

# CT-X800

EN/ES

## USER'S GUIDE

Please keep all information for future reference.

### **Safety Precautions**

Before trying to use the Digital Keyboard, be sure to read the separate "Safety Precautions".

## GUÍA DEL USUARIO

Guarde toda la información para futuras consultas.

### **Precauciones de seguridad**

Antes de intentar usar el teclado digital, asegúrese de leer las "Precauciones de seguridad" separadas.

### **About Music Score data**

You can use a computer to download music score data from the CASIO Website. For more information, visit the URL below.

<http://world.casio.com/>

### **Acerca de los datos de partituras**

Puede utilizar un PC para descargar los datos de partituras desde el sitio web de CASIO. Para obtener más información, visite la siguiente URL.

<http://world.casio.com/>

## NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## FCC CAUTION

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

## Declaration of Conformity

Model Number: CT-X800

Trade Name: CASIO COMPUTER CO., LTD.

Responsible party: CASIO AMERICA, INC.

Address: 570 MT. PLEASANT AVENUE, DOVER, NEW JERSEY 07801

Telephone number: 973-361-5400

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.

## Important!

Please note the following important information before using this product.

- Before using the optional AC Adaptor to power the unit, be sure to check the AC Adaptor for any damage first. Carefully check the power cord for breakage, cuts, exposed wire and other serious damage. Never let children use an AC adaptor that is seriously damaged.
- Never attempt to recharge batteries.
- Do not use rechargeable batteries.
- Never mix old batteries with new ones.
- Use recommended batteries or equivalent types.
- Always make sure that positive (+) and negative (–) poles are facing correctly as indicated near the battery compartment.
- Replace batteries as soon as possible after any sign they are getting weak.
- Do not short-circuit the battery terminals.
- The product is not intended for children under 3 years.
- Use only a CASIO AD-E95100L adaptor.
- The AC adaptor is not a toy.
- Be sure to disconnect the AC adaptor before cleaning the product.

### Declaration of Conformity According to EU Directive



Manufacturer:  
CASIO COMPUTER CO., LTD.  
6-2, Hon-machi 1-chome, Shibuya-ku, Tokyo 151-8543, Japan

Responsible within the European Union:  
Casio Europe GmbH  
Casio-Platz 1, 22848 Norderstedt, Germany  
[www.casio-europe.com](http://www.casio-europe.com)

- Any reproduction of the contents of this manual, either in part or its entirety, is prohibited. Except for your own, personal use, any other use of the contents of this manual without the consent of CASIO is prohibited under copyright laws.
- IN NO EVENT SHALL CASIO BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION) ARISING OUT OF THE USE OF OR INABILITY TO USE THIS MANUAL OR PRODUCT, EVEN IF CASIO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- The contents of this manual are subject to change without notice.
- The actual appearance of the product may be different from that shown in the illustrations in this User's Guide.
- Company and product names used in this manual may be registered trademarks of others.

# Contents

## General Guide **EN-4**

Using the <b>(23)</b> Number Keys and the <b>(80)</b> [-] and [+] Keys . . . . .	EN-6
[5] (EXIT) Key Long-press . . . . .	EN-7
Categories . . . . .	EN-7
Returning the Digital Keyboard to Its Factory Default Settings . . . . .	EN-7

## Getting Ready to Play **EN-8**

Preparing the Music Stand . . . . .	EN-8
Power Supply . . . . .	EN-8

## Playing the Digital Keyboard **EN-9**

Turning on Power and Playing . . . . .	EN-9
Using Headphones . . . . .	EN-9
Changing Keyboard Response to Touch Pressure (Touch Response) . . . . .	EN-10
Adjusting Display Contrast . . . . .	EN-10
Using the Metronome . . . . .	EN-10
Changing the Tempo Setting . . . . .	EN-11

## Controlling the Keyboard Sounds **EN-12**

Select from a variety of musical instrument sounds . . . . .	EN-12
Layering and Splitting Tones . . . . .	EN-12
Using Reverb . . . . .	EN-15
Using Chorus . . . . .	EN-15
Changing the Equalizer Setting . . . . .	EN-16
Using a Pedal . . . . .	EN-16
Changing the Pitch (Transpose, Tuning, Octave Shift) . . . . .	EN-17
Using the Pitch Bend Wheel to Shift the Pitch of Notes . . . . .	EN-18

## Playing Built-in Songs **EN-18**

Playing the Demo Songs . . . . .	EN-18
Playing Back a Particular Song . . . . .	EN-19
Increasing the Selection of Songs . . . . .	EN-21
Playing Back Data from a USB flash drive . . . . .	EN-21

## Using Built-in Songs to Master Keyboard Play **EN-22**

Selecting the Song and Part You Want to Practice . . . . .	EN-22
Easy Mode . . . . .	EN-22
Lessons 1, 2, and 3 . . . . .	EN-23
Playing without Guidance . . . . .	EN-24
Dividing a Song into Parts for Practice (Lesson Phrase) . . . . .	EN-24
Lesson Settings . . . . .	EN-25

## Using Auto Accompaniment **EN-27**

Playing the Rhythm Part Only . . . . .	EN-27
Playing All Parts . . . . .	EN-27
Using Auto Accompaniment Effectively . . . . .	EN-30
Using One-Touch Preset . . . . .	EN-32
Increasing the Number of Rhythms (User Rhythms) . . . . .	EN-32

## Using Music Preset **EN-33**

## Using Auto Harmonize **EN-33**

## Using the Arpeggiator **EN-34**

## Looking Up the Notes of Chords (Chord Book) **EN-35**

## Saving Keyboard Setups to Registration Memory **EN-37**

To save a setup to registration memory . . . . .	EN-37
To recall a setup from registration memory . . . . .	EN-38
Disabling Overwrite of Specific Settings (Freeze) . . . . .	EN-38

## Recording Your Keyboard Play **EN-39**

Recording and Playing Back Keyboard Play . . . . .	EN-39
Overdubbing a Recorded Track . . . . .	EN-39
Muting a Track . . . . .	EN-40
Changing the Recording Track while in Record Standby . . . . .	EN-41
Recording Keyboard Play Along with a Song Lesson . . . . .	EN-41
Deleting a Song . . . . .	EN-42
Deleting a Track . . . . .	EN-42
Saving Recorded Data on an External Device . . . . .	EN-42

## FUNCTION Button **(23)** Functions **EN-43**

Changing the Scale of the Keyboard . . . . .	EN-46
On-screen Keyboard . . . . .	EN-46
Deleting All Data in Digital Keyboard Memory . . . . .	EN-47

## USB Flash Drive **EN-48**

Connecting a USB Flash Drive to and Detaching It from the Digital Keyboard . . . . .	EN-49
Formatting a USB Flash Drive . . . . .	EN-49
Loading Data from a USB Flash Drive to Digital Keyboard Memory . . . . .	EN-50
Saving Digital Keyboard Data to a USB Flash Drive . . . . .	EN-50
Deleting Data from a USB Flash Drive . . . . .	EN-51
Renaming Data on a USB Flash Drive . . . . .	EN-51

**Connecting External Devices** **EN-52**

Connecting a Computer .....	EN-52
MIDI Settings .....	EN-53
Storing and Loading Digital Keyboard Memory Data .....	EN-54
Connecting to Audio Equipment .....	EN-55

**Reference** **EN-56**

Troubleshooting .....	EN-56
Error Indicators .....	EN-58
Specifications .....	EN-59
Operating Precautions .....	EN-61

**Appendix** **A-1**

Song List .....	A-1
Drum Assignment List .....	A-2
Fingering Guide .....	A-7
Chord Example List .....	A-8

**MIDI Implementation Chart****Included Accessories**

- **Music Stand**
- **Leaflets**
  - Safety Precautions
  - Appendix
  - Other (Warranty, etc.)



Items included as accessories are subject to change without notice.

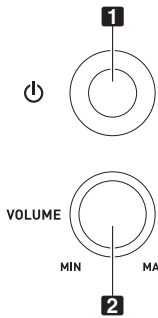
**Separately Available Accessories**

- You can get information about accessories that are separately for this product from the CASIO catalog available from your retailer, and from the CASIO website at the following URL.

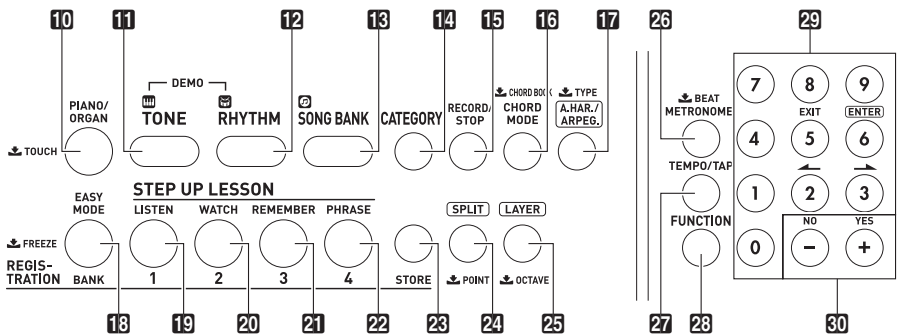
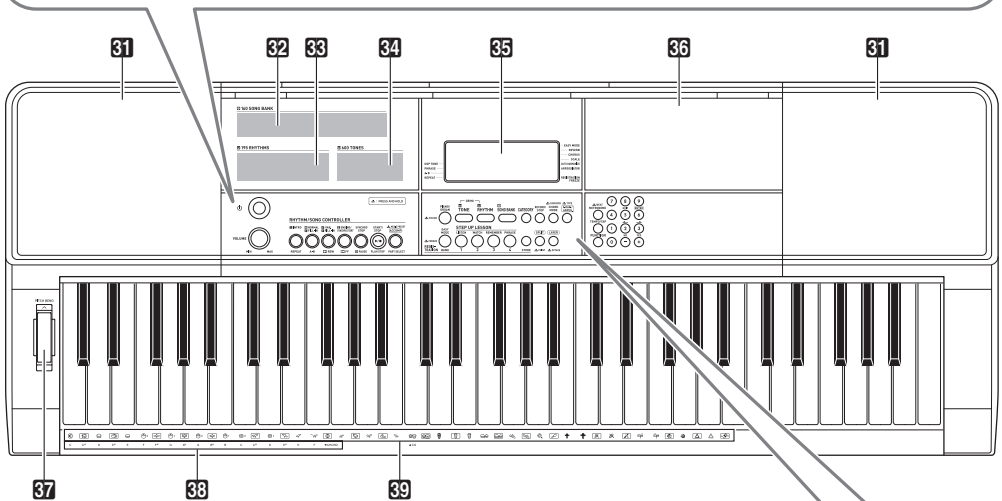
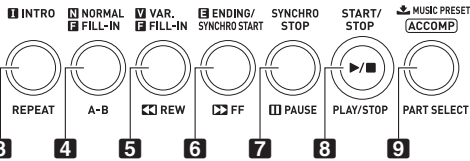
<http://world.casio.com/>

# General Guide

The following explains the meaning of the  symbol that appears on the product console and with the key names below.  
 : Indicates a function that is enabled by holding down the button for some time.



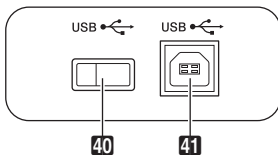
## RHYTHM/SONG CONTROLLER



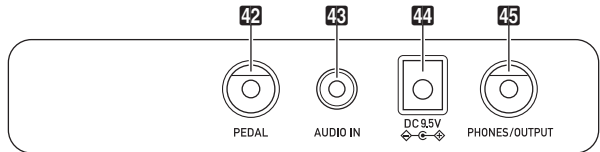
- 1** **⏻** (Power) button [EN-9](#)
- 2** **VOLUME** knob [EN-9](#)
- 3** **INTRO, REPEAT** button [EN-20, 31](#)
- 4** **NORMAL FILL-IN, A-B** button [EN-30](#)
- 5** **VAR. FILL-IN, ◀◀REW** button [EN-19, 30](#)
- 6** **ENDING/SYNCHRO START, ▶▶FF** button [EN-19, 31](#)
- 7** **SYNCHRO STOP, ||PAUSE** button [EN-19, 32](#)
- 8** **START/STOP, PLAY/STOP** button [EN-10, 27](#)
- 9** **[ACCOMP], PART SELECT, ⏴MUSIC PRESET** button [EN-22, 27, 33](#)
- 10** **PIANO/ORGAN, ⏴TOUCH** button [EN-10, 12](#)
- 11** **TONE** button [EN-12](#)
- 12** **RHYTHM** button [EN-27](#)
- 13** **SONG BANK** button [EN-19](#)
- 14** **CATEGORY** button [EN-7](#)
- 15** **RECORD/STOP** button [EN-39](#)
- 16** **CHORD MODE, ⏴CHORD BOOK** button [EN-35](#)
- 17** **A.HAR./ARPEG., ⏴TYPE** button [EN-33, 34](#)
- 18** **EASY MODE, BANK, ⏴FREEZE** button [EN-22, 37, 38](#)
- 19** **Area1, LISTEN** button [EN-23, 37](#)
- 20** **Area2, WATCH** button [EN-23, 37](#)

- 21** **Area3, REMEMBER** button [EN-24, 37](#)
- 22** **Area4, PHRASE** button [EN-24, 37](#)
- 23** **STORE** button [EN-37](#)
- 24** **SPLIT, ⏴POINT** button [EN-14](#)
- 25** **LAYER, ⏴OCTAVE** button [EN-13, 17](#)
- 26** **METRONOME, ⏴BEAT** button [EN-10](#)
- 27** **TEMPO/TAP** button [EN-11](#)
- 28** **FUNCTION** button [EN-43](#)
- 29** Number keys [EN-6](#)
- 30** **[-]** and **[+]** keys [EN-6](#)
- 31** Speakers
- 32** Song Bank list
- 33** Rhythm list
- 34** Tone list
- 35** Display
- 36** Tray
  - The tray is angled slightly. Take care so items placed on it do not slide off.
  - Do not place cups or any other liquid containers on the tray.
- 37** **PITCH BEND** wheel [EN-18](#)
- 38** CHORD root names [EN-28](#)
- 39** Percussion instrument list [EN-12](#)

## ■ Back

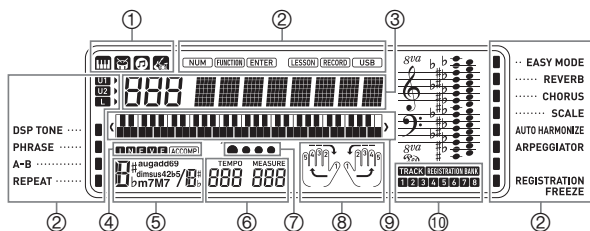


- 40** **USB** flash drive [EN-48](#)
- 41** **USB** port [EN-53](#)



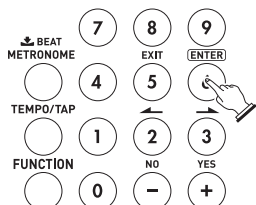
- 42** **PEDAL** jack [EN-16](#)
- 43** **AUDIO IN** jack [EN-55](#)
- 44** **DC 9.5V** terminal [EN-8](#)
- 45** **PHONES/OUTPUT** jack [EN-9, 55](#)

■ Display



- ① Tone, rhythm, song bank, Music Preset indicators
  - ② Indicators
  - ③ Number, setting name/status display
  - ④ I N F V E (Auto Accompaniment Types) indicators\*, ACCOMP (Auto Accompaniment) indicator
  - ⑤ Chord name
  - ⑥ Tempo, measure
  - ⑦ Beat display
  - ⑧ Part, fingering display
  - ⑨ Keyboard display
  - ⑩ Registration bank indicator/Track Indicator
- \* I: Intro, N: Normal, F: Fill-in, V: Variation, E: Ending

Using the (29) Number Keys and the (30) [-] and [+] Keys



Numbers and values

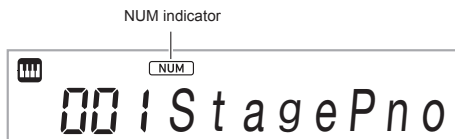


Number Keys

Use the number keys to enter numbers and values.

1. Use the number keys to enter the same number of digits as the displayed value.

Example: To enter tone number 001, input 0 → 0 → 1.



- While entering a value, you can apply your input by pressing **23** FUNCTION.
- Example: To enter and apply tone number 010, input 1 → 0 → **23** FUNCTION.
- To cancel input, long-press the [5] (EXIT) key.

**NOTE**

- If the NUM indicator is not shown on the display, press the [0] number key to display it and then input the value you want.

## [-] and [+] Keys

Pressing [-] reduces the currently displayed number or value by one, while [+] increases it by one. Holding down either key will sequentially increase or decrease the displayed number or value until you release the key. Pressing both keys at the same time will return the number or value to its initial default or recommended setting.

If input of a negative value is allowed, pressing [-] while the value is flashing on the display will add a minus sign (-) to the left of the value. Pressing [+] while the value is flashing on the display changes back to a positive value.

## [2] (←), [3] (→), [5] (EXIT), and [6] (ENTER) Keys

Depending on the operation being performed, [2] (←), [3] (→), [5] (EXIT), and [6] (ENTER) key operations are enabled while the NUM indicator is not shown on the display.

## [5] (EXIT) Key Long-press

After configuring function settings with the Function (23) button, you can exit the setting screen by long-pressing [5] (EXIT). For details, see "FUNCTION Button (23) Functions" (page EN-43).

## Categories

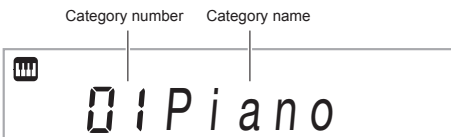
In the modes listed below the category (group) of the currently selected type will be shown on the display. You can change the category, if you want.

- Tones
- Rhythms
- Songs
- Music Presets

## To check the current category

### 1. Press [14] CATEGORY.

Each press of [14] CATEGORY selects the first number of the next sequential category.



- After pressing [14] CATEGORY, you can also scroll forward and back between category names using the [20] [-] and [+] keys.
- If you do not perform any operation for a while after displaying a category, the display will automatically return to the previous screen.

## NOTE

- For information about the categories available in each mode, refer to the "Category" column of the lists.
- You can directly scroll between top entries of categories by holding down [14] CATEGORY as you use the [20] [-] and [+] keys to scroll.

## Returning the Digital Keyboard to Its Factory Default Settings

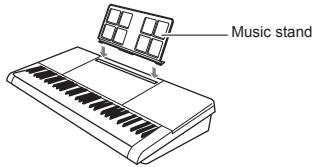
Perform the following procedure when you want to return the Digital Keyboard's stored data and settings to their initial factory defaults.

See Function No.73 under "FUNCTION Button (23) Functions" (page EN-43).



# Getting Ready to Play

## Preparing the Music Stand



## Power Supply

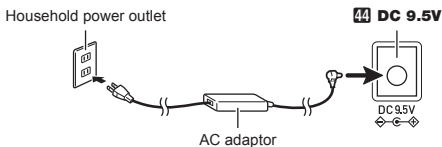
Either an AC adaptor or batteries can be used to power this Digital Keyboard. Normally, use of AC adaptor power is recommended.

- The AC adaptor does not come with this Digital Keyboard. Purchase it separately from your retailer. See page EN-3 for information about options.

## Using the AC Adaptor

Make sure that you use only the AC adaptor specified for this Digital Keyboard. Use of a different type of AC adaptor can cause malfunction.

**Specified AC Adaptor: AD-E95100L**  
(JEITA Standard plug)



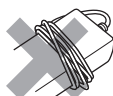
## IMPORTANT!

- Be sure to turn off Digital Keyboard power before connecting or disconnecting the AC adaptor.
- The AC adaptor will become warm to the touch after very long use. This is normal and does not indicate malfunction.
- To prevent breaking of the wire, take care to avoid putting any type of load on the power cord.

**No bending!**



**No winding!**



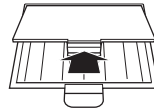
- Never insert metal, pencils, or any other objects into the product's 9.5V DC terminal. Doing so creates the risk of accident.

## Using Batteries

### IMPORTANT!

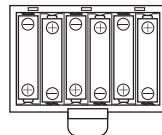
- Be sure to turn off power before loading batteries.
- It is up to you to prepare six commercially available batteries. Do not use oxyride batteries or any other nickel based batteries.

