the volume as desired while playing the keyboard.

- 3 After you finish using the instrument, turn off the power by pressing the [⏻] (Standby/On) switch for about a second.

### **CAUTION**

Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.

### **NOTICE**

Do not press the foot pedal or move the [PITCH BEND] wheel, etc. when turning the power on. Doing so may cause the instrument to malfunction.

### **NOTE**

Until the Main display appears, no operations can be carried out, including power-off and keyboard performance.

### **NOTICE**

While recording or editing, or while a message is displayed, the power cannot be turned off even if you press the [⏻] (Standby/On) switch. If you want to turn off the power, press the [⏻] (Standby/On) switch after recording, editing, or after the message has disappeared. If you need to force-quit the instrument, hold down the [⏻] (Standby/On) switch for longer than three seconds. Note that the force-quit operation might cause data loss and damage to the instrument.

## Setting the Auto Power Off function

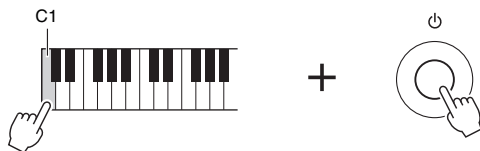
To prevent unnecessary power consumption, this instrument features an Auto Power Off function that automatically turns the power off if the instrument is not operated for a specified period of time. The amount of time that elapses before the power is automatically turned off is approximately 30 minutes by default; however, you can change the setting at the Common tab of the System page. For details, refer to page 104.

### **NOTICE**

The data which is not saved to the User or USB drive will be lost if the power automatically turns off. Make sure to save your data before the power turns off (page 26).

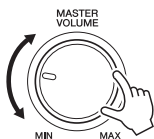
### **Disabling Auto Power Off (simple method)**

Turn the power on while holding down the lowest key on the keyboard. A message appears briefly, and then the instrument starts up with the Auto Power Off function disabled.



## Adjusting the Master Volume

To adjust the volume of the entire keyboard sound, use the [MASTER VOLUME] dial while playing the keyboard.

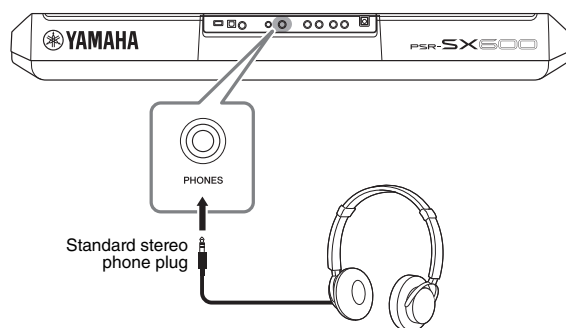


### **CAUTION**

Do not use the instrument at high volume for long periods of time. Doing so may cause hearing loss.

## Using the Headphones

Connect a pair of headphones to the [PHONES] jack on the rear panel.



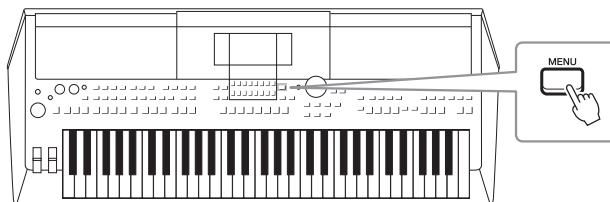
### **CAUTION**

Do not listen with the headphones at high volume for long periods of time. Doing so may cause hearing loss.

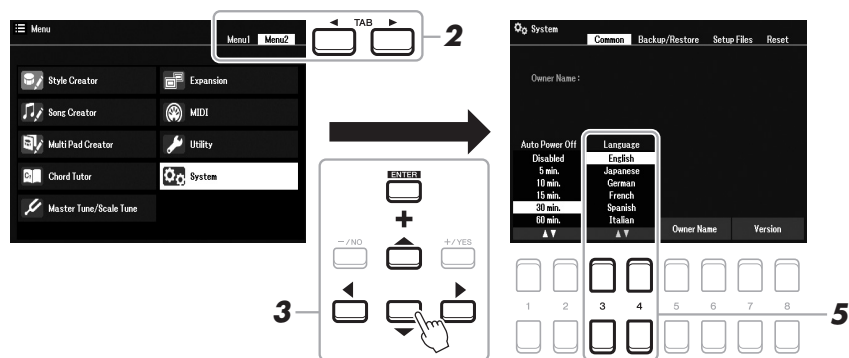
## Changing the Display Language

This determines the language (English, Japanese, German, French, Spanish and Italian are available) used in the display for messages.

**1** Press the [MENU] button to call up the operation display.



**2** Use the TAB [▶] button to call up Menu2.



**3** Use the Cursor buttons [▲][▼][◀][▶] to select System, and then press the [ENTER] button.



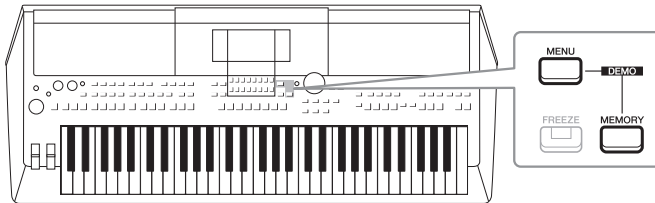
- 4 Press the TAB [◀] button to select the Common tab.
- 5 Use the [3 ▲▼]/[4 ▲▼] buttons to select and change the desired language.

Press the [EXIT] button several times to return to the Main display.

## Playing the Demos

The Demos provide helpful, easy-to-understand introductions to the features and functions as well as dynamic demonstrations of the high-quality sounds.

- 1 Press the [MENU] and [MEMORY] buttons simultaneously to call up the Demo display.



- 2 Use the Cursor buttons [▲][▼][◀][▶] to select a specific Demo, and then press the [ENTER] button.

The selected function's Demo will be played.

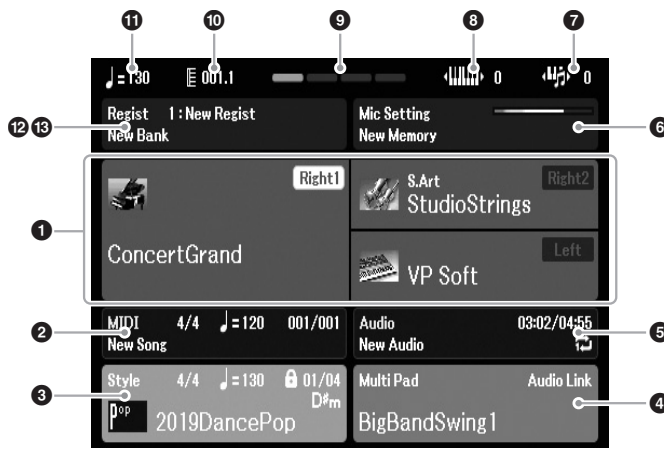
To stop playback, press the [EXIT] button.

- 3 To exit the Demo display, press the [EXIT] button.

# Basic Operations

## Main Display Configuration

The display that appears when the power is turned on is the Main display. This display shows the current basic settings such as the currently selected Voice and Style, allowing you to see them at a single glance. The Main display is the one you'll usually see when you play the keyboard.



### NOTE

You can quickly call up the Main display by pressing the [DIRECT ACCESS] button, followed by the [EXIT] button.

### 1 Voice name

Displays the Voice names currently selected for the Right1, Right2 and Left parts (page 37), and the Part Name appears when currently selected by pressing the PART SELECT button.

### 2 Song name and related information

Displays the currently selected Song name, time signature, tempo and bar (page 61).

### 3 Style name and related information

Displays the currently selected Style name, time signature and tempo (page 48). When the [ACMP] button is set to on, the chord specified in the chord section of the keyboard will be displayed.

### 4 Multi Pad Bank name

Displays the names of the selected Multi Pad Bank (page 80).

### 5 Audio file information

Displays information for the selected audio file in the connected USB flash drive (page 72), including the elapsed playback time, file name and Repeat mode icon. During recording, a "Rec" indication appears. When Audio recording is in standby, the "Rec" indication flashes.

### NOTE

For the PSR-SX600, "Song" refers to the MIDI data file which contains data of your keyboard performances (page 61).

**6 Mic Setting**

Indicates the current Mic Setting. When a microphone is connected, the Input level indicator displays the input level.

**7 Transpose**

Displays the amount of transposition in semitone units (page 39).

**8 Upper Octave**

Displays the amount that the octave value is shifted (page 39).

**9 Beat**

Indicates the current beat of playback.

**10 Bar/Beat**

Displays the current position (bar/beat) in Style playback or Song playback.

**11 Tempo**

Displays the current tempo in Style playback or Song playback.

**12 Registration Memory Bank name**

Displays the currently selected Registration Memory Bank name and Registration Memory number (page 86).

**13 Registration Sequence**

Appears when the Registration Sequence is active. For instructions on programming the sequence, refer to the Reference Manual on the website, Chapter 7.

**Instruction conventions in this manual**

Throughout this manual, instructions with multiple steps are given in convenient shorthand, with arrows indicating the proper sequence.

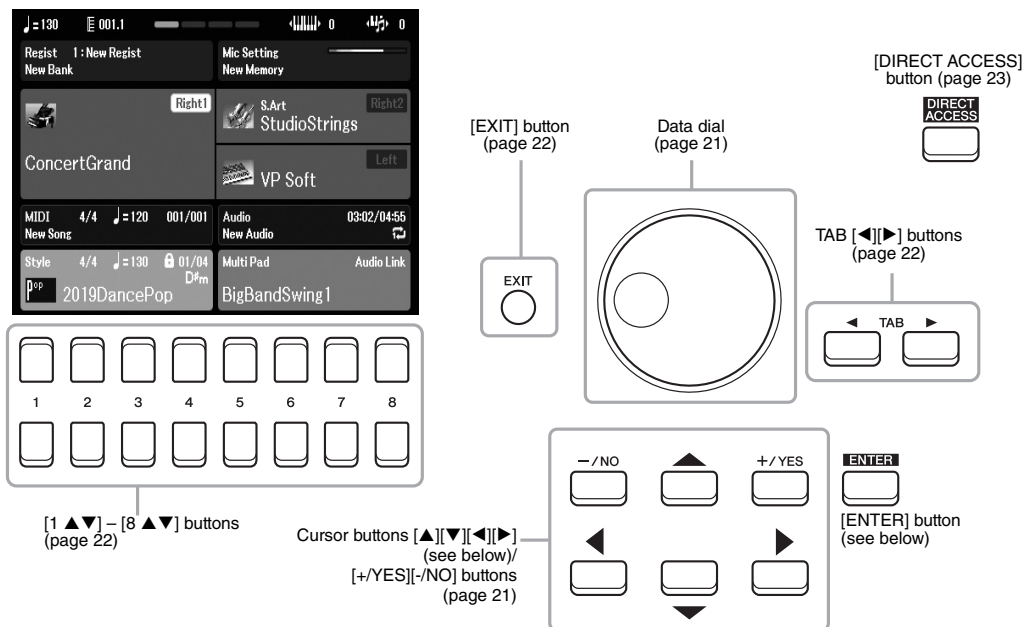
Example: [MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] System → [ENTER] → TAB [◀][▶]  
Backup/Restore

The example above describes a five step operation:

- 1) Press the [MENU] button.
- 2) Press the TAB [▶] button to select the Menu2 tab.
- 3) Use the Cursor buttons [▲][▼][◀][▶] to select "System."
- 4) Press the [ENTER] button.
- 5) Use the TAB [◀][▶] buttons to select the Backup/Restore tab.

# Display-based Controls

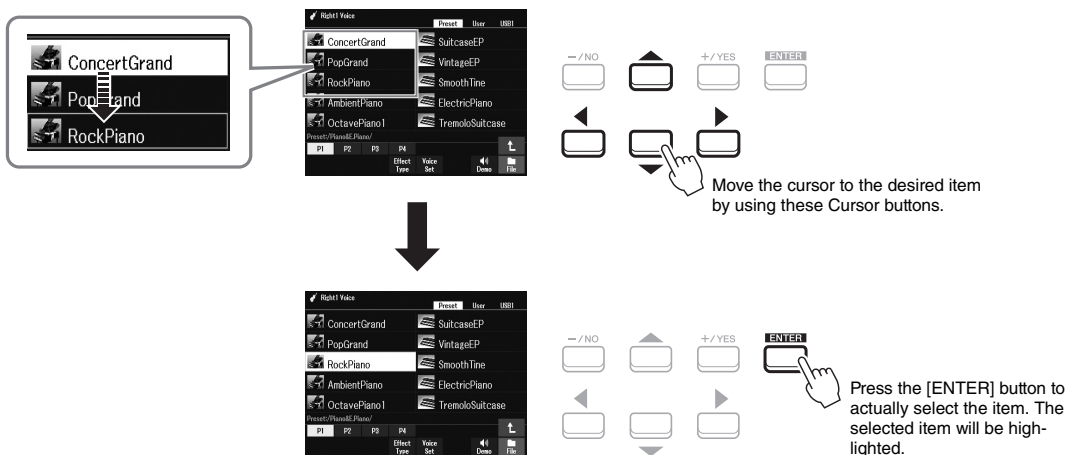
The LCD provides comprehensive at-a-glance information on all current settings. The displayed menu can be selected or changed by the controls around the LCD.



## Cursor buttons [▲][▼][◀][▶]

These buttons are used to move the on-screen cursor.

In the File Selection display (page 24), these buttons are used to move the cursor up, down, left, and right to the desired item. To actually select the item, press the [ENTER] button.

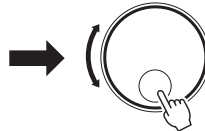
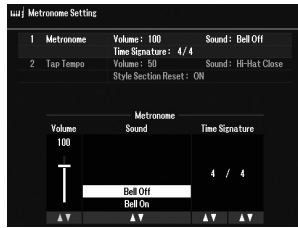


## Data dial

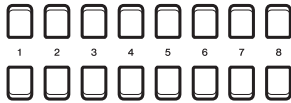
Depending on the selected display, the Data dial can be used in the following two ways.

### • Adjusting parameter values

You can conveniently use the Data dial in tandem with the [1 ▲▼] – [8 ▲▼] buttons to adjust parameters indicated in the display.



Rotate the Data dial to adjust the selected parameter.



Select the desired parameter with the appropriate [1 ▲▼] – [8 ▲▼] button.

This convenient technique also works well with pop-up parameters such as Tempo and Transpose. Simply press the appropriate button (ex., TEMPO [+]), and then rotate the Data dial to set the value.

### • Selecting content files (Voice, Style, Song, and so on)

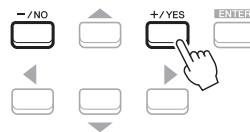
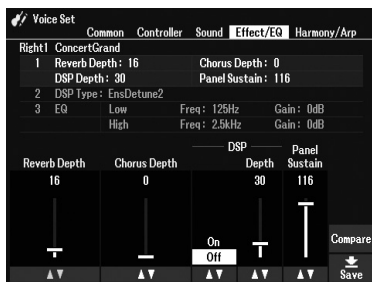
The operation by using the Data dial is almost same as that of the Cursor buttons. On the File Selection displays (page 24) or the Registration Memory displays (page 84), rotate the Data dial to move the cursor, and then press the [ENTER] button to actually select the file.

In most procedures when selecting the file or item described throughout this Owner's manual, the Cursor buttons [▲][▼][◀][▶] are used for simple selection, though other methods may also be used.

## [+]/YES [−]/NO buttons

These buttons are used to adjust the value or select “Yes” or “No” in the message shown in the display, etc.

To reset the desired value to its default, press these buttons simultaneously.



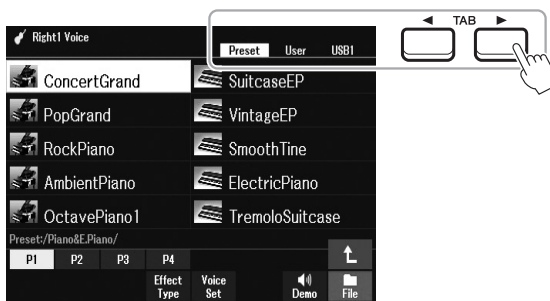
Use these buttons to adjust the value or change the setting of the selected item.

### NOTE

You can also use these to select Voices, Styles, etc. without pressing the [ENTER] button. This is convenient when you want to temporarily check the sound of some Voices or Styles.

## TAB [◀][▶] buttons

These buttons are used mainly to change the pages of displays that have “tabs” at the top.



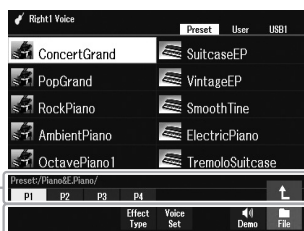
## [EXIT] button

Pressing the [EXIT] button returns to the previously indicated display.  
Pressing the [EXIT] button several times returns to the default Main display (page 18).

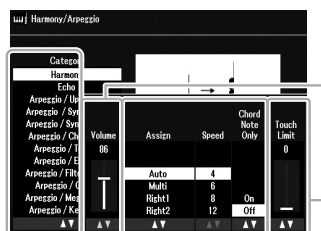


## [1 ▲▼] – [8 ▲▼] buttons

The [1 ▲▼] – [8 ▲▼] buttons are used to make selections or adjust settings (up or down correspondingly) for functions shown directly above them. The buttons above the numbers 1 – 8 are described as [▲] and those below the numbers are described as [▼] throughout this manual.



For menus that appear in this section of the display, use the [1 ▲] – [8 ▲] buttons.



For list menus that appear, use the [1 ▲▼] – [8 ▲▼] buttons to select the desired item.

For menus that appear in this section of the display, use the [1 ▼] – [8 ▼] buttons.

For parameters that appear in slider (or knob) form, use the [1 ▲▼] – [8 ▲▼] buttons to adjust the value.  
To reset the desired parameter value to its default, simultaneously press both the [▲] and [▼] buttons below it.

To reset the desired value to its default, press the [▲] buttons and the [▼] buttons simultaneously.

## Calling Up the Desired Display Instantly — Direct Access

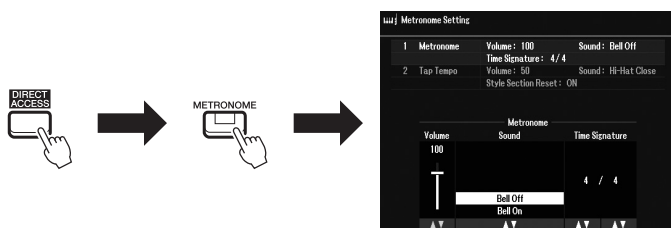
With the convenient Direct Access function, you can instantly call up the desired display — with just a single additional button press. Refer to the “Direct Access Chart” on page 105 for a list of the displays that can be called up with the Direct Access function.

### 1 Press the [DIRECT ACCESS] button.

A message appears in the display prompting you to press the appropriate button.

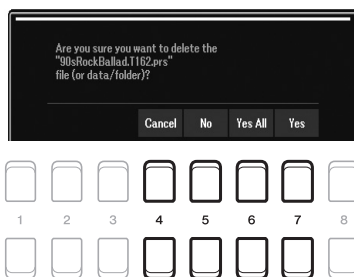
### 2 Press the button (or move the knob, wheel or connected pedal) corresponding to the desired setting display to instantly call up that display.

For example, pressing the [METRONOME] button calls up the display in which the time signature, volume and sound of the metronome can be set.



## Messages Shown in the Display

A message (information or confirmation dialog) sometimes appears on the screen to facilitate operation. When the message appears, press the [+ / YES] or [- / NO] button or one of the [1 ▲ ▼] – [8 ▲ ▼] buttons corresponding to the message.



# File Selection Display Configuration

The File Selection display is for selecting contents (Voice, Styles, and other data) saved as files in the instrument.

## ■ Calling up the File Selection display

The File Selection displays for contents (Voice, Style or Song, etc.) can be called up on the Main display. In general, use the Cursor buttons [▲][▼][◀][▶] to select the desired item, and then press the [ENTER] button. Otherwise, the displays can be called up in the following ways.

### • Voice or Style File Selection display

Press one of the VOICE or STYLE category selection buttons to call up the display.

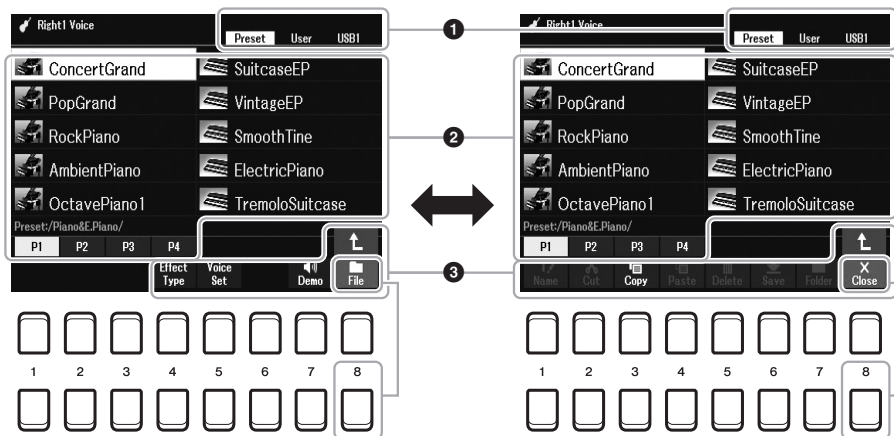
### • Song File Selection display

Press the [SONG FUNCTION] button to call up the Song Function Menu at the bottom of the display. Then, press one of the [I ▲▼] (Select) buttons to call up the display.

#### NOTE

The Song file selection display can be called up by pressing the [DIRECT ACCESS] button, followed by the [SONG FUNCTION] button.

## ■ File Selection display configuration



### 1 Location (drive) of content files

- **Preset**.....Location where pre-programmed (preset) content files are stored.
- **User**.....Location where recorded or edited content files are saved. Installed Expansion Voices or Styles are also saved here in the Expansion folder.
- **USB**.....Location where content files on USB flash drive are saved. This appears only when a USB flash drive is connected to the [USB TO DEVICE] terminal.

#### NOTE

Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 95.

### 2 Selectable data (files)

The files that can be selected on this display are shown. If more than 10 files exist, pressing the [1 ▲] or [2 ▲] button etc. corresponding to the page numbers (P1, P2...) below the files changes the display page. When other pages follow, the "→" button appears, and for the previous page, the "←" button appears.

#### NOTE

The contents, both pre-programmed and your own original, are saved as "files."

### 3 File/Close

At the bottom of the File Selection display, you can toggle the indication between File and Close by pressing the [8 ▼] button. Selecting File shows the file/folder management function names (page 25).

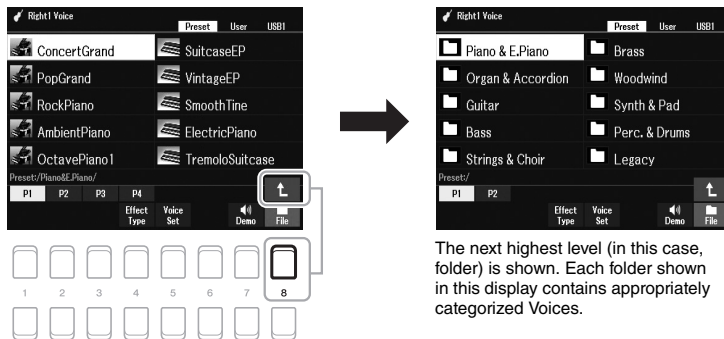


### Calling up a higher level folder

When the files of a folder are displayed, “↑” is shown above the [8 ▲] button.

### Example of the Preset Voice Selection display

The Preset Voices are categorized and contained in appropriate folders.



The next highest level (in this case, folder) is shown. Each folder shown in this display contains appropriately categorized Voices.

This display shows the Voices in a folder. Pressing [8 ▲] button calls up the next higher level folder.

## File Management

You can save, name, copy, move, delete files, and you can create folders to manage the files with the buttons located lower area in the File Selection display. For information on the File Selection display, refer to page 24.

### NOTE

Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 95.

### Restrictions for protected Songs

Preset Songs and most commercially available songs are copy protected to prevent illegal copying or accidental erasure. For example, when preset songs are copied to the User drive, “Prot.1” is marked by the indications at the upper left side of the file names. Those only can be copied/moved/deleted in the User drive.

## Saving a File

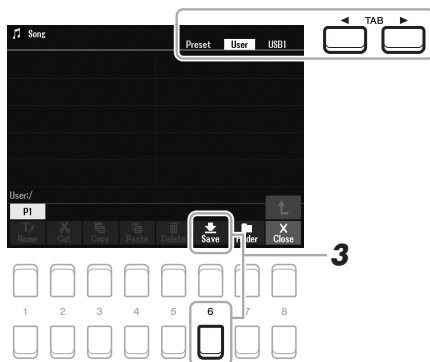
You can save your original data (such as Songs you've recorded) as a file to User or the USB drive in the File Selection display (page 24).

- 1 In the File Selection display, select the appropriate tab (User or USB) to which you want to save the data by using the TAB [◀][▶] buttons.**

If you want to save the data within an existing folder, also select the folder here.

### NOTE

Files cannot be saved to the Preset tab or the "Expansion" folder (page 47) in the User tab.



- 2 Make sure that Save is shown at the bottom of the display.**

If it is not shown on the display, press the [8 ▼] (File) button to call it up.

- 3 Press the [6 ▼] (Save) button.**

The Character Entry window is called up.



- 4 Enter the file name (page 31).**

Even if you skip this step, you can rename the file at any time after saving it (page 28).

- 5 Press the [8 ▲] (OK) button to actually save the file.**

If the file name already exists, a message appears asking you if you want to overwrite or not. If not, press one of the [6 ▲▼] (No) buttons and enter another name.

The saved file will be automatically located at the appropriate position among the files in alphabetical order.

### NOTE

To cancel the Save operation, press the [8 ▼] (Cancel) button before step 5 below.

### NOTE

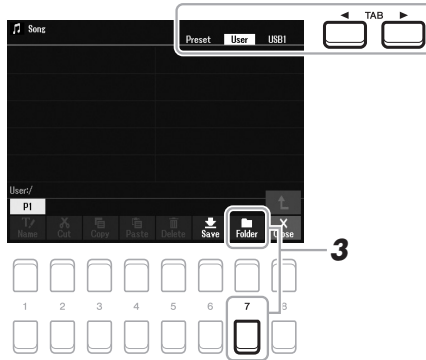
In the User tab, the maximum total number of files which can be stored differs depending on the file size and the length of the file names.

# Creating a New Folder

You can create folders to make it easier to find your original data.

- 1 In the File Selection display, select the appropriate tab (User or USB) to which you want to create a new folder by using the TAB [◀][▶] buttons.**

If you want to create a new folder within an existing folder, select the desired folder here.



- 2 Make sure that FOLDER is shown at the bottom of the display.**

If it is not shown on the display, press the [8 ▼] (File) button to call it up.

- 3 Press the [7 ▼] (FOLDER) button.**

The Character Entry window is called up.



- 4 Enter the name of the new folder (page 31).**

If the folder name already exists, a message appears asking you if you want to overwrite or not. If not, press one of the [6 ▲▼] (No) buttons and enter another name.

The created folder will be automatically located at the appropriate position among the folders in alphabetical order.

## NOTE

A new folder cannot be made in the Preset tab or the "Expansion" folder (page 47) in the User tab.

## NOTE

The maximum number of files/folders which can be saved in a folder is 500.

## NOTE

In the User tab, no more than three folder levels can be created. The maximum total number of files/folders which can be saved differs depending on the file size and the length of the file/folder names.

## NOTE

To cancel creating a new folder, press the [8 ▼] (Cancel) button.

## NOTICE

Do not use "Expansion" for the folder name. Otherwise, all data contained in the "Expansion" folder will be lost when an Expansion Pack (page 47) is installed.

## Renaming a File/Folder

You can rename files/folders.

- 1 In the File Selection display, select the appropriate tab (User or USB) which contains the file/folder you want to rename by using the TAB [◀][▶] buttons.**

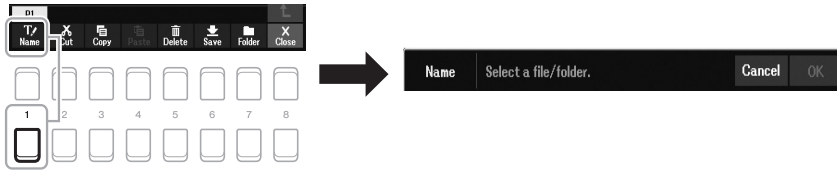
### NOTE

Files and folders in the Preset tab or the "Expansion" folder (page 47) in the User tab cannot be renamed.

- 2 Make sure that Name is shown at the bottom of the display.**  
If it is not shown on the display, press the [8 ▼] (File) button to call it up.

- 3 Press the [1 ▼] (Name) button.**

The window for the Rename operation appears at the bottom of the display.



- 4 Move the cursor to the desired file/folder by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.**

### NOTE

To cancel the Rename operation, press the [7 ▼] (Cancel) button.

- 5 Press the [8 ▼] (OK) button to confirm the file/folder selection.**  
The Character Entry window is called up.

- 6 Enter the name of the selected file or folder (page 31).**

If the file/folder name already exists, a message appears asking you if you want to overwrite or not. If not, press one of the [6 ▲▼] (No) buttons and enter another name.

The renamed file/folder appears on the display at the appropriate position among the files in alphabetical order.