1. Open the battery cover on the bottom of the Digital Keyboard.

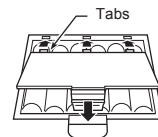


2. Load six AA-size batteries into the battery compartment.

Make sure the positive (+) and negative (-) ends of the batteries are facing as shown in the illustration.

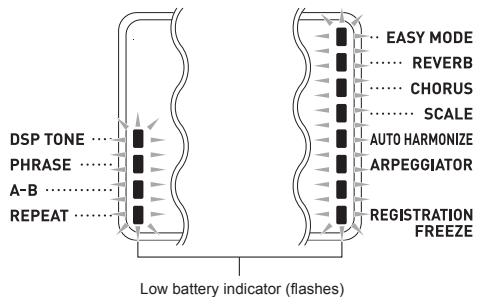


3. Insert the tabs of the battery cover into the holes on the side of the battery compartment, and close the cover.



### Low Battery Indication

The indicator shown below starts to flash to let you know when battery power is low. Replace the batteries with new ones.




# Playing the Digital Keyboard

## Turning on Power and Playing

### 1. Press **1** (power).

This turns on power.



- To turn off power, hold down **1**  (power) again.

### 2. Try playing something on the keyboard. Use


**2**  **VOLUME** to adjust volume.



## IMPORTANT!

- If you press **1**  (power) only lightly, the display will light up momentarily but power will not turn on. This does not indicate malfunction. Press **1**  (power) firmly and completely to turn on power.
- Turning off the Digital Keyboard causes most current settings to be cleared. The Digital Keyboard will revert to initial settings the next time you turn it on.
- Never try to perform any operation while the “Wait...” or “Bye” message is on the display. These messages indicate that an internal data save operation is being performed. Turning off the Digital Keyboard can cause Digital Keyboard data to be deleted or become corrupted.

## NOTE

- Pressing **1**  (power) to turn off power actually puts the Digital Keyboard into a standby state. Minute amounts of current continue to flow within the Digital Keyboard in the standby state. If you do not plan to use the Digital Keyboard for a long time or if there is a lightning storm in your area, be sure to unplug the AC adaptor from the power outlet.

## Auto Power Off

If you do not perform any operation on the Digital Keyboard for about 30 minutes, power will turn off automatically.

### ■ Disabling Auto Power Off

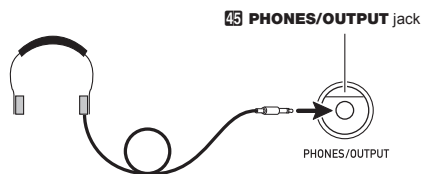
You can disable Auto Power Off to ensure that power is not turned off automatically during a concert, etc.

See Function No.70 under “**FUNCTION** Button (**23**) Functions” (page EN-43).

## Using Headphones

Using headphones cuts off output from the built-in speakers, which means you can practice playing even late at night without disturbing others.

- Be sure to turn down the volume level before connecting headphones.



## NOTE

- Headphones do not come with the Digital Keyboard.
- Use commercially available headphones. See page EN-3 for information about options.

## IMPORTANT!

- Do not listen to very high volume output over headphones for long period. Doing so creates the risk of hearing damage.
- If you are using headphones that require an adaptor plug, make sure you do not leave the adaptor plugged in when removing the headphones.

## Changing Keyboard Response to Touch Pressure (Touch Response)

Touch Response alters tone volume in accordance with keyboard pressure (speed). This provides you some of the same expressivity you get on an acoustic piano.

### Changing Touch Response Sensitivity

1. Hold down **[F10] PIANO/ORGAN** to change touch response to one of the settings shown in the table below.

- When the setting is the way you want, press **[EXIT] [5]** (EXIT) to exit the setting screen.

Setting Number	Parameter (Display)	Description	Setting when <b>[F10] PIANO/ORGAN</b> is long-pressed.
1	Off (Off)	Touch Response is turned off. Sound volume is fixed, regardless of key press speed.	Setting (Light, Normal, Heavy) when Touch Response was last turned off
2	Light (Light)	Strong sound, even with light pressure	Off
3	Normal (Normal)	Normal Touch Response	Off
4	Heavy (Heavy)	Normal sound, even with strong pressure	Off

*Example:* When the current setting is Normal Long-pressing **[F10] PIANO/ORGAN** turns Touch Response off. Long-pressing **[F10] PIANO/ORGAN** while Touch Response off returns the setting to Normal.

2. Use the **[29]** number keys, and the **[F60] [-]** and **[+]** keys to select the touch response setting you want (page EN-6).

## Adjusting Display Contrast

1. Press **[28] FUNCTION** and then use the **[29] [2]** (**←**) and **[3] (→)** keys to display “Other”.

Other

2. Press the **[29] [6]** (ENTER) key.
3. Use the **[29] [2]** (**←**) and **[3] (→)** keys to display “Contrast”.

Contrast

4. Use the **[29]** number keys, and the **[F60] [-]** and **[+]** keys to adjust display contrast (page EN-6).
  - The contrast setting range is 01 to 17.

## Using the Metronome

The metronome lets you play and practice along with a steady beat to help keep you on tempo.

### Start/Stop

1. Press **[26] METRONOME**.

This starts the metronome.

This pattern changes with each beat.



2. Press **[26] METRONOME** again to stop the metronome.

## Changing the Beats Per Measure

You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing.

- You can specify a value from 0 to 9 as the number of beat per measure.

1. Hold down **26 METRONOME** until the beats per measure setting screen appears on the display.

Beat

2. Use the **29** number keys, and the **30 [-]** and **[+]** keys to select a beat setting.

- The bell will not sound if you specify 0 (Bell Off) for this setting. This setting lets you practice with a steady beat, without worrying how many beats there are in each measure.

### NOTE

- You can also use the **23 FUNCTION** button to configure settings. See Function No.11 under "**FUNCTION** Button (**23**) Functions" (page EN-43).

## To change the metronome sound volume

See Function No.12 under "**FUNCTION** Button (**23**) Functions" (page EN-43).

## Changing the Tempo Setting

There are two ways to change the tempo (beats per minute) setting: using buttons to change the tempo value and tapping a beat with a button.

### Method 1:

To adjust the tempo (beats per minute) value

1. Press **27 TEMPO/TAP** to make "Tempo" appear on the display.
2. Use the **29** number keys, and the **30 [-]** and **[+]** keys to change the tempo value.
  - Holding down either button changes the value at high speed.
  - You can specify a tempo value in the range of 20 to 255.
  - You can set the currently selected song, or rhythm and music preset to the recommended tempo by long pressing **27 TEMPO/TAP**.

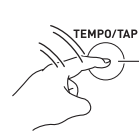
3. To return to the previous screen, press **28 FUNCTION**.

### Method 2:

To adjust the tempo by tapping a beat (tap input)

1. Tap the **27 TEMPO/TAP** button a number of times at the tempo you want to set.
  - The tempo setting will change in accordance with your tapping.

Tap two or more times.



- After you use this method to specify the approximate tempo, you can then use the procedure under "To adjust the tempo (beats per minute) value" to adjust the setting to a more exact value.

## Tap Rhythm Start

While tap rhythm start is enabled, rhythm can be started in accordance with a tempo you tap on the **27 TEMPO/TAP** button.

See Function No.63 under "**FUNCTION** Button (**23**) Functions" (page EN-43).

## Controlling the Keyboard Sounds

### Select from a variety of musical instrument sounds

Your Digital Keyboard lets you select tones for a wide variety of musical instrument sounds, including violin, flute, orchestra, and more. Even the same song sound takes on a different feel by changing the instrument type.

#### To select an instrument for playing

##### 1. Press **[T]** TONE.



##### 2. Use the **[0-9]** number keys, and the **[←]** and **[→]** keys to select the tone number you want.

- Use the number keys to enter the tone number. Specify three digits for the tone number.  
*Example:* To select 001, enter 0 → 0 → 1.
- To jump to the top tone of a category, first make sure a tone name is shown on the display. Next, hold down **[C] CATEGORY** as you use the **[←]** and **[→]** keys to select the category you want.

#### **NOTE**

- See the separate “Appendix” for a complete list of available tones.
- The Digital Keyboard has a number of “DSP tones”, which are tones with special effects. An indicator is shown on the display next to DSP TONE while a DSP tone is selected.
- When one of the drum sets is selected, each keyboard key is assigned a different percussion sound.

##### 3. Try playing something on the keyboard.

The tone of the instrument you selected will sound.



## Playing with a Piano or Organ Tone

Pressing **[P/O]** **PIANO/ORGAN** toggles between the piano and organ modes. Each press of **[P/O]** **PIANO/ORGAN** toggles the tone setting between a piano tone (Tone Number 001) and an organ tone (Tone Number 079).

In addition to the tone number, you also can configure the settings.

*Example:*

Rhythm Number: “176” (When a piano tone is selected)  
“098” (When an organ tone is selected)

## Layering and Splitting Tones

You can configure the keyboard to play two different tones at the same time (Layer) or to play different tones in the left and right ranges (Split). You can even use Layer and Split in combination with each other and play three different tones at the same time.

The UPPER 1 part is used alone when playing an individual tone on the keyboard. When layering two tones, the UPPER 1 part and UPPER 2 parts are used. When splitting the keyboard between two tones, the low range of the keyboard plays the LOWER part.

##### • One tone across the entire keyboard (page EN-12)

This configuration uses the UPPER 1 part only (Layer: Off, Split: Off).



UPPER 1

##### • Two layered tones across the entire keyboard (page EN-13)

This configuration uses the UPPER 1 part and UPPER 2 part (Layer: On, Split: Off).



UPPER 1

UPPER 2

- **Two tones, one for the left range and one for the right range of the keyboard (page EN-14)**

This configuration uses the UPPER 1 part and LOWER part (Layer: Off, Split: On).



- **Three tones, two layered tones for the right range and one tone for the left range of the keyboard (page EN-14)**

This configuration uses the UPPER 1 part, UPPER 2 part, and LOWER part (Layer: On, Split: On).



#### NOTE

- Changing the tone setting affects the UPPER 2 part when Layer is turned on, and the LOWER part when Split is turned on.
- To change the currently part affected by a tone change, press and then release **TONE**, and then long press **TONE** again. This will cause the pointer (▶) next to the part indicator on the display to move. Repeat long pressing of the **TONE** button until the pointer is next to the part you want.
- When you have multiple DSP tones selected, the DSP tone effects assigned to the UPPER 2 and LOWER parts may become disabled.

## To layer two tones

### NOTE

- Check to make sure that the U2 (Layer) and L (split) indicators are not shown on the display before starting this procedure. If either indicator is displayed, press **LAYER** and/or **SPLIT** so they are not displayed.

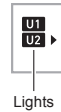
### 1. Select the first tone you want to use.

Press **TONE** and then use the **29** number keys, and the **80** [-] and [+] keys to select the tone you want.

*Example: 024 ELEC.PIANO 1*



### 2. Press **LAYER**.



### 3. Use the **29** number keys, and the **80** [-] and [+] keys to select the second tone you want.

*Example: 187 STRINGS*



### 4. Play something on the keyboard.

Both tones sound at the same time.

- Pressing **LAYER** again will turn layer off.

## To split the keyboard between two different tones

### 1. Select the tone for the right side range (page EN-12).

Press **17** **TONE** and then use the **29** number keys, and the **80** [-] and [+] keys to select the tone you want.

Example: 255 FLUTE



### 2. Press **24** **SPLIT**.



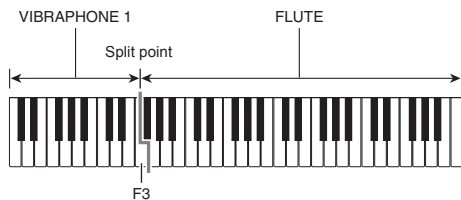
### 3. Use the **29** number keys, and the **80** [-] and [+] keys to select the left side range tone you want.

Example: 044 VIBRAPHONE 1



### 4. Play something on the keyboard.

This will sound the tones assigned to the left and right side ranges of the keyboard.



- Pressing **24** **SPLIT** again will turn split off.

### **NOTE**

- If you turn on both layer and split, layering will be applied to the right side range of the keyboard only.

## To change the split point

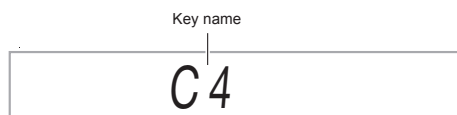
### 1. Keep **24** **SPLIT** depressed until you finish step 2 of this procedure.

This will cause the key name at the currently set split point to appear on the display.

### 2. Press the keyboard key where you want the split point to be.

The key you press will become the lowest note of the right side range of the split keyboard.

Example: Setting middle C (C4) as the split point.



## Using Reverb

1. Press **23** **FUNCTION** and then use the **23** [2] (**←**) and **[3]** (**→**) keys to display “Reverb” (page EN-6).

Reverb

2. Use the **80** [-] and [+] keys to select the reverb setting you want.

Setting Number	Parameter
1	Off
2 - 6	Room1 - 5
7 - 8	Large Room1 - 2
9 - 13	Hall1 - 5
14 - 15	Stadium1 - 2
16 - 17	Plate1 - 2
18 - 19	Delay1 - 2
20	Church
21	Cathedral

## Using Chorus

Chorus is a function that adds depth and breadth to notes.

1. Press **23** **FUNCTION** and then use the **23** [2] (**←**) and **[3]** (**→**) keys to display “Chorus” (page EN-6).

Chorus

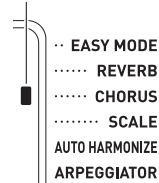
2. Use the **80** [-] and [+] keys to select the chorus type you want.

You can select from among chorus types 1 through 11.

Setting Number	Parameter
1	Tone
2 - 7	Chorus1 - 6
8 - 11	Flanger1 - 4

- If you select Setting Number 1 (Tone), appropriate chorus settings are assigned to each tone.

Indicator is not displayed when “Tone” is selected.



- The actual effect produced by chorus depends on the tone you are using.



## Changing the Equalizer Setting

You can use the equalizer to adjust the sound quality. See Function No.21 under “**FUNCTION** Button (23) Functions” (page EN-43).

Setting Number	Display	Description
1	Standard	Standard setting
2	Bass +	Enhances the low range.
3	Treble +	Enhances the high range.
4	Loudness	Enhances everything.
5	Mellow	Creates a soft feeling.
6	Bright	Creates a bright feeling.
7	Rock	Creates a sound optimized for rock music.
8	Dance	Creates a sound optimized for dance music.
9	Jazz	Creates a sound optimized for jazz music.
10	Classic	Creates a sound optimized for classical music.

## Using a Pedal

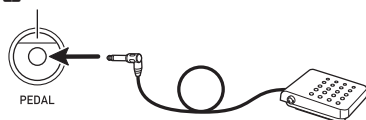
A pedal can be used to change notes in various ways while playing.

- A pedal unit does not come with the Digital Keyboard. Purchase one separately from your retailer. See page EN-3 for information about options.

## Connecting a Pedal Unit

Connect an optional pedal unit.

### 42 PEDAL



## Selecting the Pedal Effect

1. Press **28** **FUNCTION** and then use the **29** [2] (**←**) and **[3]** (**→**) keys to display “Other”.

Other

2. Press **29** [6] (**ENTER**) key.

Pedal

3. Use the **29** number keys, and the **60** [**-**] and [**+**] keys to select a pedal effect type (page EN-6).
  - The following shows the available pedal effects.

Setting Number	Parameter (Display)	Description
1	Sustain (Sustain)	Sustains notes played while the pedal is depressed. Organ and other similar tone notes are sustained even if the pedal is not pressed.
2	Sostenuto (Sostenut)	Sustains notes that are playing when the pedal is depressed before the keyboard keys are released.
3	Soft (Soft)	Slightly softens notes played while the pedal is depressed.
4	Rhythm/Song (Rhy/Song)	Pressing the pedal starts and stops Auto Accompaniment or song playback.

## Changing the Pitch (Transpose, Tuning, Octave Shift)

### Changing the Pitch in Semitone Steps (Transpose)

The transpose feature lets you change the pitch, in semitone steps. A simple operation lets you instantly change the pitch to match that of a singer.

- The transpose setting range is -12 to +12 semitones.

#### 1. Press **[28]** **FUNCTION**.

*Trans.*

#### 2. Use the **[80]** [-] and [+] keys to select the transpose setting you want.

### Fine Tuning (Tuning)

Use the tuning feature when you need to adjust the pitch slightly to play along with another musical instrument. Also, some artists perform their music with slightly altered tuning.

- The tuning feature specifies the frequency of the A4 note. You can set a frequency within the range of 415.5 to 465.9 Hz. The initial default setting is 440.0 Hz.
- You can change the frequency in 0.1 Hz steps.

#### 1. Press **[28]** **FUNCTION** and then use the **[29]** [2] (←) and **[3]** (→) keys to display “Tune”.

*Tune*

#### 2. Use the **[29]** number keys, and the **[80]** [-] and [+] keys to adjust tuning (page EN-6).

- You can use the number keys to input the integer part (left of the decimal point) of the value only. Use the (+) and (-) keys to change the value to the right of the decimal point.

*440.0Hz*

### Octave Shift

Octave Shift lets you raise or lower the pitch of the keyboard notes of each tone part (page EN-12) in octave units.

- The octave shift setting range is -3 to +3 octaves.

#### 1. Keep pressing **[25]** **LAYER** until the screen shown below appears on the display.

*0 U1 Oct.*

#### 2. Use the **[29]** [2] (←) and **[3]** (→) keys to select the tone part whose pitch you want to change.

#### 3. Use the **[80]** [-] and [+] keys to shift the octave.

*2 U2 Oct.*

#### **NOTE**

- This Octave Shift setting changes automatically when some tones are selected. For details, see the “Key Octave Shift” column of the tone list in the separate Appendix.

## Using the Pitch Bend Wheel to Shift the Pitch of Notes

You can use the pitch bend wheel to slide the pitch of notes smoothly upwards and downwards. This technique makes it possible to produce effects that are similar to sounds produced when bending notes on a saxophone or electric guitar.

### To play with the pitch bend wheel

1. While playing a note on the keyboard, rotate the pitch bend wheel on the left of the keyboard upwards or downwards.

The amount the note bends depends on how much you rotate the pitch bend wheel.

- Do not have the pitch bend wheel rotated as you turn on the Digital Keyboard.



### Specifying the Pitch Bend Range

Use the following procedure to specify how much the pitch of the note changes whenever the pitch bend wheel is rotated upwards or downwards. You can specify a range from 0 to 24 semitones (two octaves).

1. Press **28** **FUNCTION** and then use the **29** [2] (**←**) and **3** (**→**) keys to display "Other".
2. Press **29** [6] (**ENTER**) key.
3. Use the **29** [2] (**←**) and **3** (**→**) keys to display "PitchBnd".
4. Press the **29** [6] (**ENTER**) key.
5. Use the **29** [2] (**←**) and **3** (**→**) keys to display "Range".

Range

6. Use the **29** number keys, and the **30** [-] and **+** keys to select the range (page EN-6).

#### NOTE

- You also can change the setting of the pitch bend wheel for a specific part. See Function No.58 under "**FUNCTION** Button (**28**) Functions" (page EN-43).

## Playing Built-in Songs

With this Digital Keyboard, tune data is referred to as "songs". You can listen to the built-in songs for your own enjoyment, or you can play along with them for practice.

#### NOTE

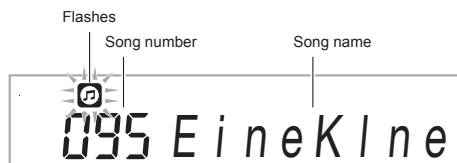
- In addition to simple listening enjoyment, the songs can be used with the lesson system (page EN-22) for practice.
- You can increase the number of songs using your computer (page EN-52).

## Playing the Demo Songs

1. Press **F1** **TONE** and **F2** **RHYTHM** at the same time.

After playback of the first demo song is complete, playback will proceed to the second and subsequent Song Bank songs.

- You can use the **30** [-] and **+** buttons to change the currently playing demo song.
- See page A-1 for information about song numbers and the song sequence.



2. To stop demo playback, press **8** **PLAY/STOP**.

Demo playback continues until you stop it by pressing **8** **PLAY/STOP**.

#### NOTE

- If Auto Power Off (page EN-9) is enabled, the Digital Keyboard will turn off if 30 minutes elapse without any keyboard operation being performed. Use the procedure under "Disabling Auto Power Off" (page EN-9) for information about how to disable Auto Power Off.

## Playing Back a Particular Song

Use the procedure below to play back one of the built-in songs. You can play along on the keyboard with song playback.

### Start/Stop

1. Press **18** **SONG BANK**.
2. Use the **29** number keys, and the **30** [-] and [+] keys to select the number of the song you want.
  - See page A-1 for a complete list of available songs.
  - Use the number keys to enter the song number. Specify three digits for the song number.  
*Example:*  
To select 001, enter 0 → 0 → 1.  
To select 036, enter 0 → 3 → 6.
  - To jump to the top song of a category, first make sure a song name is shown on the display. Next, hold down **14** **CATEGORY** as you use the **30** [-] and [+] keys to select the category you want.

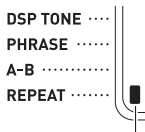
#### ■ Built-in Song EXERCISE

Songs 111 through 160 are for finger training. You can use these songs to help stimulate brain activity.



- Note that the level of brain stimulation differs from person to person.
- This product is not a medical device.

3. Press **8** **PLAY/STOP**.  
This starts playback of the song.
4. Press **8** **PLAY/STOP** again to stop playback.  
Song playback will continue (repeat) until you press **8** **PLAY/STOP** to stop it. You can cancel song repeat by pressing **3** **REPEAT**.



Indicator disappears when song repeat is turned off.

## Pause, Skip Forward, Skip Back

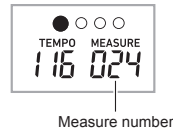
Use the operations in this section to perform pause, skip forward, and skip back operations.

#### ■ Pause

1. Press **7** **PAUSE**.  
This pauses song playback.
2. Press **7** **PAUSE** again to resume playback from the point where you paused it.

#### ■ Skip Forward

1. Press **6** **FF**.  
This skips song playback forward to the next measure. Each press of **6** **FF** skips ahead one measure. Holding down **6** **FF** skips forward at high speed until you release it.

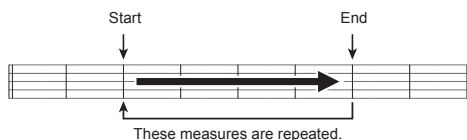


#### ■ Skip Back

1. Press **5** **REW**.  
This skips song playback back to the previous measure. Each press of **5** **REW** skips back one measure. Holding down **5** **REW** skips back at high speed until you release it.

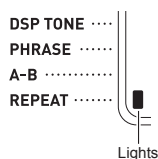
## Repeating Playback of Specific Measures

You can use the procedure in this section to repeat particular measures for practice playing along until you master it. You can specify the start measure and the end measure of the section you want to play and practice.



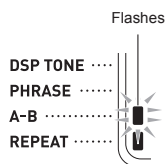
### 1. Press **3 REPEAT** to temporarily turn on song repeat.

- If you don't want the phrase to repeat, turn off song repeat by pressing the **3 REPEAT** button (indicator off).



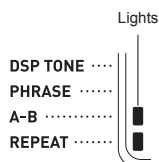
### 2. When song playback reaches the measure you want to specify as the start measure, press **4 A-B**.

This specifies the measure as the start measure.



### 3. When playback reaches the measure you want to select as the end measure, press **4 A-B** again.

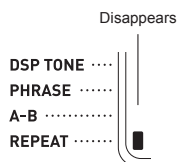
This specifies the measure as the end measure and starts repeat playback of the measures in the specified range.



- During repeat play you can use **7 PAUSE** to pause playback, **6 FF** to skip forward, or **5 REW** to skip back.

### 4. Pressing **4 A-B** again returns to normal playback.

Changing the song number clears the start measure and end measure of the repeat operation.



## Changing Playback Speed (Tempo)

You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc.

See "Changing the Tempo Setting" (page EN-11).

## Adjusting the Song Volume

Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume.

See Function No.9 under "**FUNCTION** Button (F9) Functions" (page EN-43).

## Playing with the Tone as Song Playback (Tone Sync)

The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes.

1. After selecting a song, hold down **F8 SONG BANK** for about two seconds until the displayed tone name changes to the tone name of the song.

- If your currently selected tone is the same as the song tone, the display contents will not change.

2. Play along with song playback.

### NOTE

- If you select a song that uses different tones for left and right hand play, the right hand part tone is assigned to the keyboard.

## Increasing the Selection of Songs

You can load song data from an external device and increase the selection of songs available on the keyboard. See the following pages for more information. See page EN-54 for details about how to transfer sampled data to a computer for storage.

### NOTE

- For information about how to delete song data loaded from an external device, see page EN-42.

## Playing Back Data from a USB flash drive

You can use the following procedure to play back user song data (page EN-54) directly from a USB flash drive.

### IMPORTANT!

- Whenever you copy a file to the USB flash drive that you plan to play on the Digital Keyboard, be sure to store the file in the **MUSICDAT** folder on the USB flash drive.

1. Insert the USB flash drive into the Digital Keyboard's USB flash drive port.

### IMPORTANT!

- Never plug any other device besides a USB flash drive into the USB flash drive port.
- When you perform a USB flash drive operation or turn on the Digital Keyboard while a USB flash drive is plugged in, the Digital Keyboard initially needs to perform a "mounting" sequence to prepare for data exchange with the USB flash drive. Digital Keyboard operations may be momentarily disabled while a mounting sequence is being performed. While the mounting process is in progress, the message "Mounting" will be displayed. It may take up to 10 or 20 seconds or even longer for a USB flash drive to be mounted. Do not attempt to perform any operation on the Digital Keyboard while a mounting sequence is in progress. A USB flash drive needs to be mounted each time it is connected to the Digital Keyboard.

2. Press **F8 SONG BANK**.

3. Use the **F9** number keys, and the **F0 [-]** and **[+]** keys to select the song you want to play.

- Hold down **F4 CATEGORY** as you use the **F0 [-]** and **[+]** keys to select the USB category.

4. Press **F8 PLAY/STOP**.

This will start playback.

- Each press of **F8 PLAY/STOP** starts and stops playback.

## Using Built-in Songs to Master Keyboard Play

The methods you can use for practice with this Digital Keyboard are described below.

- **Easy Mode** (page EN-22)
- **Step Lesson** (page EN-23)
- **No Guidance Play** (page EN-24)

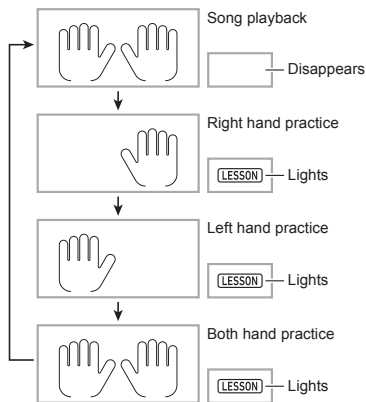
## Selecting the Song and Part You Want to Practice

First, select the song and part you want to practice. You can select the right-hand part, left-hand part, or both-hand parts for practice. If playing with both hands is too difficult when you're first getting started, you can practice each hand individually.

1. **Select the song you want to practice** (page EN-19).
2. **Press [9] PART SELECT to select the part you want to practice.**

Each press of [9] **PART SELECT** cycles through the settings shown below.

- Display of the part indicator and LESSON indicator depends on the selection status of the parts.



### NOTE

- Pressing [9] **PART SELECT** while song playback is in progress will not change to a lesson.
- Pressing [9] **PART SELECT** while a lesson is in progress will not change the song playback status.
- Only the notes of the selected part are shown on the on-screen keyboard.
- Voice Fingering Guide announcing finger numbers does not sound during both hand practice.

3. **Hold down [18] SONG BANK until the displayed tone name changes to the song's tone name.**

The same tone used for song playback will be assigned to the keyboard (page EN-21).

### NOTE

- You can repeat specific sections of a song for practice. See "Repeating Playback of Specific Measures" (page EN-20).

## Easy Mode

In this mode, you concentrate on timing as you press any key to play the notes of the song melody. This is a good way for beginners to master key press timing while enjoying playing on the keyboard.

1. **Select the song you want to practice** (page EN-19).
2. **Press [9] PART SELECT to select a part to practice.**
3. **Press [18] EASY MODE.**
  - After an introductory count (and the intro part of the song, if there is one), the keyboard stands by and waits for you to play the first note.
4. **Press any key on the keyboard.**
  - During the initial count or intro, the key that you need to press first will flash on the on-screen keyboard. As you play a song, the key you need to press next will flash. The flashing stops and the key remains lit when the time comes to press the key and play the note.
  - Accompaniment waits until you press the flashing keyboard key.
5. **To exit the Easy Mode, press [18] EASY MODE (or [8] START/STOP, PLAY/STOP).**

## Lessons 1, 2, and 3

This mode provides you with a three-step practice routine to help you master a particular song.

- Lesson 1: Listen to the song.
- Lesson 2: Play with display guide.
- Lesson 3: Use everything you have learned up to this point to play.

### Lesson 1: Listen to the song.

First, listen to the example a few times to familiarize yourself with what it sounds like.

#### 1. Press **19** LISTEN.

This starts example play.

#### 2. To stop Lesson 1, press **19** LISTEN or **8** PLAY/STOP.

### Lesson 2: Watch how the song is played.

Play the song on the keyboard. During this lesson, the display shows the key you need to press next. Voice fingering guide also uses a simulate voice to announce which finger you should use. Follow the instructions to press the correct keyboard keys and play the notes. Don't worry if you play the wrong note. Song playback will wait until you play the correct note. Take your time and play at your own pace.

#### 1. Press **20** WATCH.

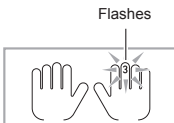
This starts Lesson 2.

#### 2. Play notes on the keyboard in accordance with the instructions provided on the display and by voice fingering guide.

During this lesson, the display shows the key you need to press next. Voice fingering guide uses a simulate voice to announce which finger you should use.



Flashes



Flashes

#### <Lesson 2 Guidance>

Master playing the correct note with the correct finger as instructed by the guidance. Practice playing with the correct timing.



Song playback will wait for you to play the correct note.

- The on-screen keyboard key and finger will change from flashing to lit.
- Note guide sounds the correct note to be played.
- Voice Fingering Guide tells you what finger to use.



Pressing the correct keyboard key causes song playback to resume and the key for the next note flashes.

#### 3. To stop Lesson 2, press **20** WATCH or **8** PLAY/STOP.

- If you complete Lesson 2 play to the end, a score that rates your play appears on the screen.

<b>Bravo!</b>	You pass! Advance to the next lesson.
<b>Again!</b>	Go back and try again.



#### NOTE

- Fingering Guide may not be available in the case of a song that was added by being imported from an external device (page EN-21).



### Lesson 3: Remember what you learned as you play.

Though song playback stands by waiting for you to press the correct keys as in Lesson 2, the Digital Keyboard does not provide any guidance about what note you need to play next. Remember everything you have learned up to Lesson 2 as you play.

#### 1. Press **[21]** REMEMBER.

This starts Lesson 3.

#### 2. Play the song along with the song playback.

**<Lesson 3 Guidance>**

Press the keyboard keys you learned in Lesson 2.

↓

Song playback will wait for you to play the correct note.

↓

If you do not press the correct keyboard key Lesson 2 style guidance will give you advice.

↓

Pressing the correct key will cause song playback to resume.

#### 3. To stop Lesson 3, press **[21]** REMEMBER or **[8]** PLAY/STOP.

- If you complete Lesson 3 play to the end, a score that rates your play appears on the screen the same as with Lesson 2.

## Playing without Guidance

After you are able to play the content in Lessons 1, 2, and 3, it is time to try playing the entire song from beginning to end.

#### 1. Press **[9]** PART SELECT to select a lesson part, and then press **[8]** PLAY/STOP.

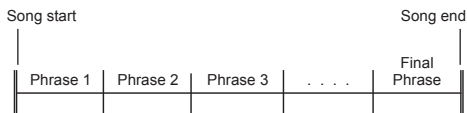
Try playing non-stop, without guidance.

## Dividing a Song into Parts for Practice (Lesson Phrase)

Any time while doing Step Up Lesson and No Guidance Play, you can divide any of the songs into short phrases to help you master them.

### Phrases

The built-in songs are pre-divided into phrases to help you master keyboard play.



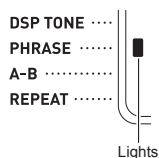
#### NOTE

- The Digital Keyboard may not be able to divide a song imported from an external device (page EN-21) into phrases that can be used for practice. If you want to divide such a song into phrases, see "Changing the Phrase Length" (page EN-26).

### To divide a song into parts for practice

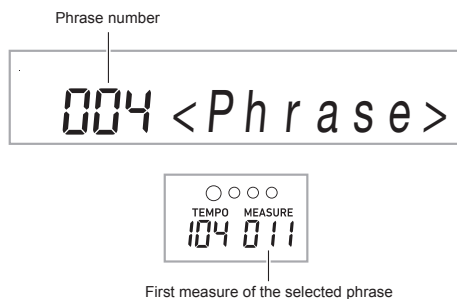
#### 1. Press **[22]** PHRASE.

- This turns on the lesson phrase function.



#### 2. You can use **[5]** ◀◀REW and **[6]** ▶▶FF to select phrase you want to use in the lesson.

- Press **[5]** ◀◀REW to jump one phrase back, and **[6]** ▶▶FF to jump one phrase forward.



3. Start Step Lesson (page EN-23) or No Guidance play (page EN-24).
  - This starts a lesson with the phrase you selected.
4. To turn off the lesson phrase function, press **[22] PHRASE** again.
  - This turns off the lesson phrase function.

### Messages that Appear during Lessons

The following are the messages that appear on the display during Step Lessons.

Message	Description
<Phrase>	Appears when you select a phrase, when a lesson starts, etc. <ul style="list-style-type: none"> <li>• Note that certain phrases will cause "&lt;Wait&gt;" to appear instead of "&lt;Phrase&gt;".</li> </ul>
<Wait>	Appears when the lesson starts with an intro or fill-in phrase that is not included in the phrases to be practiced. Play toll advance automatically to the next phrase after the un-included phrase plays, so wait until then to start playing on the keyboard.

## Lesson Settings

### Turning Off Voice Fingering Guide

Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3.

1. Press **[28] FUNCTION** and then use the **[29] [2]** (**←**) and **[3] (→)** keys to display "Lesson".

Lesson

2. Press the **[29] [6] (ENTER)** key.
3. Use the **[29] [2] (←)** and **[3] (→)** keys to display "Speak".

Speak

4. Press the **[30] [-]** key to select the off setting.

### Turning Off Note Guide

Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3.

1. Press **[28] FUNCTION** and then use the **[29] [2]** (**←**) and **[3] (→)** keys to display "Lesson".
2. Press **[29] [6] (ENTER)** key.
3. Use the **[29] [2] (←)** and **[3] (→)** keys to display "NoteGuid".

NoteGuid

4. Press the **[30] [-]** key to select the off setting.

## Turning Off Performance Evaluation

Use the following procedure to turn off performance evaluation, which evaluates your performance and displays a score for Lesson 2, Lesson 3, and No Guidance Play.

1. Press **28** **FUNCTION** and then use the **29** [2] (**←**) and **3** (**→**) keys to display “Lesson”.
2. Press the **29** [6] (**ENTER**) key.
3. Use the **29** [2] (**←**) and **3** (**→**) keys to display “Scoring”.

Scoring

4. Press the **30** [**-**] key to select the off setting.

## Changing the Phrase Length

If you have a song that is not divided into phrases for practice, you can use the procedure below to specify the length of each phrase you want to use to divide it.

1. Press **28** **FUNCTION** and then use the **29** [2] (**←**) and **3** (**→**) keys to display “Lesson”.
2. Press the **29** [6] (**ENTER**) key.
3. Use the **29** [2] (**←**) and **3** (**→**) keys to display “PhraseLn”.

PhraseLn

4. Use the **29** number keys, and the **30** [**-**] and [**+**] keys to select a phrase length setting.

Setting Number	Description
1	Length of one phrase is one measure.
2	Length of one phrase is two measures.
3	Length of one phrase is three measures.
4	Length of one phrase is four measures.
5	Length of one phrase is five measures.
6	Length of one phrase is six measures.
7	Length of one phrase is seven measures.
8	Length of one phrase is eight measures.

## To simplify accompaniment

Simplifying accompaniment helps to make the lesson sound easier to hear.

See Function No.42 under “**FUNCTION** Button (**28**) Functions” (page EN-43).

## Specifying the Part Channel

The part channel provides part information that is used by the functions below. If a song does not have any part channel information, the current settings of these functions will be used.

- Tone Sync (page EN-21)
- Lesson Function (page EN-23)

See Functions No.64 and No.65 under “**FUNCTION** Button (**28**) Functions” (page EN-43).

## Using Auto Accompaniment

With Auto Accompaniment, simply select an accompaniment pattern. Each time you play a chord with your left hand the appropriate accompaniment will play automatically. It's like having a personal backup group along with you wherever you go.

### NOTE

- Auto Accompaniments are made up of the following three parts.
  - (1) Rhythm
  - (2) Bass
  - (3) Harmony

You can have only the rhythm part play, or you can have all three parts play at the same time.

## Playing the Rhythm Part Only

The rhythm part is the foundation of each Auto Accompaniment. Your Digital Keyboard comes with a variety of built-in rhythms, including 8-beat and waltz. Use the following procedure to play the basic rhythm part.

### Starting and Stopping the Rhythm Part Only

#### 1. Press **12** RHYTHM.



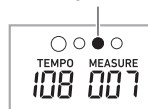
#### 2. Use the **29** number keys, and the **30** [-] and [+] keys to select the rhythm number you want.

- See the separate "Appendix" for information about individual rhythms.
- Use the number keys to enter the rhythm number. Specify three digits for the rhythm number.  
*Example:* To select 001, enter 0 → 0 → 1.
- To jump to the top rhythm of a category, first make sure a rhythm name is shown on the display. Next, hold down **14** CATEGORY as you use the **30** [-] and [+] keys to select the category you want.

#### 3. Press **8** START/STOP.

This starts the rhythm.

This pattern changes with each beat.



#### 4. Play along with the rhythm.

#### 5. To stop the rhythm, press **8** START/STOP again.

## Playing All Parts

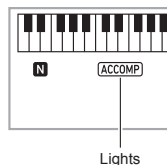
### Auto Accompaniment with Chords

Playing a chord with your left hand automatically adds bass and harmony accompaniment parts to the currently selected rhythm. It is just like having your own personal back up group on call.

#### 1. Start play of the rhythm part.

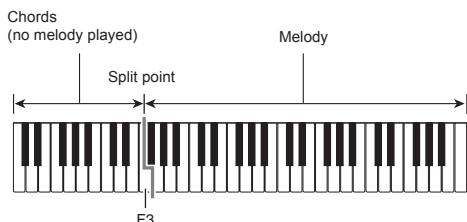
#### 2. Press **9** [ACCOMP].

This enables chord input on the accompaniment keyboard.



### 3. Use the accompaniment keyboard to play chords.

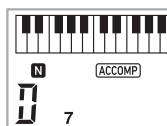
This will cause bass and harmony Auto Accompaniment parts to be added to the rhythm part.



*Example:*

Pressing D-F<sup>#</sup>-A-C on the accompaniment keyboard

↓  
Accompaniment for the D-F<sup>#</sup>-A-C chord (D7) sounds.



#### NOTE

- You can use the split point to change the size of the accompaniment keyboard range (page EN-14).

### 4. Play other chords with left hand as you play the melody with your right hand.

### 5. Pressing [9] [ACCOMP] again returns to rhythm only accompaniment.

## Selecting a Chord Input Mode

You can select from among the following six chord input modes.

- CASIO CHORD
- FINGERED 1
- FINGERED 2
- FINGERED ON BASS
- FINGERED ASSIST
- FULL RANGE CHORD

#### 1. Press [16] CHORD MODE.

#### 2. Use the [80] [-] and [+] keys to select the chord input mode you want.

#### ■ CASIO CHORD

With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below.



Accompaniment keyboard



## Chord Type

### Major Chords

Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key. All of the accompaniment area keys that are marked with the same chord name play exactly the same chord.

*Example: C (C Major)*



### Minor Chords

To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right.

*Example: Cm (C Minor)*



### Seventh Chords

To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right.

*Example: C7 (C Seventh)*



### Minor Seventh Chords

To play a minor seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right.