### NOTICE

Do not use "Expansion" for the folder name. Otherwise, all data contained in the "Expansion" folder will be lost when an Expansion Pack (page 47) is installed.

## Copying or Moving Files

You can copy or cut files and paste them to another location (folder).

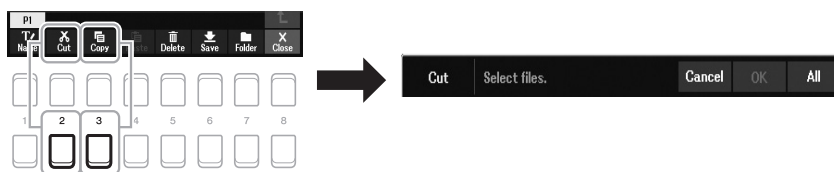
**1** In the File Selection display, select the appropriate tab (Preset, User or USB) which contains the file/folder you want to copy by using the TAB [◀][▶] buttons.

**2** Make sure that Copy or Cut is shown at the bottom of the display.

If those are not shown on the display, press the [8 ▼] (File) button to call it up.

**3** Press the [3 ▼] (Copy) button to copy or [2 ▼] (Cut) to move.

The window for the Copy/Cut operation appears at the bottom of the display.



**4** Move the cursor to the desired file/folder by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

Pressing the [ENTER] button selects (highlights) the file/folder. To cancel the selection, press the [ENTER] button again.

Press the [8 ▼] (All) button to select all files/folders indicated on the current display including the other pages. To cancel the selection, press the [8 ▼] (All Off) button again.

**5** Press the [7 ▼] (OK) button to confirm the file/folder selection.

**6** Select the destination tab (User or USB) to paste the file/folder, by using the TAB [◀][▶] buttons.

If necessary, select the destination folder by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

**7** Press the [4 ▼] (Paste) button to paste the file/folder selected in step 4.

If the file/folder name already exists, a message appears asking you if you want to overwrite or not. If not, press one of the [6 ▲▼] (No) buttons and enter another name.

The pasted file/folder appears on the display at the appropriate position among the files in alphabetical order.

### NOTE

- Files in the Preset tab cannot be moved. They can only be copied.
- Files in the "Expansion" folder (page 47) in the User tab cannot be copied/moved.
- Commercially available song data may be copy protected to prevent illegal copying.

### NOTE

To cancel the Copy/Move operation, press the [6 ▼] (Cancel) button.

## Deleting Files/Folders

You can delete individual or multiple files/folders.

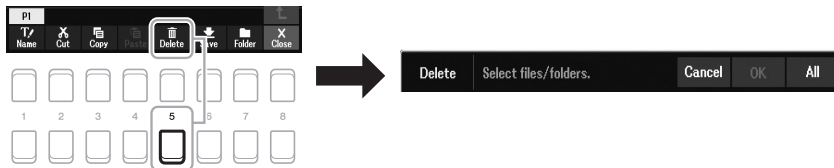
**1** In the File Selection display, select the appropriate tab (User or USB) which contains the file/folder you want to delete by using the TAB [◀][▶] buttons.

**2** Make sure that Delete is shown at the bottom of the display.

If it is not shown on the display, press the [8 ▼] (File) button to call it up.

**3** Press the [5 ▼] (Delete) button.

The window for the Delete operation appears at the bottom of the display.



**4** Move the cursor to the desired file/folder by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

Pressing the [ENTER] button selects (highlights) the file/folder. To cancel the selection, press the [ENTER] button again.

Press the [8 ▼] (All) button to select all files/folders indicated on the current display including the other pages. To cancel the selection, press the [8 ▼] (All Off) button again.

**5** Press the [7 ▼] (OK) button to confirm the file/folder selection.

**6** Follow the on-display instructions.

- **Yes** .....Deletes the file/folder
- **Yes All** .....Deletes all selected files/folders
- **No** .....Leaves the file/folder as is without deleting
- **Cancel** .....Cancels the Delete operation

### NOTE

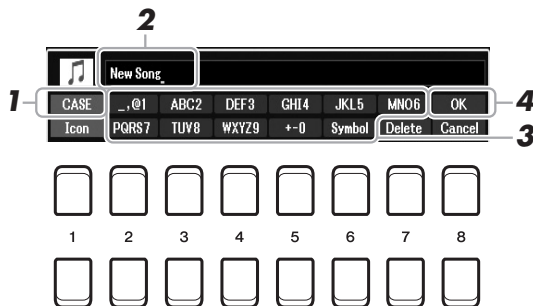
Files and folders in the Preset tab or the "Expansion" folder (page 47) in the User tab cannot be deleted.

### NOTE

To cancel the Delete operation, press the [6 ▼] (Cancel) button.

## Entering Characters

This section covers how to enter characters for naming your files/folders. Entering characters is done in the display shown below.



### 1 Change the type of character by pressing the [1 ▲] button.

- **CASE** .....Capital letters, numbers, marks
- **case** .....Lowercase letters, numbers, marks

### 2 Use the Data dial to move the cursor to the desired position.

### 3 Press the [2 ▲▼] – [6 ▲▼] and [7 ▲] buttons, corresponding to the character you wish to enter.

Several different characters are assigned to each button, and the characters change each time you press the button.

To actually enter the selected character, move the cursor or press another character-input button. Alternately, you can wait for a short time and the character will be entered automatically.

For more information on entering characters, refer to “Other character-entry operations” on the page 32.

### 4 Press the [8 ▲] (OK) button to actually enter the new name and return to the previous display.

#### NOTE

When inputting lyrics in the Song Creator function (see the Reference Manual, Chapter 3), you may also enter Japanese characters (kana and kanji).

#### NOTE

- The following marks cannot be entered for a file/folder name.  
\\ : \* ? " < > |
- File names can contain up to 41 characters and folder names can contain up to 50 characters.

#### NOTE

To cancel the character-entering operation, press the [8 ▼] (Cancel) button.

## Other character-entry operations

### • Deleting characters

Move the cursor to the character you wish to delete by using the Data dial, and press the [7 ▼] (Delete) button. To delete all characters on the line at once, press and hold the [7 ▼] (Delete) button.

### • Entering marks or space

1. Press the [6 ▼] (Symbol) button to call up the mark list.
2. Use the Data dial to move the cursor to the desired mark or space, and then press the [8 ▲] (OK) button.

### • Selecting custom icons for files (shown at left of file name)

1. Press the [1 ▼] (Icon) button to call up the Icon Select display.
2. Select the icon by using the Cursor buttons [▲][▼][◀][▶] or Data dial. The display includes several pages. Press the TAB [◀][▶] buttons to select the desired pages.
3. Press the [8 ▲] (OK) button to apply the selected icon.

#### **NOTE**

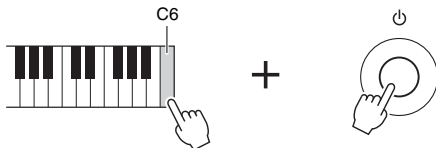
To cancel the operation, press the [8 ▼] (Cancel) button.

## Resetting to the Factory-programmed Settings

While holding the right-most key (C6) on the keyboard, turn the power on. This resets the settings of the entire instrument (referred to as the System Setup parameters) to their factory default settings. Refer to the “Parameter Chart” in the Data List on the website for details about which parameters belong to System Setup.

#### **NOTE**

The recorded Songs (page 68), Expansion Packs (page 47), and other files saved to this instrument are not reset by this operation.



You can also reset specified settings to the factory default value or delete all files/folders in the User drive. Call up the operation display: [MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] System → [ENTER] → TAB [◀][▶] Reset. For details, refer to the Reference Manual on the website, Chapter 10.



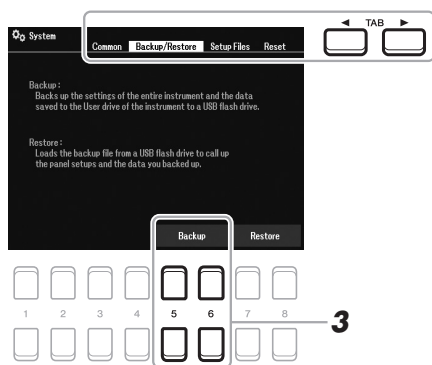
# Data Backup

You can back up all data saved in the User drive (except Protected Songs and Expansion Voices/Styles) and all settings of the instrument to a USB flash drive as a single file.

**1** Connect a USB flash drive to the [USB TO DEVICE] terminal for the backup destination.

**2** Call up the operation display.

[MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] System → [ENTER] → TAB [◀][▶] Backup/Restore



**3** Use the [5 ▲▼]/[6 ▲▼] (Backup) buttons to save the data to the USB flash drive.

When confirmation messages appear, follow the on-display instructions.

## NOTE

Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 95.

## NOTE

You can also back up files in the User drive such as Voice, Song, Style, Multi Pad and Registration Memory by copying them individually to a USB flash drive as desired. For instructions, refer to page 29.

## NOTE

You can also back up System settings and MIDI settings individually as desired. Call up the operation display: [MENU] → Menu2 → System → Setup Files. For more information, refer to the Reference Manual on the website, Chapter 10.

## NOTE

Completing the backup/restore operation may take a few minutes.

## Restoring the Backup File

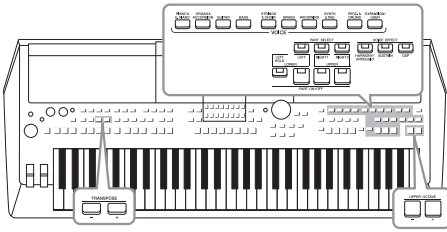
To do this, press the [7 ▲▼]/[8 ▲▼] (Restore) buttons in the Backup/Restore page (see above). When confirmation messages appear, follow the on-display instructions. When the operation is completed, the instrument will be restarted automatically.

## NOTICE

**Move the Protected Songs (saved to the User drive) to USB flash drive before restoring. If the Songs are not moved, the operation deletes the data. For instructions, refer to page 29.**

# Voices

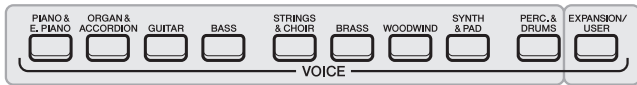
## – Playing the keyboard –



The PSR-SX600 features a wide variety of exceptionally realistic instrumental Voices, including piano, organ, guitar, strings, brass, wind instruments and more. Moreover, it gives you the tools to play these Voices more naturally and with greater expressiveness.

## Playing Voices

- 1 Press one of the VOICE category selection buttons to select a Voice category and call up the Voice Selection display.



Preset Voices

- **Expansion Voices**

Voices additionally installed (page 47).

- **User Voices**

Voices created with the Voice Set function (refer to the Reference Manual on the website), or Voices copied to the User drive (page 29).

### NOTE

For a list of preset Voices of this instrument, refer to the "Voice List" in the Data List on the website.

The preset Voices are categorized and contained in appropriate folders. Voice category selection buttons correspond to the categories of the preset Voices. For example, press the [GUITAR] button to display various guitar Voices.

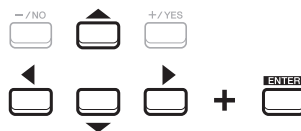
- 2 Move the cursor to the desired Voice by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

You can call up the other pages by pressing the buttons ([1 ▲] – [7 ▲]) that correspond to the page numbers (P1, P2 ...), or by pressing the same VOICE category selection button repeatedly.

Pressing the [8 ▲] (↑) button calls up other VOICE categories (folders).

### NOTE

The Voice characteristics are indicated above the Preset Voice name. For details on the characteristics, see page 35.



**NEXT PAGE**

### 3 Play the keyboard.



#### NOTE

The Voice name for each part can be confirmed on the Main display (page 18).

## Voice Types (Characteristics)

The particular type of a Voice is classified into nine kinds. The defining characteristics of these Voices and their performance advantages are described below.

S.Art Voice (Super Articulation Voices)	The S.Art Voices enable you to create subtle, very realistic musical expressions, simply by how you play the keyboard or use the foot controller in real-time. “S.Art” is indicated at the upper left of the Voice name in the Voice Selection display when selected. To confirm what playing techniques are effective with specific S.Art Voices, press the [6 ▼] (Info) button shown in the display of the selected S.Art Voice. For details, refer to page 36.
Live	These acoustic instrument sounds were sampled in stereo, to produce a truly authentic, rich sound — full of atmosphere and ambience.
Cool	These Voices use sophisticated programming to capture the dynamic textures and subtle nuances of electric instruments.
Sweet	These acoustic instrument sounds also benefit from Yamaha’s sophisticated technology — and feature a finely detailed and natural sound.
Drums	Various drum and percussion sounds are assigned to individual keys, letting you play the sounds from the keyboard. For information about what sound is assigned to each key, refer to the “Drum/SFX Kit List” in the Data List on the website.
SFX	Various special effect sounds and percussion sounds are assigned to individual keys, letting you play the sounds from the keyboard. For information about what sound is assigned to each key, refer to the “Drum/SFX Kit List” in the Data List on the website.
Live Drums	These are high-quality drum sounds that take full advantage of Stereo Sampling and Dynamic Sampling.
Live SFX	These are various high-quality special effect sounds and percussion sounds that take full advantage of Stereo Sampling and Dynamic Sampling.
MegaVoice	<p>MegaVoice is a special Voice format designed for use in styles and songs, not for live performance. Different velocity ranges are used to select dramatically different playing styles simultaneously, and without changing the voice.</p> <p>Actual sound maps for the MegaVoices are provided in the “MegaVoices Map” in the Data List on the website.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• The MegaVoices are not compatible with other kinds of Voices. For this reason, any Song or Style you’ve created on this instrument using these Voices will not sound properly when played back on the instruments which do not have these types of Voices.</li> <li>• MegaVoices sound differently depending on keyboard range, velocity, touch, etc. Hence, if you turn on the [HARMONY/ARPEGGIO] button or change the Voice Set parameters, unexpected or undesired sounds may result.</li> </ul>

For a list of preset Voices of this instrument, refer to the “Voice List” in the Data List on the website.

#### To listen to the demo phrases for each Voice

Press the [7 ▼] (Demo) button to start the Demo for the selected Voice. To stop the demo, press the [7 ▼] button again.

## Playing Super Articulation Voices

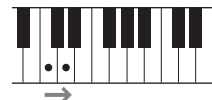
The Super Articulation Voices (S.Art Voices) enable you to create subtle, very realistic musical expressions, simply by how you play. The [S.Art] icon is shown beside the Voice name of Super Articulation Voices (S.Art) on the Voice Selection display or the Home display.

### Adding Articulation Effects by Playing the Keyboard

By playing notes in a very legato way (i.e., a note is played while the preceding note is still held), the S.Art Voices provide many benefits with great playability and expressive control in real time — remarkably reproducing the sound and performance of actual musical instruments.

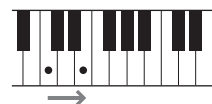
#### Example: Saxophone Voice

With the Saxophone Voice, if you play a C note and then an adjacent D in a very legato way, you will hear the note change seamlessly, as though a saxophone player played it in a single breath.



#### Example: Guitar Voice

With the ConcertGuitar Voice, if you play a C note and then the E just above in a very legato but firm way, the pitch slides up from C to E.



#### NOTE

Since the S.Art Voices have various effects, not all of the S.Art Voices correspond to legato play. To confirm what playing techniques are effective with specific S.Art Voices, press the [6 ▼] (Info) button shown in the display of the selected S.Art Voice.

### Adding Articulation Effects by Using the Pedal

To control articulation effects, you can assign the function to the pedal. Pressing a pedal triggers different playing effects, separate from your keyboard playing. For example, pressing a pedal for a saxophone Voice can produce breath noises or key noises, while doing the same for a guitar Voice can produce fret noises or body-tapping sounds. You can effectively intersperse these into the notes as you play.

#### Foot Pedals (sold separately)



To assign the function of articulation to the pedal, call up the display via the following operations.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Controller → [ENTER] → TAB [◀] Foot Pedal

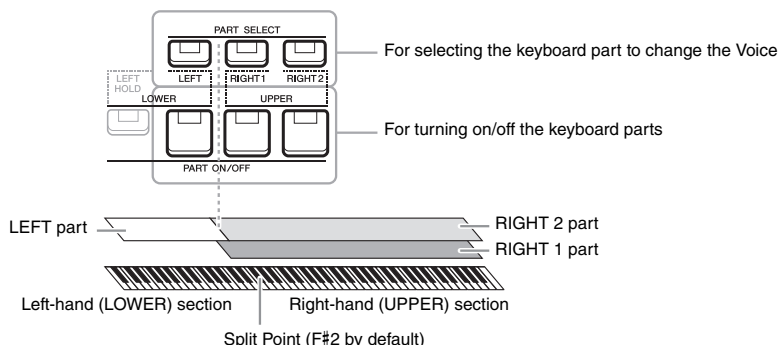
For details, refer to the Reference Manual on the website, Chapter 9.

#### NOTE

- S.Art Voices are compatible with other models which have those types of Voices installed; however, some Song or Style data you've created on the instrument using these Voices may not sound properly when played back on other instruments.
- S.Art Voices sound differently depending on the keyboard range, velocity, touch, etc. Hence, if you turn on a Keyboard Harmony effect, or change the Voice Settings, unexpected or undesired sounds may result.

## Selecting Voices for the Parts

The Voices can be played via three keyboard parts: LEFT, RIGHT 1 and 2. You can combine these parts by using the PART ON/OFF buttons to create luscious instrument textures and convenient performance combinations.

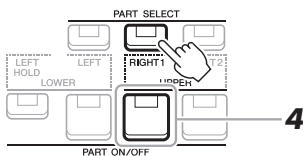


- **To play one single Voice on the entire keyboard:**  
Turn on the RIGHT 1 or 2 part.
- **To play two different Voices in layer on the entire keyboard (Layer):**  
Turn on the RIGHT 1 and 2 parts.
- **To play different Voices in the right- and left-hand sections of the keyboard (Split):**  
Turn on the LEFT and RIGHT (1 and/or 2) parts. The F#2 and lower keys are used for the LEFT part while the upper keys (excluding F#2) are used for the RIGHT 1 and 2 parts. The key which divides the keyboard into the left-hand and right-hand sections is referred to as the “Split Point.”

### NOTE

The Split Point can be changed (page 57).

- 1 Turn on the PART SELECT button corresponding to the part you want to use.**



- 2 Select the Voice for the selected part.**

For instructions on selecting Voices, refer to page 34.

- 3 If necessary, repeat steps 1 and 2 on page 34 to select the Voice for the other part.**

- 4 Turn on the PART ON/OFF button corresponding to the part(s) you want to use.**

- 5 Play the keyboard.**



### NOTE

You can save the Voice selection and on/off setting for each part to Registration Memory (page 85).

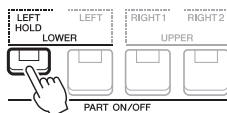
### NOTE

The Voice name for each part can be confirmed on the Main display (page 18).

### Holding the LEFT part Voice (Left Hold)

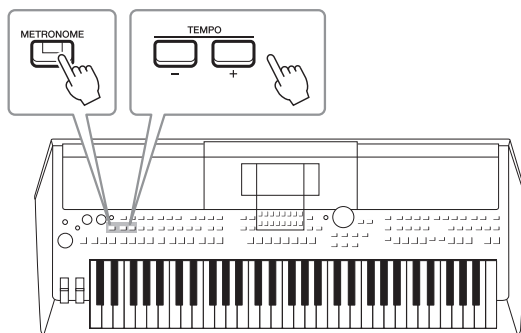
By turning on the PART ON/OFF [LEFT HOLD] button when the LEFT part is ON, the LEFT part Voice is held even when the keys are released. Non-decaying Voices such as strings are held continuously, while decay-type Voices such as piano decay more slowly (as if the sustain pedal has been pressed).

This function is convenient when used along with Style playback since the sound of the chord matching Style playback is maintained. To stop the LEFT part Voice which is sounding, stop Style or Song playback, or turn the [LEFT HOLD] off.



## Using the Metronome

You can start or stop the metronome by pressing the [METRONOME] button.



### • TEMPO [-]/[+] buttons

Press the TEMPO [-] or [+] button to call up the Tempo pop-up display. Use the TEMPO [-]/[+] buttons to decrease or increase the tempo over a range of 5 – 500 beats per minute. Holding down either button can change the value continuously. Pressing both TEMPO [-] and [+] buttons simultaneously can call up the default tempo of the last selected Style or Song.

### NOTE

You can also control the tempo by using the LIVE CONTROL knobs. For instructions on how to assign the function to the knobs, refer to page 41.



### Changing the Metronome Settings

You can also change the time signature, volume and sound of the metronome: [MENU] → TAB [▶] Menu1 → Cursor buttons [▲][▼][◀][▶] → Metronome Setting

For more information, refer to the Reference Manual on the website.

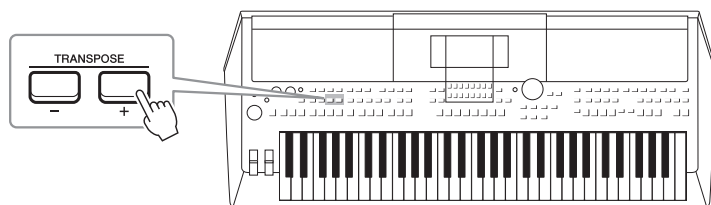
# Changing the Pitch of the Keyboard

## Adjusting the Pitch in Semitones (Transpose)

The TRANSPOSE [-]/[+] buttons transpose the overall pitch of the instrument (the keyboard sound, Style playback, Song playback, and so on) between -12 and 12 in semitone steps. To instantly reset the transpose value to 0, press the [+] and [-] buttons simultaneously.

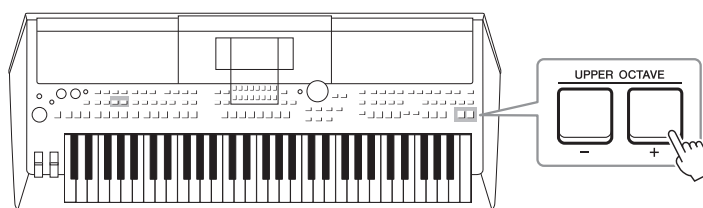
### NOTE

The Transpose functions do not affect the Drum Kit or SFX Kit Voices.



## Adjusting the Pitch in Octaves

The UPPER OCTAVE [-]/[+] buttons allow you to shift the pitch of the RIGHT 1 and 2 parts up or down by one octave (-1 - 0 - 1).



## Fine tuning the Pitch

By default, the pitch of the entire instrument is set to 440.0 Hz according to equal temperament. This basic tuning can be changed in the display called up via [MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] Master Tune/Scale Tune → [ENTER]. The pitch can be shifted up or down between 414.8Hz and 466.8Hz in approximately 0.2 Hz increments. For details, refer to the Reference Manual on the website.

### Transposing the pitch in the Voice Setting display

You can also make detailed pitch settings (octave and tune) for each of the keyboard parts in the Voice Setting display called up via the following operations.

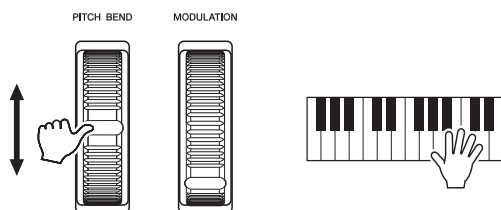
[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Voice Setting → [ENTER] → TAB [▶] Tune

For more information, refer to the Reference Manual on the website.

# Using the Wheels

## Using the Pitch Bend Wheel

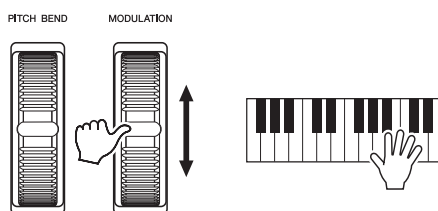
Use the [PITCH BEND] wheel to bend notes up (roll the wheel away from you) or down (roll the wheel toward you) while playing the keyboard. The Pitch Bend is applied to all the keyboard parts (RIGHT 1, 2 and LEFT). The [PITCH BEND] wheel is self-centering and will automatically return to normal pitch when released. The [PITCH BEND] wheel lets you bend the notes up or down like bending a guitar string, or create ornamental phrasings by bending a semitone down at the beginning of a phrase — giving you a performance tool for creating very realistic musical expressions, as if you are playing an actual stringed or wind instrument.



The maximum pitch bend range can be changed on the Controller display:  
[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Controller → [ENTER] → TAB [▶] Setting → Cursor buttons [▲][▼] 3 Pitch Bend Range.

## Using the Modulation Wheel

The Modulation function applies a vibrato effect to notes played on the keyboard. By default, this is applied to the keyboard parts (RIGHT 1, 2 and LEFT). Moving the [MODULATION] wheel up (away from you) increases the depth of the effect, while moving it down (toward you) decreases it.



You can set whether the effects caused by the [MODULATION] wheel will be applied or not to each of the keyboard part: [MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Controller → [ENTER] → TAB [▶] Setting → Cursor buttons [▲][▼] 2 Modulation Wheel.

Setting this allows you to not only control the vibrato effect, but also a variety of other effects.

When modulation is applied to the pitch	You can control a vibrato effect (that is produced by regularly modulating the pitch of the Voice).
When modulation is applied to the filter	You can control a wah effect (that is produced by regularly modulating the tonal qualities of the Voice).
When modulation is applied to the amplitude	You can control a tremolo effect (that is produced by regularly modulating the volume of the Voice).

For more information, refer to the Reference Manual on the website.

### NOTE

The effects produced by using the [PITCH BEND] wheel may not be applied to the LEFT part during Style playback, depending on the Style setting.

### NOTE

To avoid accidentally applying modulation, make sure the [MODULATION] wheel is set at minimum (down) position before you start playing.

### NOTE

The effects produced by using the [MODULATION] wheel may not be applied to the LEFT part during Style playback depending on the Style setting.

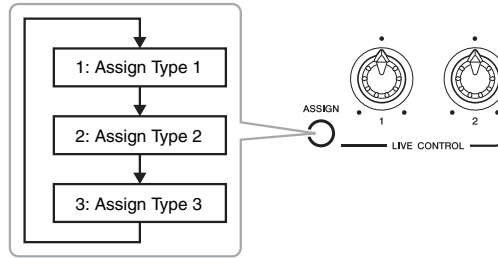
### NOTE

Depending on the selected Voice, the [MODULATION] wheel may control volume, filter or some other parameter instead of vibrato. For changing these parameters, refer to the Reference Manual on the website.



# Using the LIVE CONTROL Knobs

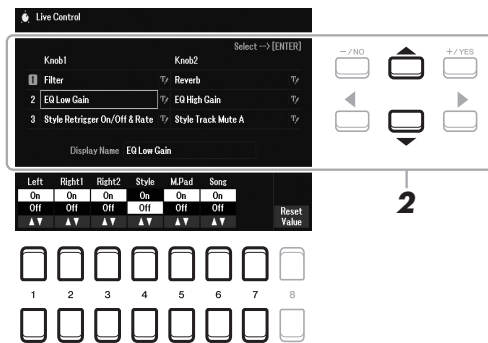
You can add dynamic variations to your performance intuitively in real time by assigning various functions to the LIVE CONTROL [1] and [2] knobs. Each setup of assigned parameters for knobs is called a “Knob Assign Type.” There are three Knob Assign Types (1–3) and they can be switched in sequence by pressing the LIVE CONTROL [ASSIGN] button.



To edit a Knob Assign Type, perform the following operations.

## 1 Call up the Live Control display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Live Control → [ENTER]

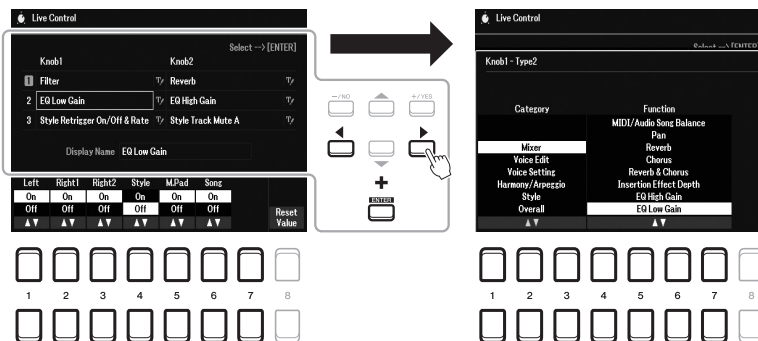


## 2 Use the Cursor buttons [▲][▼] to select the desired Knob Assign Type to change.

## 3 Use the Cursor buttons [◀][▶] to select the desired Knob to change, and then press the [ENTER] button to call up the Assign pop-up display.

### NOTE

To rename the Type, select (RENAME) at the right of the name of Knob Assign Type. To select the (RENAME), use the cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button. For entering characters, refer to page 31.



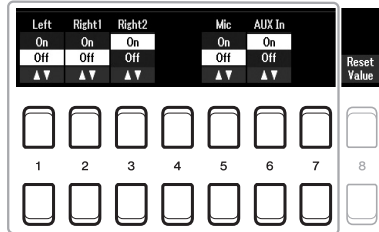
#### 4 Use the [1 ▲▼] – [7 ▲▼] buttons to select the desired function.

For information about the assignable functions, refer to the Reference Manual on the website.

#### 5 Press the [EXIT] button to close the Assign pop-up display.

#### 6 To select the part to which the assigned function will be applied, use the [1 ▲▼] – [7 ▲▼] buttons.

When the function (such as Volume or Balance) which can do detailed setting individually is selected, Detail Setting appears at the bottom left corner of the display. For details, refer to the Reference Manual on the website.