*Example: Cm7 (C Minor Seventh)*

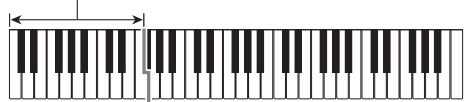


### ■ FINGERED

With these input modes, you play chords on the accompaniment keyboard using their normal chord fingerings. Some chord forms are abbreviated, and can be fingered with one or two keys.

See page A-7 for information about chords that are supported and how they are fingered on the keyboard.

Accompaniment keyboard



### ● FINGERED 1

Play the component notes of the chord on the keyboard.

2 Finger d 1

### ● FINGERED 2

Unlike FINGERED 1, 6th input is not possible. m7 or m7<sup>♯5</sup> is input.

3 Finger d 2

### ● FINGERED ON BASS

Unlike FINGERED 1, allows input of fraction chords with the lowest keyboard note as the bass note.

4 Fg On Bass

### NOTE

- When playing a minor, seventh, or minor seventh chord, it makes no difference whether the additional keys you press are black or white.

● **FINGERED ASSIST**

Produces an effect that is different from FINGERED 1 when two or three keys are pressed. Pressing a root key and any white key to the left of the root key plays a seventh chord, while a black key plays a minor chord. Pressing both a white and black key together plays a minor seventh chord.



- In addition to FINGERED 1, you can also use the methods below to play the three types of chords described below.

**Chord Type**

**Minor Chords**

To play a minor chord, press the accompaniment keyboard key that specifies the major chord, while also adding the closest black key to the left of the major chord key.

Example: Cm (C Minor)



**Seventh Chords**

To play a seventh chord, press the accompaniment keyboard key that specifies the major chord, while also adding the closest white key to the left of the major chord key.

Example: C7 (C Seventh)



**Minor Seventh Chords**

To play a minor seventh chord, press the accompaniment keyboard key that specifies the major chord, while also adding the closest white and black keys to the left of the major chord key.

Example: Cm7 (C Minor Seventh)

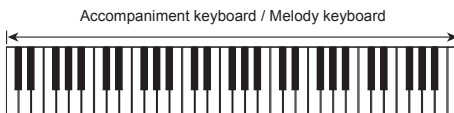


■ **FULL RANGE CHORD**

With this mode, you can use the full range of the keyboard to play chords and the melody.



See page A-7 for information about chords that are supported.



**Using Auto Accompaniment Effectively**

**Auto Accompaniment Pattern Variations**

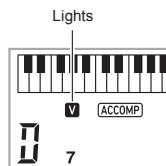
Use the following procedures to play intro and ending patterns, to play fill-in patterns, and to play variations of basic Auto Accompaniment patterns.

■ **Auto Accompaniment Variation**

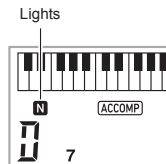
Each Auto Accompaniment pattern has a basic "normal pattern" as well as a "variation pattern".

**1. Press [5]VAR. FILL-IN.**

This starts the variation pattern.



**2. Pressing [4]NORMAL FILL-IN returns to normal pattern.**



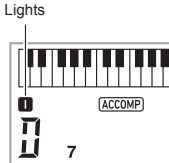
### ■ Auto Accompaniment Intro

Use the following procedure to play an intro of a few measures.

#### 1. Press **3** INTRO.

This starts the intro pattern. Normal pattern play will start when the intro pattern is finished.

- If you press **5** VAR. FILL-IN while an intro pattern is being played, the variation pattern will start when the intro pattern is finished.



### ■ Auto Accompaniment Fill-in

Use the procedure below to play a fill-in pattern during a performance.

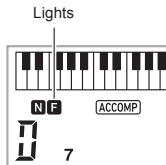
- A "fill-in" is a short phrase played where you want to change the mood of a piece. A fill-in pattern can be used to create a link between two melodies or an accent.
- Normal and variation patterns have their own unique fill-in patterns.

#### ● Normal Pattern Fill-in

#### 1. While a normal pattern is playing, press **4** NORMAL FILL-IN.

This plays the fill-in for the normal pattern.

- Normal pattern play will resume after the fill in pattern is complete.

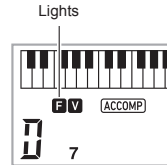


#### ● Variation Pattern Fill-in

#### 1. While a variation pattern is playing, press **5** VAR. FILL-IN.

This plays the fill-in for the variation pattern.

- Variation pattern play will resume after the fill in pattern is complete.

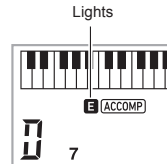


### ■ Auto Accompaniment Ending

Use the following procedure to play an ending of a few measures.

#### 1. While an Auto Accompaniment is playing, press **6** ENDING/SYNCHRO START.

This will play the ending pattern and then stop Auto Accompaniment play automatically.



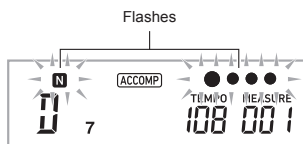


### ■ Using Synchro Start

Use the following procedure to configure the Digital Keyboard to start Auto Accompaniment play as soon as you press a keyboard key.

#### 1. Press **[6] ENDING/SYNCHRO START**.

This enters accompaniment start standby.



#### 2. Play a chord on the keyboard.

This will start full part accompaniment (normal).

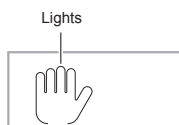
Any of the following operations can be performed while in synchro standby to start a non-normal pattern.

- To start with intro pattern, press **[3] INTRO**.
- To start with variation pattern play, press **[5] VAR. FILL-IN**.

### ■ Synchro Stop

With synchro stop, Auto Accompaniment and rhythm are stopped simultaneously when accompaniment keyboard keys are released. At the end of an Auto Accompaniment, the Digital Keyboard automatically enters synchro start standby.

#### 1. Each press of **[7] SYNCHRO STOP** causes the left-hand indicator on the display to toggle between displayed and not displayed.



### Using One-Touch Preset

With One-Touch Preset, the Digital Keyboard automatically configures optimal tone, tempo, and other settings in accordance with the rhythm pattern you select.

#### 1. Hold down **[2] RHYTHM** until the current tone screen appears on the display.

This will automatically apply the One-Touch Preset settings in accordance with the rhythm pattern that is currently selected.

#### 2. Play a chord on the keyboard.

This will start accompaniment automatically.

### Increasing the Number of Rhythms (User Rhythms)

You can transfer rhythms you like from your computer and assign them to rhythm numbers 196 through 205 (user rhythms). After that, you can select user rhythms for playback. For details, see "Storing and Loading Digital Keyboard Memory Data" (page EN-54).

### ■ Deleting Rhythm Data from Digital Keyboard Memory

#### 1. Select the rhythm you want to delete.

#### 2. Hold down **[15] RECORD/STOP**.

This causes "Sure?" to appear on the display.

#### 3. Press the **[80] [+]** (YES) key.

This deletes the rhythm.

To cancel the delete operation without deleting, press the **[80] [-]** (NO) key.

### Changing Auto Accompaniment Speed (Tempo)

See "Changing the Tempo Setting" (page EN-11).

### Adjusting the Accompaniment Volume

Use the following procedure to adjust the balance between what you are playing on the keyboard and the volume of the Auto Accompaniment.

See Function No.8 under "**FUNCTION** Button (**[28]**) Functions" (page EN-43).

## Using Music Preset

Selecting a Music Preset instantly changes the Digital Keyboard to a preset setup (tone, rhythm, chord progression, etc.) for play of songs of various genres/categories. The press of a button sets up the Digital Keyboard so those songs sound exactly the way you thought they should.

- See the separate “Appendix” for a complete list of the 310 Music Presets that are available.

### 1. Press **[12]** **RHYTHM**.



### 2. Long-press **[9]** **[ACCOMP]**.

- The ACCOMP indicator will flash on the display to indicate that chord progression play is enabled.

### 3. Use **[29]** number keys, and the **[30]** **[-]** and **[+]** keys to select the preset number you want.

This will change the setup (tone, rhythm, etc.) of the Digital Keyboard.

- At this time the Digital Keyboard will go into Auto Accompaniment synchro start standby (page EN-32).
- To jump to the top music preset of a category, first make sure a preset name is shown on the display. Next, hold down **[12]** **CATEGORY** as you use the **[30]** **[-]** and **[+]** keys to select the category you want.

### 4. Play along on the keyboard with the accompaniment.

- To stop Auto Accompaniment, press **[8]** **START/STOP** or **[6]** **ENDING/SYNCHRO START**.
- To exit Music Preset, press **[9]** **[ACCOMP]**. However, the tone and rhythm settings configured by the selected music preset remain in effect.

## Using Auto Harmonize

Auto Harmonize automatically adds harmony to notes you play with your right hand, which adds rich depth to the melody of your performances. You can select from among 12 types of Auto Harmonize to suit the type of music you are playing.

### **[NOTE]**

- Auto Harmonize is controlled using the same button **[17]** **A.HAR./ARPEG.** as the Arpeggiator (page EN-34). Because of this, these two functions cannot be used at the same time.

### 1. While holding down the **[17]** **A.HAR./ARPEG.**, use the **[29]** **[2]** (**←**) and **[3]** (**→**) keys to display “BtnAssign”.

### 2. Use the **[30]** **[-]** and **[+]** keys to select “A.Har.”

### 3. Use the **[29]** **[2]** (**←**) and **[3]** (**→**) keys to display “AHarType”.

### 4. Use the **[30]** **[-]** and **[+]** keys to select the Auto Harmonize type you want.



## To change the chord progression key (Key Shift)

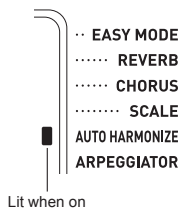
See Function No.66 under “**FUNCTION** Button (**[28]**) Functions” (page EN-43).

Type number	Type Name	Description
01	Duet 1	Adds close (separated by 2 to 4 degrees) 1-note harmony below the melody note.
02	Duet 2	Adds open (separated by more than 4 to 6 degrees) 1-note harmony below the melody note.
03	Country	Adds country style harmony.
04	Octave	Adds the note from the next lower octave.
05	5th	Adds the fifth degree note.
06	3-Way Open	Adds 2-note open harmony, for a total of three notes.
07	3-Way Close	Adds 2-note close harmony, for a total of three notes.
08	Strings	Adds harmony that is optimal for strings.
09	4-Way Open	Adds 3-note open harmony, for a total of four notes.
10	4-Way Close	Adds 3-note close harmony, for a total of four notes.
11	Block	Adds block chord notes.
12	Big Band	Adds big band style harmony.

## 5. Press **[F7] A.HAR./ARPEG.** to turn on Auto Harmonize.

If you play chords with your left hand and the melody with your right hand, harmony notes will be added to the melody.

- Press **[F7] A.HAR./ARPEG.** again to turn off Auto Harmonize.



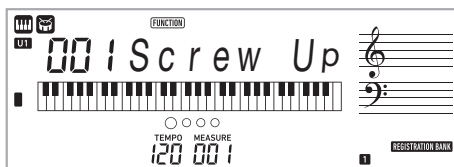
## Using the Arpeggiator

The Arpeggiator makes it possible to play an arpeggio pattern automatically. There are 100 different arpeggio patterns from which to choose in order to match the music you are playing.

### NOTE

- The Arpeggiator is controlled using the same button **[F7] A.HAR./ARPEG.** as Auto Harmonize (page EN-33). Because of this, these two functions cannot be used at the same time.

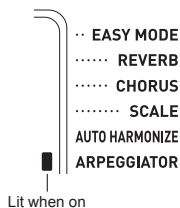
1. While holding down the **[F7] A.HAR./ARPEG.**, use the **[29] [2] (←)** and **[3] (→)** keys to display “BtnAssign”.
2. Use the **[80] [-]** and **[+]** keys to select “Arpeg.”
3. Use the **[29] [2] (←)** and **[3] (→)** keys to display “Arp Type”.
4. Use the **[80] [-]** and **[+]** keys to select the Arpeggiator type you want.
  - For details about arpeggio types, refer to the separate “Appendix”.



## 5. Press **[17] A.HAR./ARPEG.** to turn on Arpeggiator.

Playing a chord on the keyboard will start arpeggio play.

- Press **[17] A.HAR./ARPEG.** again to turn off Arpeggiator.



### NOTE

- The tempo setting of the Arpeggiator is the same as that set for the metronome (page EN-10).
- While "Arp Type" is shown on the display, long-press the **[17] A.HAR./ARPEG.** to assign the recommended tone for the selected type.

### Sustaining an Arpeggio (Arpeggiator Hold)

Use the following procedure when you want an arpeggio pattern to keep playing after you release the keyboard keys. See Function No.18 under "**FUNCTION** Button (**[23]**) Functions" (page EN-43).

## Looking Up the Notes of Chords (Chord Book)

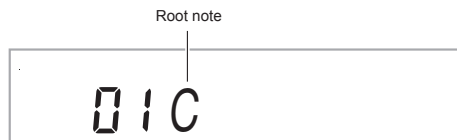
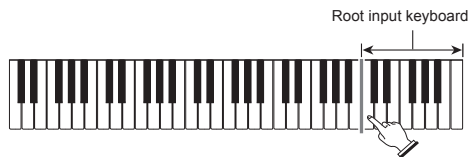
You can use the Chord Book to look up chords that you do not know how to play. Specifying root, chord type, and inversion settings causes the chord form to appear on the display and sounds the chord. You can also sound Auto Accompaniment based on the looked up chord, or play Auto Accompaniment and have the chords that are played displayed by the chord book.

1. Hold down **[16] CHORD MODE** until the message "Root" appears on the display.

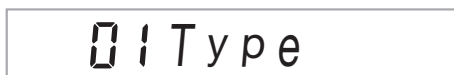


2. Specify the root note of the chord you want to look up by using the **[20] [-]** and **[+]** keys, or by pressing the root input keyboard key that corresponds to the root note.

*Example:* To look up C



3. Use the **[29] [2] (←)** and **[3] (→)** keys to display "Type".

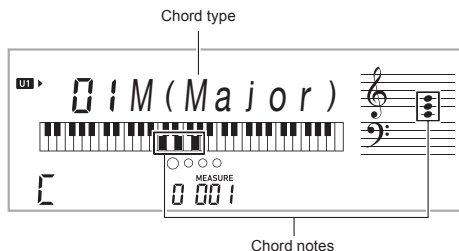


#### 4. Use the **[0]** [-] and **[+]** keys to select the type of chord you want.

Selecting a chord type causes the chord to sound, and shows the chord name and its notes on the display.

- To sound the chord form again, press the **[29]** **[6]** (ENTER) key.
- The chord will sound using the tone currently specified for the Upper 1 part. Long-pressing **[16]** **CHORD MODE** will configure settings that are optimum for chord play (Piano tone, Transpose: 0).

*Example:* Selecting M (Major)



- You can select any one of the following chord types.

M(Major), m(minor), dim, aug, <sup>♯5</sup>, sus4, sus2, 7th, m7, M7, mM7, dim7, dimM7, 7<sup>♯5</sup>, m7<sup>♯5</sup>, M7<sup>♯5</sup>, aug7, augM7, 7sus4, 6th, m6, add9, madd9, 69, m69

- To display a chord inversion, use the **[29]** **[2]** (←) and **[3]** (→) keys to display "Invert". Next, use the **[0]** [-] and **[+]** keys.

Setting Number	Description
0	Root position
1	First inversion
2	Second inversion
3	Third inversion
4	Fourth inversion

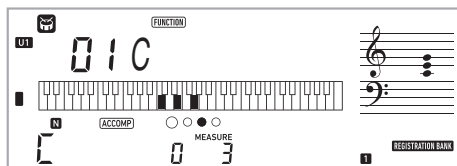
#### 5. After you are finished looking up what you want, press **[29]** **[5]** (EXIT) to exit the Chord Book.

### To sound a looked up chord book chord in an Auto Accompaniment

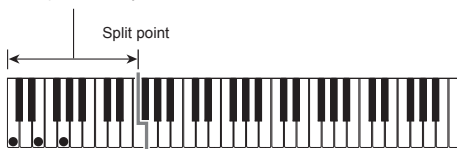
- Before pressing **[16]** **CHORD MODE** to access the chord book, use the procedure under "Using Auto Accompaniment" (page EN-27) to select a rhythm, and then press **[9]** **[ACCOMP]**.
- Use the chord book to specify the root note and chord type.
  - When playing a chord form, make sure that it fits within the accompaniment keyboard range. Use an inverted chord form if necessary.
  - This causes the "N" indicator to flash on the display to indicate synchro start standby.
- On the accompaniment keyboard, press the keys of the notes that make up the displayed chord form.

- This will start Auto Accompaniment, sounding the chord you selected with the chord book.

*Example:* To press the chord form for C and sound Auto Accompaniment



Accompaniment keyboard



- If the result is different from the one shown in the chord book, check the relationship between the chord form and the chord.

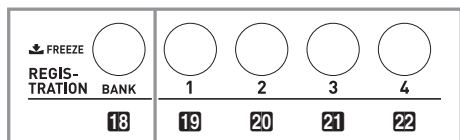
#### **NOTE**

- All of the information in the chord book uses a split point of F<sup>♯</sup>3 and the FINGERED 1 chord mode.

## Saving Keyboard Setups to Registration Memory

Registration memory lets you store Digital Keyboard setups (tone, rhythm, etc.) for instant recall whenever you need them. When recalling registration data, you can specify items that you do not want to include in the recall (Freeze). Registration memory simplifies performance of complex pieces that require successive tone and rhythm changes.

You can have up to 32 setups in Registration memory at one time. **18 BANK** and **19 1** to **22 4** are used for recording.



	Area 1	Area 2	Area 3	Area 4
Bank 1	Setup 1-1	Setup 1-2	Setup 1-3	Setup 1-4
Bank 2	Setup 2-1	Setup 2-2	Setup 2-3	Setup 2-4
.	.	.	.	.
Bank 8	Setup 8-1	Setup 8-2	Setup 8-3	Setup 8-4

- Each press of bank select button **18 BANK** cycles through the bank numbers, from 1 to 8.
- Pressing a button from **19 1** to **22 4** selects the corresponding area in the currently selected bank.

### ■ Registration Memory Data

- Tone numbers (main, layer, split)
- Rhythm number
- Tempo
- Auto Harmonize (on, off, type)
- Transpose
- Split point
- Touch Response
- Octave shift
- Chord input modes
- Accompaniment volume
- Arpeggiator setting (on, off, type)
- Synchro start
- Reverb (on, off, type)
- Chorus (on, off, type)
- Accomp (on, off)
- Arpeggiator hold (on, off)
- Layer (on, off)
- Split (on, off)
- Pedal effect
- Preset Scales
- Pitch Bend (range, tone part on/off)

## To save a setup to registration memory

### 1. Press **12 RHYTHM**.



Bank number

### 2. Configure the tone, rhythm, and other settings you can to include in the setup.

### 3. Press **18 BANK** to select the bank you want.

Each press of **18 BANK** cycles through the bank numbers.



Bank 4

- You also can select a bank using the **29** number keys, and the **30** [-] and [+] keys within three seconds after pressing the **18 BANK** button.

### 4. While holding down **23 STORE**, press a button from **19 1** to **22 4** to select an area.

This will save the settings you configured in step 2 into the applicable setup.

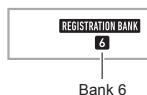
- If there is anything already stored in the setup, it will be replaced (deleted) by the new setup.

Stored in Setup 4-1



## To recall a setup from registration memory

1. Press **[F6] BANK** to select the bank that contains the setup you want to recall.



2. Use buttons **[F1] 1** to **[F4] 4** to select the area whose setup you want to recall.

This will recall the registration memory setup and automatically configure the Digital Keyboard settings accordingly.

Setup 6-1 recalled



### NOTE

- Notes currently being sounded by the keyboard may stop if you recall a setup that causes a change in octave shift (page EN-17). To keep this from happening, either select a setup that does not cause a change in the octave shift setting, or hold down the pedal (which will cause notes currently being played to be sustained).

## Disabling Overwrite of Specific Settings (Freeze)

Recalling setup data registered to one of the Area buttons (1 to 4) normally causes the applicable Digital Keyboard settings to be overwritten by the recalled settings. With the Freeze, you can disable overwriting of specific setting items whenever setup data is recalled.

1. Long-press **[F6] BANK** to toggle Freeze between on and off.



Indicates Freeze is enabled.

### Freezable Setting Items

- Tones
- Rhythms
- Auto Harmonize/Arpeggiator
- Tempo
- Controllers (Pedals and Pitch Bender)
- Transpose
- Scales
- Split Point
- Effects

### To specify items to remain unchanged (overwrite disabled) when you recall registration data

See Function No.27 under "**FUNCTION** Button (**[F23]**) Functions" (page EN-43).