#### NOTE

The Style Retrigger function is applied only to the Main section of the Style.

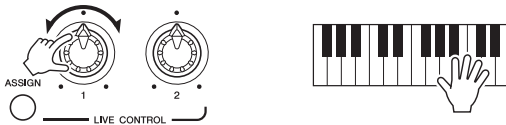
#### NOTE

Depending on the panel settings or how you move the knob, you may not notice any change to the parameter value or the knob may not work properly, even if you rotate it.

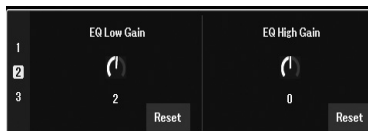
#### 7 Set up the other Knob Assign Type by repeating steps 2 – 6.

The selected Assign Types for knobs will be reset when the power is turned off; however, these can be conveniently saved to Registration Memory (page 84).

#### 8 Rotate the LIVE CONTROL knobs to control the sound while playing the keyboard, or playing back the Style, etc.



When you rotate the knobs, the current status of the knobs is shown on the notice pop-up display. For details, refer to the Reference Manual on the website.



#### NOTE

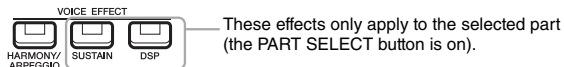
Using the [4 ▲▼]/[8 ▲▼] (Reset) buttons resets the selected function's parameter value to the default, while using the [8 ▲▼] (Reset Value) buttons reset all assignable functions' parameter values.

#### Samples for combinations of functions

ASSIGN TYPE	Knob 1	Knob 2
<b>1</b> <b>(Filter + Reverb)</b>	<b>Filter</b> Adjusts the cutoff frequency of the filter and the resonance for the RIGHT 1 and 2 parts to change the timbre or tone of the sound. For details, refer to the Reference Manual on the website.	<b>Reverb</b> Adjusts the Reverb depth. You can also apply this only to a specified target. Rotating the knob to the right makes it deeper.
<b>2</b> <b>(Attack + Release)</b>	<b>Attack</b> Adjusts the length of time until the RIGHT 1 and 2 parts reach their maximum level after the key is played. Rotating the knob to the right, it increases.	<b>Release</b> Adjusts the length of time until the RIGHT 1 and 2 parts decay to silence after the key is released. Rotating the knob to the right increases it.
<b>3</b> <b>(Master Tempo + Balance)</b>	<b>Master Tempo</b> Changes the tempo of the currently selected Style or Song. Setting range is from 50% of the default tempo value to 150%. Rotating the knob to the left makes the tempo slower, while rotating the knob to the right makes it faster.	<b>Balance</b> Adjusts the volume balance between the specified parts and other parts. For example, you can control the input volume from the [MIC INPUT] / [AUX IN] jack for adjusting the volume balance with the other parts. For details, refer to the Reference Manual on the website.

# Applying Voice Effects

You can apply various effects to enhance or change the sound of the keyboard parts (LEFT, RIGHT 1 and 2). The effects can be turned on or off by using the following buttons.



## • HARMONY/ARPEGGIO

The Harmony or Arpeggio is applied to the right-hand Voices. Refer to “Applying Harmony/Echo to Your Right-hand Melody” (see below) or “Triggering Arpeggios with Your Right Hand” (page 45).

## • SUSTAIN

When SUSTAIN is on, all notes played on the keyboard have a longer sustain without pedal control (Panel Sustain). Turning SUSTAIN off immediately stops (damps) any sustained notes.

## • DSP

DSP (Digital Signal Processor) features built into the instrument provide high-quality effects (including real distortion and real reverb) for the currently selected keyboard part.

With the DSP effects, you can add ambience and depth to your music in a variety of ways — such as adding reverb that makes you sound like you are playing in a concert hall — as well as other dynamic enhancements.

### NOTE

The effect type can be changed. On the Voice Selection display, select [5 ▼] (Voice Set) → Effect/EQ → 2 DSP Type. For details, refer to the Reference Manual on the website.

## Applying Harmony/Echo to Your Right-hand Melody

Performance effects such as harmony (duet, trio, etc.), echo, tremolo and trill can be applied to notes played.

**1** Turn the [HARMONY/ARPEGGIO] button on.

**2** Select the desired Harmony or Echo type.

**2-1** Call up the operation display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶]  
Harmony/Arpeggio → [ENTER]

**2-2** Use the [1 ▲▼] – [3 ▲▼] buttons to select “Harmony” or “Echo.”

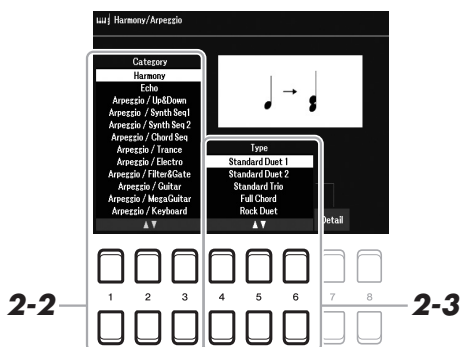
**2-3** Use the [4 ▲▼] – [6 ▲▼] buttons to select the desired type.

### NOTE

When you select another Voice, the Harmony/Echo/Arpeggio type is automatically set to the default which is memorized as the Voice Set. For details on the Voice Set function, refer to the Reference Manual on the website.

### NOTE

Press one of the [7 ▲▼] (Detail) buttons to call up the detail setting display. For information, refer to the Reference Manual on the website.

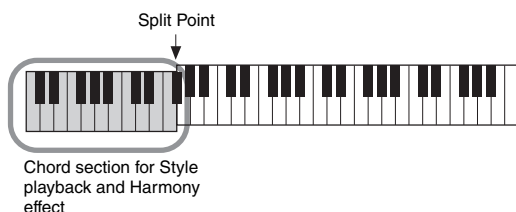


## ■ Harmony Category

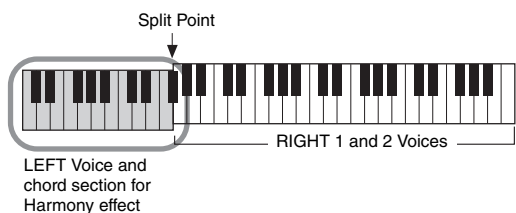
### • Standard Duet — Strum

The Harmony effect is applied to the note played in the right-hand section of the keyboard according to the chord specified in the chord or left-hand section shown below.

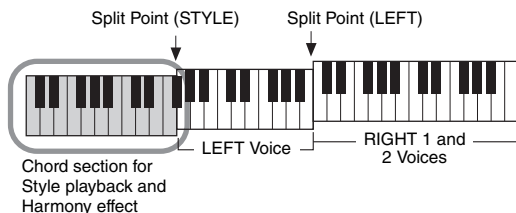
When the [ACMP] button is on and the LEFT part is off:



When the [ACMP] button is off and the LEFT part is on:



When both the [ACMP] button and the LEFT part are on:



### • Multi Assign

The Multi Assign effect automatically assigns notes played simultaneously on the right-hand section of the keyboard to separate parts (Voices). Both of the [RIGHT 1] and [RIGHT 2] keyboard parts should be turned on when using the Multi Assign effect. The RIGHT 1 and RIGHT 2 Voices are alternately assigned to the notes in the order you play.

## ■ Echo Category (Echo, Tremolo, Trill)

The Echo, Tremolo or Trill effect is applied to the note played in the right-hand section of the keyboard in time with the currently set tempo, regardless of the [ACMP] and the LEFT part on/off status. Keep in mind that Trill works when you hold down two notes on the keyboard simultaneously (or the last two notes, if more than two notes are held), and it plays those notes alternately.

## 3 Play the keyboard.

The effect selected in step 2 is applied to the right-hand melody.

To turn off the effect, turn the [HARMONY/ARPEGGIO] button off.

### NOTE

The "1+5" and "Octave" settings are not affected by the chord.

### NOTE

For details on the Split Point, refer to page 57.

## Triggering Arpeggios

The Arpeggio function lets you play arpeggios (broken chords) by simply pressing the notes of the chord. For example, you could play the notes C, E and G to trigger interesting phrases. This feature can be used for music production as well as performance.

**1** Turn the [HARMONY/ARPEGGIO] button on.

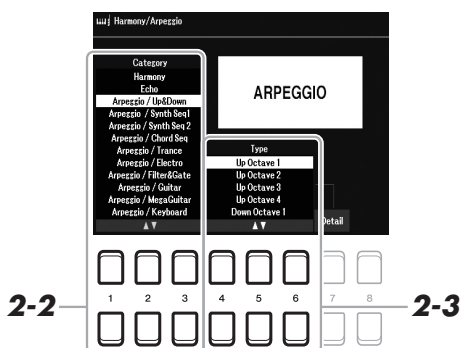
**2** Select the desired Arpeggio type.

**2-1** Call up the operation display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶]  
Harmony/Arpeggio → [ENTER]

**2-2** Use the [1 ▲▼] – [3 ▲▼] buttons to select a Category other than “Harmony” and “Echo.”

**2-3** Use the [4 ▲▼] – [6 ▲▼] buttons to select the desired Type.



**3** Play a note or notes to trigger the Arpeggio.

The arpeggiated phrase differs depending on the notes played.

To turn off the effect, turn the [HARMONY/ARPEGGIO] button off.

### Using the Arpeggio Quantize function

By using the Arpeggio Quantize function, Arpeggio playback can be synchronized with Song/Style playback allowing any slight imperfections in the timing to be corrected. This can be set in the display:

[MENU] → Menu1 → Voice Setting → Setting/Arpeggio

### NOTE

When you select another Voice, the Harmony/Echo/Arpeggio type is automatically set to the default which is memorized as the Voice Set.

### NOTE

You can set the Arpeggio volume and select the part for playing the Arpeggio in the display called up via one of the [7 ▲▼] (Detail) buttons. For information, refer to the Reference Manual on the website.

### NOTE

Arpeggio playback can be continued even after the note has been released, by assigning the Arpeggio Hold function to the foot switch. For details, refer to page 102.

### NOTE

You can control the Arpeggio volume and the length of each note by using the LIVE CONTROL knobs. For instructions on how to assign the functions to the knobs, refer to page 41.

# Setting the Touch Response of the Keyboard

The instrument has a Touch Response function that lets you control the volume of notes according to how strongly or softly you play the keys. The Touch setting (one of the parameters of the Touch Response) determines how the sound responds to your playing strength. The Touch type becomes the common setting for all Voices.

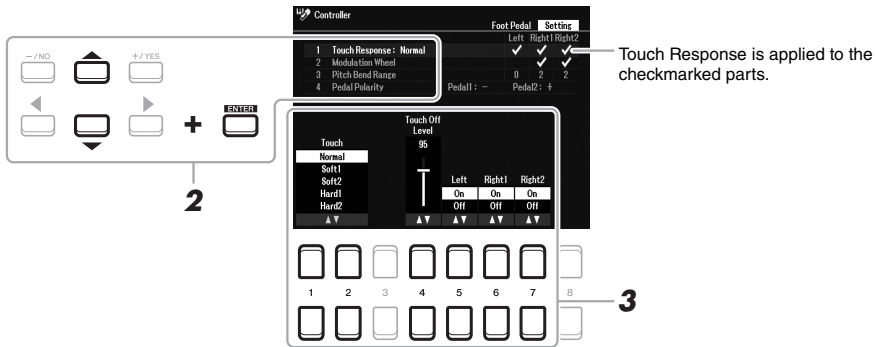
## NOTE

Some Voices are purposely designed without Touch Response, in order to emulate the true characteristics of the actual instrument (for example, conventional organs, which have no touch response).

### 1 Call up the operation display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] → Controller → [ENTER] → TAB [▶] Setting

### 2 Use the Cursor button [▲] to select “1 Touch Response.”



### 3 Use the [1 ▲▼] – [7 ▲▼] buttons to set each of the parameters.

[1 ▲▼]/ [2 ▲▼]	Touch	Determines how the sound responds to your playing strength. The following Touch types are available.  <b>Normal:</b> Standard Touch Response. <b>Soft1:</b> Produces high volume with moderate playing strength. <b>Soft2:</b> Produces relatively high volume even with light playing strength. Best for players with a light touch. <b>Hard1:</b> Requires moderately strong playing for higher volume. <b>Hard2:</b> Requires strong playing to produce high volume. Best for players with a heavy touch.
[4 ▲▼]	Touch Off Level	Determines the fixed velocity level when Touch is set to “Off.”
[5 ▲▼] – [7 ▲▼]	Left – Right2	Turns Touch on or off for each keyboard part.

## Adding New Contents — Expansion Packs

By installing Expansion Packs, you can add a variety of optional Voices and Styles to the “Expansion” folder in the User drive. The installed Voices and Styles can be selected via the [EXPANSION/USER] button in the VOICE or STYLE category selection buttons, allowing you to expand your music performance and creation possibilities. You can purchase high quality Expansion Pack data created by Yamaha, or create your own original Expansion Pack data by using the “Yamaha Expansion Manager” software on your computer. For instructions on how to install the Expansion Packs, refer to the Reference Manual on the website.

For more information about Expansion Packs, access the following website:

<https://www.yamaha.com/awk/>

To obtain the Yamaha Expansion Manager software and its manuals, access the Yamaha Downloads website:

<https://download.yamaha.com/>

### Advanced Features

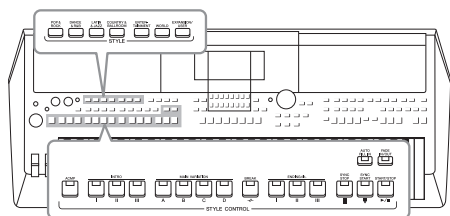
Refer to the Reference Manual on the website, **Chapter 1**.



<b>Selecting GM/XG or other Voices:</b>	Voice Selection display → [8 ▲] (↑)
<b>Harmony/Arpeggio settings</b>	[MENU] → Menu1 → Harmony/Arpeggio
<b>Pitch-related settings</b>	
• Fine-tuning the pitch of the entire instrument:	[MENU] → Menu2 → Master Tune/Scale Tune → [ENTER] → Master Tune
• Scale Tuning:	[MENU] → Menu2 → Master Tune/Scale Tune → [ENTER] → Scale Tune
• Changing the part assignment of the TRANSPOSE buttons:	TRANSPOSE [-]/[+] → Cursor [◀][▶] buttons
<b>Editing parameters assigned to the LIVE CONTROL knobs:</b>	[MENU] → TAB [◀] Menu1 → Live Control → [ENTER]
<b>Editing Voices (Voice Set):</b>	Voice Selection display → [5 ▼] (Voice Set)
<b>Disabling automatic selection of Voice Sets (effects, etc.):</b>	[MENU] → Menu1 → Voice Setting → [ENTER] → TAB [▶] Voice Set Filter
<b>Changing the detailed Voice setting:</b>	[MENU] → Menu1 → Voice Setting → [ENTER] → Setting/Arpeggio
<b>Installing Expansion Pack data:</b>	[MENU] → Menu2 → Expansion → Pack Installation → [ENTER] → USB

# Styles

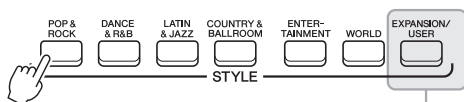
## – Playing Rhythm and Accompaniment –



The instrument features various accompaniment and rhythmic backing patterns (called “Styles”) in a variety of different musical genres including pop, jazz, and many others. The Style features Auto Accompaniment, letting you produce automatic accompaniment playback simply by playing “chords” with your left hand. This lets you automatically recreate the sound of a full band or orchestra — even if you’re playing by yourself.

### Playing a Style with the Auto Accompaniment

- 1 Press one of the **STYLE** category selection buttons to call up the Style Selection display.



- **Expansion Styles**  
Styles additionally installed (page 47).

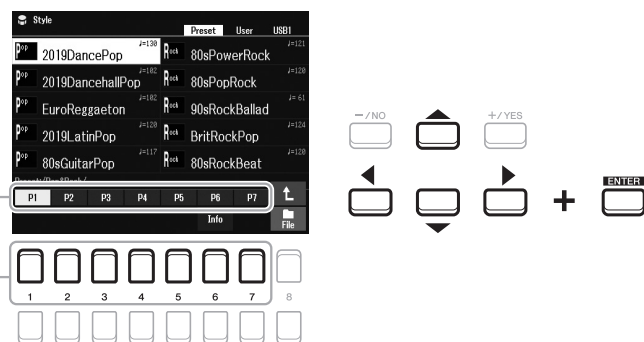
- **User Styles**  
Styles created with the Style Creator function (refer to the Reference Manual on the website), or Styles copied to the User drive (page 29).

#### NOTE

For a list of preset Styles of this instrument, refer to the “Style List” in the Data List on the website.

- 2 Move the cursor to the desired Style by using the Cursor buttons [**▲**][**▼**][**◀**][**▶**], and then press the [**ENTER**] button.

You can call up the other pages by pressing the buttons that correspond to the page numbers (P1, P2 ...) or by pressing the same STYLE category selection button several times.



- 3 Press the [**ACMP**] button to turn on the Auto Accompaniment.



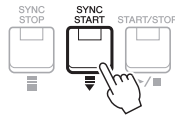
The specific left-hand section of the keyboard (page 57) becomes the chord section, and chords played in this section are automatically detected and used as a basis for fully automatic accompaniment with the selected Style.

#### NOTE

Although the chords will be detected according to the notes you play in the left hand section by default, you can change the chord detection area from the left hand section to the right hand section. For details, refer to page 58.



#### 4 Press the [SYNC START] button to enable synchronized start (page 50).

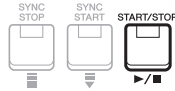


#### 5 As soon as you play a chord with your left hand, the selected Style starts.

Try playing chords with your left hand and play a melody with your right hand.



#### 6 Press the [START/STOP] button to stop Style playback.



#### NOTE

- For information on chords and Chord Fingering types, refer to page 52.
- The chord specified in the chord section is shown on the Main display (page 18).

#### NOTE

You can transpose the Style playback (page 39).

#### NOTE

You can use the Style Retrigger function by assigning it to the LIVE CONTROL knob. For details, refer to page 41.

## Style Characteristics

The Style type and its defining characteristics are indicated above the Style name. There are various Style characteristics; however, only the DJ (shown as “DJ” in the display) is covered here. For information on the other characteristics, refer to the Reference Manual on the website.



### DJ

These Styles can be selected from the category called up via the [DANCE & R&B] button. These contain their own special chord progressions, so you can add chord changes to your performance simply by changing the root key. Keep in mind, however, that you cannot specify the chord type, such as major and minor, when using the DJ. The Multi Pad (page 80) data in the “DJ Phrase” folder are specially created for these Styles. You can call up the suitable Multi Pads by using the One Touch Setting function (page 55).

#### Style file compatibility

This instrument uses the SFF GE file format (page 8). This instrument can play back existing SFF files, but they will be saved in the SFF GE format when the file is saved (or pasted) in this instrument. Please keep in mind that the saved file can only be played back on instruments that are compatible with the SFF GE format.

# Operating Style Playback

## To Start/Stop Playing

A Style consists of rhythm and accompaniment (chords, etc.) parts. The buttons for Style playback are covered here.

- **[START/STOP] button**

Turns on/off Style playback. However, only the rhythm part is played back.



- **[ACMP] button**

Turns the Auto Accompaniment on/off. After activating this button, both the rhythm part and Auto Accompaniment can be played back when playing chords in the chord section during Style playback.



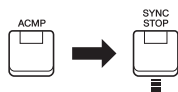
- **[SYNC START] button**

This puts the Style playback in “standby.” The Style starts playing back when you press any note on the keyboard (when [ACMP] is off) or you play a chord with your left hand (when [ACMP] is on). While a Style is playing back, pressing this button stops the Style and puts playback in standby.



- **[SYNC STOP] button**

Make sure that the [ACMP] button is on, and then press the [SYNC STOP] button, and play the keyboard. You can start and stop the Style anytime you want by simply playing or releasing the keys in the chord section of the keyboard.

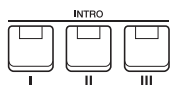


### NOTE

When the Chord Fingering type (page 52) is set to “Full Keyboard” or “All Full Keyboard,” Sync Stop cannot be turned on.

- **INTRO [I] – [III] buttons**

The instrument features three different Intro sections to add an introduction before starting Style playback. After pressing one of the INTRO [I] – [III] buttons, start playback of the Style. When the Intro finishes playing, Style playback automatically shifts to the Main section.

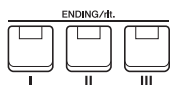


### NOTE

The INTRO [I] section consists of only the Rhythm part while INTRO [II] and [III] consist of all the parts as well as the Rhythm part. When you play INTRO [II] or [III], in order to have the complete Intro section sound properly, you need to play chords in the chord section with the [ACMP] turned on.

- **ENDING/rit. [I] – [III] buttons**

The instrument features three different Ending sections to add an ending before stopping Style playback. When you press one of the ENDING/rit. [I] – [III] buttons while Style is playing back, the Style will automatically stop after the ending is played. You can have the ending gradually slow down (ritardando) by pressing the same ENDING/rit. button once again, while the ending is playing.



### NOTE

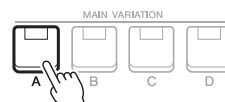
If you press the ENDING/rit. [I] button when the Style is playing, a fill-in automatically plays before the ENDING/rit [I].

## Changing Pattern Variation (Sections) During Style Playback

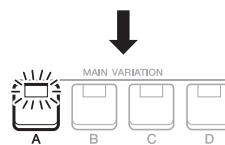
Each Style features four different Main sections, four Fill-in sections and a Break section. By using these sections effectively, you can easily make your performance sound more dynamic and professional. The section can be freely changed while the Style is playing back.

### • MAIN VARIATION [A] – [D] buttons

Press one of the MAIN VARIATION [A] – [D] buttons to select the desired Main section (the button lights in red). Each is an accompaniment pattern of a few measures and it plays indefinitely. Pressing the selected MAIN VARIATION button again maintains the same section, but plays an appropriate fill-in pattern to spice up the rhythm and break the repetition.



Press the selected Main section (lit in red) again.



The fill-in of the selected Main section plays (flashes in red).

### AUTO FILL function

When the [AUTO FILL IN] button is turned on, pressing any of the MAIN VARIATION [A] – [D] buttons as you play automatically plays a fill-in section for a smooth, dynamic transition into the next (or same) section.



### • [BREAK] button

This lets you add dynamic breaks in the rhythm of the accompaniment. Press the [BREAK] button during Style playback. When the one-measure Break pattern finishes playing, the Style playback automatically shifts to the Main section.



### About the lamp status of the section buttons (INTRO/MAIN VARIATION/BREAK/ENDING)

- **Red:** The section is currently selected.
- **Red (flashing):** The section will be played next, following the currently selected section.
  - \* The MAIN VARIATION [A] – [D] buttons also flash red during fill-in playback.
- **Blue:** The section contains data but is not currently selected.
- **Off:** The section contains no data and cannot be played.

## Fading In/Out

### • [FADE IN/OUT] button

This produces smooth fade-ins and fade-outs when starting/stopping the playback of Style and Song. Press the [FADE IN/OUT] button when playback is stopped and press the [START/STOP] button for Style (or the [PLAY/PAUSE] button for Song) to start playback with a fade in. To stop the playback with a fade out, press the [FADE IN/OUT] button during playback.



## Adjusting the Tempo

The TEMPO [-] and [+] buttons (page 38) let you change the playback tempo of Style, Song and Metronome. The tempo of the Style and Song can also be adjusted via the [RESET/TAP TEMPO] button.

### • [RESET/TAP TEMPO] button

When Style and MIDI Song are stopped, tapping the [RESET/TAP TEMPO] button (four times for a 4/4 time signature) starts playback of the rhythm part of the Style at the tempo you tapped.

During playback of a MIDI Song, you can change the tempo by tapping the [RESET/TAP TEMPO] button twice at the desired tempo.

During playback of a Style, you can rewind to the top of the section (“reset” the playback position, for stutter repeat effects) by tapping the [RESET/TAP TEMPO] button. This is called “Style Section Reset.”



### NOTE

You can set the button behavior so that it changes the tempo instead of Section Reset, even when tapping the button during playback of a Style. The setting is made on the display called up via [MENU] → Metronome Setting → 2 TAP. For details, refer to the Reference Manual on the website.

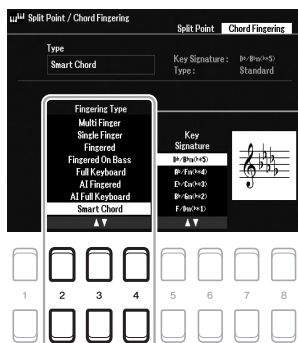
## Changing the Chord Fingering Type

By changing the Chord Fingering type, you can automatically produce appropriate accompaniment even if you don't press all of the notes which comprise a chord.

### 1 Call up the operation display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Split Point/Chord Fingering → [ENTER] → TAB [▶] Chord Fingering

### 2 Press the [2 ▲▼] – [4 ▲▼] buttons to select a Chord Fingering type.



#### NOTE

When the chord detection area is set to "Upper" (page 58), only the "Fingered\*" type is available. This type is basically same as "Fingered," except that "1+5," "1+8" and Chord Cancel are not available.

The following types can be selected, for example.

#### • Single Finger

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



**Major chord**

Press the root key only.



**Minor chord**

Simultaneously press the root key and a black key to its left.



**Seventh chord**

Simultaneously press the root key and a white key to its left.



**Minor seventh chord**

Simultaneously press the root key and both a white and black key to its left.

#### • Fingered

This lets you specify the chord by pressing the notes making up a chord in the left hand section of the keyboard when [ACMP] is turned on or the LEFT part is turned on. For information on which notes to press for each chord, use the Chord Tutor function (see below) or refer to the Reference Manual on the website.

#### • Multi Finger

This automatically detects Single Finger or Fingered chord fingerings, so you can use either type of fingering without having to switch fingering types. By default, the Chord Fingering type is set to Multi Finger.

#### • AI Full Keyboard

This lets you play just about anything, anywhere on the keyboard using both hands — like conventional playing of a piano — and still have appropriate accompaniment. You don't have to worry about specifying the chords. (Depending on the song arrangement, AI Full Keyboard may not always produce appropriate accompaniment.)

For other types, refer to the Reference Manual on the website.

### Using the Chord Tutor Function

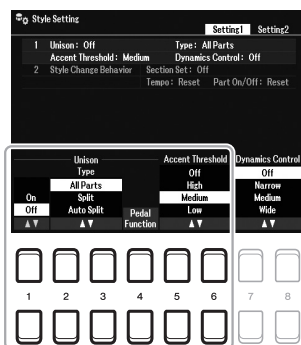
With this function shown in the display, you can see which notes to press for specifying the chord. If you know a chord name but don't know how to play it, use this function. For instructions, refer to the Reference Manual on the website.

# Letting Style playback follow your performance (Unison & Accent)

The powerful Unison & Accent function gives you expressive and nuanced control over Style playback, making it closely follow your performance and letting you create various musical variations in the accompaniment. With the Unison function turned on, you can play a melody and have it reproduced in unison (i.e., the same melody is performed by two or more instruments) or tutti (i.e., all players perform at the same time) — expressively enhancing your performance and letting you create dynamic phrases. With the Accent function turned on, the composition of Style playback changes subtly, adding notes according to the accents of your performance. This allows you to temporarily change the Style playback to include rhythmic syncopation. For the Styles to which this function can be used, refer to the Data List on the website.

## 1 Call up the Style Setting display.

[MENU] → TAB [◀] Menu1 → the Cursor buttons [▲][▼][◀][▶] Style Setting → [ENTER] → TAB [◀] Setting1 → the Cursor button [▲] 1 Unison



## 2 Use the [1 ▲▼] – [6 ▲▼] buttons to set each parameter.

[1 ▲▼]	Unison On/Off	<p>Turns the Unison function on/off.</p> <p>When this function is on during Style playback, each part of Style follows your performance as a unison phrase. This is useful for emphasizing melodic phrases or creating dynamic breaks in your performance.</p> <p><b>NOTE</b></p> <p>You can use a connected pedal to conveniently turn the Unison function on/off as you perform. To assign the function to a pedal, press the [4 ▲▼] (Pedal Function) buttons to call up the display for pedal settings, and then select "Unison." For details, refer to the Reference Manual on the website, Chapter 9.</p>
[2 ▲▼]/ [3 ▲▼]	Unison Type	<p>Determines the Unison type.</p> <ul style="list-style-type: none"> <li>• <b>All Parts:</b> Suitable for a one-hand performance. In this type, all the accompaniment parts follow your performance. This is recommended when playing unison phrases with only one hand.</li> <li>• <b>Split:</b> Suitable for a both-hands performance. In this type, with the keyboard divided by the Split Point (Left), the accompaniment parts suitable for each hand follow your performance independently. For example, low-pitched sound musical instruments (such as bass guitar, baritone saxophone, and contrabass) follow the left hand, and solo musical instruments (such as flute) follow the right. It is useful for playing with different Voices between left-hand and right-hand.</li> <li>• <b>Auto Split:</b> Suitable for a both-hands performance. In this type, the accompaniment parts that follow your performance are automatically assigned to each hand by automatically detecting the appropriate left-hand and right-hand sections from your performance. This is recommended when playing tutti with Voices having a wide range, such as piano or strings. It enables enormous flexibility in your performance, freeing you from the limitations of a specific Split Point.</li> </ul> <p>For information on setting the Split Point, refer to page 57.</p>
[4 ▲▼]	Pedal Function	Directly calls up the pedal setting display.
[5 ▲▼]/ [6 ▲▼]	Accent Threshold	<p>When switching the Accent function to High/Medium/Low, the composition of Style playback changes subtly, adding notes according to the accents of your performance.</p> <ul style="list-style-type: none"> <li>• <b>Off:</b> Turns the Accent function off.</li> <li>• <b>High:</b> Requires strong playing in order to let this instrument recognize accents.</li> <li>• <b>Medium:</b> Standard setting.</li> <li>• <b>Low:</b> Allows this instrument to recognize accents even with relatively light playing strength.</li> </ul>

For more information about the Unison & Accent function, refer to the Reference Manual on the website, Chapter 2.