### Saving registration Data on an External Device

See page EN-54 for details about how to transfer sampled data to a computer for storage.

## Recording Your Keyboard Play

You can use the procedure in this section to record your keyboard play for later playback. You can record your own keyboard play, or the part of either hand during a lesson using a song. You can also record play using Auto Accompaniment, or overdub a recording of another keyboard performance. Recorded content is saved in Song Bank locations 171 through 176 (user songs). Locations 172 through 176 are for keyboard performances. Location 171 is for keyboard play along with a song lesson.

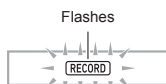
## Recording and Playing Back Keyboard Play

Use the following procedure to record everything you play on the keyboard. Recorded content is saved in Song Bank locations 172 through 176.

### 1. Press **[R]** RHYTHM.

### 2. Press **[RECORD]** RECORD/STOP.

This will enter record standby.

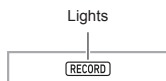


- To exit record standby, press **[RECORD]** RECORD/STOP as many times as necessary until the RECORD indicator is no longer displayed.

### 3. Configure the tone, rhythm, and other settings you want to use.

### 4. Start playing.

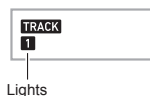
Recording starts as soon as you play something on the keyboard.



### NOTE

- You can use Auto Accompaniment while playing. If you do, Auto Accompaniment also will be recorded.
- The flashing on the screen shown in step 2 becomes faster when remaining recorder memory capacity becomes less than 101 notes.
- Up to five recorded songs can be in memory at one time.
- Recording memory capacity is approximately 40,000 notes per song.

### 5. To stop recording, press **[RECORD]** RECORD/STOP.



### 6. To play back what you have recorded, press **[PLAY/STOP]** PLAY/STOP.

Each press of **[PLAY/STOP]** starts and stops playback.

### IMPORTANT!

- Turning off the Digital Keyboard while recording is in progress will cause any data in recorder memory to be deleted.
- A new recording replaces (deletes) previously recorded contents.
- Due to the way the Digital Keyboard's system is designed, certain tone, Auto Accompaniment, reverb, and chorus settings can result in the sound produced during playback to be different from the sound that you heard when you recorded.

## Overdubbing a Recorded Track

In addition to the keyboard play and Auto Accompaniment you record to Track 1, you can overdub up to five keyboard play tracks.

### About tracks

Tracks are numbered from 1 to 6.

- If you do not specify a track number when recording, recording is performed to Track 1 automatically.

In addition to what you play on the keyboard, the following information also is recorded.

#### Track 1

Tone number, rhythm number, rhythm controller, Auto Accompaniment volume level, tempo, beat, reverb setting, chorus setting, chord play, layer play, split play, auto harmonize/arpeggiator play, scale setting, octave shift setting, pedal operations, pitch bend wheel operation, pitch bend range setting

#### Tracks 2 through 6

Tone number, arpeggiator play, octave shift setting, pedal operations, pitch bend wheel operation, pitch bend range setting



## To record to Tracks 1 through 6

1. Press **18** **SONG BANK**.
2. Use the **29** number keys, and the **80** [-] and [+] keys to select the song you want to overdub.

3. Press **15** **RECORD/STOP**.

This causes "Rec Trk" to appear on the display.



- To exit record standby, press **15** **RECORD/STOP** as many times as necessary until the RECORD indicator is no longer displayed.
4. Use the **80** [-] and [+] keys to select the track number of the next track to which you want to record.

This will enter record standby for the track you selected.

Example: Track 2

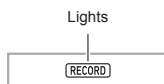


Flashes

- If you want to use a different tone than the one you used in Track 1, press **11** **TONE** and then use the **29** number keys to input the tone number.
5. Press **8** **PLAY/STOP**.

This will start playback of what you recorded up to this point in other tracks and record what you play on the keyboard to the currently selected track. Play the notes you want on the keyboard.

- If you want to record from the beginning of a track, press **15** **RECORD/STOP** and then start playing.



Lights

6. To stop recording, press **15** **RECORD/STOP**.

- To play back what you have recorded, press **8** **PLAY/STOP**. Each press of **8** **PLAY/STOP** starts and stops playback.



7. Repeat steps 3 through 6 to record the other tracks.

8. After you finish recording all of the tracks, press **8** **PLAY/STOP**.

- This will start playback of the recorded tracks. Press **8** **PLAY/STOP** to stop or restart playback.

## Muting a Track

You can use the procedure below to mute a recorded track and then record to or play back the other track.

1. Press **18** **SONG BANK**.
2. Use the **29** number keys, and the **80** [-] and [+] keys to select a song you recorded.

3. Press **9** **PART SELECT**.

This causes "Trk1Mute" to appear on the display.

4. Use the **29** [2] (←) and [3] (→) keys to select the track you want to mute.

5. Press the **80** [+] key to mute the selected track. To unmute the selected track, press the **80** [-] key.

- Muting a recorded track causes its track number to disappear from the display.
- Note that the number of a track that is not recorded also is not shown on the display.

6. Press the **29** [5] (EXIT) key.

## Changing the Recording Track while in Record Standby

### To change the recording track

- When you want to easily record to a new solo track (For example, to record drums first, etc.)
- When you want to correct for selection of the wrong track for recording

1. **Hold down [F5] RECORD/STOP.**  
This causes "Rec Trk" to appear on the display.
2. **Use the [29] number keys, and the [F0] [-] and [+] keys to select the track you want to record.**
3. **Press the [25] [5] (EXIT) key.**  
If you want to start playback of a previously recorded track and record new keyboard play along with it, press [F8] **PLAY/STOP** and then play along with the playback.

### To change the song number

- To easily select a different song number for recording while in record standby
- When you want to correct for selection of the wrong song number

1. **Hold down [F5] RECORD/STOP.**  
This causes "Rec Trk" to appear on the display.
2. **Use the [29] [2] (←) and [3] (→) keys to select "MitRec 1".**
3. **Use the [29] number keys, and the [F0] [-] and [+] keys to select the song number of the song you want to record.**
4. **Press the [25] [5] (EXIT) key.**  
If you want to start playback of a previously recorded track and record new keyboard play along with it, press [F8] **PLAY/STOP** and then play along with the playback.

## Recording Keyboard Play Along with a Song Lesson

This section explains how to play along and record along with one of the Digital Keyboard's songs. Recorded content is saved in Song Bank location 171.

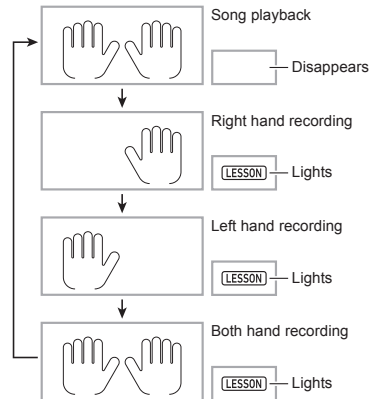
- **The following operations and settings also are recorded along with your keyboard play.**

Tone number, tempo, reverb setting, octave shift setting, pedal operations, pitch bend wheel operation, pitch bend range setting

### NOTE

- There can be only one recording of keyboard play with a song in recorder memory. Making a new recording replaces (deletes) previously recorded data.

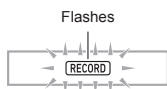
1. **Press [F8] SONG BANK.**
2. **Use the [29] number keys, and the [F0] [-] and [+] keys to select the song number of the song you want to record.**
3. **Press [F9] PART SELECT to cycle through the parts in the sequence shown below.**



- Configure tone and tempo settings at this time as well.

**4. Press **F5** RECORD/STOP.**

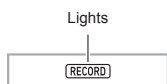
This will enter record standby.



- To exit record standby, press **F5** RECORD/STOP as many times as necessary until the RECORD indicator is no longer displayed.

**5. Press **B** PLAY/STOP to start song playback and recorder recording.**

Play along with the playback.



- To stop recording part way through, press **B** PLAY/STOP.

**6. Recording will stop automatically when the end of the song is reached.**

This will enter playback standby.

**7. Press **B** PLAY/STOP.**

This will start playback of what you recorded.

- Each press of **B** PLAY/STOP starts and stops playback.

**Deleting a Song****1. Press **F8** SONG BANK.****2. Use the **29** number keys, and the **F0** [-] and [+] keys to select the song number of the song you want to delete.****3. Hold down **F5** RECORD/STOP.****4. Use the **29** [2] (←) and [3] (→) keys to select “Song Clr”.****5. Press the **29** [6] (ENTER) key.**

This causes “Sure?” to appear on the display.

**6. Press the **F0** [+] (YES) key.**

This deletes the song.

To cancel, press the **F0** [-] (NO) key.

**Deleting a Track****1. Press **F8** SONG BANK.****2. Use the **29** number keys, and the **F0** [-] and [+] keys to select the song that contains the track you want to delete.****3. Hold down **F5** RECORD/STOP.****4. Use the **29** [2] (←) and [3] (→) keys to select “Trk Clr”.****5. Use the **29** number keys, and the **F0** [-] and [+] keys to select the track you want to delete.****6. Press the **29** [6] (ENTER) key.**

This causes “Sure?” to appear on the display.

**7. Press the **F0** [+] (YES) key.**

This deletes the track.

To cancel, press the **F0** [-] (NO) key.

**Saving Recorded Data on an External Device**

You can save data you record with the Digital Keyboard on your computer’s hard disk. See page EN-54 for details about how to transfer recorded data to a computer for storage.

# FUNCTION Button (23) Functions

You can use the **23 FUNCTION** button to change the volume and key, and to configure a variety of other settings.

## To select a function

### 1. Press **23 FUNCTION** to display the function menu.

This causes the FUNCTION indicator to appear on the display.

### 2. Use the **29 [2] (←)** and **[3] (→)** keys to display the function you want.

- If you select a function that has sub-menus, press the **29 [6] (ENTER)** key, and then use the **29 [2] (←)** and **[3] (→)** keys to select the sub-menu you want.
- If you are navigating through sub-menus, press **[5] (EXIT)** to return to the previous menu from your current location.
- Refer to the indicated pages for details about each function.

### 3. Use the **29** number keys, and the **80 [-]** and **[+]** keys to change the setting.

- If you want to use the **29** number keys, press the **[0]** number key to display the NUM indicator before inputting a value.

### 4. When the setting is the way you want, hold down the **29 [5] (EXIT)** key to exit the setting screen.

This causes the FUNCTION indicator to disappear from the display.

No.	Function	Display	Setting Range	Default	See Page
1	Transpose	Trans.	-12 - 12	0	EN-17
2	Octave Shift	Octave			EN-17
3	Tone Part Upper 1 Octave Shift	U1 Oct.	-3 - 3	0	EN-17
4	Tone Part Upper 2 Octave Shift	U2 Oct.	-3 - 3	0	EN-17
5	Tone Part Lower Octave Shift	L Oct.	-3 - 3	0	EN-17
6	Split Point	Split Pt	36 - 96	54	EN-14
7	Touch Response	Touch	1 - 4	3	EN-10
8	Auto Accompaniment Volume	AcompVol	0 - 127	115	EN-32
9	Song Volume	Song Vol	0 - 127	127	EN-21
10	Metronome	Metronom			EN-10
11	Metronome Beat	Beat	0 - 9	4	EN-10
12	Metronome Volume	Volume	0 - 127	127	EN-10
13	Chord Mode	ChordMod	1 - 6	2	EN-27
14	Auto Harmonize/Arpeggiator	AHar/Arp			EN-33, EN-34
15	Auto Harmonize/Arpeggiator Button Assignment	BtnAssign	1, 2	1	EN-33, EN-34
16	Auto Harmonize Type	AHarType	1 - 12	1	EN-33
17	Arpeggiator Type	Arp Type	1 - 100	1	EN-34
18	Arpeggiator Hold	ArpegHld	On/Off	Off	EN-34
19	Reverb	Reverb	1 - 21	11	EN-15
20	Chorus	Chorus	1 - 11	1	EN-15
21	Equalizer	Equalizr	1 - 10	1	EN-16

**FUNCTION Button (28) Functions**

No.	Function	Display	Setting Range	Default	See Page
22	Preset Scale	Scale			EN-46
23	Preset Scale Type	Type	1 - 17	1	EN-46
24	Preset Scale Root	Root	1 - 12	1	EN-46
25	Auto Accompaniment Scale	AcompScl	On/Off	Off	EN-46
26	Tuning	Tune	415.5 - 465.9	440.0	EN-17
27	Registration Memory Freeze Target	RMFrzTgt			EN-38
28	Rhythm	Rhythm	On/Off	On	EN-38
29	Tempo	Tempo	On/Off	On	EN-38
30	Tone	Tone	On/Off	Off	EN-38
31	Split Point	Split Pt	On/Off	Off	EN-38
32	Auto Harmonize/Arpeggiator	AHar/Arp	On/Off	Off	EN-38
33	Transpose	Trans.	On/Off	Off	EN-38
34	Scales	Scale	On/Off	Off	EN-38
35	Controllers	Cntrlr	On/Off	Off	EN-38
36	Effects	Effect	On/Off	Off	EN-38
37	Lesson	Lesson			EN-25
38	Voice Fingering Guide	Speak	On/Off	On	EN-25
39	Next Note Guide	NoteGuid	On/Off	On	EN-25
40	Performance Evaluation	Scoring	On/Off	On	EN-26
41	Phrase Length	PhraseLn	1 - 8	4	EN-26
42	Simplifying Accompaniment	PlainAcc	On/Off	Off	EN-26
43	Chord Book	Chord Bk			EN-35
44	Chord Root	Root	1 - 12	1	EN-35
45	Chord Type	Type	1 - 25	1	EN-35
46	Chord Inversion	Invert	0 to (Depends on chord type.)	0	EN-35
47	MIDI	MIDI			EN-53
48	Keyboard Channel	Keybd Ch	1 - 16	1	EN-53
49	Navigate	Navigate			EN-53
50	Navigate On/Off	Action	On/Off	On	EN-53
51	Right-hand Navigate Channel	R Ch.	1 - 16	4	EN-53
52	Left-hand Navigate Channel	L Ch.	1 - 16	3	EN-53
53	Navigate Lesson	Lesson	1 - 4	1	EN-53
54	Local Control	Local	On/Off	On	EN-54
55	Accomp Out	AcompOut	On/Off	Off	EN-54

No.	Function	Display	Setting Range	Default	See Page
56	Other	Other			
57	Pedal Effect	Pedal	1 - 4	1	EN-16
58	Pitch Bend	PitchBnd			EN-18
59	Pitch Bend Range	Range	0 - 24	2	EN-18
60	Tone Part Upper 1 Pitch Bend	U1Enable	On/Off	On	EN-18
61	Tone Part Upper 2 Pitch Bend	U2Enable	On/Off	On	EN-18
62	Tone Part Lower Pitch Bend	L Enable	On/Off	On	EN-18
63	Tap Rhythm Start	Tap Rhy	On/Off	Off	EN-11
64	Right-hand (Melody) Part Channel	PartR Ch	1 - 16	4	EN-26
65	Left-hand Part Channel	PartL Ch	1 - 16	3	EN-26
66	Music Preset Key Change	MP Key	-5 - 6	0	EN-33
67	Center Cancel (Vocal Cut)	C Cancel	On/Off	Off	EN-55
68	On-screen Keyboard	LCD Key	1, 2	1	EN-46
69	Display Contrast	Contrast	1 - 17	9	EN-10
70	Auto Power Off	AutoOff	On/Off	On	EN-9
71	Reset	Reset			EN-47
72	Function Settings	Setting	-	-	EN-47
73	Factory Reset	Factory	-	-	EN-47
74	Media	Media	-	-	EN-48
	USB Flash Drive				

### IMPORTANT!

- The tone and other parameters revert to their initial defaults whenever you turn on power (page EN-9).
- The following settings are retained even when power is turned off.  
Equalizer, Tuning, Registration Memory Freeze Target, Tap Rhythm Start, On-screen Keyboard, Display Contrast

## Changing the Scale of the Keyboard

You can use the following procedure to select from among 17 preset scales, including the standard Equal Temperament.

No.	Scale name	Display
01	Equal Temperament	Equal
02	Pure Major	PureMajr
03	Pure Minor	PureMinr
04	Pythagorean	Pythagor
05	Kimberger 3	Kirnbrg3
06	Werckmeister	Wercmeis
07	Mean-Tone	MeanTone
08	Rast	Rast
09	Bayati	Bayati
10	Hijaz	Hijaz
11	Saba	Saba
12	Dashti	Dashti
13	Chahargah	Chaharga
14	Segah	Segah
15	Gurjari Todi	GujrTodi
16	Chandrakauns	Cndrkuns
17	Charukeshi	Carukesi

1. Press **28** FUNCTION and then use the **29** [2] (←) and **3** (→) keys to display “Scale”.

Scale

2. Press the **29** [6] (ENTER) key.

01Type

3. Use the **29** number keys, and the **30** [-] and **+** keys to select a scale setting.

4. Use the **29** [3] (→) key to display “Root”.

01Root

5. Use the **29** number keys, and the **30** [-] and **+** keys to select a root setting.

6. When the setting is the way you want, hold down the **29** [5] (EXIT) key to exit the setting screen.

## Using the Current Scale Notes for Auto Accompaniments

You can use the following procedure to reflect the preset scale you selected in Auto Accompaniments.

1. Press **28** FUNCTION and then use the **29** [2] (←) and **3** (→) keys to display “Scale”.

Scale

2. Press the **29** [6] (ENTER) key.

3. Use the **29** [2] (←) and **3** (→) keys to display “AcompSc1”.

AcompSc1

4. Use the **30** [+] key to select on.

## On-screen Keyboard

You can control the type of on-screen keyboard that appears on the display.

See Function No.68 under “FUNCTION Button (28) Functions” (page EN-43).

Setting Number	Display	Description
1	Type 1	Black keyboard keys (sharps and flats) are normally black, but become white when pressed.
2	Type 2	Black keyboard keys (sharps and flats) are normally white, but become black when pressed.

## Deleting All Data in Digital Keyboard Memory

You can use the procedure below to delete all data, and reset settings and other system contents to return them to their initial factory defaults.

### IMPORTANT!

- This procedure also deletes user songs, user rhythms, registration data, and recorded song data (page EN-39). Saving important data to your computer's hard disk is recommended (page EN-54).

1. Press **28** **FUNCTION** and then use the **29** [2] (**←**) and **3** (**→**) keys to display "Other" (page EN-6).
2. Press the **29** [6] (**ENTER**) key.
3. Use the **29** [2] (**←**) and **3** (**→**) keys to display "Reset".
4. Press the **29** [6] (**ENTER**) key.
5. Use the **29** [2] (**←**) or **3** (**→**) key to display "Factory".
6. Press the **29** [6] (**ENTER**) key.  
This displays a delete confirmation message.

S u r e ?

7. Press the **80** [+] **(YES)** key.  
After performing the above step, "Wait" will appear on the display. The Digital Keyboard will restart automatically after data deletion is complete.
  - To cancel the delete operation, press **80** [-] **(NO)** or **29** [5] **(EXIT)**.

## Resetting FUNCTION Button Settings

You can use the procedure below to return all function settings to their initial factory defaults.

See Function No.72 under "**FUNCTION** Button (**28**) Functions" (page EN-43).



## USB Flash Drive

Your Digital Keyboard supports the following USB flash drive operations.