## Turning Each Part of the Style On/Off

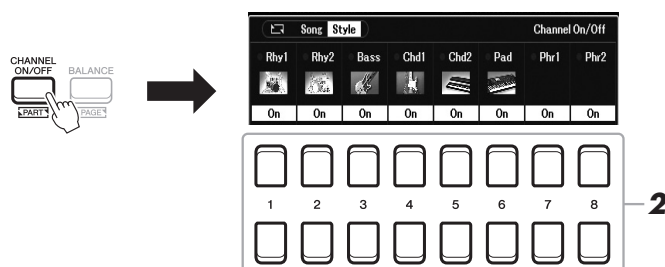
Each Style contains eight parts listed below. You can add variations and change the feeling of a Style by selectively turning parts on/off as the Style plays. To turn particular parts on/off, use the [CHANNEL ON/OFF] buttons.

### Parts of the Style

- **Rhy1, 2 (Rhythm 1, 2):** These are the basic parts of the Style, containing the drum and percussion rhythm patterns.
- **Bass:** The bass part uses various appropriate instrument sounds to match the Style.
- **Chd1, 2 (Chord 1, 2):** These are rhythmic chord backing parts, commonly used with piano or guitar Voices.
- **Pad:** This part is used for sustained instruments such as strings, organ, choir, etc.
- **Phr1, 2 (Phrase1, 2):** These parts are used for punchy brass stabs, arpeggiated chords, and other extras that make the accompaniment more interesting.

### 1 Press the [CHANNEL ON/OFF] button repeatedly if necessary to call up the Channel On/Off (Style) display which contains the desired channel.

If the Channel On/Off (Style) display is not shown, press the [CHANNEL ON/OFF] button again.



### 2 Use the [1 ▼] – [8 ▼] buttons to turn the parts on or off.

To play only one part by itself, hold down the appropriate button for the channel to set the channel to Solo. To cancel Solo, simply press the appropriate channel button again.

#### NOTE

You can save the settings here to Registration Memory (page 85).

#### To change the Voice for each channel

Press one of the [1 ▲] – [8 ▲] buttons of the corresponding to the desired channel to call up the Voice Selection display (page 34), and then select the desired Voice.

### 3 Press the [EXIT] button to close the Channel On/Off (Style) display.

#### NOTE

You can also control the parts of the Style on/off for dynamic effect by using the LIVE CONTROL knobs. For instructions on how to assign the functions to the knobs, refer to page 41.

## Calling up Appropriate Panel Settings for the Current Style (One Touch Setting)

One Touch Setting (OTS) is a powerful and convenient feature that automatically calls up the most appropriate panel settings (Voices or effects, etc.) for the currently selected Style, with the touch of a single button. If you've already decided which Style you wish to use, you can have One Touch Setting automatically select the appropriate Voice for you.

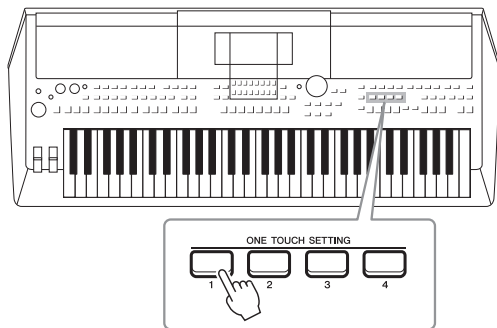
### NOTE

For information on the panel settings that are called up by One Touch Setting, refer to the OTS section of "Parameter Chart" in the Data List on the website.

**1** Select a Style (steps 1 – 2 on page 48).

**2** Press one of the ONE TOUCH SETTING [1] – [4] buttons.

Not only does this instantly call up all the settings (Voices, effects, etc.) that match the current Style, it also automatically turns on [ACMP] and [SYNC START], so that you can immediately start playing the Style.



### Confirming the One Touch Setting contents

In the Style Selection display, press the [6 ▼] (OTS Info) button (when File is shown at the bottom right corner of the display) to call up the Information window that shows what Voices are assigned to the ONE TOUCH SETTING [1] – [4] buttons for the current Style.

### NOTE

If a Voice part name (R1/R2/L) is grayed out, this indicates that the corresponding Voice part is turned off when pressing the ONE TOUCH SETTING [1] – [4] buttons.

To close the window, press one of the [7 ▲▼]/[8 ▲▼] (Close) buttons.

**3** As soon as you play a chord in the chord section, the selected Style starts.

Each Style has four One Touch Setting setups. Press other ONE TOUCH SETTING [1] – [4] buttons to try out other setups.

### NOTE

You can memorize original settings to One Touch Setting. For instructions, refer to the Reference Manual on the website.

### Automatically changing One Touch Settings with the Main sections (OTS Link)

The convenient OTS (One Touch Setting) Link function lets you automatically have One Touch Settings change when you select a different Main section (A – D). The Main sections A, B, C and D correspond to One Touch Settings 1, 2, 3 and 4 respectively. To use the OTS Link function, turn the [OTS LINK] button on.



### NOTE

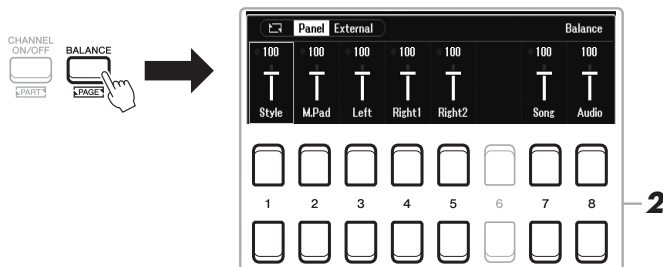
You can change the timing in which the One Touch Settings change along with MAIN VARIATION [A] – [D] changes. For instructions, refer to the Reference Manual on the website.

# Adjusting the Volume Balance Among the Parts

You can adjust the volume balance among the parts (Song, Style, Left, Right 1/2, Audio playback, Mic, etc.).

- 1 Press the [BALANCE] button once or twice to call up the desired page of the Balance display which contains the desired channel.**

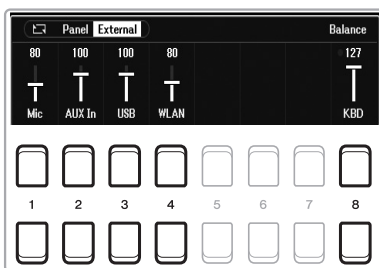
There are two pages, Panel and External.



- 2 Use the [1 ▲▼] – [8 ▲▼] buttons to adjust the volume of the desired parts.**

In the Panel page, you can adjust the volume balance between the Song (MIDI Song, page 61), Style, M.Pad (Multi Pad, page 80), keyboard parts (Left, Right1 and Right2), and Audio via a USB Audio Player (page 72).

In the External page, you can adjust the volume balance between the sound input from the [MIC INPUT] jack (page 77), sound input from the [AUX IN] jack (page 100), USB (sound via USB cable, page 97), WLAN (sound via USB wireless LAN adaptor, page 99), and all keyboard parts (KBD).



- 3 Press the [EXIT] button to close the Balance display.**

## NOTE

- You can also control the volume balance between the parts by using the LIVE CONTROL knobs. For instructions on how to assign the functions to the knobs, refer to page 41.
- On the Volume/Pan page of the Mixer display (page 92), you can adjust the volume for the Song and Style parts independently.

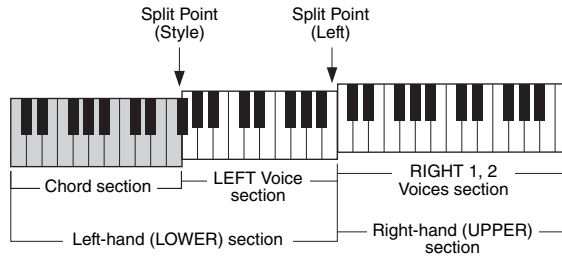
## NOTE

When the UD-WL01 USB Wireless LAN adaptor (sold separately, page 99) is connected to the instrument, "WLAN" appears in the External page.



# Setting the Split Point

The key which divides the keyboard into two sections is referred to as “Split Point.” There are two Split Points: Split Point (Left) and Split Point (Style).



- **Split Point (Left):**

Divides the keyboard into the left-hand (LOWER) section and the right-hand (UPPER) section.

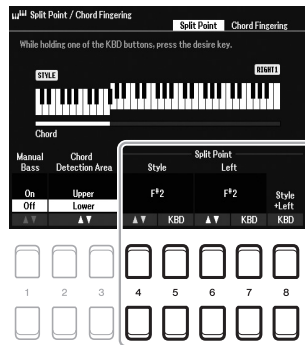
- **Split Point (Style):**

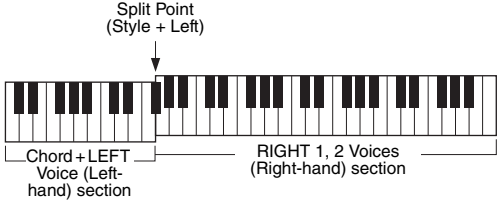
Divides the left-hand (LOWER) section into the Chord section and the LEFT Voice section.

## 1 Call up the Split Point display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Split Point/  
Chord Fingering → [ENTER] → TAB [◀] Split Point

## 2 Set the Split Point.



[4 ▲▼]/ [5 ▲▼]	Split Point (Style)	Sets the Split Point (Style). Press the [4 ▲▼] button or press the desired key on the keyboard while holding the [5 ▲▼] (KBD) button to specify the Split Point.
[6 ▲▼]/ [7 ▲▼]	Split Point (Left)	Sets the Split Point (Left). Press the [6 ▲▼] button or press the desired key on the keyboard while holding the [7 ▲▼] (KBD) button to specify the Split Point. <b>NOTE</b> Split Point (Left) cannot be set lower than Split Point (Style).
[8 ▲▼]	Split Point (Style + Left)	Sets Split Point (Style) and Split Point (Left) to the same note. Rotate the Data dial or press the desired key on the keyboard while holding the [8 ▲▼] (KBD) button to specify the Split Point. 

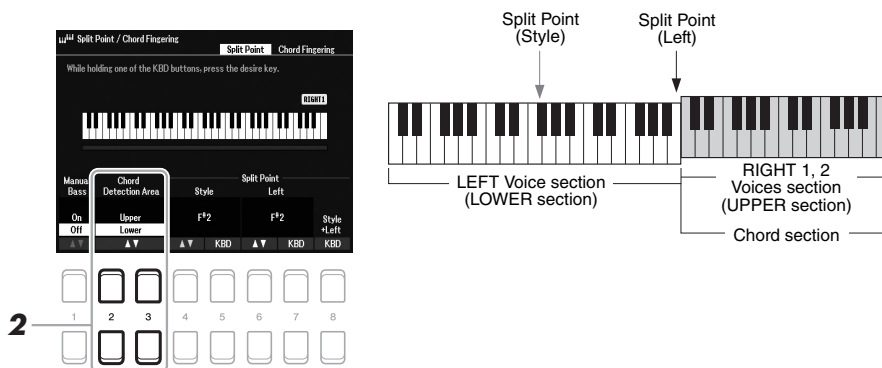
# Specifying Chords with Your Right Hand while Playing Bass with Your Left Hand

By changing the chord detection area from the left-hand section to the right-hand section, you can play a bass line with your left hand while using your right hand to control Style playback.

## 1 Call up the Split Point display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] → Split Point/Chord Fingering → [ENTER] → TAB [◀] Split Point

## 2 Use the [2 ▲▼]/[3 ▲▼] buttons to set the Chord Detection Area value to “Upper.”



With this setting, the whole right-hand (Upper) section functions as the Chord section as well as for melody performance. In this condition, note the following points:

- In the right-hand (Upper) section, you can specify the chord type as you play the melody.
- When the Manual Bass function is On, the Voice for the Bass part of the current Style is muted and assigned to the left-hand (LOWER) section. To turn this function on/off, use the [1 ▲▼] buttons.
- The Chord Fingering setting (page 52) will be set to a specific type (“Fingered\*”) automatically, in which case you should press three or more notes simultaneously for specifying the chord. Pressing two or less notes does not change the chord type.
- Split Point (Style) is unavailable.

### NOTE

“Fingered\*” is basically same as “Fingered”, except that “1+5”, “1+8” and Chord Cancel are not available.

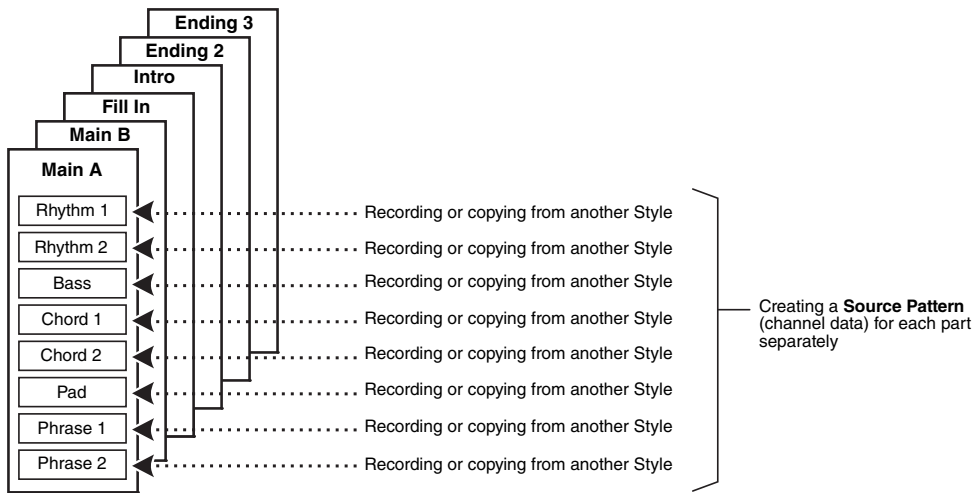
## Creating/Editing Styles (Style Creator)

The Style Creator function lets you create original Styles by recording rhythm patterns from the keyboard and using already-recorded Style data. Basically, select a preset Style that is closest to the type you want to create, and then record each part (the rhythm pattern, bass line, chord backing, or phrase) for each Section.

This section gives you a brief introduction of the Style Creator function. For instructions on how to use the function, refer to the Reference Manual on the website.

### Style Data Structure — Source Patterns

A Style is made up of different Sections (Intro, Main, Ending, etc.), and each Section has eight separate parts, each with recorded data (channel data), and which are referred to as “Source Patterns.” With the Style Creator feature, you can create a Style by separately recording the Source Pattern for each channel, or by importing pattern data from other existing Styles.



## Editing the Rhythm Part of a Style (Drum Setup)

The Rhythm parts of a preset Style consist of a preset Drum Kit, and each drum sound is assigned to a separate note. You may want to change the sounds and the note assignments, or make more detailed settings such as volume balance, effect, etc. By using the Drum Setup function of the Style Creator, you can edit the Rhythm part of a Style and save it as an original Style. For details, refer to the Reference Manual on the website.

### NOTE

For information on the preset Drum Kit and the Voices, refer to the “Drum/SFX Kit List” in the Data List on the website. This list provides information on the specific sound-to-note assignments.

## Advanced Features

Refer to the Reference Manual on the website, **Chapter 2**.



**Style playback related settings:** [MENU] → Menu1 → Style Setting → [ENTER]

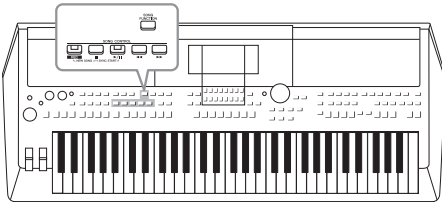
**Memorizing original One Touch Settings:** [MEMORY] + ONE TOUCH SETTING [1] – [4]

**Creating/editing Styles (Style Creator):** [MENU] → Menu2 → Style Creator → [ENTER]

- Realtime Recording: → Basic
- Style Assembly: → Assembly
- Editing the rhythmic feel: → Groove
- Editing data for each channel: → Channel
- Making Style File Format settings: → Parameter
- Editing the rhythm part of a Style (Drum Setup) → Basic → 3 Rhy Clear/Ch Delete/Drum Setup

# Songs

## – Playing, Practicing and Recording Songs –



For the PSR-SX600, “Song” refers to the MIDI songs which include preset songs, commercially available MIDI format files, etc. Not only can you play back a Song and listen to it, but you can also play the keyboard along with Song playback and record your own performance as a Song.

### MIDI song

A MIDI Song is comprised of your keyboard performance information and is not a recording of the actual sound itself. The performance information refers to which keys are played, at what timing, and at what strength — just as in a musical score. Based on the recorded performance information, the tone generator outputs the corresponding sound. Since MIDI Song data contains the information such as keyboard part and Voice, you can practice effectively by viewing the score, turning the particular part on or off, or changing Voices.

### NOTE

For instructions on playback and recording of audio files, refer to page 72.

## Playback of Songs

You can play back the following types of Songs.

- Preset Songs (in the Preset tab of the Song Selection display)
- Your own recorded Songs (page 68)
- Commercially available Song data: SMF (Standard MIDI File)

If you want to play back a Song in a USB flash drive, connect the USB flash drive containing the Song data to the [USB TO DEVICE] terminal beforehand.

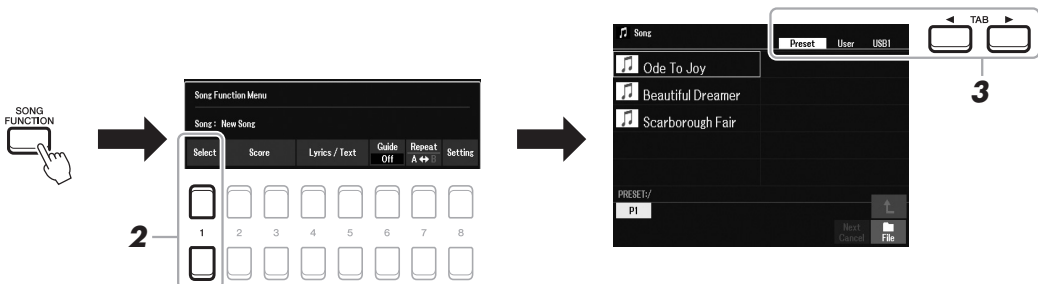
### NOTE

For information on compatible data formats, refer to page 8.

### NOTE

Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 95.

- 1 Press the [SONG FUNCTION] button to call up the Song Function Menu display.



- 2 Press one of the [1 ▲▼] (Select) buttons in the Song Function Menu to call up the Song Selection display.

### NOTE

You can quickly call up the Song Selection display by pressing the [DIRECT ACCESS] button, followed by the [SONG FUNCTION] button.

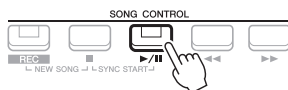
▶ NEXT PAGE

### 3 Use the TAB [◀][▶] buttons to select the location of the desired Song.

- **Preset tab** .....Preset Songs are shown.
- **User tab**.....Recorded or edited Songs which are saved on the User drive are shown.
- **USB tab**.....Songs which are saved on the USB flash drive are shown. This appears only when a USB flash drive is connected to the [USB TO DEVICE] terminal.

### 4 Move the cursor to the desired Song by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

### 5 Press the SONG CONTROL [▶/||] (PLAY/PAUSE) button to start playback.



#### NOTE

You can transpose the Song playback (page 39).

#### Queuing the next Song for playback

While a Song is playing back, you can queue up the next Song for playback. This is convenient for chaining it to the next Song smoothly during live performance. Select the Song you want to play next in the Song Selection display, while a Song is playing back. The “Next” indication appears at the upper right of the corresponding Song name. To cancel this setting, press the [7 ▼] (Next Cancel) button.

#### NOTE

Make sure that File is shown at the bottom right corner of the display (page 24).

### 6 Press the SONG CONTROL [■] (STOP) button to stop playback.



## Playback-related Operations



- **Synchro Start** .....You can start playback as soon as you play the keyboard.  
While playback is stopped, hold down the SONG CONTROL [■] (STOP) button and press the [▶/||] (PLAY/PAUSE) button. The [▶/||] (PLAY/PAUSE) button flashes, indicating standby status. You can start playback as soon as you play the keyboard. To cancel the Synchro Start function, press the [■] (STOP) button.
- **Pause** .....Press the [▶/||] (PLAY/PAUSE) button during playback. Pressing it again resumes Song playback from the current position.
- **Rewind/Fast Forward**  
.....Press the [◀◀] (REW) or [▶▶] (FF) button during playback or while the Song is stopped. Pressing either of them once moves back/forward one measure. Holding either of them scrolls backward/forward continuously.

#### NOTE

- You can adjust the volume balance between the Song and keyboard (page 56). On the Volume/Pan page of the Mixer display (page 92), you can adjust the volume for each Song channel.
- You can also adjust the volume balance between the Song and an audio file (page 56).

#### NOTE

You can also turn specific part(s) on or off (page 65).

Pressing the [◀◀] (REW) or [▶▶] (FF) button calls up a pop-up display showing the current measure number (or Phrase Mark number).

While the Song Position pop-up is shown on the display, you can also use the Data dial to adjust the value.

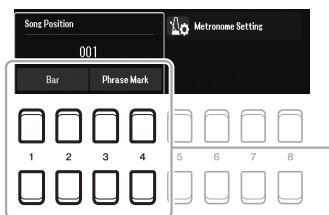
**NOTE**

Phrase Mark is a pre-programmed marker in certain Song data, which indicates a specific location in the Song.

**For Songs not containing Phrase Marks**



**For Songs containing Phrase Marks**



To change the units used in rewinding/fast-forwarding the Song from "Bar" to "Phrase Mark", press one of the [3 ▲▼]/[4 ▲▼] buttons. To rewind/fast forward it in "Bar" units again, press one of the [1 ▲▼]/[2 ▲▼] buttons.

- **Fading In/Out** .....Same procedure as with Style. See page 51.
- **Adjusting the Tempo**  
.....Same procedure as with Style tempo. See page 51.

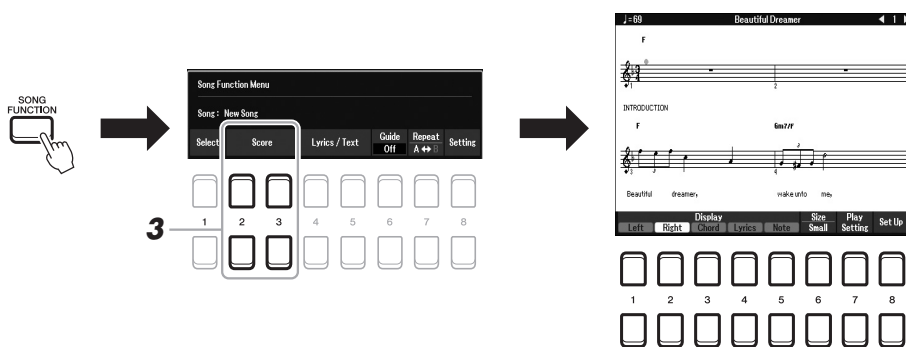
## Displaying Music Notation (Score)

You can view the music notation (score) of the selected Song.

- 1 Select a Song (steps 1 – 4 on page 61).**
- 2 Press the [SONG FUNCTION] button to call up the Song Function Menu display.**

**NOTE**

This instrument can display the music notation of your recorded Song, or commercially available MIDI files (only those which allow devices to indicate notation).



- 3 Press one of the [2 ▲▼]/[3 ▲▼] (Score) buttons to call up the Score display.**

You can look through the entire notation by using the TAB [◀][▶] buttons when the Song playback is stopped. When playback is started, the "ball" bounces along through the score, indicating the current position.

You can change the displayed notation style by using the [1 ▲▼] – [8 ▲▼] buttons. For details, refer to the Reference Manual on the website.

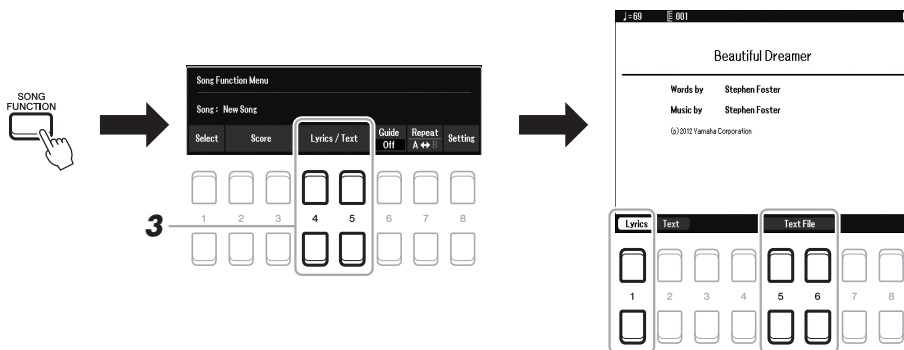
**NOTE**

The displayed notation is generated by the instrument based on the Song data. As a result, it may not be exactly the same as commercially available sheet music of the same song — especially when displaying notation of complicated passages or many short notes.

## Displaying Lyrics/Text

When the selected Song contains lyrics data, you can view it on the instrument's display. Even if the Song does not contain lyrics data, you can view the lyrics on the display by loading the text file (.txt) created on a computer via USB flash drive. Text display allows for a variety of useful and convenient possibilities, such as the showing of lyrics, chord charts, and performance notes.

- 1** Select a Song (steps 1 – 4 on page 61).
- 2** Press the [SONG FUNCTION] button to call up the Song Function Menu display.



- 3** Press the [4 ▲▼]/[5 ▲▼] (Lyrics/Text) button to call up the Lyrics/Text display.

You can switch between the Lyrics display and the Text display by using the [1 ▲▼]/[2 ▲▼] buttons.

When the Song data contains lyrics data, the lyrics are shown on the Lyrics display. You can look through the entire lyrics by using the TAB [◀][▶] buttons when Song playback is stopped. When playback is started, the color of the lyrics changes, indicating the current position.

To view the text file on the Text display, press one of the [5 ▲▼]/[6 ▲▼] (Text File) buttons to call up the File Selection display and select the desired file created on your computer.

For more information about the Lyrics (Text) display, refer to the Reference Manual on the website.

### NOTE

When the lyrics are garbled or unreadable, you may need to change the Lyrics Language setting: [MENU] → Menu1 → Song Setting → [ENTER] → Setting → 2 Lyrics Language.

### NOTE

Information about Text File selection can be memorized to the Registration Memory (page 85).

### NOTE

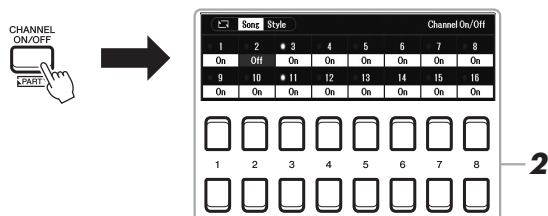
You can turn to the next/previous text page by assigning the function to the foot pedal: [MENU] → Menu1 → Controller → [ENTER] → Foot Pedal



## Turning Each Channel of the Song On/Off

A Song consists of 16 separate parts (16 separate channels). You can independently turn each channel of the selected Song playback on or off.

- 1 Press the [CHANNEL ON/OFF] button several times to call up the Channel On/Off (Song) display.



### NOTE

Each part of a MIDI song can be recorded with a different channel number (Ch. 1 – Ch. 16). Because of this format, the performance information of each part remains separate and is not mixed — even though all parts will be saved as one track. This channel number is referred to as “MIDI Channel.”

- 2 Use the [1 ▲▼] – [8 ▲▼] buttons to turn each channel on or off.

If you want to play back only one particular channel (solo playback), hold down one of the [1 ▲▼] – [8 ▲▼] buttons to set the desired channel to Solo. Only the selected channel is turned on and others are off. To cancel solo playback, press the same button again.

### NOTE

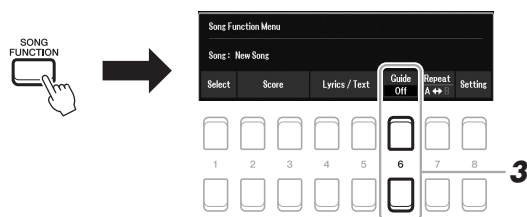
Usually, each part is assigned to the following channels.  
 Channel 1 – 3: keyboard parts (RIGHT 1, LEFT, RIGHT 2)  
 Channel 5 – 8: Multi Pad parts  
 Channel 9 – 16: Style parts

- 3 Press the [EXIT] button to close the Channel On/Off (Song) display.

## One-handed Practice with the Guide Function

You can mute the right-hand part for practicing that part on your own. The explanations here apply when you practice the right-hand part with “Follow Lights” of the Guide functions. You can also practice at your own pace — since the accompaniment waits for you to play the notes correctly. In the Score display, you can see the note to play and the current position.