- USB flash drive formatting
- USB flash drive data loading to Digital Keyboard memory
- Data storage to a USB flash drive
- Delete data from a USB flash drive
- Rename data on a USB flash drive
- All data storage to a USB flash drive

### ■ Types of Data

Data Type	Display	Supported Operations				File Name Extension
		Load from USB Flash Drive	Save to USB Flash Drive	Delete from USB Flash Drive	Rename on USB Flash Drive	
Preset Song	–	×	×	×	×	–
User Song	UsrSng	○	×	○	○	CMF, MID*, CM2
User Recorded Song (Playing Along with a Built-in Songs)	Lesson R	○	○	○	○	LRF
User Recorded Song (Keyboard Play)	MltRec	○	○	○	○	MRF
User Recorded Song (Keyboard Play) (SMF)	MltR SMF	×	○	×	×	MID
Preset Rhythm	–	×	×	×	×	–
User Rhythm	Rhythm	○	×	○	○	AC7, CKF, Z00
Registration (Bank)	RegMemBk	○	○	○	○	RBK
All Data	All Data	○	○	○	○	DAL

\* SMF Format 0 or Format 1

## USB Flash Drive and USB Flash Drive Port Handling Precautions

### IMPORTANT!

- Be sure to observe the precautions provided in the documentation that comes with the USB flash drive.
- Avoid using a USB flash drive under the following conditions. Such conditions can corrupt data stored on the USB flash drive.
  - Areas subjected to high temperature, high humidity, or corrosive gas
  - Areas subjected to strong electrostatic charge and digital noise
- Never remove the USB flash drive while data is being written to or loaded from it. Doing so can corrupt the data on the USB flash drive and damage the USB flash drive port.
- Never insert anything besides a USB flash drive into the USB flash drive port. Doing so creates the risk of malfunction.
- A USB flash drive can become warm after very long use. This is normal and does not indicate malfunction.
- Static electricity conducted to the USB flash drive port from your hand or from a USB flash drive can cause malfunction of the Digital Keyboard. If this happens, turn the Digital Keyboard off and then back on again.

### Copyrights

You are allowed to use recordings for your own personal use. Any reproduction of an audio or music format file, without the permission of its copyright holder, is strictly prohibited under copyright laws and international treaties. Also, making such files available on the Internet or distributing them to third parties, regardless of whether such activities are conducted with or without compensation, is strictly prohibited under copyright laws and international treaties. CASIO COMPUTER CO., LTD. shall not be held in any way liable for any use of this Digital Keyboard that is illegal under copyright laws.

## Connecting a USB Flash Drive to and Detaching It from the Digital Keyboard

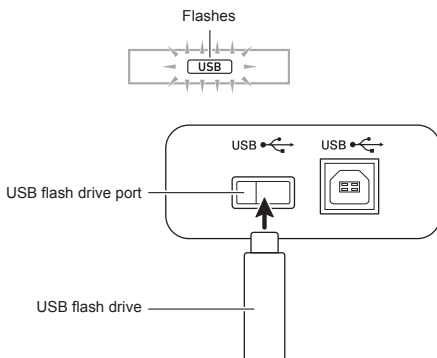
### IMPORTANT!

- Never plug any other device besides a USB flash drive into the USB flash drive port.
- When you perform a USB flash drive operation or turn on the Digital Keyboard while a USB flash drive is plugged in, the Digital Keyboard initially needs to perform a “mounting” sequence to prepare for data exchange with the USB flash drive. Digital Keyboard operations may be momentarily disabled while a mounting sequence is being performed. While the mounting process is in progress, the message “Mounting” will be displayed. It may take up to 10 or 20 seconds or even longer for a USB flash drive to be mounted. Do not attempt to perform any operation on the Digital Keyboard while a mounting sequence is in progress. A USB flash drive needs to be mounted each time it is connected to the Digital Keyboard.

#### ■ To insert a USB flash drive

1. As shown in the illustration below, insert the USB flash drive into the Digital Keyboard’s USB flash drive port.

- Carefully push the USB flash drive in as far as it will go. Do not use undue force when inserting the USB flash drive.



#### ■ To remove a USB flash drive

1. Check to confirm that there is no data exchange operation being performed, and then pull the USB flash drive straight out.

## Formatting a USB Flash Drive

### IMPORTANT!

- Be sure to format a USB flash drive on the Digital Keyboard before using it for the first time.
- Before formatting a USB flash drive, make sure it does not have any valuable data stored on it.
- The format operation performed by this Digital Keyboard is a “quick format”. If you want to completely delete all of the data in USB flash drive, format it on your computer or some other device.

#### Supported USB Flash Drives

This Digital Keyboard supports USB flash drives formatted to FAT32. If your USB flash drive is formatted to a different file system, use the Windows format function to reformat it to FAT32. Do not use quick format.

1. Insert the USB flash drive to be formatted into the Digital Keyboard’s USB flash drive port.
2. Press **F2** **FUNCTION** and then use the **F2** [2] (←) and [3] (→) keys to display “Media”.
3. Press the **F6** [6] (ENTER) key.
4. Use the **F2** [2] (←) and [3] (→) keys to display “Format”.
5. Press the **F6** [6] (ENTER) key.  
This displays a confirmation message (“Sure?”).
6. Press the **F+** [YES] key.
  - The message “Wait” remains on the display while the operation is being performed. Do not perform any operation while this message is on the display. “Complete” appears on the display after formatting is complete.
  - To cancel the format operation, press the **F-** [NO] key.

## Loading Data from a USB Flash Drive to Digital Keyboard Memory

You can use the procedure below to load data from a USB flash drive into Digital Keyboard memory.

### ⚠ IMPORTANT!

- Place the data (file) you want to load into the MUSICDAT folder on the USB flash drive.

1. Insert the USB flash drive into the Digital Keyboard's USB flash drive port.
2. Press **28** **FUNCTION** and then use the **29** [2] (←) and **3** (→) keys to display "Media".
3. Press the **29** [6] (ENTER) key.
4. Use the **29** [2] (←) and **3** (→) keys to display "Load".
5. Press the **29** [6] (ENTER) key.
6. Use the **29** [2] (←) and **3** (→) keys to select the data type you want to import.
7. Press the **29** [6] (ENTER) key.
8. Use the **29** number keys, and the **30** [-] and [+] keys to select the data you want to import.
9. Press the **29** [6] (ENTER) key.
10. Use the **29** number keys, and the **30** [-] and [+] keys to select the import destination you want.
  - Step 10 can be skipped if it is not necessary.
11. Press the **29** [6] (ENTER) key.
 

This displays an import confirmation message ("Sure?"). If there is already data in the import destination in Digital Keyboard memory, a message ("Replace?") will appear asking if you want to replace it with the new data.

  - Step 11 can be skipped if it is not necessary.
12. Press the **30** [+] (YES) key.
  - The message "Wait" remains on the display while the operation is being performed. Do not perform any operation while this message is on the display. "Complete" appears on the display after data import is complete.
  - To cancel the import operation, press the **30** [-] (NO) key.

## Saving Digital Keyboard Data to a USB Flash Drive

Digital Keyboard memory data can be saved to a USB flash drive.

1. Insert the USB flash drive into the Digital Keyboard's USB flash drive port.
2. Press **28** **FUNCTION** and then use the **29** [2] (←) and **3** (→) keys to display "Media".
3. Press the **29** [6] (ENTER) key.
4. Use the **29** [2] (←) and **3** (→) keys to display "Save".
5. Press the **29** [6] (ENTER) key.
6. Use the **29** [2] (←) and **3** (→) keys to select the data type you want to save.
7. Press the **29** [6] (ENTER) key.
8. Use the **29** number keys, and the **30** [-] and [+] keys to select the data you want to save.
  - Step 8 can be skipped if it is not necessary.
9. Press the **29** [6] (ENTER) key.
  - Step 9 can be skipped if it is not necessary.
10. Rename the file as required.
  - (1) Use the **29** [2] (←) and **3** (→) keys to move the cursor to the character you want to change.
  - (2) Use the **30** [-] and [+] keys to change the character.
    - The characters you can select are shown below.

0	1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z	\$	&	_	'
(	)	-	^	{	}	@	~	`	

11. After renaming the file, press the **29** [6] (ENTER) key.
 

This displays a confirmation message ("Sure?"). If there already a file with the same name on the USB flash drive, a confirmation message ("Replace?") will appear asking if you want to overwrite it with the new data.

**12. Press the **F10** [+] (YES) key.**

- The message "Wait" remains on the display while the operation is being performed. Do not perform any operation while this message is on the display. "Complete" appears on the display after data save is complete.
- To cancel the save operation, press the **F10** [-] (NO) key.

**Deleting Data from a USB Flash Drive**

Use the following procedure to delete USB flash drive data (files).

1. Insert the USB flash drive into the Digital Keyboard's USB flash drive port.
2. Press **F28** FUNCTION and then use the **F29** [2] (←) and **[3]** (→) keys to display "Media".
3. Press the **F29** [6] (ENTER) key.
4. Use the **F29** [2] (←) and **[3]** (→) keys to display "Delete".
5. Press the **F29** [6] (ENTER) key.
6. Use the **F29** [2] (←) and **[3]** (→) keys to select the data type you want to delete.
7. Press the **F29** [6] (ENTER) key.
8. Use the **F29** number keys, and the **F10** [-] and **[+]** keys to select the data you want to delete.
9. Press the **F29** [6] (ENTER) key.  
This displays a delete confirmation message ("Sure?").
10. Press the **F10** [+] (YES) key.
  - The message "Wait" remains on the display while the operation is being performed. Do not perform any operation while this message is on the display. "Complete" appears on the display after data delete is complete.
  - To cancel the delete operation, press the **F10** [-] (NO) key.

**Renaming Data on a USB Flash Drive**

1. Insert the USB flash drive into the Digital Keyboard's USB flash drive port.
2. Press **F28** FUNCTION and then use the **F29** [2] (←) and **[3]** (→) keys to display "Media".
3. Press the **F29** [6] (ENTER) key.
4. Use the **F29** [2] (←) and **[3]** (→) keys to display "Rename".
5. Press the **F29** [6] (ENTER) key.
6. Use the **F29** [2] (←) and **[3]** (→) keys to select the data type you want to rename.
7. Press the **F29** [6] (ENTER) key.
8. Use the **F29** number keys, and the **F10** [-] and **[+]** keys to select the data you want to rename.
9. Press the **F29** [6] (ENTER) key.
10. Rename the file as required.
  - (1) Use the **F29** [2] (←) and **[3]** (→) keys to move the cursor to the character you want to change.
  - (2) Use the **F10** [-] and **[+]** keys to change the character.
    - The characters you can select are shown below.

0	1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z	\$	&	_	'
(	)	-	^	{	}	@	~	`	

**11. After renaming the file, press the **F29** [6] (ENTER) key.**

This displays a confirmation message ("Sure?"). If there already a file with the same name on the USB flash drive, a confirmation message ("Replace?") will appear asking if you want to overwrite it with the new data.

## 12. Press the **30** [+] (YES) key.

- The message "Wait" remains on the display while the operation is being performed. Do not perform any operation while this message is on the display. "Complete" appears on the display after data save is complete.
- To cancel the save operation, press the **30** [-] (NO) key.

## Connecting External Devices

### Connecting a Computer

You can connect the Digital Keyboard to a computer and exchange MIDI data between them. You can send play data from the Digital Keyboard to music software running on your computer, or you can send MIDI data from your computer to the Digital Keyboard for playback.

### Minimum Computer System Requirements

The following shows the minimum computer system requirements for sending and receiving MIDI data. Check to make sure that your computer complies with these requirements before connecting the Digital Keyboard to it.

#### ● Operating System

Windows Vista \*1

Windows 7 \*2

Windows 8.1 \*3

Windows 10 \*4

macOS (OS X/Mac OS X) 10.7, 10.8, 10.9, 10.10, 10.11, 10.12

\*1: Windows Vista (32-bit)

\*2: Windows 7 (32-bit, 64-bit)

\*3: Windows 8.1 (32-bit, 64-bit)

\*4: Windows 10 (32-bit, 64-bit)

#### ● USB port

### IMPORTANT!

- **Never connect to a computer that does not conform to the above requirements. Doing so can cause problems with your computer.**

### NOTE

- For the latest news about supported operating systems, visit the website at the URL below.  
<http://world.casio.com/>

## Connecting the Digital Keyboard to Your Computer

### IMPORTANT!

- Make sure you follow the steps of the procedure below exactly. Connecting incorrectly can make data send and receive impossible.

#### 1. Turn off the Digital Keyboard and then start up your computer.

- Do not start up the music software on your computer yet!

#### 2. After starting up your computer, use a commercially available USB cable to connect it to the Digital Keyboard.

- Use a USB 2.0 or 1.1 A-B connector type USB cable.

#### 3. Turn on the Digital Keyboard.

- If this is the first time you are connecting the Digital Keyboard to your computer, the driver software required to send and receive data will be installed on your computer automatically.

#### 4. Start up commercially available music software on your computer.

#### 5. Configure the music software settings to select "CASIO USB-MIDI" as the MIDI device.

- For information about how to select the MIDI device, see the user documentation that comes with the music software you are using.

### IMPORTANT!

- Be sure to turn on the Digital Keyboard first before starting up your computer's music software.
- USB send and receive is disabled during playback of a Song Bank song (page EN-18).

## MIDI Settings

### Keyboard Channel

This parameter specifies the channel to be used when keyboard performance information is sent from this Digital Keyboard to a computer. For details about how to configure this setting, see "FUNCTION Button (23) Functions" (page EN-43).

### Navigate

This parameter can be used to display only the notes of particular channels (parts) as on-screen guide information from among the performance information sent from a computer. These channels are called navigate channels. For details about how to configure this setting, see "FUNCTION Button (23) Functions" (page EN-43).

#### ■ Navigate On/Off

Guidance is not displayed while Navigate is turned off.

#### ■ Right Hand Navigate Channel

Selects the right-hand part channel.

#### ■ Left Hand Navigate Channel

Selects the left-hand part channel.


#### ■ Lessons with Navigate

You can mute the sound of the channel assigned to the right-hand navigate channel and left-hand navigate channel and play the part on the keyboard.

Setting Number	Display	Description
1	Listen	Both the right-hand and left-hand parts sound, so you can listen to them for reference.
2	R Hand	Mutes the right-hand part sound so you can play it on the keyboard for practice.
3	L Hand	Mutes the left-hand part sound so you can play it on the keyboard for practice.
4	Both	Mutes both hand parts so you can play them on the keyboard for practice.


## Local Control

This parameter can be used when using an external sound source to play Digital Keyboard notes to specify that the notes should not be sounded by the Digital Keyboard.

For details about how to configure this setting, see “**FUNCTION** Button (  ) Functions” (page EN-43).

## Accomp Out

This parameter specifies whether or not Auto Accompaniment data should be sent.

For details about how to configure this setting, see “**FUNCTION** Button (  ) Functions” (page EN-43).

## Storing and Loading Digital Keyboard Memory Data

You can transfer recorded songs, and other data in Digital Keyboard memory to a computer for storage. You also can load standard MIDI file (SMF) data, and Auto Accompaniment data you download from the CASIO website to the Digital Keyboard, which greatly expands the Song Bank songs and Auto Accompaniment patterns available to you. A special Data Manager application is required in order to transfer data to and from the Digital Keyboard.

## Data Types Supported for Data Transfer

You can transfer the types of data listed below between the Digital Keyboard and a computer.

Data Type	Description
User rhythms (page EN-32)	Auto Accompaniment data loaded from a computer
User songs (page EN-21)	Song data loaded from a computer (Cannot be sent from the Digital Keyboard to a computer.)
Recorded songs (page EN-39)	Recorded song data
Registration setups (page EN-37)	Tone and rhythm setup settings

## Downloading Data Manager

1. Go to the **CASIO WORLDWIDE** site at the following URL.  
<http://world.casio.com/>
2. At the site, select a geographic area or country.
3. After accessing the area site, navigate to the **minimum computer system requirements for Data Manager for this product**.
  - You should be able to find a link to Data Manager information on the product introduction page of this product. If you cannot find such a link, use the search form of the area site where you are located to enter the model name of this product and search for it.
  - Note that site contents are subject to change without notice.
4. Check if your computer system complies with the minimum requirements for Data Manager.
5. Download Data Manager and its user’s guide to your computer.
6. Follow the procedure in the user’s guide that you downloaded in step 5 to install and use Data Manager.
  - You can download accompaniment data from the Internet Data Expansion system of the CASIO MUSIC SITE (<http://music.casio.com/>) and load it into the memory of this Digital Keyboard. Note that there is not any accompaniment data intended specifically for this model, so you should use data for other models.

### NOTE

- Since the accompaniment data is for other models, you may experience some abnormalities when playing it on this model.
- For information about accompaniment data compatibility between models, see the Data Manager user’s guide you download in step 5 of the above procedure.

## Connecting to Audio Equipment

This Digital Keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment.

### Outputting Keyboard Notes to Audio Equipment

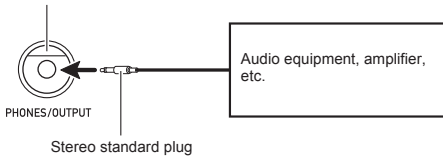
Connection requires commercially available connecting cords, supplied by you.

- The connecting cords should have a stereo standard plug on one end and a plug that matches the configuration of the external device on the other end.

#### ! IMPORTANT!

- Turn off the external device when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off.
- After connecting, turn on the Digital Keyboard and then the external device.
- If keyboard notes sound distorted when they are sounded from external audio equipment, lower the Digital Keyboard's volume setting.

Digital Keyboard **F45** PHONES/OUTPUT jack



## Playing an External Device from the Digital Keyboard

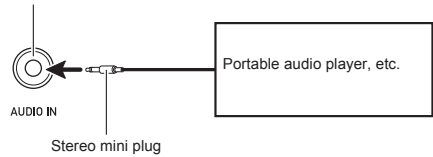
Connection requires commercially available connecting cords, supplied by you.

- The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end.

#### ! IMPORTANT!

- Turn off the Digital Keyboard when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off.
- After connecting, turn on the external device and then the Digital Keyboard.
- If notes are distorted when they are sounded on the external device, lower the volume setting of the external device.

Digital Keyboard **F43** AUDIO IN jack



### Center Cancel (Vocal Cut)

Enabling Vocal Cut cuts (mutes or minimizes) the vocal in the sound being input from the **F43** AUDIO IN jack. Note that this function cancels the sound in the center position of the audio, which may (depending on how the original audio was mixed) end up canceling something else other than the vocal part. How vocal cut is performed depends on the sound being input.

For information about configuring settings, "FUNCTION Button (**F23**) Functions" (page EN-43).