- 1 Select a Song and call up the Score display (page 63).
- 2 Press the [SONG FUNCTION] button to call up the Song Function Menu display.



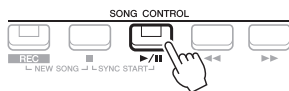
- 3 Use the [6 ▲▼] (Guide) buttons to turn the Guide function on.
- 4 Press the [CHANNEL ON/OFF] button several times to call up the Channel On/Off (Song) display.
- 5 Press the [1 ▲] button to turn Channel 1 (RIGHT 1 part) off.

If necessary, press the [3 ▲] button to turn the Channel 3 (RIGHT 2 part) off. You can now play that part by yourself.

### NOTE

Usually, the LEFT part is assigned to Channel 2.

- 6** Press the SONG CONTROL [▶/||] (PLAY/PAUSE) button to start playback.



Practice the muted part while viewing the Score display. The playback of the left and extra parts will wait for you to play the notes correctly.

- 7** Press the [SONG FUNCTION] button to call up the Song Function Menu display, and then press the [6 ▲▼] (Guide) button to turn the Guide function off after your practice.

**NOTE**

Press the [EXIT] button to close the Channel On/Off (Song) display in order to see the "ball" bounce along through the score (page 63).

**Other Guide functions**

In addition to the "Follow Lights" function explained above, there are more functions in the Guide features, for practicing the timing of playing the keys (Any Key), for Karaoke or for practicing a song at your own pace (Your Tempo).

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Song Setting → [ENTER] → TAB [▶] Setting → Cursor button [▲] 1 Guide Mode

For more information, refer to the Reference Manual on the website.

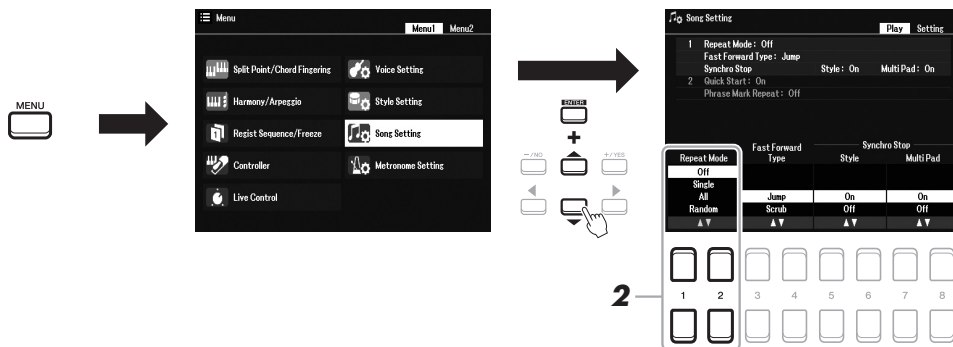
## Repeat Playback

The Song Repeat functions can be used to repeatedly play back a Song, multiple Songs, or a specific range of measures in a Song.

### Selecting the Repeat Mode for Song playback

- 1** Call up the operation display.

[MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Song Setting → [ENTER] → TAB [◀] Play → Cursor button [▲] 1 Repeat Mode

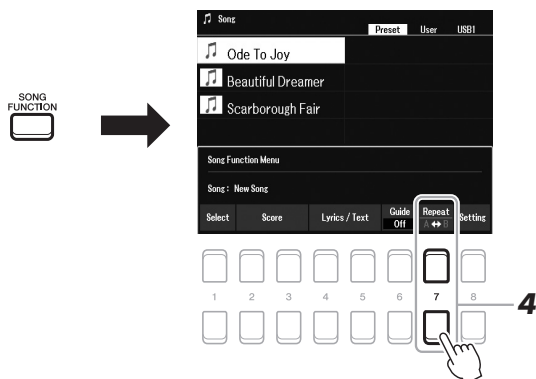


- 2** Use the [1 ▲▼]/[2 ▲▼] (Repeat Mode) buttons to determine the method of repeat playback.

- **Off**.....Plays through the selected Song, and then stops.
- **Single** .....Plays through the selected Song repeatedly.
- **All**.....Continues playback through all the Songs in the specified folder repeatedly.
- **Random** .....Continues playback at random through all the Songs in the specified folder repeatedly.

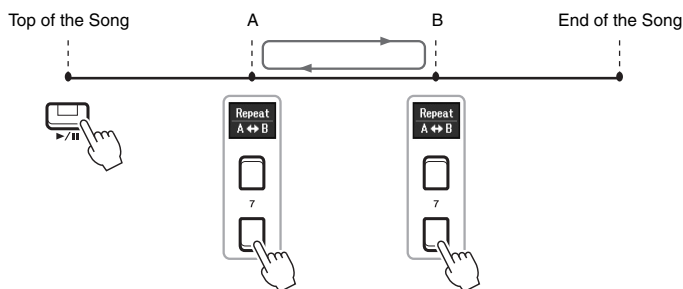
## Specifying a Range of Measures and Playing them Back Repeatedly (A-B Repeat)

- 1 Select a Song (steps 1 – 4 on page 61).
- 2 Press the [SONG FUNCTION] button to call up the Song Function Menu display.



- 3 Press the SONG CONTROL [▶/⏸] (PLAY/PAUSE) button to start playback.
- 4 Specify the repeat range.

Press one of the [7 ▲▼] (A-B) buttons at the starting point (A) of the range to be repeated. Press one of the [7 ▲▼] (A-B) buttons again at the ending point (B). After an automatic lead-in (to help guide you into the phrase), the range from Point A to Point B is played back repeatedly.



- 5 To stop playback, press the SONG CONTROL [■] (STOP) button.

The Song position returns to Point A and pressing the [▶/⏸] (PLAY/PAUSE) button lets you start from that point.

After you've finished practicing, press one of the [7 ▲▼] (A-B) buttons to turn off Repeat playback.

### Specifying the repeat range while Songs are stopped

1. Fast-forward the Song to Point A by using the SONG CONTROL [▶▶] (FF) button, and then press one of the [7 ▲▼] (A-B) buttons.
2. Fast-forward the Song to Point B, and then press one of the [7 ▲▼] (A-B) buttons again.

### NOTE

Specifying only Point A results in repeat playback between Point A and the end of the Song.

### NOTE

When you want to repeat from the top of the Song to a specified point in the middle:

- 1 Press one of the [7 ▲▼] (A-B) buttons, and then start Song playback.
- 2 Press one of the [7 ▲▼] (A-B) buttons again at the ending point (B).

# Recording Your Performance

You can record your performance and save it as a MIDI file (SMF format 0) to the USER drive or USB flash drive. Since the recorded data is MIDI, you can easily edit your Songs.

## MIDI recording

With this method, recorded performances are saved to the User memory of the instrument or a USB flash drive as an SMF (format 0) MIDI file. If you want to re-record a specific section or change Voices and edit other parameters, use this method. Also, if you want to record your performance to each channel one by one, execute Multi Track Recording of the MIDI recording method. Since a MIDI Song can be re-recorded as an audio file after recording (page 75), you may want to use MIDI recording (with overdubbing and multiple parts) to first create a complex arrangement you would not otherwise be able to play live. This instrument allows you to record approximately 1MB per Song.

Two recording methods are available:

- **Quick Recording** ..... See section below.

You can record all parts of your performance at once without changing the channel/part assignment. Or you can record a particular part separately (right-hand, left-hand or Style playback).

- **Multi Track Recording** ..... page 69

You can record data to each part one-by-one over a different channel number, to create a single, multi-part Song. The channel/part assignments can be freely changed.

## Audio recording

With this method, recorded performances are saved to a USB flash drive as Audio files (WAV format/44.1kHz/16-bit/stereo). For instructions on Audio recording, refer to page 75.

## Quick Recording

With this recording, each part will be recorded as the following channels.

- **Keyboard parts:** channels 1 – 3
- **Multi Pad parts:** channels 5 – 8
- **Style parts:** channels 9 – 16

**1 Before recording, make the necessary settings, such as Voice/ Style selection.**

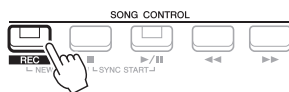
**2 Press the SONG CONTROL [REC] button and the [■] (STOP) button simultaneously.**

A blank Song for recording is automatically set, and the Song name on the Main display (page 18) is set to “NewSong.”



**3 Press the [REC] button.**

The [REC] and [▶/II] (PLAY/PAUSE) buttons flash, indicating the standby status.



### NOTE

Audio data such as the rhythm channels created via the audio data of Audio Link Multi Pad (page 82) and audio files (page 72) cannot be recorded to the MIDI Songs.

### NOTE

To cancel the recording, press the [■] (STOP) button before going on to step 4.

## 4 Start recording.

You can start recording by playing the keyboard, starting a Style, playing a Multi Pad or pressing the SONG CONTROL [▶/■] (PLAY/PAUSE) button.



## 5 After you finish your performance, press the [■] (STOP) or [REC] button to stop recording.

A message may appear prompting you to save the recorded data. Press the [EXIT] button to close the message.

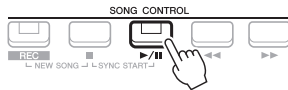


## 6 Save the recorded performance as a Song.

**5-1** Press the [SONG FUNCTION] button to call up the Song Function Menu display, and then press one of the [1 ▲▼] (Select) buttons to call up the Song Selection display.

**5-2** Save the recorded data as a file by following the instructions on page 26.

## 7 Press the [▶/■] (PLAY/PAUSE) button to play back the recorded performance.



### NOTE

You can use the metronome (page 38) while recording; however, the metronome sound will not be recorded.

### NOTE

The recorded Song will be lost if you change to another Song or you turn the power off without carrying out the Save operation.

## Recording each part individually (Multi Track Recording)

You can create a Song consisting of 16 channels by recording your performance to each part one-by-one over a different channel number. In recording a piano piece, for example, you can record the right-hand part as channel 1 then record the left-hand part as channel 2, allowing you to create a complete piece which may be difficult to play live with both hands together. To record a performance with Style playback, for example, record the Style playback as channels 9 – 16, and then record melodies as channel 1 while listening to the already recorded Style playback. In this way, you can create an entire Song which would otherwise be difficult, or even impossible, to play live.

### 1 Before recording, make the necessary settings, such as Voice/Style selection.

### 2 Press the SONG CONTROL [REC] button and the [■] (STOP) button simultaneously.

A blank Song for recording is automatically set, and the Song name on the Main display (page 18) is set to “NewSong.”

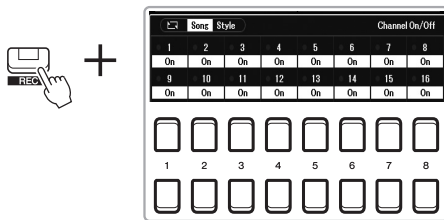
### 3 While holding down the [REC] button, press the appropriate [1 ▲▼] – [8 ▲▼] buttons to set the desired channels to “Rec.”

### NOTE

Each part of a MIDI song can be recorded with a different channel number (Ch. 1 – Ch. 16). Because of this format, the performance information of each part remains separate and is not mixed — even though all parts will be saved as one track. This channel number is referred to as “MIDI Channel.”

 NEXT PAGE

To cancel the REC status of the channel, press the desired channel button.



- 4** While the following window is shown, use the Data dial or [+ / YES] / [- / NO] button to change the part assignment for the channel to be recorded.



- 5** Start recording.

You can start recording by playing the keyboard, starting a Style, playing a Multi Pad or pressing the SONG CONTROL [▶/||] (PLAY/PAUSE) button.



- 6** After you finish your performance, press the [■] (STOP) button to stop recording.

A message may appear prompting you to save the recorded data. Press the [EXIT] button to close the message.

- 7** Press the [▶/||] (PLAY/PAUSE) button to play back the recorded performance.

- 8** Record your performance to another channel by repeating steps 3 to 6 above.

- 9** Save the recorded performance as a Song.

**9-1** Press the [SONG FUNCTION] button to call up the Song Function Menu display, and then press the [1 ▲ ▼] (Select) button to call up the Song Selection display.

**9-2** Save the recorded data as a file by following the instructions on page 26, steps 1 – 5.

**NOTE**

To cancel the recording, press the [■] (STOP) button before going on to step 5.

**NOTE**

The Style Retrigger function (page 41) cannot be used when you are overdubbing to a recorded Song.

**NOTICE**

The recorded Song will be lost if you change to another Song or you turn the power off without carrying out the Save operation.

## Advanced Features

Refer to the Reference Manual on the website, **Chapter 3**.



### Editing Music Notation settings:

[SONG FUNCTION] → [2 ▲▼]/[3 ▲▼] (Score) → [1 ▲▼] – [8 ▲▼] buttons

### Editing Lyrics/Text display settings:

[SONG FUNCTION] → [4 ▲▼]/[5 ▲▼] (Lyrics/Text) → [1 ▲▼] – [8 ▲▼] buttons

### Using the Auto Accompaniment features with Song Playback:

[ACMP] → STYLE CONTROL [SYNC START] → SONG CONTROL [■] + [▶/||] → STYLE CONTROL [START/STOP]

### Song Playback related parameters:

[MENU] → Menu1 → Song Setting → [ENTER]

- Keyboard and vocal practice using the Guide function:

→ TAB [▶] Setting → Cursor buttons [▲] 1 Guide Mode

### Editing Songs (Song Creator):

[MENU] → Menu2 → Song Creator → [ENTER]

- Selecting the setup parameters recorded to the top position of the Song
- Re-recording a specific section — Punch In/Out:
- Editing channel events:

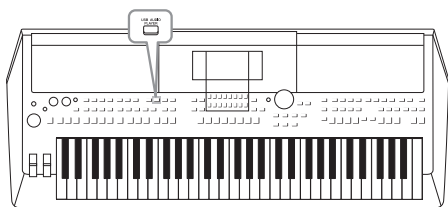
→ Setup

→ Rec Mode

→ Channel

# USB Audio Player/Recorder

– Recording and Playing Audio Files –



The convenient USB Audio Player/Recorder function allows you to play back audio files (WAV) saved to a USB flash drive — directly from the instrument. Moreover, since you can record your performances and recordings as audio files (WAV) to a USB flash drive, it is possible to play back the files on computer, share them with your friends, and record your own CDs to enjoy as well.

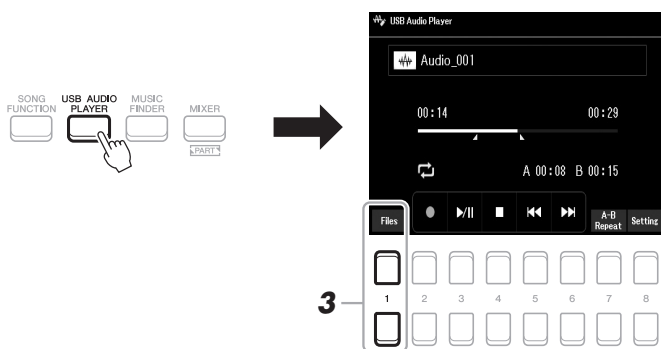
## NOTE

- For instructions on playback and recording of MIDI files, refer to page 61.
- If you want to record various parts separately or edit the data after recording on this instrument, record as MIDI files (page 68).

## Playing Back Audio Files

You can play back audio files of WAV format (44.1 kHz sample rate, 16 bit resolution, stereo) that have been saved to the USB flash drive.

- 1 **Connect the USB flash drive containing the audio files to the [USB TO DEVICE] terminal.**
- 2 **Press the [USB AUDIO PLAYER] button to call up the USB Audio Player display.**



- 3 **Press one of the [1 ▲▼] (Select&Save) buttons to call up the Audio File Selection display.**

## NOTE

DRM (Digital Rights Management) protected files cannot be played back.

## NOTE

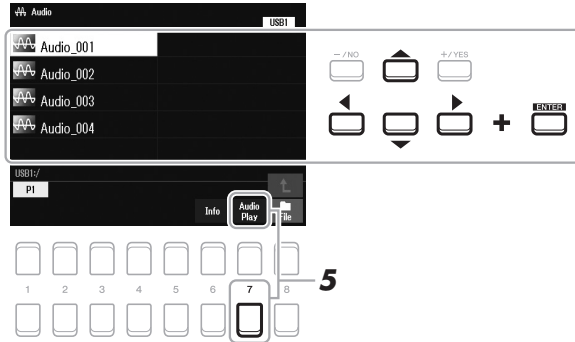
Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 95.

## NOTE

While selecting the desired audio file in the Audio Link Multi Pad function (step 5 on page 82), the [USB AUDIO PLAYER] button does not function.



- 4** Move the cursor to the desired file by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.



**NOTE**

Audio files take a slightly longer time to load than other files.

**Viewing Audio file information**

Pressing the [6 ▼] (Info) button calls up the Information window from which you can view the file name, sample rate etc. of the selected file.

**NOTE**

Make sure that File is shown at the bottom right corner of the display (page 24).

To close the window, use the [7 ▲▼]/[8 ▲▼] (OK) buttons.

- 5** Press the [7 ▼] (AUDIO PLAY) button to start playback.

The display automatically returns to the USB Audio Player display.

- 6** To stop playback, press the [4 ▲▼] (Stop) button.

**NOTE**

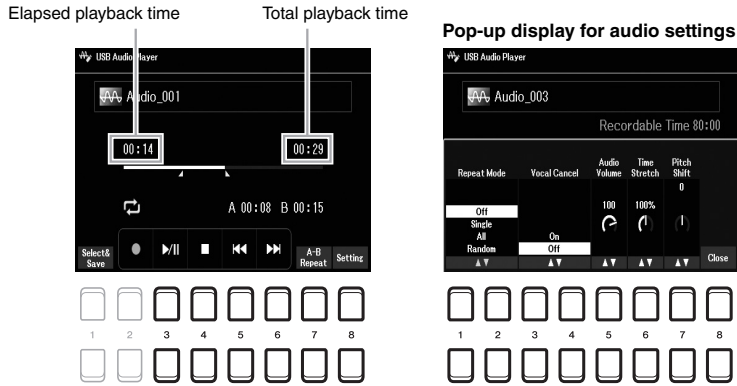
Make sure that File is shown at the bottom right corner of the display (page 24).

**NOTICE**

Never attempt to disconnect the USB flash drive or turn the power off during playback. Doing so may corrupt the USB flash drive data.



# Playback-related Operations



[3 ▲▼]	Play/Pause	Starts or pauses playback at the current position.
[4 ▲▼]	Stop	Stops playback.
[5 ▲▼]	Prev	Pressing this changes the file to the previous one; holding it moves continuously back through the current file (in seconds).
[6 ▲▼]	Next	Pressing this changes the file to the next one; holding it moves continuously forward through the current file (in seconds).
[7 ▲▼]	A-B Repeat	See below.
[8 ▲▼]	Setting	Pressing this calls up the pop-up display for audio settings. You can set detailed parameters for audio playback here, such as Volume, Vocal Cancel, Time Stretch, and Pitch Shift. To close this, press the [8 ▲▼] (Close) buttons.

## A-B Repeat Playback

The specified section (between the A and B points) can be played back repeatedly.

- To set the A point, press the [7 ▲▼] (A↔B) buttons when playback reaches to the desired point. The time set as the A point is shown in at “A [--:--]” in the display, and is indicated by the first wedge mark in the playback progress bar.
- To set the B point, press the [7 ▲▼] (A↔B) buttons again when playback reaches to the desired point. The time set as the B point is shown in at “B [--:--]” in the display, and is indicated by the second wedge mark in the playback progress bar.

The specified A-B section of the audio file will now play back repeatedly.

- To cancel Repeat playback, press the [7 ▲▼] (A↔B) buttons again.

## Repeat Playback mode

Press the [8 ▲▼] (Setting) buttons to call up the pop-up display for audio setting, and then use the [1 ▲▼]/[2 ▲▼] buttons to select the REPEAT MODE.

- Off (Repeat Off) ..... Plays through the selected file, and then stops.
- Single (🔄) ..... Plays through the selected file repeatedly.
- All (📁) ..... Continues playback through all the files in the current folder repeatedly.
- Random (🎲) ..... Randomly and repeatedly plays back all files in the current folder.

## Adjusting the volume of audio playback

To adjust the volume, press the [8 ▲▼] (Setting) buttons to call up the pop-up display for audio settings, and then use the [5 ▲▼] (Audio Volume) buttons.

## Adjusting the Volume Balance Between the Song (MIDI) and Audio playback

You can set this from the balance setting display (page 56).

## Canceling the Vocal Part and Playing the Part with Backing (Vocal Cancel)

This lets you cancel or attenuate the center position of the stereo sound. This lets you sing “karaoke” style with just instrumental backing, since the vocal sound is usually at the center of the stereo image in most recordings.

To turn Vocal Cancel on, after selecting an Audio file, press the [8 ▲▼] (Setting) buttons, and then use the [3 ▲▼]/[4 ▲▼] (Vocal Cancel) buttons. If you select another audio file, this setting will be switched to off.

## Adjusting the Playback Speed (Time Stretch)

These let you adjust the playback speed of an Audio file by stretching or compressing it. The value can be adjusted from 75% to 125% and the default value is 100%. Higher values result in a faster tempo.

To adjust the playback speed, press the [8 ▲▼] (Setting) buttons to call up the pop-up display for audio settings, and then use the [6 ▲▼] (Time Stretch) buttons. If you select another audio file, this setting will be restored to the default value.

## Adjusting the Pitch in semitones (Pitch Shift)

These let you shift the pitch of an Audio file in semitones.

To shift the pitch, press the [8 ▲▼] (Setting) buttons to call up the pop-up display for audio settings, and then use the [7 ▲▼] (Pitch Shift) buttons.

If you select another audio file, this setting will be restored to the default value.

### NOTE

- Though the Vocal Cancel function is highly effective on most audio recordings, the vocal sound on some songs may not be completely cancelled.
- Vocal cancel does not affect the Audio Input Sound (page 97 – 100) from external devices.

### NOTE

Changing the playback speed of an Audio file may change its tonal characteristics.

4

## Recording Your Performance as Audio

You can record your performance as an audio file (WAV format — 44.1 kHz sample rate, 16-bit resolution, stereo) directly to a USB flash drive.

### Sounds that can be recorded:

- Sounds that are generated via all the keyboard parts (LEFT, RIGHT 1, 2), Song parts, Style parts, and Multi Pad (page 80) parts.
- Sounds of a vocal part that are input via the [MIC INPUT] jack (page 77).
- Sounds of a portable audio player that are input via the [AUX IN] jack (page 100).
- Sounds of the Audio File, etc. that are input via the [USB TO HOST] terminal (page 97).

### Maximum amount of recording time:

- 80 minutes per recording, though this may differ depending on the capacity of the USB flash drive.

- 1 Connect the USB flash drive to the [USB TO DEVICE] terminal.
- 2 Make the necessary settings such as Voice/Style selection.
- 3 Press the [USB AUDIO PLAYER] button to call up the USB Audio Player display.



### NOTE

Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 95.

### NOTE

If you want to record various parts separately or edit the data after recording on this instrument, record as MIDI files (page 68).

### NOTE

Data that cannot be recorded includes: Songs protected by copyright (such as Preset Songs), Audio Link Multi Pads and the metronome sound.

#### 4 Use the [2 ▲▼] (Rec) buttons to enter recording standby.

The [Play/Pause] button in the display flashes.



#### 5 Start recording by using the [3 ▲▼] (Play/Pause) buttons, and then start your performance.

The elapsed recording time is shown in the display while recording.



#### 6 After you finish your performance, use the [4 ▲▼] (Stop) buttons to stop recording.

Recorded data is automatically saved to the USB flash drive as a file with the name automatically set.

#### 7 Use the [3 ▲▼] (Play/Pause) buttons to play back the recorded performance.

To see the file of the recorded performance in the File Selection display, use the [1 ▲▼] (Select&Save) buttons.

#### NOTE

You can use the metronome (page 38) while recording; however, the metronome sound will not be recorded.

#### NOTICE

Never attempt to disconnect the USB flash drive or turn the power off during recording. Doing so may corrupt the USB flash drive data or the recording data.

#### NOTE

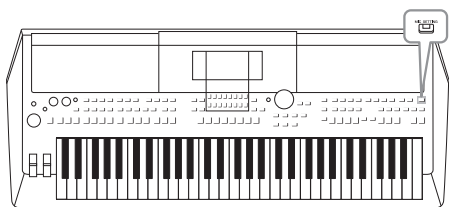
The recording operation continues, even if you close the USB Audio Player display by pushing the [EXIT] button. Press the [USB AUDIO PLAYER] button to call up the USB Audio Player display again, and then stop the recording by pressing the [4 ▲▼] (Stop) button.

#### NOTE

Keep in mind that if you make a mistake in your performance, you cannot correct it by overwriting an existing file. Delete the recorded file on the File Selection display, and then record your performance again.

# Microphone

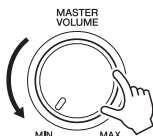
– Sing Along with Song Playback or Your Own Performance –



By connecting a microphone to the [MIC INPUT] jack, you can enjoy singing along with your keyboard performance or with Song playback. The instrument outputs your vocals through the built-in speakers. You add ambience and depth to your vocals by using the DSP effects (e.g., Reverb and Chorus), as well as correct the tone or timbre of the sound by using EQ.

## Connecting a Microphone

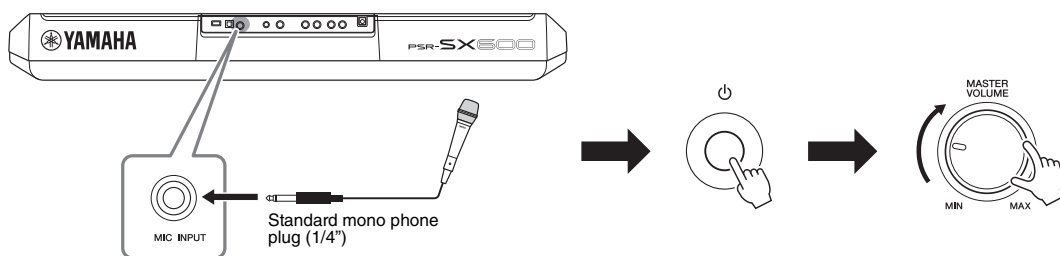
- 1 Before turning on the power of the instrument, set the [MASTER VOLUME] dial to the minimum position.



### NOTE

To avoid damage to the devices or to the built-in speakers by an excessive signal when connecting (or disconnecting) the microphone, first set the [MASTER VOLUME] dial to the minimum position.

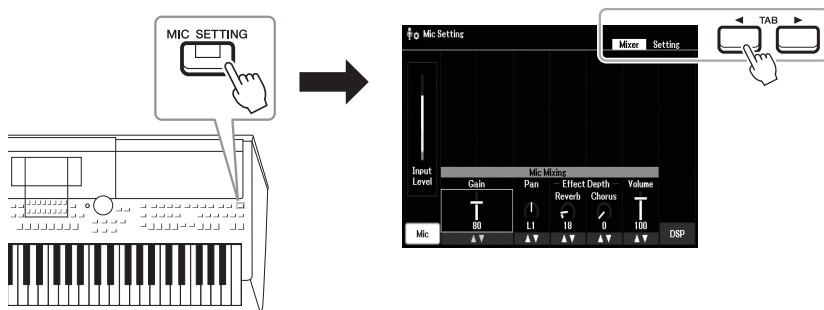
- 2 Connect the microphone to the [MIC INPUT] jack on rear panel, and then turn on the power of the instrument and set the [MASTER VOLUME] dial to the former position.



### NOTE

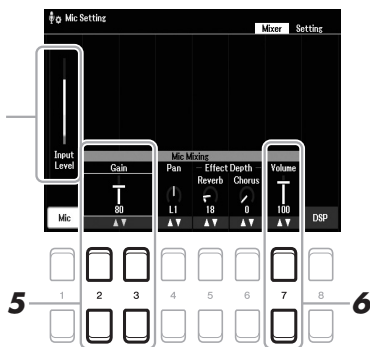
Make sure you have a conventional dynamic microphone.

- 3 Call up the Mic Setting display.  
[MIC SETTING] → TAB [◀] Mixer



- 4 Make sure that Mic (the [1 ▲▼] button) is turned on.
- 5 (If necessary, turn on the microphone.) Use the [2 ▲▼]/[3 ▲▼] (Gain) buttons to adjust the Input Level while singing into the microphone.

Adjust the Input Level while checking the INPUT LEVEL INDICATOR on the left of the display. Make sure to adjust the Input Level so that the indicator lights in green or yellow. Also, make sure that the indicator does not light in red, since this indicates that the input level is too high.



- 6 Use the [7 ▲▼] (Volume) buttons to adjust the volume balance between the microphone sound and the instrument sound.

#### Disconnecting the microphone

1. Set the [MASTER VOLUME] dial to the minimum position.
2. Disconnect the microphone from the [MIC INPUT] jack.

## Applying DSP Effects to Your Vocals

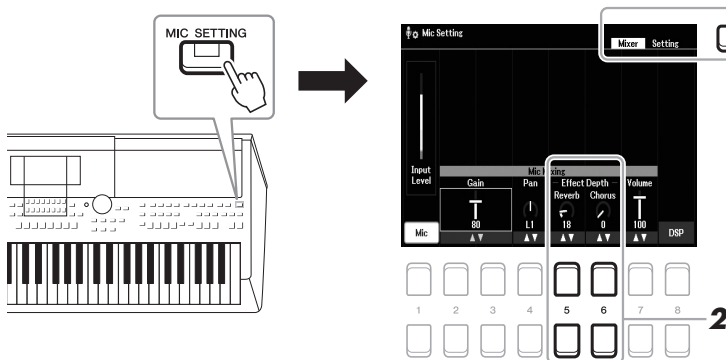
You can add ambience and depth of singing in a concert hall to your vocals by using Reverb, as well as giving your vocals a rich, “fat” sound by using Chorus.