## Troubleshooting

Symptom	Action
<b>Included Accessories</b>	
I can't find something that should be here.	Carefully check inside all of the packing materials.
<b>Power Requirements</b>	
Power will not turned on.	<ul style="list-style-type: none"> <li>• Check the AC adaptor or make sure that the batteries are facing correctly (page EN-8).</li> <li>• Replace the batteries with new ones or switch over to AC adaptor power (page EN-8).</li> </ul>
The display lights up momentarily but power does not turn on when I press the <b>F1</b> ⏻ (power) button.	Press <b>F1</b> ⏻ (power) firmly and completely to turn on power.
The Digital Keyboard outputs a loud sound and then suddenly powers down.	Replace the batteries with new ones or switch over to AC adaptor power (page EN-8).
The Digital Keyboard suddenly powers down after about 30 minutes.	This happens when Auto Power Off (page EN-9) is triggered.
<b>Display</b>	
The display keeps going out or are flashing.	Replace the batteries with new ones or switch over to AC adaptor power (page EN-8).
On-screen keyboard keys or notes remain on the display.	A Step Up Lesson is in progress and the Digital Keyboard is waiting for you to play the next note in the song. To stop this from happening, cancel the lesson (page EN-23).
Screen contents are visible only from straight ahead.	This is dues to production limitations. It does not indicate malfunction.
<b>Sound</b>	
Nothing happens when I press any keyboard key.	<ul style="list-style-type: none"> <li>• Adjust the volume setting (page EN-9).</li> <li>• Check if something is plugged into <b>48</b> on the back of the Digital Keyboard.</li> <li>• Turn power off and then back on to initialize all keyboard settings (page EN-9).</li> </ul>
Nothing happens or notes do not play normally when I play notes on the left side of the keyboard.	Press <b>9</b> to disable chord input in the accompaniment keyboard area (page EN-27).
Nothing happens when I start an Auto Accompaniment.	<ul style="list-style-type: none"> <li>• With rhythms 186 to 195, nothing will sound until you play a chord on the keyboard. Try playing a chord (page EN-27).</li> <li>• Check and adjust the accompaniment volume setting (page EN-32).</li> <li>• If there is no user rhythm stored in memory, Auto Accompaniment will not start when you press <b>8</b> while a rhythm in the range of 196 to 205 is selected (page EN-27).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>
Nothing happens when I start playback of a built-in song.	<ul style="list-style-type: none"> <li>• It takes a little time after you press the button until the song starts to play. Wait for a moment for the song to start.</li> <li>• Check and adjust the song volume (page EN-21).</li> <li>• If there is no user song stored in memory, song playback will not start when you press <b>8</b> while a song in the range of 161 to 176 is selected (page EN-21).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>
The metronome does not sound.	<ul style="list-style-type: none"> <li>• Check and adjust the metronome volume setting (page EN-32).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>

Symptom	Action
Notes keep sounding, without stopping.	<ul style="list-style-type: none"> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> <li>• Replace the batteries with new ones or switch over to AC adaptor power (page EN-8).</li> </ul>
Some notes are cut off while they are playing.	Notes are cut off whenever the number of notes being sounded exceeds the maximum polyphony value of 48 (24 for some tones). This does not indicate malfunction.
The volume or tone setting I made has changed.	<ul style="list-style-type: none"> <li>• Adjust the volume setting (page EN-9) and the equalizer setting (page EN-16).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> <li>• Replace the batteries with new ones or switch over to AC adaptor power (page EN-8).</li> </ul>
Output volume does not change even though I change my keyboard touch.	<ul style="list-style-type: none"> <li>• Change the Touch Response setting (page EN-10).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>
In certain keyboard ranges, the volume and tone quality sound are slightly different from those in other keyboard ranges.	This is due to system limitations. It does not indicate malfunction.
With some tones, octaves do not change at the far ends of the keyboard.	This is due to system limitations. It does not indicate malfunction.
The pitch of the notes does not match other accompanying instruments or sounds strange when played long with other instruments.	<ul style="list-style-type: none"> <li>• Check and adjust the transpose (page EN-17) and tuning settings (page EN-17).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>
The reverb of notes seems to change suddenly.	<ul style="list-style-type: none"> <li>• Check and adjust the reverb setting (page EN-15).</li> <li>• Turn power off and then back on to initialize all Digital Keyboard settings (page EN-9).</li> </ul>
<b>Operation</b>	
When I perform a skip forward or skip back operation, the skip operation moves multiple song measures instead of only a single measure.	While song playback is stopped or a Step Up Lesson is in progress, skip forward and skip back operations are performed in phrase units (page EN-19).
Tone, rhythm, and other settings revert to their initial defaults whenever you turn on the Digital Keyboard.	Though Digital Keyboard settings reset when you turn off the Digital Keyboard (page EN-9), you can save setups to registration memory for instant recall whenever you need them (page EN-37).
<b>Computer Connection</b>	
I can't exchange data between the Digital Keyboard and a computer.	<ul style="list-style-type: none"> <li>• Check to make sure that the USB cable is connected to the Digital Keyboard and computer, and that the device is selected correctly with your computer's music software settings (page EN-53).</li> <li>• Turn off the Digital Keyboard and then exit the music software on your computer. Next, turn the Digital Keyboard back on and then restart the music software on your computer.</li> </ul>

## Error Indicators

Display	Cause	Action
Err Limit	You are attempting to record more than 999 measures.	Make your recordings up to 999 measures long.
Err Mem Full	You are attempting a recording that exceeds the allowable per song limit.	Keep song recordings with the allowable per song limit.
Err DataFull	You are attempting to record more than five songs.	Delete some of the songs in memory.
Err No Media	<ol style="list-style-type: none"> <li>1. The USB flash drive is not connected to the Digital Keyboard's USB flash drive port.</li> <li>2. The USB flash drive was removed while some operation was in progress.</li> <li>3. The USB flash drive is write-protected.</li> <li>4. The USB flash drive has anti-virus software.</li> </ol>	<ol style="list-style-type: none"> <li>1. Correctly plug the USB flash drive into the USB flash drive port.</li> <li>2. Do not remove the USB flash drive while any operation is in progress.</li> <li>3. Unprotect the USB flash drive.</li> <li>4. Use a USB flash drive that does not have anti-virus software.</li> </ol>
Err No File	There is no loadable file or no playable file in the "MUSICDAT" folder.	Move the file you want to load or play into the appropriate location (page EN-50) in the "MUSICDAT" folder.
Err No Data	You are attempting to save user data when there is no data to save.	Select a user data item for which there is data to save.
Err ReadOnly	A read-only file with the same name you are trying to use is already stored on USB flash drive.	<ul style="list-style-type: none"> <li>• Change the name and then save the new data.</li> <li>• Remove the read-only attribute from the existing USB flash drive file and overwrite it with the new data.</li> <li>• Use a different USB flash drive.</li> </ul>
Err MediaFul	There is not enough space available on the USB flash drive.	Delete some of the files on the USB flash drive to make room for new data (page EN-51) or use a different USB flash drive.
Err ManyFile	There are too many files on the USB flash drive.	Delete some of the files on the USB flash drive to make room for new data.
Err NotSMF01	You are attempting to play back SMF Format 2 song data.	This Digital Keyboard supports playback of SMF Format 0 or Format 1 only.
Err Large Sz	<ol style="list-style-type: none"> <li>1. The SMF file on the USB flash drive cannot be played because it is too big.</li> <li>2. The data you are trying to import cannot be imported because it is too big.</li> </ol>	<ol style="list-style-type: none"> <li>1. The Digital Keyboard supports playback of SMF files up to 320 KB.</li> <li>2. The Digital Keyboard supports import of data (per item) up to the maximum sizes shown below. Rhythms: Approximately 64 KB</li> </ol>
Err WrongDat	<ol style="list-style-type: none"> <li>1. The USB flash drive data is corrupted.</li> <li>2. USB flash drive contains data that is not supported by this Digital Keyboard.</li> </ol>	—
Err Format	<ol style="list-style-type: none"> <li>1. The USB flash drive format is not compatible with this Digital Keyboard.</li> <li>2. The USB flash drive is corrupted.</li> </ol>	<ol style="list-style-type: none"> <li>1. Format the USB flash drive on the Digital Keyboard.</li> <li>2. Use a different USB flash drive.</li> </ol>

## Specifications

<b>Model</b>	CT-X800
<b>Keyboard</b>	61 standard size keys
Touch Response	3 types, Off
<b>Maximum Polyphony</b>	48 notes (24 for certain tones)
<b>Tones</b>	
Built-in Tones	600
Functions	Layer, Split, Piano/Organ button
<b>Reverb</b>	1 to 20, Off
<b>Chorus</b>	1 to 10, Tone
<b>Metronome</b>	
Beats per Measure	0 to 9
Tempo Range	20 to 255
<b>Song Bank</b>	
Demo Song	1
Built-in Songs	160
User Songs	10*1
User-recorded songs	6 (See "Recorder" below.)*1
<b>Step Up Lesson</b>	
Lessons	3 (Listen, Watch, Remember), Easy Mode
Lesson Part	L, R, LR
Functions	Repeat, Voice Fingering Guide, Note Guide, Performance Evaluation
<b>Auto Accompaniment</b>	
Built-in Rhythms	195
User Rhythms	10*2
<b>Chord Book Function</b>	Chord guide
<b>Registration</b>	32 (4 setups × 8 banks)
<b>Recorder</b>	Real-time recording, playback
Keyboard Play	5 songs, 6 tracks
Playing Along with a Built-in Songs	1 song (L, R, LR)
Memory Capacity	Approximately 40,000 notes (1 song)
<b>Other Functions</b>	
Transpose	±1 octaves (-12 to +12 semitones)
Octave Shift	Upper 1/Upper 2/Lower, ±3 octaves
Tuning	A4 = 415.5 to 465.9 Hz (Initial Default: 440.0 Hz)
Preset Scales	17
Music Preset	310
One Touch Preset	195
Auto Harmonize	12 types
Arpeggiator	100 types
<b>MIDI</b>	16 multi-timbre received, GM Level 1 standard
<b>Musical Information Function</b>	Tone, Rhythm, Song Bank numbers and names, staff notation, fingering, pedal operation, tempo, measure and beat number, chord name, etc.
<b>Pitch Bend Wheel</b>	Pitch Bend Range 0 to 24 semitones
<b>USB Flash Drive</b>	SMF direct playback, data storage, data loading, data deleting, USB flash drive format

<b>Inputs/Outputs</b>	
USB flash drive port	TYPE A
USB port	TYPE B
PEDAL jack	Standard jack (6.3mm): sustain, sostenuto, soft, rhythm
Phones/Output jack	Stereo standard jack (6.3mm) Output Impedance: 167Ω, Output Voltage: 4.5V (RMS) MAX
Audio In jack	Stereo mini jack (3.5mm) Input Impedance: 10kΩ, Input Sensitivity: 200mV
<b>Power Jack</b>	DC9.5V
<b>Power Supply</b>	2-way
Batteries	6 AA-size alkaline batteries
Battery Life	Approximately 3 hours continuous operation on alkaline batteries
AC Adaptor	AD-E95100L
Auto Power Off	Approximately 30 minutes after last operation; Can be disabled.
<b>Speakers</b>	12cm × 2 (Output: 2.5W + 2.5W)
<b>Power Consumption</b>	9.5V --- 7.5W
<b>Dimensions</b>	94.8 × 35.0 × 10.9 cm (37 <sup>5</sup> / <sub>16</sub> × 13 <sup>3</sup> / <sub>4</sub> × 4 <sup>5</sup> / <sub>16</sub> inch)
<b>Weight</b>	Approximately 4.4kg (9.7 lbs) (without batteries)

\*1 Maximum capacity per song: Approximately 320 kilobytes

\*2 Maximum capacity per rhythm: Approximately 64 kilobytes  
(1 kilobyte = 1,024 bytes)

- Design and specifications are subject to change without notice.

## Operating Precautions

Be sure to read and observe the following operating precautions.

### ■ Location

Avoid the following locations for this product.

- Areas exposed to direct sunlight and high humidity
- Areas subjected to temperature extremes
- Near a radio, TV, video deck, or tuner

The above devices will not cause malfunction of the product, but interference from the product can cause audio or video interference of a nearby device.

### ■ User Maintenance

- Never use benzine, alcohol, thinner, or other chemical agents to clean the product.
- To clean the product or its keyboard, wipe with a soft cloth moistened in a weak solution of water and a mild neutral detergent. Wring all excess moisture from the cloth before wiping.

### ■ Included and Optional Accessories

Use only accessories that are specified for use with this product. Use of unauthorized accessories creates the risk of fire, electric shock, and personal injury.

### ■ Weld Lines

Lines may be visible on the exterior of the product. These are "weld lines" that result from the plastic molding process. They are not cracks or scratches.

### ■ Musical Instrument Etiquette

Always be aware of others around you whenever using this product. Be especially careful when playing late at night to keep the volume at levels that do not disturb others. Other steps you can take when playing late at night are closing the window and using headphones.

# Appendix/Apéndice

## Song List/Lista de canciones

### SONG BANK/BANCO DE CANCIONES

No./Nº	Title/Título
<b>WORLD (CATEGORY : 01)</b>	
001	TWINKLE TWINKLE LITTLE STAR
002	LIGHTLY ROW
003	LONG LONG AGO
004	ON TOP OF OLD SMOKEY
005	SAKURA SAKURA
006	WHEN THE SAINTS GO MARCHING IN
007	AMAZING GRACE
008	AULD LANG SYNE
009	COME BIRDS
010	DID YOU EVER SEE A LASSIE?
011	MICHAEL ROW THE BOAT ASHORE
012	DANNY BOY
013	MY BONNIE
014	HOME SWEET HOME
015	AURA LEE
016	HOME ON THE RANGE
017	ALOHA OE
018	SANTA LUCIA
019	FURUSATO
020	GREENSLEEVES
021	JOSHUA FOUGHT THE BATTLE OF JERICHO
022	THE MUFFIN MAN
023	LONDON BRIDGE
024	UNDER THE SPREADING CHESTNUT TREE
025	SIPPIN' CIDER THROUGH A STRAW
026	GRANDFATHER'S CLOCK
027	ANNIE LAURIE
028	BEAUTIFUL DREAMER
029	IF YOU'RE HAPPY AND YOU KNOW IT, CLAP YOUR HANDS
030	MY DARLING CLEMENTINE
031	LITTLE BROWN JUG
032	HOUSE OF THE RISING SUN
033	SHE WORE A YELLOW RIBBON
034	YANKEE DOODLE
035	MY OLD KENTUCKY HOME
036	SZLA DZIEWECZKA
037	TROIKA
038	WALTZING MATILDA
039	ON THE BRIDGE OF AVIGNON
040	I'VE BEEN WORKING ON THE RAILROAD
041	OH! SUSANNA
042	CAMPTOWN RACES
043	JEANNIE WITH THE LIGHT BROWN HAIR
044	TURKEY IN THE STRAW
045	JAMAICA FAREWELL
<b>EVENT (CATEGORY : 02)</b>	
046	SILENT NIGHT
047	WE WISH YOU A MERRY CHRISTMAS
048	JINGLE BELLS
049	JOY TO THE WORLD
050	O CHRISTMAS TREE
<b>PIANO/CLASSICS (CATEGORY : 03)</b>	
051	MARY HAD A LITTLE LAMB
052	LE CYGNE FROM "LE CARNAVAL DES ANIMAUX"
053	JE TE VEUX
054	SONATA op.13 "PATHÉTIQUE" 2nd Mov.
055	HEIDENRÖSLEIN
056	AIR FROM "SUITE no.3"
057	SPRING FROM "THE FOUR SEASONS"

No./Nº	Title/Título
058	HABANERA FROM "CARMEN"
059	BRINDISI FROM "LA TRAVIATA"
060	HUNGARIAN DANCES no.5
061	MINUET IN G MAJOR
062	MUSETTE IN D MAJOR
063	ECOSSAISE IN G MAJOR
064	GAVOTTE (GOSSEC)
065	ARABESQUE (BURGMÜLLER)
066	CHOPSTICKS
067	DECK THE HALL
068	ODE TO JOY
069	AVE MARIA (GOUNOD)
070	SONATINA op.36 no.1 1st Mov.
071	PRELUDE op.28 no.7 (CHOPIN)
072	RÉVERIE
073	GYMNOPÉDIES no.1
074	GOING HOME FROM "FROM THE NEW WORLD"
075	BRIDAL MARCH FROM "LOHENGRIN"
076	FÜR ELISE
077	TURKISH MARCH (MOZART)
078	SONATA op.27 no.2 "MOONLIGHT" 1st Mov.
079	ÉTUDE op.10 no.3 "CHANSON DE L'ADIEU"
080	THE ENTERTAINER
081	WEDDING MARCH FROM "MIDSUMMER NIGHT'S DREAM"
082	AMERICAN PATROL
083	FRÖHLICHER LANDMANN
084	LA VIOLETTE
085	SPINNERLIED
086	LA CHEVALERESQUE
087	SONATINE op.20 no.1 1st Mov.
088	SONATA K.545 1st Mov.
089	LA PRIÈRE D'UNE VIERGE
090	VALSE op.64 no.1 "PETIT CHIEN"
091	LIEBESTRÄUME no.3
092	GAVOTTE FROM "FRANZÖSISCHE SUITE V"
093	JESUS BLEIBET MEINE FREUDE
094	CANON (PACHELBEL)
095	SERENADE FROM "EINE KLEINE NACHTMUSIK"
096	MARCH FROM "THE NUTCRACKER"
097	CHANSON DU TOREADOR FROM "CARMEN"
098	LARGO (HÄNDEL)
099	INNOCENCE
100	PROMENADE FROM "TABLEAUX D'UNE EXPOSITION"
101	INVENTIONEN no.1
102	PRÆLUDIUM no.1 (J.S.BACH)
103	DOLLY'S DREAMING AND AWAKENING
104	LA FILLE AUX CHEVEUX DE LIN
105	HUMORESKE (DVOŘÁK)
106	TRÄUMEREI
107	NOCTURNE op.9 no.2 (CHOPIN)
108	ARABESQUE no.1 (DEBUSSY)
109	MAPLE LEAF RAG
110	MELODY IN F
<b>EXERCISE (CATEGORY : 04)</b>	
111 - 160	EXERCISE 1 - 50
<b>USER SONGS (CATEGORY : 05)</b>	
161 - 170	USER SONG 1 - 10
<b>USER RECORDS (CATEGORY : 06)</b>	
171 - 176	USER RECORD 1 - 6









Appendix/Appendice

Key/ Tecla	Note No./ Nº de nota	DRUMS SET NAME								
		LATIN SET 2	INDONESIAN SET	INDIAN SET	ARABIC SET	CHINESE SET	SFX SET 1	SFX SET 2	SNARE SET 1	
C-1	0									
C-1	1			←	Morsing B 1					
D-1	2			←	Morsing B 3					
E-1	3			←	Morsing B 4					
F-1	4			←	Morsing B 5					
F-1	5			←	Morsing E 1					
G-1	6			←	Morsing E 2					
A-1	7			←	Morsing E 4					
A-1	8			←	Morsing E 5					
B-1	9			←	Morsing G 1					
B-1	10			←	Morsing G 2					
C0	11			←	Morsing G 3					
C0	12			←	Morsing G 4					
D0	13			←	Morsing G 5					
E0	14			←	Gatham D					
F0	15			←	Gatham Ta					
F0	16			←	Gatham Nam					
G0	17			←	Thail Nam					
A0	18			←	Thail Kun					
A0	19			←	Thail Jau					
B0	20			←	Thail Kirsra					
B0	21			←	Kanjira Ts					
C1	22			←	Kanjira Ds					
D1	23			←	Kanjira Don					
E1	24			←	Kanjira Don BendShort					
F1	25			←						
F1	26			←						
G1	27			←						
G1	28			←						
A1	29			←						
B1	30			←						
B1	31			←						
C2	32			←						
C2	33			←						
D2	34			←						
D2	35			←						
E2	36			←						
E2	37			←						
F2	38			←						
F2	39			←						
G2	40			←						
G2	41			←						
A2	42			←						
A2	43			←						
B2	44			←						
B2	45			←						
C3	46			←						
C3	47			←						
D3	48			←						
D3	49			←						
E3	50			←						
E3	51			←						
F3	52			←						
F3	53			←						
G3	54			←						
G3	55			←						
A3	56			←						
A3	57			←						
B3	58			←						
B3	59			←						
C4	60			←						
C4	61			←						
D4	62			←						
D4	63			←						
E4	64			←						
F4	65			←						
F4	66			←						
G4	67			←						
G4	68			←						
A4	69			←						
A4	70			←						
B4	71			←						
B4	72			←						
C5	73			←						
C5	74			←						
D5	75			←						
D5	76			←						
E5	77			←						
E5	78			←						
F5	79			←						
F5	80			←						
G5	81			←						
G5	82			←						
A5	83			←						
A5	84			←						
B5	85			←						
B5	86			←						
C6	87			←						
C6	88			←						
D6	89			←						
D6	90			←						
E6	91			←						
E6	92			←						
F6	93			←						
F6	94			←						
G6	95			←						
G6	96			←						
A6	97			←						
A6	98			←						
B6	99			←						
B6	100			←						
C7	101			←						
C7	102			←						
D7	103			←						
D7	104			←						
E7	105			←						
E7	106			←						
F7	107			←						
F7	108			←						
G7	109			←						
G7	110			←						
A7	111			←						
A7	112			←						
B7	113			←						
B7	114			←						
C8	115			←						
C8	116			←						
D8	117			←						
D8	118			←						
E8	119			←						
E8	120			←						
F8	121			←						
F8	122			←						
G8	123			←						
G8	124			←						
A8	125			←						
A8	126			←						
B8	127			←						
B8	128			←						
C9	129			←						
C9	130			←						
D9	131			←						
D9	132			←						
E9	133			←						
E9	134			←						
F9	135			←						
F9	136			←						
G9	137			←						

- “←” indicates a key is assigned the same tones as it is for STANDARD SET 1.
- “←” indica que se ha asignado a la tecla el mismo tono que STANDARD SET 1.