- 1 Call up the Mic Setting display.

[MIC SETTING] → TAB [◀] Mixer

#### NOTE

For details on connecting a microphone, refer to page 77.



- 2 Use the [5 ▲▼] (Reverb) / [6 ▲▼] (Chorus) buttons to adjust the depth of Reverb (or Chorus) while singing into the microphone.

The higher the depth value, the deeper the effect becomes.

#### NOTE

The effects of Reverb and Chorus are applied to all of the parts input to the Mixer (page 92). You can adjust only the depth of Reverb (or Chorus) on this display.

### Select Insertion Effect from Various Types

DSP (Digital Signal Processor) features built into the instrument provide high-quality effect types, including Echo and Delay. You can also apply the DSP effects only to a specified target. To apply the DSP effects only to a vocal part, for example, press the [8 ▲▼] buttons to select the part and the effect types. For details, refer to the Reference Manual on the website, Chapter 5.

## Using the Talk Function

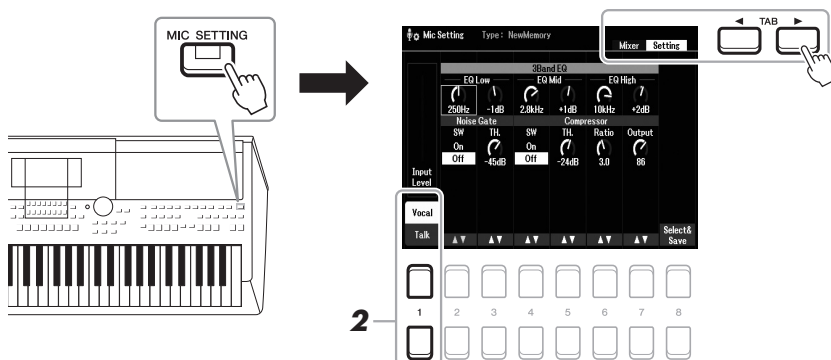
This function lets you instantly change the microphone settings for talking or making announcements between song performances.

### 1 Call up the Mic Setting display.

[MIC SETTING] → TAB [▶] Setting

#### NOTE

For details on connecting a microphone, refer to page 77.



### 2 Press the [1 ▲▼] button, to switch the setting display for vocals or for talking.

You can set detailed parameters (such as EQ, Noise Gate, and Compressor) from each setting display.

For more information, refer to the Reference Manual on the website, Chapter 5.

#### NOTE

By using the pedal, you can switch the setting display for vocals or for talking. For details, refer to the Reference Manual on the website.

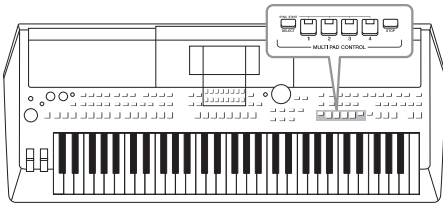
### Advanced Features

Refer to the Reference Manual on the website, **Chapter 5**.



# Multi Pads

## – Adding Musical Phrases to Your Performance –



The Multi Pads can be used to play a number of short pre-recorded rhythmic and melodic sequences adding impact and variety to your keyboard performances.

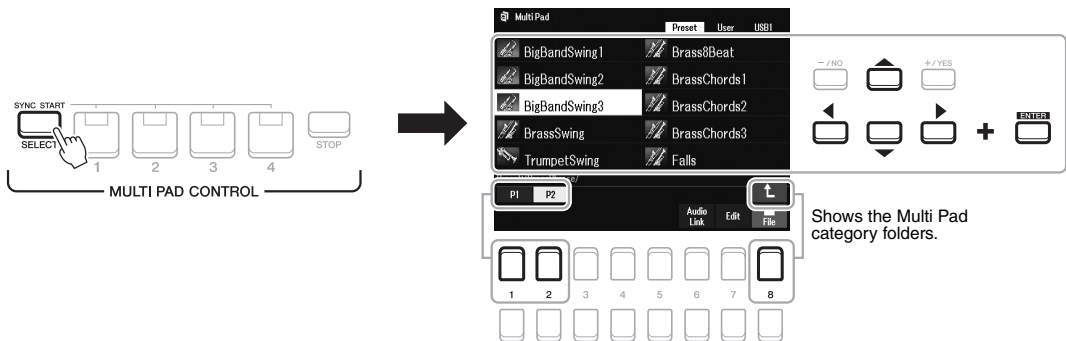
Multi Pads are grouped in Banks of four each. The instrument features a variety of Multi Pad Banks in a variety of different musical genres.

Moreover, the Audio Link Multi Pad function allows you to create a new pad with your Audio File (WAV) to play back during your performance.

### Playing the Multi Pads

This section covers how to play back Multi Pads by themselves. However, you can also play the Multi Pads during playback of a Style/Song to make your performance more interesting.

- 1 Press the **MULTI PAD CONTROL [SELECT]** button to call up the Multi Pad Bank Selection display.



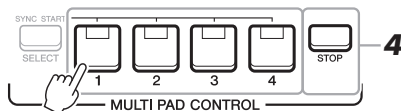
- 2 Move the cursor to the desired bank by using the **Cursor buttons** [▲][▼][◀][▶], and then press the **[ENTER]** button.

You can call up other pages by using the [1 ▲] – [7 ▲] buttons that correspond to “P1, P2...” in the display or by pressing the MULTI PAD CONTROL [SELECT] button repeatedly.

Press the [8 ▲] (↑) button to call up the next higher level folder to which the Multi Pads are categorized.

- 3 Press any of the **MULTI PAD CONTROL [1] – [4]** buttons to play a Multi Pad phrase.

The corresponding phrase for the button starts playing back in its entirety at the currently set tempo. You can play up to four Multi Pads at the same time.



#### NOTE

There are two types of Multi Pad data. Some types will play back once and stop when they reach to the end. Others will be played back repeatedly (loop).

#### NOTE

Pressing the pad during its playback will stop playing and begin playing from the top again.



## 4 Press the [STOP] button to stop playback of the Multi Pad(s).

If you want to stop specific pads, simultaneously hold down the [STOP] button and press the pad(s) you wish to stop.

### About the lamp status of the MULTI PAD CONTROL [1] – [4] buttons

- **Blue:** Indicates that the corresponding pad contains data (phrase).
- **Red:** Indicates that the corresponding pad is playing back.
- **Red (flashing):** Indicates that the corresponding pad is in standby (Synchro Start; see below).
- **Off:** Indicates the corresponding pad contains no data and cannot be played.

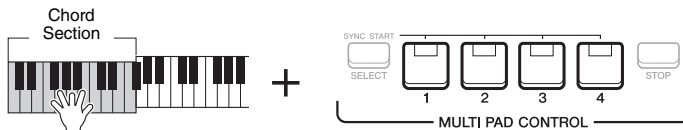
### NOTE

- While the Style or Song is playing back, pressing the Multi Pad button starts playback at the top of the next measure. When the Style or Song is stopped, pressing the Multi Pad button starts playback immediately.
- While the Style or Song is playing back, pressing the STYLE CONTROL [START/STOP] or SONG [■] (STOP) button also stops playback of the Multi Pad(s). While both the Style and Song is playing back, pressing the SONG [■] (STOP) button stops playback of the Song, Style and Multi Pad(s).

## Using Chord Match

When the [ACMP] or LEFT part is on, Multi Pad phrases automatically change the pitch to match the chord you play in the chord section.

Play the chord in the chord section before/after pressing one of the Multi Pads.



### NOTE

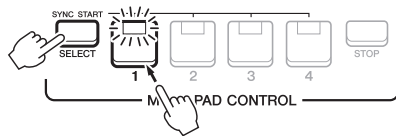
- Some Multi Pads are not affected by Chord Match.
- The Multi Pads categorized in the “DJ Phrase” folder are specially created for the Styles called DJ (page 49), and only the root key can be changed.

## Using the Multi Pad Synchro Start Function

You can start Multi Pad playback by playing the keyboard or by starting Style playback.

### 1 While holding the MULTI PAD CONTROL [SELECT] button, press the desired button or buttons from [1] – [4].

The corresponding buttons flash in red, indicating the standby status.



### NOTE

To cancel the standby status of the selected Pad, carry out the same operation, or simply press the [STOP] button to cancel the status of all Pads.

### 2 Start playback of the Multi Pad.

- When [ACMP] is off, press any note, or play back a Style.
- When [ACMP] is on, play a chord in the chord section, or play back a Style.

If you put a Multi Pad in standby during Style or Song playback, pressing any note (when [ACMP] is off) or playing a chord in the chord section (when [ACMP] is on) will start Multi Pad playback at the top of the next measure.

### NOTE

When two or more Multi Pads are in the standby status, pressing any one of them starts simultaneous playback of all of them.

# Creating a Multi Pad with Audio Files (WAV) (Audio Link Multi Pad)

You can create a new Multi Pad by making links with Audio Files (WAV) in the USB flash drive to each of the Multi Pad. The Audio Files (WAV) can be data you've recorded on this instrument (page 72) as well as commercially available ones (44.1kHz, 16-bit, stereo). Multi Pads to which Audio Files (WAV) have been linked are called Audio Link Multi Pads. The new Audio Link Multi Pads can be saved to the User drive or USB flash drive.

- 1** Connect the USB flash drive containing the Audio Files (WAV) to the [USB TO DEVICE] terminal.
- 2** Press the MULTI PAD CONTROL [SELECT] button to call up the Multi Pad Bank Selection display.
- 3** Press the [6 ▼] (Audio Link) button to call up the Audio Link Multi Pad display.

A confirmation message may appear here. If so, follow the on-display instructions.

## NOTE

Audio Link Multi Pads can neither be created nor played back during playback, recording standby or recording of audio files.

## NOTE

Audio files (WAV) cannot be saved to the User drive.

## NOTE

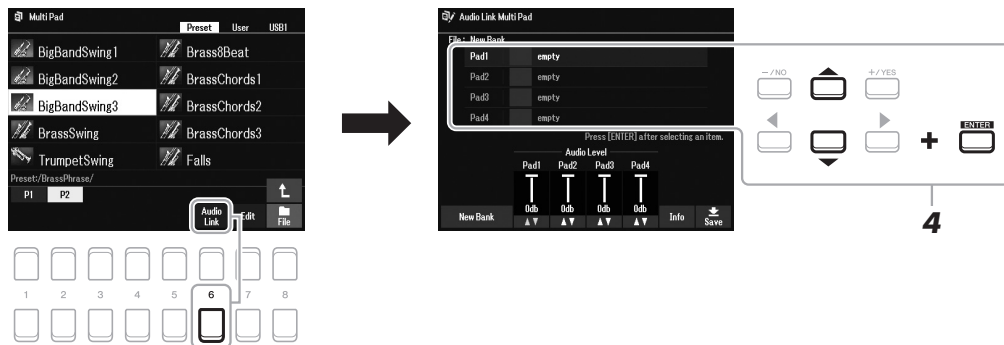
Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 95.

## NOTE

Make sure that File is shown at the bottom right corner of the display (page 24).

## NOTE

An audio file cannot be linked to a MIDI Multi Pad.



- 4** Select the desired Pad by using the Cursor buttons [▲][▼], and then press the [ENTER] button.  
The audio file Selection display appears.
- 5** Move the cursor to the desired audio file by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

### To confirm the information of the selected audio file

By pressing [6 ▼] (Info) button in the audio file Selection display, you can confirm the information (title name, bit rate and sample rate, etc.). Press one of the [7 ▲▼]/[8 ▲▼] (OK) buttons to close it.

## NOTE

If an Audio Link Multi Pad has been selected when you press the [6 ▼] (Audio Link) button in step 3, the links made for the selected Pad appear. In order to create a new Pad, make sure to press one of the [1 ▲▼]/[2 ▲▼] (New Bank) buttons. Otherwise, you are simply re-selecting the link in the selected Pad.

## 6 Press the [EXIT] button to return to the Audio Link Multi Pad display.

### To confirm the path of the selected audio file

By using the [7 ▲▼] (Info) buttons in the Audio Link Multi Pad display, you can confirm the path. Use the [7 ▲▼]/[8 ▲▼] (OK) buttons to close it.

## 7 If you want to link other Audio Files (WAV) to other pads, repeat steps 4 to 6.

## 8 If desired, adjust the volume of each audio file by using the [3 ▲▼] – [6 ▲▼] buttons.

By pressing the desired MULTI PAD CONTROL [1] – [4] button, you can adjust the volume while playing the Multi Pad phrase.

## 9 Save the settings as a Multi Pad Bank.

9-1 Press one of the [8 ▲▼] (Save) buttons in the Audio Link Multi Pad display to call up the Multi Pad Bank Selection display.

9-2 Save the settings as a bank file by following the instructions on page 26.

### NOTICE

The setting will be lost if you select another Audio Link Multi Pad or turn the power to the instrument off without carrying out the Save operation.

## 10 Press the [EXIT] button to check the new Audio Link Multi Pad in the Multi Pad Bank Selection display.

The newly created Audio Link Multi Pad is marked with “Audio Link” at the upper left of the file name.

### If you want to change the Link setting:

Select the desired Audio Link Multi Pad, and then carry out the same operations as in steps 3 to 10.

## Playing the Audio Link Multi Pads

You can play the Multi Pad to which the audio file is assigned by selecting them in the User or USB tab of the Multi Pad Bank Selection display. Although you can play them via the same operations in page 80, note the following limitations.

- Make sure to connect the USB flash drive including the corresponding Audio Files (WAV).
- Automatic repeat playback is not available.
- Only one Pad can be played back at once.
- Chord Match cannot be applied.

### NOTE

Audio Files (WAV) take a slightly longer time than MIDI files to load.

### NOTE

When the link to the audio file is cut (for example, when the USB flash drive which includes the corresponding Audio Files (WAV) is not connected, etc.), a “Not Found!” message is indicated above the Pad name.

### Advanced Features

Refer to the Reference Manual on the website, **Chapter 6**.



#### Creating Multi Pads (Multi Pad Creator):

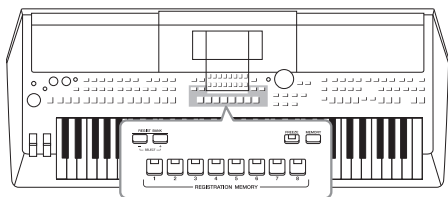
[MENU] → Menu2 → Multi Pad Creator → [ENTER]

#### Editing Multi Pads:

Multi Pad Bank Selection display → [7 ▼] (Edit)

# Registration Memory/Playlist

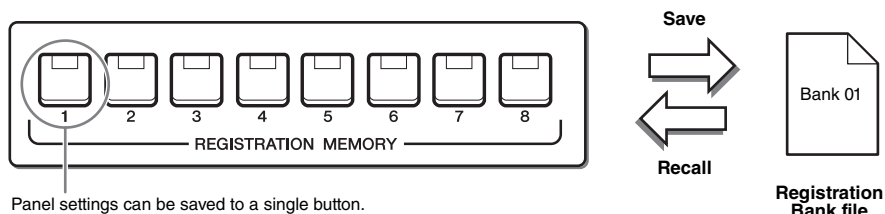
## – Saving and Recalling Custom Panel Setups –



The Registration Memory function allows you to save (or “register”) panel settings, such as those of Voices and Styles, to a Registration Memory button, and then instantly recall your custom panel settings by simply pressing a single button. When you’ve saved a lot of data to the Registration Memory, use the Playlist to manage your repertoire so that you can quickly call up the desired Registration Memory for each piece of music.

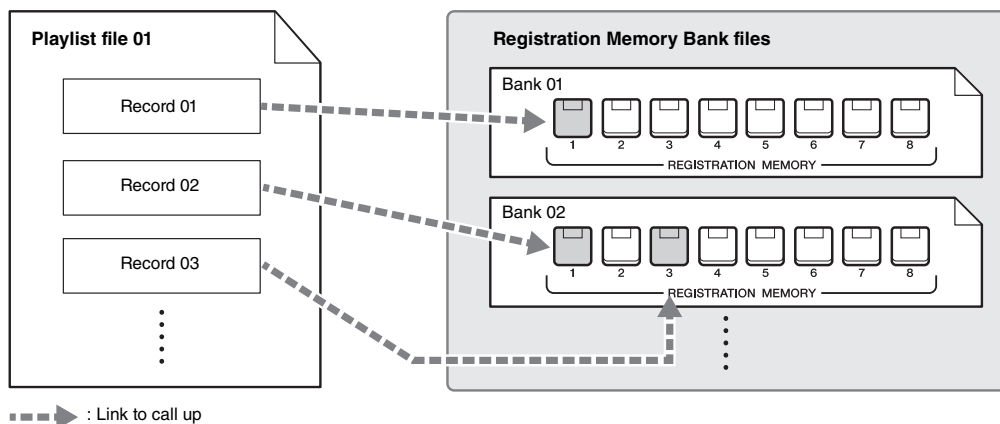
### ■ Registration Memory (page 85)

You can register your custom panel settings to each of the Registration Memory [1] – [8] buttons. You can also save all eight registered panel setups as a single Registration Memory Bank file. If you select a Registration Memory Bank file beforehand, you can easily call up the registered settings simply by pressing a button during your performance.



### ■ Playlist (page 88)

The Playlist function allows you to create custom performance lists. A Playlist contains links to call up Registration Memory Bank files for each piece you play. Each link to the Registration Memory is called a “Record,” and you can collectively store the Playlist Records as a single Playlist file. Each Playlist Record can directly recall a specified Registration Memory number in the selected Registration Memory Bank file. By using the Playlist, you can select only the desired files from the huge number of the Registration Memory Bank files without changing the bank file configuration.



#### NOTE

By importing Music Finder Records (.mfd) used on previous Yamaha digital keyboards (such as the PSR-S670, etc.), you can use the Records on the Playlist of this instrument, just like using the Music Finder function on those other instruments. For details, refer to the “Playlist” section in the Reference Manual on the website. For details on using Music Finder, refer to the Owner’s Manual of the Yamaha digital piano which contains your desired Music Finder Records.

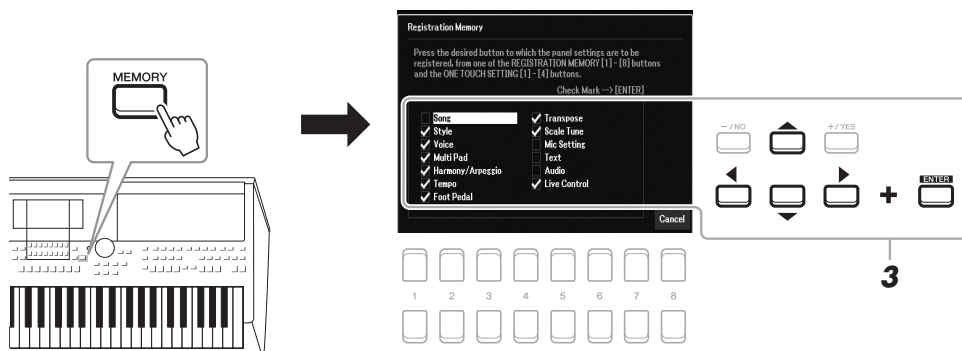
# Registering Your Panel Setups

## 1 Make the desired panel settings, such as those for Voices, Styles and Effects.

For information on the panel settings that can be registered with the Registration Memory function, refer to the Registration section of the “Parameter Chart” in the Data List on the website.

## 2 Press the [MEMORY] button in the REGISTRATION MEMORY section.

The display for selecting the groups to be registered appears.



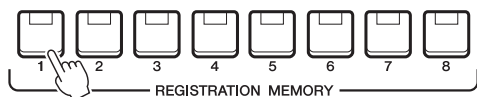
## 3 Determine the groups you want to register.

Select the desired item by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button to enter a checkmark for the item. To cancel the operation, press one of the [8 ▲▼] (Cancel) buttons.

### NOTE

You can also use the Data dial to select, and the [-/NO]/[+/YES] buttons to enter or remove checkmarks.

## 4 Press one of the REGISTRATION MEMORY [1] – [8] buttons to which you wish to memorize the panel setup.



The memorized button becomes red, which indicates the number button contains data and its number is selected.

### About the lamp status

- **Red:** Data registered and currently selected
- **Blue:** Data registered but not currently selected
- **Off:** No data registered

### NOTICE

If you select the button whose lamp is lit in red or blue here, the panel setup previously memorized to the button will be erased and replaced by the new settings.

## 5 Register various panel setups to other buttons by repeating steps 1 – 4.

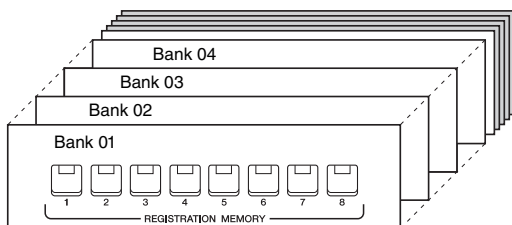
The registered panel setups can be recalled by simply pressing the desired number button.

### NOTE

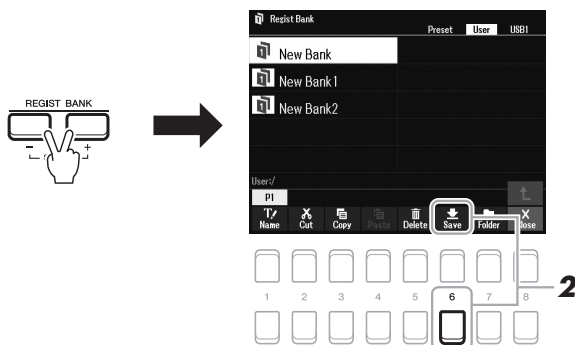
The panel setups registered in the numbered buttons are maintained even when you turn off the power. If you want to delete all the eight current panel setups, turn the power on while holding the B5 key (right-most B key on the keyboard).

## Saving the Registration Memory as a Bank file

You can save all eight registered panel setups as a single Registration Memory Bank file.



- 1 Press the REGIST BANK [+] and [-] buttons simultaneously to call up the Registration Bank Selection Display.



- 2 Press the [6 ▼] (Save) button to save the Bank file.  
For instructions on saving, refer to page 26.

### NOTE

If the Save is not shown at the bottom of the display, press the [8 ▼] button (page 24).

## Recalling a Registered Panel Setup

The saved Registration Memory Bank files can be recalled by using the REGIST BANK [-]/[+] buttons or the following procedure.

- 1 Press the REGIST BANK [+] and [-] buttons simultaneously to call up the Registration Bank Selection display.**
- 2 Move the cursor to the desired Bank by the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.**

### Confirming the Registration Memory Information

In the Registration Bank Selection display, press the [6 ▼] (Info) button to call up the Information window, showing which Voices and Style are memorized to the [1] – [8] buttons of a Registration Memory Bank.

#### NOTE

If the Info indication is not shown at the bottom of the display, press the [8 ▼] button (page 24).

To close the window, press the [7 ▲▼]/[8 ▲▼] (Close) button.

- 3 Press one of the blue-lit numbered buttons ([1] – [8]) in the Registration Memory section.**

#### NOTE

- When recalling the setups including file selection of Song, Style, text, etc. from a USB flash drive, make sure that the appropriate USB flash drive including the registered Song/Style is connected into the [USB TO DEVICE] terminal.
- Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 95.

#### NOTE

Turning the [FREEZE] button on can disable recall of specific item(s). For instructions, refer to the Reference Manual on the website.

### Advanced Features

Refer to the Reference Manual on the website, **Chapter 7**.



#### Disabling recall of specific items (Freeze):

[MENU] → Menu1 → Regist Sequence/Freeze → [ENTER] → Freeze

#### Calling up Registration Memory numbers in order (Registration Sequence):

[MENU] → Menu1 → Regist Sequence/Freeze → [ENTER] → Registration Sequence

## Using Playlists to Manage a Large Repertoire of Panel Setups

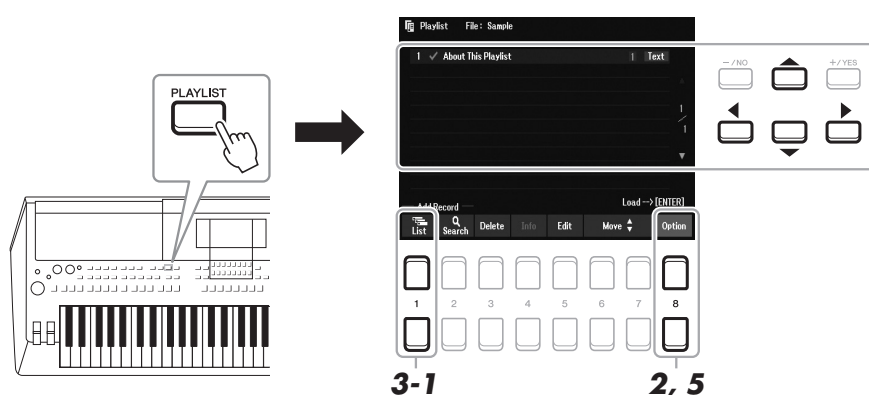
The Playlist is useful for managing multiple set lists for your performances. You can select only the desired files from a large repertoire (the huge number of the Registration Memory Bank files) and create a new set list for each performance.

### Adding a Record (Link to a Bank file) to a Playlist

By adding Records to a Playlist, you can directly recall desired Registration Memory Bank files from the Playlist for each performance.

#### 1 Press the [PLAYLIST] button to call up the Playlist display.

The Playlist file which was selected the last time appears. (The sample preset Playlist will appear for the first time.)



#### 2 If you want to create a new Playlist, press the [8 ▲▼] buttons to call up the pop-up display. Then press the [3 ▲▼]/[4 ▲▼](Create New Playlist) buttons.

#### 3 Add a Record to the Playlist.

##### ■ To add a Record via the Registration Bank Selection display:

**3-1** Press the [1 ▲▼] (List) buttons to call up the Registration Bank Selection display.

**3-2** Select the desired Bank file to register as a Playlist Record by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

If you want to select two or more files, repeat step 3-2.

If you want to select all files, press the [8 ▲▼] (All) buttons.

**3-3** Pressing the [7 ▲▼] (OK) buttons closes the display, and the new Record is added to the bottom of the Playlist.



NEXT PAGE



## 4 If necessary, edit the added Record.

The newly added Playlist Record not only simply lets you recall the selected registration Bank file, but also gives you tools for editing, if you want to set more detailed settings (such as directly recalling a specified Registration Memory number).

4-1 Press [5 ▲▼](Edit) button on the Playlist display to call up the Playlist Record Edit window.



4-2 Select the desired parameter to edit by using the Cursor buttons [▲][▼], and then use the [+ /YES][ - /NO] buttons or the Data dial.

Record Name	Determines the name of the Record. Pressing the [ENTER] button calls up the Character Entry window, letting you change the RECORD NAME.
Action	<p>Select additional actions after recalling the Record, by using the [+ /YES][ - /NO] buttons or the Data dial.</p> <ul style="list-style-type: none"> <li>• <b>Load Regist Memory:</b> Recalls the Registration Memory corresponding to the number selected here. When OFF is selected, no Registration Memory is recalled.</li> <li>• <b>View:</b> Displays the view (score, lyrics or text) selected here. When OFF is selected, no view is displayed.</li> </ul> <p><b>NOTE</b> This setting is shown at right of the Record name on the Playlist display.</p>

4-3 Press the [EXIT] button to close the Playlist Record Edit display.

## 5 Save all the added Records as a Playlist file.

5-1 Press the [8 ▲▼] (Option) buttons to call up the pop-up display, and then press the [7 ▲▼] (Select&Save) buttons.

5-2 Select the appropriate tab (User or USB) to which you want to save the data by using the TAB [◀][▶] buttons.

If you want to save the data within an existing folder, also select the folder here.

5-3 Make sure that Save is shown at the bottom of the display.

If it is not shown on the display, press the [8 ▼] (File) button to call it up.

5-4 Press the [6 ▼] (Save) button.

The Character Entry window is called up.

5-5 Enter the file name (page 31).

Even if you skip this step, you can rename the file at any time after saving it (page 28).

5-6 Press the [8 ▲] (OK) button to actually save the file.

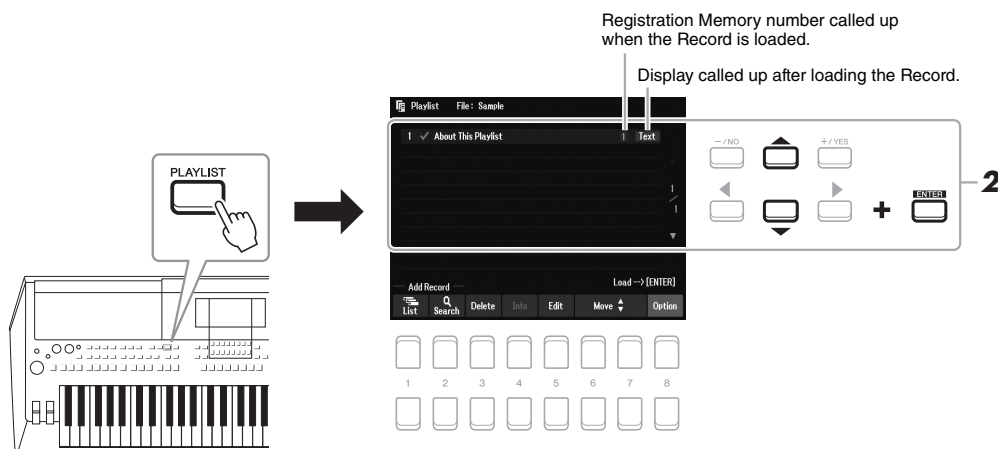
If the file name already exists, a message appears asking you if you want to overwrite or not.

If not, press one of the [6 ▲▼] (No) buttons and enter another name.

5-7 Press the [8 ▲▼] (Close) buttons to close the pop-up display.

## Recalling Custom Panel Setups via the Playlist

- 1 Press the [PLAYLIST] button.



- 2 Select the Record name on the Playlist display by using the Cursor buttons [▲][▼], and then press the [ENTER] button.

The Registration Memory Bank registered as the Playlist Record is recalled and the Action you've made (page 89) is executed.

Pressing the [4 ▲▼] (Info) buttons calls up the Registration Bank Information window (page 87).

## Deleting the Record from the Playlist

- 1 Press the [PLAYLIST] button, and then select the desired Record to delete by using the Cursor buttons [▲][▼].
- 2 Press the [3 ▲▼] (Delete) buttons.  
A confirmation message appears. If you want to cancel the operation, press the [6 ▲▼] (No) buttons here.
- 3 Press the [7 ▲▼] (Yes) buttons to delete the Record.
- 4 Press the [8 ▲▼] (Option) buttons to call up the pop-up display, and then press the [7 ▲▼] (Select&Save) buttons to save the edited Playlist.

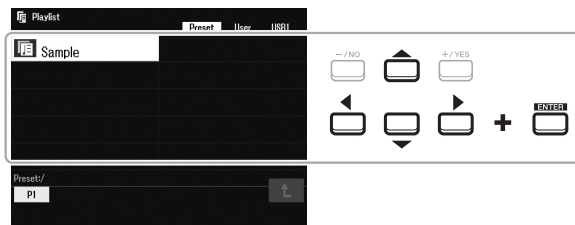
For instructions on how to save, refer to step 5-2 and following (page 89).

## Copying the Playlist Records from Another Playlist (Append Playlist)

“Append Playlist” allows you to copy the existing Playlist file and add it to the current Playlist file.

- 1 After pressing the [PLAYLIST] button, press the [8 ▲▼] (Option) buttons to call up the pop-up display, and then press the [5 ▲▼]/[6 ▲▼] (Append Playlist) buttons to call up the Playlist Selection display.
- 2 Select the desired Playlist file to append by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] buttons.

A confirmation message appears.



- 3 Press the [7 ▲▼] (Yes) buttons to add the Records.  
All Records in the selected Playlist file are added at the bottom of the current Playlist.  
If you want to cancel the operation, press the [6 ▲▼] (No) buttons here.
- 4 Press the [EXIT] buttons to call up the Playlist display.
- 5 Press the [8 ▲▼] (Option) buttons to call up the pop-up display, and then press the [7 ▲▼] (Select&Save) buttons to save the edited Playlist.  
For instructions on how to save, refer to step 5-2 and following (page 89).

### Advanced Features

Refer to the Reference Manual on the website, **Chapter 7**.

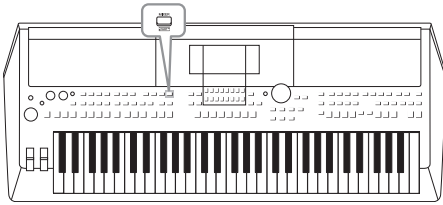


Changing the Order of the Records in the Playlist

Importing Music Finder Records to the Playlist

# Mixer

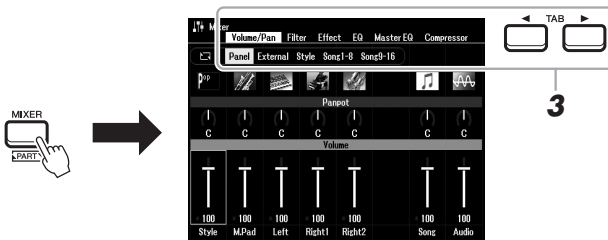
## – Editing the Volume and Tonal Balance –



The Mixer gives you intuitive control over aspects of the keyboard parts and Style/Song channels, including volume balance and the timbre of the sounds. It lets you adjust the levels and stereo position (pan) of each Voice to set the optimum balance and stereo image, and lets you set how the effects are applied.

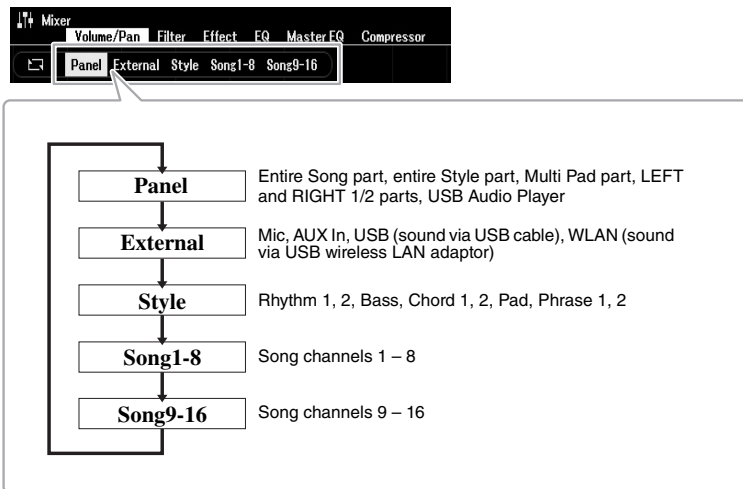
### Basic Procedure

- 1 Press the [MIXER] button to call up the Mixer display.



- 2 Press the [MIXER] button repeatedly to call up the Mixer display for the relevant parts.

The part name is indicated at the top of the display.



#### NOTE

When the UD-WL01 USB Wireless LAN adaptor (sold separately, page 99) is connected to the instrument, "WLAN" appears in the External page.

### 3 Use the TAB [◀][▶] buttons to call up the desired page.

For details about each page, refer to the Reference Manual on the website.

- **Volume/Pan**.....Changes the Voice for each part and adjusts panning and volume for each part.
- **Filter**.....Adjusts Resonance, and Cutoff (sound brightness).
- **Effect**.....Selects effect type and adjusts its depth for each part.
- **EQ**.....For adjusting equalization parameters to correct the tone or timbre of the sound for each part.
- **Master EQ**.....Selects the master equalizer type applied to the entire sound and edits the related parameters.
- **Compressor**....This is the Master Compressor setting which determines the dynamics of the overall sound.

### 4 Use the Cursor buttons [▲][▼][◀][▶] to select a parameter, and then use the [1 ▲▼] – [8 ▲▼] buttons to set the value for each part.

### 5 Save your Mixer settings.

- **To save the Panel display settings and the microphone settings in the External display:**

Register them to Registration Memory (page 85).

- **To save the Style display settings:**

Save them as Style data. If you want to recall the settings for future use, select the Style file saved here.

1. Call up the operation display.

[MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] Style Creator → [ENTER]

2. After the message asking whether you want to edit the existing Style or create a new Style appears, press one of the [5 ▲▼]/[6 ▲▼] (Current Style) buttons.

3. Press the [EXIT] button to close the Rec Channel display.

4. Press one of the [8 ▲▼] (Save) buttons to call up the Style Selection display, and then save it (page 26).

- **To save the Song display settings:**

First register the edited settings as part of the Song data (Setup), and then save the Song. If you want to recall the settings for future use, select the Song file saved here.

1. Call up the operation display.

[MENU] → TAB [▶] Menu2 → Cursor buttons [▲][▼][◀][▶] Song Creator → [ENTER]

2. Use the TAB [◀][▶] buttons to select the Setup tab.

3. Press the [ENTER] button.

4. Press one of the [8 ▲▼] (Save) buttons to call up the Song Selection display, and then save it (page 26).

#### NOTE

The Master EQ and Compressor settings are not applied to the metronome sound, audio playback, sound via USB cable, or sound via USB wireless LAN adaptor.

#### NOTE

Except for the microphone settings, the External display settings (AUX In, USB, WLAN) are maintained even when you turn off the power.

## Advanced Features

Refer to the Reference Manual on the website, **Chapter 8**.



# Connections

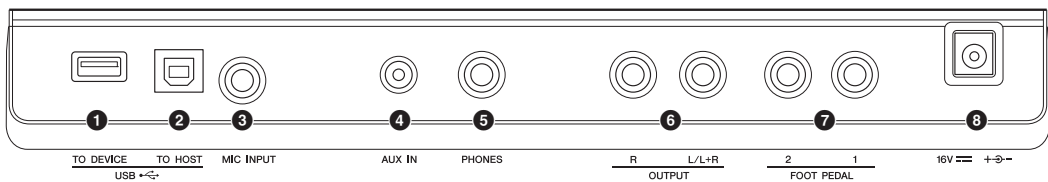
## – Using Your Instrument with Other Devices –

This chapter covers the connectors on the rear panel of this instrument.

### **CAUTION**

Before connecting the instrument to other electronic components, turn off the power of all the components. Also, before turning any components on or off, make sure to set all volume levels to minimum (0). Otherwise, damage to the components, electrical shock, or even permanent hearing loss may occur.

## Rear Panel



- 1 [USB TO DEVICE] terminal** ..... Page 95  
For connecting a USB flash drive (page 95), or USB wireless LAN adaptor (page 99).  
Before using the [USB TO DEVICE] terminal, be sure to read “Precautions when using the [USB TO DEVICE] terminal” on page 95.
- 2 [USB TO HOST] terminal**..... Page 97  
For connecting to a computer or smart device such as smartphone or tablet.
- 3 [MIC INPUT] jack**..... Page 77  
For connecting a microphone.
- 4 [AUX IN] jack** ..... Page 100  
For connecting an audio player.
- 5 [PHONES] jack**..... Page 16  
For connecting headphones.
- 6 OUTPUT [L/L+R]/[R] jacks** ..... Page 100  
For connecting to external powered speaker systems.
- 7 FOOT PEDAL [1]/[2] jacks**..... Page 102  
For connecting a separately sold foot controller or footswitch.
- 8 DC IN jack**..... Page 14  
For connecting the AC adaptor (page 111).

## Connecting USB Devices ([USB TO DEVICE] terminal)

You can connect a USB flash drive or a USB wireless LAN adaptor (sold separately) to the [USB TO DEVICE] terminal. This lets you save data you've created on the instrument to the USB flash drive (page 26). You can also connect the instrument to a smart device via wireless LAN (page 99).

### Precautions when using the [USB TO DEVICE] terminal

This instrument features a built-in [USB TO DEVICE] terminal. When connecting a USB device to the terminal, be sure to handle the USB device with care. Follow the important precautions below.

#### **NOTE**

For more information about the handling of USB devices, refer to the owner's manual of the USB device.

### Compatible USB devices

- USB flash drive
- USB wireless LAN adaptor (UD-WL01; may not be available depending on your area)

Other USB devices such as a USB hub, computer keyboard or mouse cannot be used.

The instrument does not necessarily support all commercially available USB devices. Yamaha cannot guarantee operation of USB devices that you purchase. Before purchasing a USB device for use with this instrument, please visit the following web page:

<https://download.yamaha.com/>

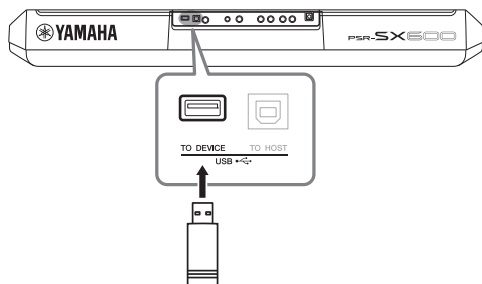
Although USB devices 2.0 to 3.0 can be used on this instrument, the amount of time for saving to or loading from the USB device may differ depending on the type of data or the status of the instrument. USB devices 1.1 cannot be used on this instrument.

#### **NOTE**

The rating of the [USB TO DEVICE] terminal is a maximum of 5V/500mA. Do not connect USB devices having a rating above this, since this can cause damage to the instrument itself.

### Connecting a USB device

When connecting a USB device to the [USB TO DEVICE] terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.



#### **NOTICE**

- Avoid connecting or disconnecting the USB device while executing playback/recording and file management operations (such as Save, Copy, Delete and Format), or when accessing the USB device. Failure to observe this may result in "freezing" of the operation of the instrument or corruption of the USB device and the data.
- When connecting then disconnecting the USB device (and vice versa), make sure to wait a few seconds between the two operations.
- Do not use an extension cable when connecting a USB device.

#### **NOTE**

- When connecting a USB cable, make sure that the length is less than 3 meters.

### Using a USB Flash Drive

By connecting the instrument to a USB flash drive, you can save data you've created to the connected device, as well as read data from the connected device.

### Number of USB flash drives that can be used

Only one USB flash drive can be connected to the [USB TO DEVICE] terminal.

### Formatting a USB flash drive

You should format the USB flash drive only with this instrument (page 96). A USB flash drive formatted on another device may not operate properly.

#### **NOTICE**

The format operation overwrites any previously existing data. Make sure that the USB flash drive you are formatting does not contain important data.

### To protect your data (write-protect)

To prevent important data from being inadvertently erased, apply the write-protect provided with each USB flash drive. If you are saving data to the USB flash drive, make sure to disable write-protect.

### Turning off the instrument

When turning off the instrument, make sure that the instrument is NOT accessing the USB flash drive by playback/recording or file management (such as during Save, Copy, Delete and Format operations). Failure to do so may corrupt the USB flash drive and the data.

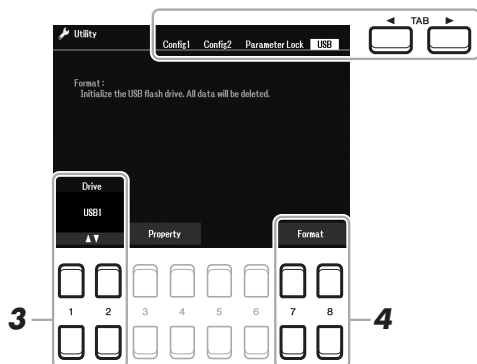
## Formatting a USB Flash Drive

When a USB flash drive is connected, a message may appear prompting you to format the USB flash drive. If so, carry out the format operation.

**1** Connect a USB flash drive for formatting into the [USB TO DEVICE].

**2** Call up the operation display.

[MENU] → TAB [◀] Menu2 → Cursor buttons [▲][▼][◀][▶] Utility → [ENTER] → TAB [▶] USB



**3** If necessary, use the [1 ▲▼]/[2 ▲▼] buttons to select the desired drive (partition) in the USB flash drive to be formatted.

**4** Press one of the [7 ▲▼]/[8 ▲▼] (Format) buttons to format the USB flash drive.

**5** Press the [+ / YES] button to actually carry out the Format operation.

### NOTICE

The format operation deletes any previously existing data. Make sure that the USB flash drive you are formatting does not contain important data.

### NOTE

Playback of Style, Song and Multi Pads will stop when formatting is started.

### Confirming the remaining memory

You can check the remaining memory of the connected USB flash drive by pressing one of the [3 ▲▼]/[4 ▲▼] (Property) buttons.

### NOTE

To cancel the Format operation, press the [- / NO] button.

## Selecting Files in the USB Flash Drive

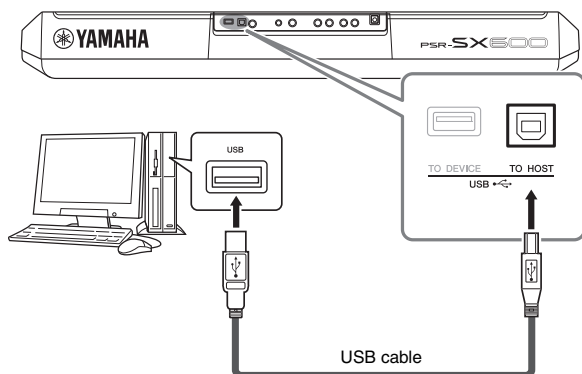
You can access files which are saved in the USB flash drive with the following operation.

Select the desired category by using the Cursor [▲][▼][◀][▶] buttons from TAB [▶] USB on the File Selection displays (page 24), and then press the [ENTER] button.



## Connecting to a Computer ([USB TO HOST] terminal)

By connecting a computer to the [USB TO HOST] terminal, you can transfer data between the instrument and the computer via MIDI. For details on using a computer with this instrument, refer to the “Computer-related Operations” on the website.



### NOTICE

Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.

### NOTE

- When using a USB cable to connect the instrument to your computer, make the connection directly without passing through a USB hub.
- The instrument will begin transmission a short time after the USB connection is made.
- For information on setting up your sequence software, refer to the owner's manual of the relevant software.

## Transmitting/Receiving Audio Data (USB Audio Interface function)

By connecting a computer or a smart device to the [USB TO HOST] terminal via a USB cable, digital audio data can be transmitted/received. This USB Audio Interface function provides the following advantages:

### Playing back audio data with high sound quality

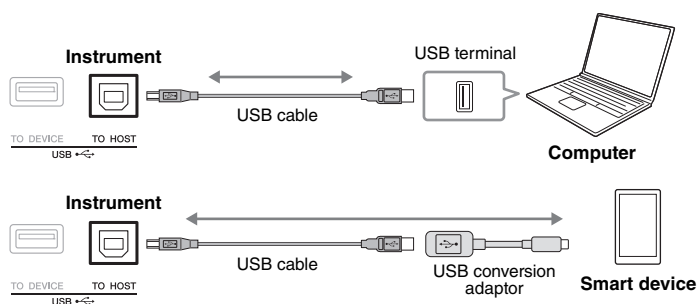
This gives you direct, clear sound in which the sound quality has less noise and deterioration than that from the [AUX IN] jack.

### Recording your performance on the instrument as audio data by using recording software or music production software

The recorded audio data can be played back on the computer or smart device.

### NOTE

- When transmitting or receiving audio signals by using a computer running Windows, the Yamaha Steinberg USB Driver should be installed to the computer. For details, refer to the “Computer-related Operations” on the website.
- For instructions on connecting to a smart device, refer to the “Smart Device Connection Manual” on the website.



## Turning Audio Loopback On/Off

This allows you to set whether Audio Input Sound (page 100) from the external device is output to a computer or a smart device or not along with the performance played on the instrument. To output the Audio Input Sound, set the Audio Loopback to “On.”

For example, if you want to record the Audio Input Sound as well as the sound played on the instrument by using the connected computer or smart device, set this to “On.” If you intend to record only the sound played on the instrument by using the computer or smart device, set this to “Off.”

The setting can be made via [MENU] → Utility → Config1 → Audio Loopback.

### NOTE

- With Audio Recording (page 75), the Audio Input Sound from the external device is recorded when this is set to “On,” and not recorded when set to “Off.”
- The sound cannot be output to a device connected by the [AUX IN] jack.



# Connecting to a Smart Device ([AUX IN] jack, [USB TO HOST] terminal, Wireless LAN)

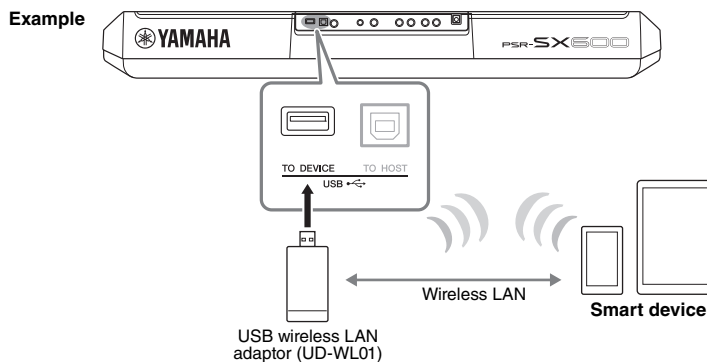
You can use a smart device, with the instrument for a variety of musical purposes by connecting it to the instrument. By using application tools on your smart device, you can take advantage of convenient functions and get more enjoyment out of this instrument.

Use one of the following methods to make connections.

- Connect to the [AUX IN] jack by using an audio cable (page 100).
- Connect to the [USB TO HOST] terminal via a USB cable (page 97).
- Connect to the [USB TO DEVICE] terminal via the USB wireless LAN adaptor (UD-WL01, sold separately)

\*These accessories may not be available in some areas.

For details on connections, refer to the “Smart Device Connection Manual” and the Reference Manual on the website.



## NOTICE

- Do not place your smart device in an unstable position. Doing so may cause the device to fall and result in damage.
- Do not connect this product to public Wi-Fi and/or Internet directly. Only connect this product to the Internet through a router with strong password-protections. Consult your router manufacturer for information on security best practices.

## NOTE

- Before using the [USB TO DEVICE] terminal, be sure to read “Precautions when using the [USB TO DEVICE] terminal” on page 95.
- When you use the instrument along with an application on your smart device, we recommend that you first set “Airplane Mode” to “ON” then set “Wi-Fi” to “ON” on your smart device in order to avoid noise caused by communication.

## Using a Smart Device App

By connecting to a smart device and using the compatible smart device app, you can get more enjoyment out of this instrument. Find apps that suit your purpose such as viewing notation of audio files, or keeping record of your keyboard performances. The following are examples of apps you can use with the instrument.

### Rec’n’Share

This lets you both record your performances and share performance data.

### Chord Tracker

This app helps you practice and perform songs by analyzing the audio file stored in your smart device and automatically displaying the chord symbols for you.

For information about compatible smart devices and application tools, access the following page:

<https://www.yamaha.com/2/kbdapps/>

## Listening to Audio Playback by an External Device through the Instrument's Speaker ([AUX IN] jack)

Audio playback by the connected device can be output from the instrument's speaker. To input audio, connect an external device by one of the following methods.

- Connecting to the [AUX IN] jack by using an audio cable
- Connecting to the [USB TO HOST] terminal by using a USB cable (USB Audio Interface function; page 97)

When connecting to a smart device, you can also connect by using a USB wireless LAN adaptor (UD-WL01; sold separately). For information about connection with a smart device, refer to page 99.

### Audio Input Sound:

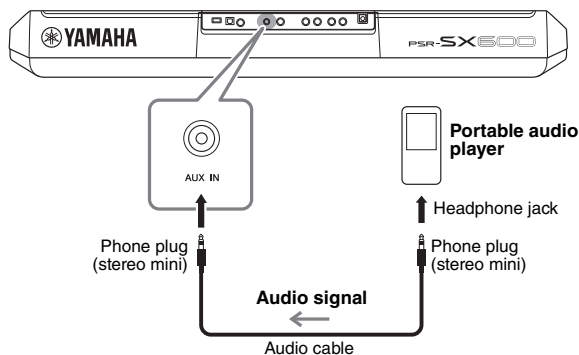
In this manual, "Audio Input Sound" refers to audio input to the instrument from the external devices connected by these methods.

### NOTE

- The volume of the Audio Input Sound can be adjusted from the external device.
- You can adjust the volume balance among the sounds of the instrument and the Audio Input Sound in the Balance display (page 56).
- You can set whether Audio Input Sound from the external device is output to a computer or a smart device or not along with the performance played on the instrument. For details, refer to "Turning Audio Loopback On/Off" on page 98.

## Playing a Portable Audio Player with the Built-in Speakers

You can connect the headphone jack of a portable audio player to the instrument's [AUX IN] jack, letting you hear the sound of that portable audio player through the built-in speakers of the instrument.



The input signal from the [AUX IN] jack is affected by the setting of the instrument's [MASTER VOLUME] dial, and the volume balance with other sounds played on this keyboard can be adjusted from the Balance display (page 56).

### NOTICE

To avoid damage to the devices, first turn on the power to the external device, and then to the instrument. When turning off the power, first turn off the power to the instrument, and then to the external device.

### NOTE

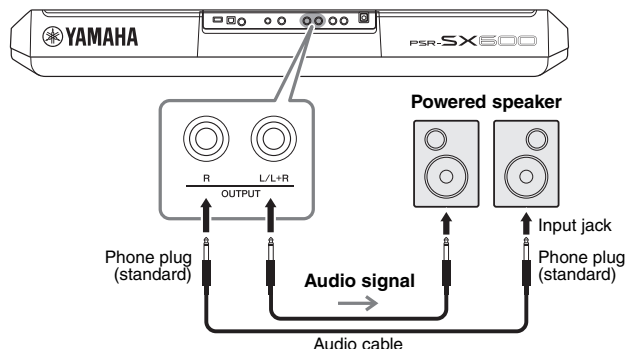
When connecting to computer or a smart device, you can also connect via the [USB TO HOST] terminal (page 97).

### NOTE

You can control the input volume from the [AUX IN] jack by using the LIVE CONTROL knobs. For instructions on how to assign the functions to the knobs, refer to page 41.

## Connecting an External Stereo System (OUTPUT [L/L+R]/[R] jacks)

You can connect a stereo system to amplify the instrument's sound by using the OUTPUT [L/L+R]/[R] jacks.



### NOTE

Use audio cables and adaptor plugs having no (zero) resistance.

### NOTE

Use only the [L/L+R] jack for connection with a monaural device.

### NOTICE

To avoid possible damage, first turn on the power to the instrument, and then to the external device. When turning off the power, first turn off the power to the external device, and then to the instrument. Since this instrument's power may automatically be turned off due to the Auto Power Off function (page 15), turn off the power to the external device, or disable Auto Power Off when you do not intend to operate the instrument.

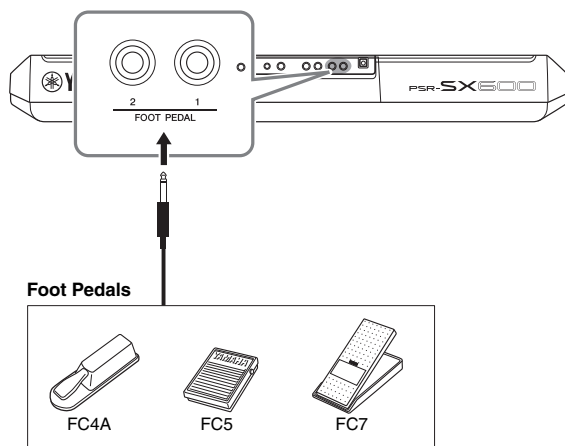
### NOTICE

Do not route the output from the OUTPUT jacks to the [AUX IN] jack. If you make this connection, the signal input at the [AUX IN] jack is output from the [OUTPUT] jacks and then back again, creating a feedback loop that could make normal performance impossible, and may even damage the equipment.

You can use the instrument's [MASTER VOLUME] dial to adjust the volume of the sound output to the external device.

## Connecting a Foot Pedal (FOOT PEDAL jacks)

The FC4A or FC5 footswitches and the FC7 foot controller (sold separately) can be connected to one of the FOOT PEDAL jacks. A footswitch can be used for switching functions on and off, while a foot controller controls continuous parameters such as volume.



### NOTE

Do not connect or disconnect the pedal when the power is on.

By default, each jack features the following functions.

- **FOOT PEDAL [1]**.... Switches Sustain on or off. Connect an FC4A or FC5 footswitch to this jack.
- **FOOT PEDAL [2]**.... Switches Unison on or off. Connect an FC4A or FC5 footswitch to this jack.

You can also change the function assignments to the pedals as desired.

For information on functions that can be assigned to the pedals, refer to the Reference Manual on the website.

### • Example: Controlling Song Start/Stop by footswitch

Connect a footswitch (FC4A or FC5) to one of the FOOT PEDAL jacks.

To assign the function to the connected pedal, press the [1 ▲▼] (Song Play/Pause) button in the operation display: [MENU] → TAB [◀] Menu1 → Cursor buttons [▲][▼][◀][▶] Controller → [ENTER] → TAB [▶] Foot Pedal.

### Advanced Features

Refer to the Reference Manual on the website, **Chapter 9**.

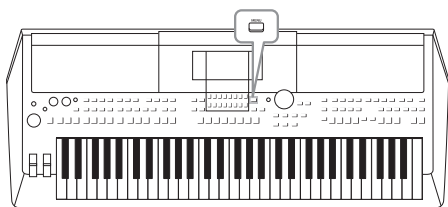


**Assigning specific functions to each foot pedal:**

[MENU] → Menu1 → Controller → [ENTER] → Foot Pedal

# Function

## – Making Global Settings and Using Advanced Features –

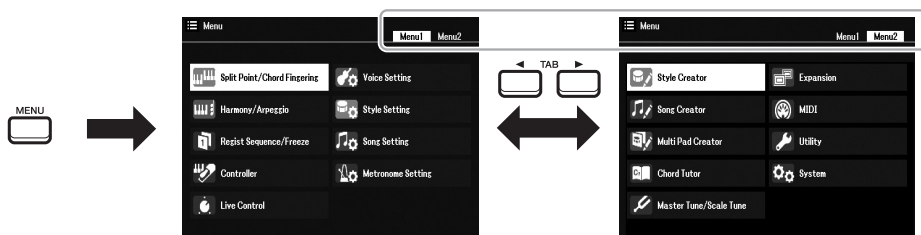


The Function menu provides a variety of convenient settings and tools for the instrument. These include general settings that affect the entire instrument, as well as detailed settings for specific functions. Also included are advanced Creator features, such as for Styles, Songs and Multi Pads.

### Basic Procedure

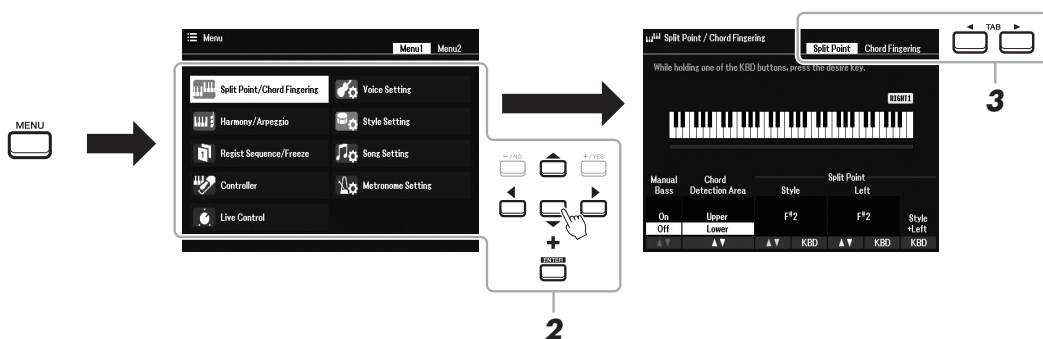
#### 1 Call up the operation display.

[MENU] → TAB [◀][▶] Menu 1/2



#### 2 Move the cursor to the desired page by using the Cursor buttons [▲][▼][◀][▶], and then press the [ENTER] button.

For information on what you can do on each page, refer to the Function List on page 104.



#### 3 Use the TAB [◀][▶] buttons to call up the desired page.

#### 4 Change the settings or carry out the operation.

Refer to the Function List on page 104 for detailed information.

## Function List

This list briefly explains what you can do in the displays which are called up via the [MENU] button. For more information, refer to the page and chapter references indicated below.

Menu1	Description	Owner's Manual	Reference Manual	
Split Point/Chord Fingering	Split Point	Determines the Split Point.	page 57	-
	Chord Fingering	Determines the Chord Fingering type.	page 52	Chapter 2
Harmony/Arpeggio		For selecting the Harmony type or the Arpeggio type.	page 43	Chapter 1
Regist Sequence/Freeze	Registration Sequence	Determines the order for calling up Registration Memory settings when using the TAB [◀ ▶] buttons or the pedal.	-	Chapter 7
	Freeze	Determines the setting groups (Voice, Style, etc.) that are to remain unchanged even when you call up panel setups via Registration Memory.	-	Chapter 7
Controller	Foot Pedal	Determines the functions assigned to the pedals.	-	Chapter 9
	Setting	For setting the Touch Response of the keyboard, etc.	page 40, 46	Chapter 1
Live Control		Gives you dynamic, intuitive real-time control of your performance, by assigning various functions to the LIVE CONTROL [1] and [2] knobs.	page 41	-
Voice Setting	Voice Control	For changing the detailed Voice settings.	-	Chapter 1
	Voice Set Filter	For disabling selection of Voice Sets (effects, etc.).		
Style Setting		For making Style playback related settings such as OTS Link timing, Dynamics Control, etc.	-	Chapter 2
Song Setting		For making Song playback related settings such as Channel settings, Guide mode, Repeat mode, etc.	-	Chapter 3
Metronome Setting		For changing the time signature, volume and sound of the metronome.	-	Chapter 2

Menu2	Description	Owner's Manual	Reference Manual	
Style Creator		For creating a Style by editing the preset Style, or by recording Style channels one by one.	-	Chapter 2
Song Creator		For creating a Song by editing the recorded Song or by entering events one by one.	-	Chapter 3
Multi Pad Creator		For creating a Multi Pad by editing an existing preset Multi Pad, or by recording a new one.	-	Chapter 5
Chord Tutor		Determines the Chord Tutor Function. With this function shown in the display, you can see which notes to press for specifying the chord.	page 52	-
Master Tune/Scale Tune	Master Tune	For fine-tuning the pitch of the entire instrument in approx. 0.2 Hz steps.	page 39	Chapter 1
	Scale Tune	Determines the scale type and tuning of the pitch of the desired note (key) in cents.	page 39	Chapter 1
Expansion		For installing Expansion Packs for adding extra content downloaded from the website or created on your own by using the Yamaha Expansion Manager.	-	Chapter 1
MIDI		For making MIDI-related settings.	-	Chapter 9
Utility	Config1	For making general settings such as speaker output, Audio Loopback, etc.	page 98	Chapter 10
	Config2	For making general settings such as pop-up display time, etc.	-	Chapter 10
	Parameter Lock	Determines the parameters (effect, Split Point, etc.) that are to remain unchanged when the panel setups are changed via Registration Memory, One Touch Setting, etc.	-	Chapter 10
	USB	For making settings related to a connected USB flash drive, such as formatting and confirmation of memory size.	page 96	Chapter 10
System	Common	For setting the Owner name, Message language, Auto Power Off, etc.	page 15, 16	Chapter 10
	Backup/Restore	For backing up and restoring the settings and data saved in the User drive of the instrument.	page 33	-
	Setup Files	For saving and recalling the specified settings of the instrument.	-	Chapter 10
	Reset	For restoring the instrument settings to their factory defaults.	-	Chapter 10
Wireless LAN		For making settings for connecting the instrument to a smart device, via wireless LAN. This appears only when a USB wireless LAN adaptor is connected.	-	Chapter 9



# Direct Access Chart

Press the [DIRECT ACCESS] button, and then press one of the buttons (or move the appropriate knob, wheel or pedal) listed below to call up the desired display.

Control		Display called up with the Direct Access function			
STYLE CONTROL	[ACMP]	Menu	Split Point/Chord Fingering	Chord Fingering	
	[AUTO FILL IN]			Style Setting	
	[OTS LINK]				
	[BREAK]				
	INTRO [I], [II], [III]				
	MAIN VARIATION [A], [B], [C], [D]				
	ENDING/rit. [I], [II], [III]		Split Point/Chord Fingering	Split Point	
	[SYNC START]			Style Setting	
	[SYNC STOP]				
[START/STOP]					
STYLE	STYLE category selection buttons				
SONG CONTROL	[▶▶] (FF)	Menu	Song Setting		
	[◀◀] (RW)				
	[▶/■] (PLAY/PAUSE)				
	[■] (STOP)				
	[REC]				
[SONG FUNCTION]		Song Selection display			
[RESET/TAP TEMPO]		Menu	Metronome Setting		
TEMPO	[+], [-]		Style Setting		
[METRONOME]			Metronome Setting		
[FADE IN/OUT]			Utility	Config1	Fade In/Out
TRANSPOSE	[+], [-]	Menu	Controller	Setting	Touch Response
UPPER OCTAVE	[+], [-]	Menu	Voice Setting	Tune	
MULTI PAD CONTROL	[SELECT]	Multipad Selection display			Multipad Edit
	[STOP]				
	[1], [2], [3], [4]				
[MENU]		Menu	MIDI		
[MIXER]		Mixer	Volume/Pan		
[BALANCE]					
[CHANNEL ON/OFF]					
[MIC SETTING]		Mic Setting		Mixer	
[USB AUDIO PLAYER]		Audio File Selection display*			
TAB	[◀], [▶]	-			
[ENTER]		-			
[EXIT]		Main			
Data dial		-			
[▲], [▼], [◀], [▶]		-			
[-/NO], [+ /YES]		-			

Control		Display called up with the Direct Access function			
VOICE	PART SELECT [LEFT]	Menu	Voice Setting	Voice Set Filter	Left
	PART SELECT [RIGHT 1]				Right1
	PART SELECT [RIGHT 2]				Right2
	PART ON/OFF [LEFT]			Voice Control	
	PART ON/OFF [RIGHT 1]				
	PART ON/OFF [RIGHT 2]				
	[LEFT HOLD]	Split Point/Chord Fingering	Split Point		
VOICE category selection buttons	Menu	Voice Setting			
VOICE EFFECT	[HARMONY/ARPEGGIO]	Menu	Harmony/Arpeggio		
	[DSP]	Mixer	Effect		
[PLAYLIST]	Playlist				
ONE TOUCH SETTING	[1], [2], [3], [4]	OTS Information			
REGISTRATION MEMORY	REGIST BANK [+], [-]	Menu	Regist Sequence/Freeze	Registration Sequence	
	[FREEZE]			Freeze	
	[MEMORY]			Registration Sequence	
	[1], [2], [3], [4]	Regist Information		Regist Information 1–4	
	[5], [6], [7], [8]			Regist Information 5–8	
FOOT PEDAL [1], [2]	Menu	Controller	Foot Pedal	1, 2	
[MODULATION]	Menu	Controller	Setting	Modulation Wheel	
[PITCH BEND]	Menu	Controller	Setting	Pitchbend Range	
LIVE CONTROL	[1], [2]	Menu	Live Control		
[ASSIGN]					

\* This display is called up only when the USB flash drive is being connected to [USB TO DEVICE] terminal of this instrument.

# Troubleshooting

Overall	
A click or pop is heard when the power is turned on or off.	This is normal. Electrical current is being applied to the instrument.
The power is automatically turned off.	This is normal and due to the Auto Power Off function. If necessary, set the parameter of the Auto Power Off function (page 15).
Noise is heard from the instrument's speakers.	Noise may be heard if a mobile phone is used near the instrument or if the phone is ringing. Turn off the mobile phone, or use it further away from the instrument.
Noise is heard from the instrument's speakers or headphones when using the instrument with the application on smart device.	When you use the instrument along with the application on your smart device, we recommend that you set "Airplane Mode" to "ON" on your smart device in order to avoid noise caused by communication.
In the LCD, there are some specific points that are always lit or unlit.	These are the result of defective pixels and occasionally occur in TFT-LCDs; they do not indicate a problem in operation.
There is a slight difference in sound quality among different notes played on the keyboard.	This is normal and is a result of the instrument's sampling system.
Some Voices have a looping sound.	
Some noise or vibrato is noticeable at higher pitches, depending upon the Voice.	
The overall volume is too low or no sound is heard.	The master volume may be set too low. Set it to an appropriate level with the [MASTER VOLUME] dial.
	All keyboard parts are set to off. Use the PART ON/OFF [RIGHT 1]/[RIGHT 2]/[LEFT] button to turn it on.
	The volume of the individual parts may be set too low. Raise the volume in the Balance display (page 56).
	Make sure the desired channel is set to On (pages 54, 65).
	Headphones are connected, disabling the speaker output. Unplug the headphones.
	Make sure that the Speaker setting is set to On: [MENU] → Menu2 → Utility → [ENTER] → Config1.
The sound is distorted or noisy.	The [FADE IN/OUT] button is on, muting the sound. Press the [FADE IN/OUT] button to turn the function off.
	The volume may be turned up too high. Make sure all relevant volume settings are appropriate.
The sound is distorted or noisy.	This may be caused by certain effects or filter settings. Check the effect or filter settings and change them accordingly, referring to the Reference Manual.
Not all simultaneously played notes sound.	You are probably exceeding the maximum polyphony (page 110) of the instrument. When the maximum polyphony is exceeded, the earliest played notes will stop sounding, letting the latest played notes sound.
The keyboard volume is lower than the Song/Style playback volume.	The volume of the keyboard parts may be set too low. Raise the volume in the Balance display (page 56).
The Main display does not appear even when turning the power on.	This may occur if a USB flash drive has been installed to the instrument. Installation of some USB flash drives may result a long interval between turning the power on and appearance of the Main display. To avoid this, turn the power on after disconnecting the device.
Some characters of the file/folder name are garbled.	The language settings have been changed. Set the appropriate language for the file/folder name (page 16).

An existing file is not shown.	<p>The file extension (.MID, etc.) may have been changed or deleted. Manually rename the file, adding the appropriate extension, on a computer.</p> <p>Data files with names of more than 50 characters cannot be handled by the instrument. Rename the file, reducing the number of characters to 50 or less.</p>
<b>Voice</b>	
The Voice selected from the Voice Selection display does not sound.	Check whether or not the selected part is turned on (page 37). If necessary, press the appropriate PART ON/OFF button to turn the part on.
A strange “flanging” or “doubling” sound occurs. The sound is slightly different each time the keys are played.	The RIGHT 1 and RIGHT 2 parts are set to “ON,” and both parts are set to play the same Voice. Turn off the RIGHT 2 part or change the Voice of one of the parts.
Some Voices will jump an octave in pitch when played in the upper or lower registers.	This is normal. Some Voices have a pitch limit which, when reached, causes this type of pitch shift.
MegaVoice does not sound when playing the keyboard.	This is normal. The MegaVoice function makes special use of velocity switching to express the sounds of various performance techniques. MegaVoice does not sound in the area only for expressing “Mute” or “empty” sound when playing the keyboard. For more information, refer to page 35.
<b>Style</b>	
The Style does not start even when the [START/STOP] button is pressed.	The Rhythm channel of the selected Style may not contain any data. Turn the [ACMP] button on and play left-hand section on the keyboard to sound the accompaniment part of the Style.
Only the rhythm channel plays.	Make sure the Auto Accompaniment function is turned on; press the [ACMP] button.
	Make sure to play keys in the chord section of the keyboard (page 57, 58).
Styles in a USB flash drive cannot be selected.	If the size of the Style data is large (about 120 KB or greater), the Style cannot be selected because the data is too large to be handled by the instrument.
<b>Song</b>	
Songs cannot be selected.	This may be because the language settings have been changed. Set the appropriate language for the Song file name.
	If the size of the Song data is large (about 300 KB or greater), the Song cannot be selected because the data is too large to be handled by the instrument.
Song playback does not start.	The Song has been stopped at the end of the Song data. Return to the beginning of the Song by pressing the SONG [■] (STOP) button.
	In the case of a Song to which write-protect has been applied, there are some restrictions and playback may not be possible. For details, refer to page 25.
Song playback stops before the Song is finished.	The Guide function is turned on. (In this case, playback is “waiting” for the correct key to be played.) Press the [SONG FUNCTION] button to call up the Song Function Menu display, and then press one of the [6 ▲▼] (Guide) buttons to turn off the Guide function.
The measure number is different from that of the score in the Song Position display, shown by pressing the [◀◀] (REW)/[▶▶] (FF) buttons.	This happens when playing back music data for which a specific, fixed tempo is set.
When playing back a Song, some channels do not play.	Playback of these channels may be set to “Off.” Turn playback on for those channels that are set to “Off” (page 65).
The tempo, beat, measure and music notation is not displayed correctly.	Some Song data for the instrument has been recorded with special “free tempo” settings. For such Song data, the tempo, beat, measure and music notation will not be displayed correctly.

<b>USB Audio Player/Recorder</b>	
A message indicating the drive is busy appears, and the recording is aborted.	Make sure to use a compatible USB flash drive (page 95).
	The USB flash drive may not have enough memory. Check the Recordable Time on the display (page 76).
	If you are using a USB flash drive to which data has already been recorded, check first that no important data remains on the device, and then format it (page 96) and try recording again.
Audio files cannot be selected.	The file format may not be compatible with the instrument. The compatible format is only WAV. The DRM protected files cannot be played back.
Recorded file is played back at a different volume compared to when it was recorded.	The audio playback volume has been changed. Setting the volume value to 100 plays back the file at the same volume as when it was recorded (page 74).
<b>Mixer</b>	
The sound seems strange or different than expected when changing a rhythm Voice (Drum kit, etc.) of the Style or Song from the Mixer.	When changing the rhythm/percussion Voices (Drum kits, etc.) of the Style and Song from the VOICE parameter, the detailed settings related to the drum voice are reset, and in some cases you may be unable to restore the original sound. In the case of Song playback, you can restore the original sound by returning to the beginning of the Song and playing back from that point. In the case of Style play, you can restore the original sound by selecting the same Style again.
<b>Foot Pedal</b>	
The on/off setting of the footswitch connected to the FOOT PEDAL jack is reversed.	Change the polarity settings: [MENU] → Menu1 → Controller → [ENTER] → Setting → 4 Pedal Polarity.
<b>Connections</b>	
The speakers do not switch off when a pair of headphones is connected to the [PHONES] jack.	The Speaker setting is "On." Change the speaker setting to "Headphone Switch" via [MENU] → Menu2 → Utility → [ENTER] → Config1 → 1 Speaker.
The Wireless LAN icon is not shown in the Menu display even though the USB wireless LAN adaptor is connected.	Disconnect the USB wireless LAN adaptor and connect it again.

# Specifications

Product Name		Digital Keyboard		
Size/Weight	Dimensions (W x D x H)		1004 mm x 410 mm x 134 mm	
	Weight		8.1 kg	
Control Interface	Keyboard	Number of Keys	61	
		Type	Organ	
		Touch Response	Normal, Soft1, Soft2, Hard1, Hard2	
	Other Controllers	Pitch Bend Wheel	Yes	
		Modulation Wheel	Yes	
		Knobs	2 (Assignable)	
	Display	Type	TFT Color WQVGA LCD	
		Size	480 x 272 dots (4.3 inch)	
		Language	English, German, French, Spanish, Italian, Japanese	
	Panel	Language	English	
Voices	Tone Generation	Tone Generation Technology	AWM Stereo Sampling	
	Polyphony	Number of Polyphony (Max.)	128	
	Preset	Number of Voices	850 Voices + 43 Drum/SFX Kits + 480 XG Voices	
		Featured Voices	73 S.Articulation!, 27 MegaVoice, 27 Sweet!, 64 Cool!, 71 Live!	
	Compatibility	XG, GS (for Song Playback), GM, GM2		
Part	Right 1, Right 2, Left			
Effects	Reverb Block	52 Preset + 30 User		
	Chorus Block	106 Preset + 30 User		
	DSP Block	295 Preset + 30 User		
	Master Compressor	5 Preset + 30 User		
	Master EQ	5 Preset + 30 User		
	Part EQ	27 Parts		
	Mic Effects	Noise Gate x 1, Compressor x 1, 3-Band EQ x 1		
Style	Preset	Number of Styles	415	
		Featured Styles	FreePlay:1, Pro: 372, DJ: 10, Session: 32	
		Fingering	Single Finger, Fingered, Fingered On Bass, Multi Finger, AI Fingered, Full Keyboard, AI Full Keyboard, Smart Chord	
		Style Control	INTRO x 3, MAIN VARIATION x 4, FILL x 4, BREAK, ENDING x 3	
	Other Features	One Touch Setting (OTS)	4 for each Style	
		Unison & Accent	Yes (80 Styles)	
		Style Section Reset	Yes	
Compatibility	Style File Format (SFF), Style File Format GE (SFF GE)			
Expandability (Expansion Packs)	Expansion Voice		Yes (approx. 100MB max.)	
	Expansion Style		Yes (Internal Memory)	
Songs (MIDI)	Preset	Number of Preset Songs	3	
		Recording	Number of Tracks	16
	Data Capacity		approx. 1 MB/Song	
	Recording Function		Quick Recording, Multi Track Recording	
	Data Format	Playback	SMF (Format 0 & 1), XF	
Recording		SMF (Format 0)		
Multi Pads	Preset	Number of Multi Pad Banks	188 Banks x 4 Pads	
	Audio	Audio Link	Yes	
Functions	Voices	Harmony	Yes	
		Arpeggio	Yes	
		Panel Sustain	Yes	
		Mono/Poly	Yes	
		Voice Information	Yes	

Functions	Styles	Style Creator	Yes
		OTS Information	Yes
	Songs	Song Creator	Yes
		Score Display Function	Yes
		Lyrics Display Function	Yes
		Guide	Follow Lights, Any Key, Karao-Key, Your Tempo
	Multi Pads	Multi Pad Creator	Yes
	Registration Memory	Number of Buttons	8
		Control	Registration Sequence, Freeze
	Playlist	Number of Records (max.)	500 (max.) Records per Playlist file
	USB Audio Player/ Recorder	Recording Time (max.)	80 minutes/Song
		Recording	WAV (44.1 kHz, 16-bit, stereo)
		Playback	WAV (44.1 kHz, 16-bit, stereo)
		Time Stretch	Yes
		Pitch Shift	Yes
		Vocal Cancel	Yes
	USB audio interface		44.1 kHz, 16-bit, stereo
	Demonstration		Yes
	Overall Controls	Metronome	Yes
		Tempo	5 – 500, Tap Tempo
Transpose		-12 – 0 – +12	
Tuning		414.8 – 440.0 – 466.8 Hz	
Octave Button		Yes	
	Scale Type	9 Types	
Miscellaneous	Direct Access	Yes	
	Text Display Function	Yes	
Storage and Connectivity	Storage	Internal Memory	Yes (approx. 20 MB max.)
		External Drives	USB flash drive
	Connectivity	DC IN	16 V
		Headphones	Standard stereo phone jack
		Microphone	Standard mono phone jack
		AUX IN	Stereo mini jack
		OUTPUT	L/L+R, R
		FOOT PEDAL	1 (Sustain), 2 (Unison), Function Assignable
		USB TO DEVICE	Yes
	USB TO HOST	Yes	
Amplifiers/ Speakers	Amplifiers	15 W x 2	
	Speakers	12 cm x 2	
Power Supply	Adaptor	PA-300C or an equivalent recommended by Yamaha	
	Power Consumption	17 W (When using PA-300C AC adaptor)	
	Auto Power Off	Yes	
Included Accessories		<ul style="list-style-type: none"> <li>• Owner's Manual (this book)</li> <li>• Online Member Product Registration</li> <li>• Music rest</li> <li>• AC adaptor* (PA-300C or an equivalent recommended by Yamaha), Power cord*</li> </ul> <p>* May not be included depending on your area. Check with your Yamaha dealer.</p>	
Separately Sold Accessories (May not be available depending on your locale.)		<ul style="list-style-type: none"> <li>• AC adaptor: PA-300C or an equivalent recommended by Yamaha</li> <li>• Headphones: HPH-50/HPH-100/HPH-150</li> <li>• Footswitches: FC4A/FC5</li> <li>• Foot controller: FC7</li> <li>• USB wireless LAN adaptor: UD-WL01</li> <li>• Wireless MIDI adaptor: UD-BT01</li> <li>• Subwoofer: KS-SW100</li> <li>• Keyboard stand: L-6/L-7B</li> </ul> <p>(The exterior size of the PSR-SX600 is beyond the limits as described in the L-6 Assembly Instructions. However, we have determined through tests that the stand can be safely used for the instrument.)</p>	

\* The contents of this manual apply to the latest specifications as of the printing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.

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Memo

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This symbol on the products, packaging, and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste.

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<b>Norsk</b>	<b>Viktig merknad: Garantierinformasjon for kunder i EØS* og Sveits</b> Detaljert garantierinformasjon om dette Yamaha-produktet og garantier og service i hele EØS-området* og Sveits kan fås enten ved å besøke nettstedene nedenfor (utskriftsversjon finnes på våre nettsider) eller kontakte Yamahas-kontoret i landet der du bor. *EØS: Det europeiske økonomiske samarbeidsområdet
<b>Dansk</b>	<b>Vigtig oplysning: Garantiplysninger til kunder i EØO* og Schweiz</b> De kan finde detaljerede garantiplysninger om dette Yamaha-produkt og den fælles garantieserviceordning for EØO* (og Schweiz) ved at besøge det websted, der er angivet nedenfor (der findes en fil, som kan udskrives, på vores websted), eller ved at kontakte Yamahas nationale repræsentationskontor i det land, hvor De bor. * EØO: Det Europæiske Økonomiske Område

<b>Suomi</b>	<b>Tärkeä ilmoitus: Takuutiedot Euroopan talousalueen (ETA)* ja Sveitsin asiakkaille</b> Tämän Yamahan tuotteen sekä ETA-alueen ja Sveitsin takuuta koskevat yksityiskohtaiset tiedot saatte alla olevasta netti-sivustosta. (Tulostettava tiedosto saatavissa sivustollamme.) Voitte myös ottaa yhteyttä paikalliseen Yamahan edustajaan. *ETA: Euroopan talousalue
<b>Polski</b>	<b>Ważne: Warunki gwarancyjne obowiązujące w EOG* i Szwajcarii</b> Aby dowiedzieć się więcej na temat warunków gwarancyjnych tego produktu firmy Yamaha i serwisu gwarancyjnego w całym EOG* i Szwajcarii, należy odwiedzić wskazaną poniżej stronę internetową (plik gotowy do wydruku znajduje się na naszej stronie internetowej) lub skontaktować się z przedstawicielem firmy Yamaha w swoim kraju. * EOG — Europejski Obszar Gospodarczy
<b>Česky</b>	<b>Důležité oznámení: Zaručení informace pro zákazníky v EHS* a ve Švýcarsku</b> Podrobné zaručení informace o tomto produktu Yamaha a zaručením servisu v celém EHS* a ve Švýcarsku naleznete na níže uvedené webové adrese (soubor k tisku je dostupný na našich webových stránkách) nebo se můžete obrátit na zástupce firmy Yamaha ve své zemi. * EHS: Evropský hospodářský prostor
<b>Magyar</b>	<b>Fontos figyelmeztetés: Garancia-információk az EGT* területén és Svájcban élő vásárlók számára</b> A jelen Yamaha termékre vonatkozó részletes garancia-információk, valamint az EGT*-re és Svájcra kiterjedő garanciális szolgáltatás tekintetében keressék fel webhelyünket az alábbi címen (a webhelyen nyomtatható fájl is talál), vagy pedig lépjen kapcsolatba az országában működő Yamaha képviselői iróddal. * EGT: Európai Gazdasági Térség
<b>Eesti keel</b>	<b>Oluline märkus: Garantiteave Euroopa Majanduspiirkonna (EMP)* ja Šveitsi klientidele</b> Täpsemat teavet saamiseks selle Yamaha toote garantii ning loogu Euroopa Majanduspiirkonnas ja Šveitsis garantiteeninduse kohta, külastage palun veebisaiti alljärgneval aadressil (meie saitil on saadaval printitav fail) või pöörduge Teie riigis Yamaha esinduse poole. * EMP: Euroopa Majanduspiirkond
<b>Latviešu</b>	<b>Svarīgs paziņojums: garantijas informācija klientiem EEZ* un Šveicā</b> Lai saņemtu detalizētu garantijas informāciju par šo Yamaha produktu, kā arī garantijas apkalpošanu EEZ* un Šveicā, lūdzu, apmeklējiet zemāk norādīto tīmekļa vietnes adresi (tīmekļa vietnē ir pieejams drukājams fails) vai sazinieties ar jūsu valsti apkalpojošo Yamaha pārstāvniecību. * EEZ: Eiropas Ekonomikas zona
<b>Lietuvių kalba</b>	<b>Dėmesio: informacija dėl garantijos pirksėjams EEE* ir Šveicarijoje</b> Jei reikia išsamioms informacijos apie šį „Yamaha“ produktą ir jo techninę priežiūrą visoje EEE* ir Šveicarijoje, apsilankykite mūsų svetainėje toliau nurodytu adresu (svetainėje yra spausdinamas failas) arba kreipkitės į „Yamaha“ atstovą savo šalyje. *EEE — Europos ekonominė erdvė
<b>Slovenščina</b>	<b>Določite upozornenje: Informacije o zaručju in EHP* a Švajcarsku</b> Podrobne informacije o zaručju tega izdelka sa tohto produktu od splošnosti Yamaha a garancijem servisu v EHP* a Švajcarsku najdete na webovoj strani uvedenej nižje (na našej webovoj strani je k dispoziciji súbtor na tlač) alebo sa obratite na zástupcu splošnosti Yamaha vo svojej krajini. * EHP: Európsky hospodársky priestor
<b>Slovenščina</b>	<b>Pomembno obvestilo: Informacije o garanciji za kupce v EGP* in Švici</b> Za podrobnejše informacije o tem Yamahinem izdelku ter garancijskem servisu v celotnem EGP in Švici, obiščite spletno mesto, ki je navedeno spodaj (našljiva datoteka je na voljo na našem spletnem mestu), ali se obrnite na Yamahinega predstavnika v svoji državi. * EGP: Evropski gospodarski prostor
<b>Български език</b>	<b>Важно съобщение: Информация за гаранцията за клиенти в ЕИП* и Швейцария</b> За подробна информация за гаранцията за този продукт на Yamaha и гаранционното обслужване в паневропейската зона на ЕИП* и Швейцария или посетете посочения по-долу уеб сайт (на нашия уеб сайт има файл за печат), или се свържете с представителя на нашата фирма в вашата страна. * ЕИП: Европейско икономическо пространство
<b>Limba română</b>	<b>Notificare importantă: Informații despre garanție pentru clienții din SEE* și Elveția</b> Pentru informații detaliate privind accesul produsului Yamaha și serviciul de garanție Pan-SEE* și Elveția, vizitați site-ul la adresa de mai jos (fișierul imprimabil este disponibil pe site-ul nostru) sau contactați biroul reprezentanței Yamaha din țara dumneavoastră. * SEE: Spațiul Economic European
<b>Hrvatski</b>	<b>Važna obavijest: Informacije o jamstvu za države EGP-a i Švicarske</b> Za detaljne informacije o jamstvu za ovaj Yamahin proizvod te jamstvenom servisu za cijeli EGP i Švicarsku, molimo Vas da posjetite web-stranicu navedenu u nastavku ili kontaktirate ovlaštenog Yamahinog dobavljača u svojoj zemlji. * EGP: Europski gospodarski prostor

<https://europe.yamaha.com/warranty/>



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