Key/ Tecla	Note No./ Nº de nota	DRUMS SET NAME			
		SNARE SET 2	KICK SET	CYMBAL SET	TOM SET
C-1	0				
C-1	1				
D-1	2				
E-1	3				
F-1	4				
F-1	5				
G-1	6				
A-1	7				
A-1	8				
B-1	9			Concert Cymbal 2	
B-1	10			Concert Cymbal 1	
C0	11			Brush Crash Cymbal 1	
C0	12			Brush Ride Cymbal 1	
C0	13			Brush Ride Bell	
D0	14			Brush Splash Cymbal	
E0	15			Brush Crash Cymbal 2	
E0	16			Brush Ride Cymbal 2	
F0	17			DM2 Closed Hi-Hat 1	
F0	18			DM2 Closed Hi-Hat 2	
G0	19			DM2 Open Hi-Hat	
A0	20			DM1 Closed Hi-Hat 1	
A0	21			DM1 Closed Hi-Hat 2	
B0	22			DM1 Open Hi-Hat	
B0	23			DM1 Crash Cymbal	
C1	24			DM1 Ride Cymbal	Jazz Low Tom 2
C1	25			Reverse Cymbal	Jazz Low Tom 1
D1	26			Rock Closed Hi-Hat	Jazz Mid Tom 2
E1	27			Rock Pedal Hi-Hat	Jazz Mid Tom 1
E1	28			Rock Open Hi-Hat	Jazz High Tom 2
F1	29			Rock Crash Cymbal 1	Jazz High Tom 1
F1	30			Rock Ride Cymbal 1	Brush Low Tom 1
G1	31			Rock China Cymbal	Brush Low Tom 2
A1	32			Rock Ride Bell	Brush Mid Tom 2
A1	33			Rock Splash Cymbal	Brush Mid Tom 1
B1	34			Rock Crash Cymbal 2	Brush High Tom 2
B1	35			Rock Ride Cymbal 2	Brush High Tom 1
C2	36	4inch Shot L edge	Standard1 Kick 2	Standard1 Closed Hi-Hat	Standard1 Low Tom 2
C2	37	4inch Close Rim	Standard1 Kick 1	Standard1 Pedal Hi-Hat	Standard1 Low Tom 1
D2	38	4inch Shot L	Standard2 Kick 2	Standard1 Open Hi-Hat	Standard1 Mid Tom 2
E2	39	4inch Close Rim Edge	Standard2 Kick 1	Standard1 Crash Cymbal 1	Standard1 Mid Tom 1
F2	40	4inch Shot R	Standard3 Kick 2	Standard1 Ride Cymbal 1	Standard1 High Tom 2
F2	41	4inch Flam	Standard3 Kick 1	Standard1 Chinese Cymbal	Standard1 High Tom 1
G2	42	4inch Ghost	Standard4 Kick 2	Standard1 Ride Bell	Standard2 Low Tom 2
A2	43	4inch Snaffle Off	Standard4 Kick 1	Standard1 Splash Cymbal	Standard2 Low Tom 1
A2	44	4inch Snaffle Off Edge	Standard5 Kick 2	Standard1 Crash Cymbal 2	Standard2 Mid Tom 2
B2	45	4inch Roll	Standard5 Kick 1	Standard1 Ride Cymbal 2	Standard2 Mid Tom 1
B2	46	4inch Roll Cres.	Dance1 Kick 1	Standard2 Closed Hi-Hat	Standard2 High Tom 2
C3	47	4inch Shot L Edge	Dance1 Kick 2	Standard2 Pedal Hi-Hat	Standard2 High Tom 1
C3	48	4inch Shot R	Dance1 Kick 3	Standard2 Open Hi-Hat	Standard2 Low Tom 2
D3	49	4inch Close Rim	Dance1 Kick 4	Standard2 Crash Cymbal 1	Standard2 Low Tom 1
D3	50	4inch Shot L	Dance1 Kick 5	Standard2 Ride Cymbal 1	Standard2 Mid Tom 2
E3	51	4inch Close Rim Edge	DM2 Kick 1 Rev.	Standard2 Chinese Cymbal	Standard2 Mid Tom 1
E3	52	4inch Shot R	DM2 Kick 2	Standard2 Ride Bell	Standard2 High Tom 2
F3	53	4inch Flam	DM2 Kick 1	Standard2 Splash Cymbal	Standard2 High Tom 1
G3	54	4inch Ghost	DM1 Kick 2	Standard2 Crash Cymbal 2	Dance4 Low Tom 2
G3	55	4inch Snaffle Off	DM1 Kick 1	Standard2 Ride Cymbal 2	Dance4 Low Tom 1
A3	56	4inch Snaffle Off Edge	DM1 Kick 3	Standard2 Closed Hi-Hat	Dance4 Mid Tom 2
A3	57	4inch Roll	Hip-Hop Kick 3	Standard3 Pedal Hi-Hat	Dance4 Mid Tom 1
B3	58	4inch Roll Cres.	Dance4 Kick 2	Standard3 Open Hi-Hat	Dance4 High Tom 2
C4	59	4inch Shot L Edge	Dance4 Kick 1	Standard3 Crash Cymbal	Dance4 High Tom 1
C4	60	4inch Shot R	Dance4 Kick 4	Standard3 Ride Cymbal 1	DM3 Low Tom 2
D4	61	4inch Close Rim	Dance4 Kick 3	Standard3 Chinese Cymbal	DM3 Low Tom 1
E4	62	4inch Shot L	Dance4 Kick 5	Standard3 Ride Bell	DM3 Mid Tom 2
E4	63	4inch Close Rim Edge	Dance4 Kick 6	Standard3 Splash Cymbal	DM3 Mid Tom 1
F4	64	4inch Shot R	DM3 Kick 2	Standard3 Crash Cymbal 2	DM3 High Tom 2
F4	65	4inch Flam	DM3 Kick 1	Standard3 Ride Cymbal 2	DM3 High Tom 1
G4	66	4inch Ghost	DM3 Kick 4	Standard3 Closed Hi-Hat 1	DM3 Low Tom 4
A4	67	4inch Snaffle Off	DM3 Kick 3	Standard3 Pedal Hi-Hat	DM3 Low Tom 3
A4	68	4inch Snaffle Off Edge	Dance5 Kick 2	Standard3 Open Hi-Hat	DM3 Mid Tom 4
B4	69	4inch Roll	Dance5 Kick 1	Standard3 Closed Hi-Hat	DM3 Mid Tom 3
B4	70	4inch Roll Cres.	Dance5 Kick 3	Standard3 Pedal Hi-Hat	DM3 High Tom 4
C5	71	Orch. Shot	Dance5 Kick 2	Standard3 Open Hi-Hat	DM3 High Tom 3
C5	72	Orch. Roll	Dance5 Kick 1	Reverse Cymbal Gate	Rock Low Tom 2
D5	73	Orch. Roll Cres.	Trance Kick 2	Techno Cymbal	Rock Low Tom 1
E5	74	Orch. Roll	Trance Kick 1	Dance4 Open Hi-Hat Rev.	Rock Mid Tom 2
F5	75	Brush2 Press-Tap L	Hip-Hop Kick 2	Dance4 Closed Hi-Hat 1	Rock Mid Tom 1
F5	76	Brush2 Press-Tap R	Hip-Hop Kick 1	Dance4 Closed Hi-Hat 2	Rock High Tom 2
G5	77	Brush2 Tap L	Room Kick 2	Dance4 Open Hi-Hat 1	Rock High Tom 1
G5	78	Brush2 Tap R	Room Kick 1	Dance4 Closed Hi-Hat 3	Elec. Low Tom 2
A5	79	Brush2 Press Tap R	Power Kick 2	Dance4 Closed Hi-Hat 4	Elec. Low Tom 1
A5	80	Brush2 Rubbing Short	Power Kick 1	Dance4 Open Hi-Hat 2	Elec. Mid Tom 2
B5	81	Brush2 Hi-Rubbing Short	Rock Kick 2	Dance4 Closed Hi-Hat 5	Elec. Mid Tom 1
B5	82	Brush2 Rubbing Long	Rock Kick 1	Dance4 Closed Hi-Hat 6	Elec. High Tom 2
B5	83	Brush2 Hi-Rubbing Long	Elec. Kick 2	Dance4 Open Hi-Hat 2	Elec. High Tom 1
C6	84	Brush2 Var 1	Elec. Kick 1	DM5 Closed Hi-Hat 1	Standard5 Low Tom 2
D6	85	Brush2 Var 2	Jazz Kick 2	DM5 Closed Hi-Hat 2	Standard5 Low Tom 1
E6	86		Jazz Kick 1	DM3 Open Hi-Hat 1	Standard5 Mid Tom 2
E6	87		Brush Kick	DM3 Crash Cymbal 1	Standard5 Mid Tom 1
F6	88			DM3 Ride Cymbal 1	Standard5 High Tom 2
F6	89			DM3 Closed Hi-Hat 3	Standard5 High Tom 1
G6	90			DM3 Open Hi-Hat 2	Room Low Tom 2
G6	91			DM3 Crash Cymbal 2	Room Low Tom 1
A6	92			DM3 Ride Cymbal 2	Room Mid Tom 2
A6	93			Dance5 Closed Hi-Hat	Room Mid Tom 1
B6	94			Dance5 Open Hi-Hat 1	Room High Tom 2
C7	95			Dance5 Open Hi-Hat 2	Room High Tom 1
C7	96				
D7	97			Dance6 Open Hi-Hat 1	DM1 Low Tom 2
E7	98			Dance6 Open Hi-Hat 2	DM1 Low Tom 1
E7	99			Dance6 Closed Hi-Hat 1	DM1 Mid Tom 2
F7	100			Dance6 Crash 2	DM1 Mid Tom 1
F7	101			Dance6 Filter Hi-Hat L	DM1 High Tom 2
G7	102			Dance6 Filter Hi-Hat R	DM1 High Tom 1
A7	103			Dance6 Closed Hi-Hat 2	DM2 Low Tom 2
A7	104			Dance6 Closed Hi-Hat 3	DM2 Low Tom 1
B7	105			Dance6 Open Hi-Hat 3	DM2 Mid Tom 2
B7	106			Dance6 Closed Hi-Hat 4	DM2 Mid Tom 1
B7	107			Dance6 Noise Hi-Hat	DM2 High Tom 2
C8	108			Trance Closed Hi-Hat	DM2 High Tom 1
D8	109			Trance Open Hi-Hat 1	
E8	110			Trance Open Hi-Hat 2	
F8	111			Hip-Hop Closed Hi-Hat	
F8	112			Hip-Hop Pedal Hi-Hat	
F8	113			Hip-Hop Open Hi-Hat	
G8	114			Room Closed Hi-Hat	
A8	115			Room Pedal Hi-Hat	
A8	116			Room Open Hi-Hat	
B8	117				
B8	118				
C9	119				
D9	120				
C9	121				
D9	122				
E9	123				
F9	124				
F9	125				
F9	126				
G9	127				

- “←” indicates a key is assigned the same tones as it is for STANDARD SET 1.
- “←” indica que se ha asignado a la tecla el mismo tono que STANDARD SET 1.

## Fingering Guide/ Guía de digitación

### FINGERED 1, FINGERED 2 Chords/ Acordes FINGERED 1, FINGERED 2

<b>C</b>	
<b>Cm</b>	
<b>Cdim</b>	
<b>Caug</b> *3	
<b>C♭5</b>	
<b>Csus4</b> *3	
<b>Csus2</b> *3	
<b>C7</b>	
<b>Cm7</b> *3	
<b>CM7</b>	
<b>CmM7</b>	
<b>Cdim7</b> *3	
<b>CdimM7</b>	
<b>C7♭5</b> *3	
<b>Cm7♭5</b> *3	
<b>CM7♭5</b>	
<b>Caug7</b>	
<b>CaugM7</b>	
<b>C7sus4</b>	
<b>C6</b> *1 *3	
<b>Cm6</b> *2 *3	

<b>Cadd9</b>	
<b>Cmadd9</b>	
<b>C69</b> *3	
<b>Cm69</b> *3	

\*1 With FINGERED 2, interpreted as Am7.

\*2 With FINGERED 2, interpreted as Am7<sup>♭5</sup>.

\*3 Inverted form not supported in some cases.

\*1 Con FINGERED 2, se interpreta como Am7.

\*2 Con FINGERED 2, se interpreta como Am7<sup>♭5</sup>.

\*3 En algunos casos no se puede usar la forma invertida.

### FINGERED ON BASS, FULL RANGE CHORD/ FINGERED ON BASS, FULL RANGE CHORD

In addition to the chords that can be fingered with FINGERED 1 and FINGERED 2, the following chords also are recognized.

Además de los acordes que se pueden digital con FINGERED 1 y FINGERED 2, también se pueden reconocer los siguientes acordes.

$\frac{C\#}{C}$	$\frac{D}{C}$	$\frac{F}{C}$	$\frac{F\#}{C}$	$\frac{G}{C}$	$\frac{A\flat}{C}$	$\frac{A}{C}$	$\frac{B\flat}{C}$	$\frac{C\#m}{C}$	$\frac{Dm}{C}$	$\frac{Fm}{C}$
$\frac{F\#m}{C}$	$\frac{Gm}{C}$	$\frac{A\flat m}{C}$	$\frac{Am}{C}$	$\frac{B\flat m}{C}$	$\frac{Bm}{C}$	$\frac{C\#dim}{C}$	$\frac{Ddim}{C}$			
$\frac{Fdim}{C}$	$\frac{F\#dim}{C}$	$\frac{Gdim}{C}$	$\frac{A\flat dim}{C}$	$\frac{Adim}{C}$	$\frac{Bdim}{C}$	$\frac{F7}{C}$	$\frac{A\flat7}{C}$			
$\frac{Fm7}{C}$	$\frac{FM7}{C}$	$\frac{A\flat M7}{C}$	$\frac{F\#m7\flat5}{C}$	$\frac{Gm7}{C}$	$\frac{G7}{C}$	$\frac{A\flat add9}{C}$				

#### NOTE

- With FINGERED ON BASS, the lowest note fingered is interpreted as the base note. Inverted forms are not supported.
- With FULL RANGE CHORD, when the lowest note fingered is a certain distance from the neighboring note, the chord is interpreted as a fraction chord.
- Unlike FINGERED 1, 2, and FINGERED ON BASS, FULL RANGE CHORD requires pressing of at least three keys to form a chord.

#### NOTA

- Con FINGERED ON BASS, la nota más baja digitada se interpreta como nota base. No se pueden usar formas invertidas.
- Con FULL RANGE CHORD, cuando la nota más baja digitada se encuentre a cierta distancia de la nota adyacente, el acorde se interpreta como un acorde quitándola.
- A diferencia de FINGERED 1, 2 y FINGERED ON BASS, FULL RANGE CHORD se requiere la pulsación de tres teclas como mínimo para formar un acorde.

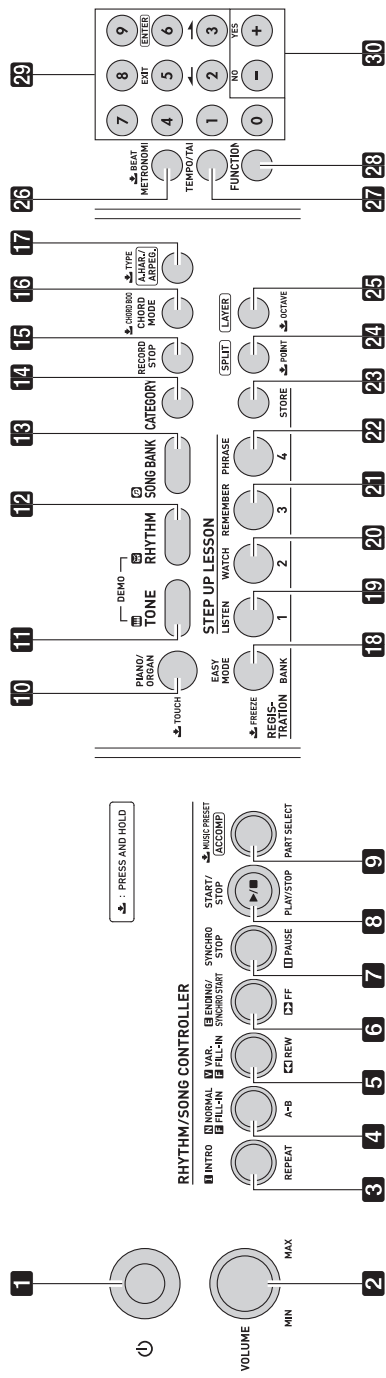
## Chord Example List/Lista de ejemplos de acordes

*1 *2	C	C <sup>2</sup> /(D <sup>+</sup> )	D	(D <sup>+</sup> )/E <sup>+</sup>	E	F	F <sup>+</sup> /(G <sup>+</sup> )	G	(G <sup>+</sup> )/A <sup>+</sup>	A	(A <sup>+</sup> )/B <sup>+</sup>	B
M												
m												
dim												
aug												
sus4												
sus2												
7												
m7												
M7												
m7 <sup>b</sup> 5												
7 <sup>b</sup> 5												
7sus4												
add9												
madd9												
mM7												
dim7												
69												
6												
m6												

- You can use the split point to change the size of the accompaniment keyboard range (page EN-14). \*1 Root \*2 Chord Type
- Puede usar el punto de división para cambiar el tamaño de acompañamiento (página ES-14). \*1 Nota raíz \*2 Tipo de acorde

- Cut this page along the dashed line so you can have it on hand as you read the contents of the manual.
- Recorte esta página por la línea de puntos para tenerla a mano mientras continúa leyendo este manual.

# CT-X800



# MIDI Implementation Chart

Function	Transmitted	Recognized	Remarks
<b>Basic Channel</b> Default Changed	1 1 - 16	1 - 16 1 - 16	
<b>Mode</b> Default Messages Altered	Mode 3 X * * * * * * * * * *	Mode 3 X * * * * * * * * * *	
<b>Note Number</b> True voice	12 - 120 * * * * * * * * * *	0 - 127 0 - 127 *1	
<b>Velocity</b> Note ON Note OFF	0 9nH v = 1 - 127 0 8nH v = 0 - 127	0 9nH v = 1 - 127 0 8nH v = 0 - 127, 9nH v = 0	
<b>After Touch</b> Key's Ch's	X X	X O	
<b>Pitch Bender</b>	O	O	
<b>Control Change</b>	0 X 1 X 5 X <sup>2</sup> 6, 39 X <sup>4</sup> 7 X <sup>4</sup> 10 O 11 O 64 X 65 X 66 O 67 X 71 X 72 X 73 X	0 O 1 O 2 O 3 O 4 O 5 O 6 O 7 O 8 O 9 O 10 O 11 O 12 O 13 O 14 O 15 O 16 O 17 O 18 O 19 O 20 O 21 O 22 O 23 O 24 O 25 O 26 O 27 O 28 O 29 O 30 O 31 O 32 O 33 O 34 O 35 O 36 O 37 O 38 O 39 O 40 O 41 O 42 O 43 O 44 O 45 O 46 O 47 O 48 O 49 O 50 O 51 O 52 O 53 O 54 O 55 O 56 O 57 O 58 O 59 O 60 O 61 O 62 O 63 O 64 O 65 O 66 O 67 O 68 O 69 O 70 O 71 O 72 O 73 O	Bank select Modulation Portamento Time Data entry LSB, MSB Volume Pan Expression Hold 1 Portamento Switch Sostenuto Aftertouch Filter Resonance Release time Attack time



74 75 76 77 78 84 91 93 94 100, 101	X *4 X X X X X X X X *4 X *4 X *2 *4 X	Filter cutoff Decay time Vibrato rate Vibrato depth Vibrato delay Portamento Control Reverb send level Chorus send level Delay send level RPN LSB, MSB	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ *2
<b>Program Change</b> : True #	○ 0 - 127 * * * * * * * * * *	○ 0 - 127	○ 0 - 127
<b>System Exclusive</b>	○ *2	○ *2	○ *2
<b>System Common</b> : Song Pos : Song Sel : Tune	X X X	X X X	X X X
<b>System Real Time</b> : Clock : Commands	X X	X X	X X
<b>Aux Messages</b> : All sound off : Reset all controller : Local ON/OFF : All notes OFF : Active Sense : Reset	X *4 X *4 X X ○ X	○ ○ X ○ ○ X	○ ○ X ○ ○ X
<b>Remarks</b>	*1: Depends on tone. *2: For details about RPN and system exclusive messages, see MIDI implementation at <a href="http://world.casio.com/">http://world.casio.com/</a> . *3: In accordance with pedal effect setting. *4: Output along with certain operations.	*1: Depende del tono. *2: Para obtener información acerca de RPN y los mensajes exclusivos del sistema, consulte <a href="http://world.casio.com/">http://world.casio.com/</a> . *3: De acuerdo con el ajuste de efecto de pedal. *4: Se genera junto con determinadas operaciones.	*1: Depende del tono. *2: Para obtener información acerca de RPN y los mensajes exclusivos del sistema, consulte <a href="http://world.casio.com/">http://world.casio.com/</a> . *3: De acuerdo con el ajuste de efecto de pedal. *4: Se genera junto con determinadas operaciones.

Mode 1 : OMNI ON, POLY  
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO  
Mode 4 : OMNI OFF, MONO

○ : Yes  
X : No



This recycle mark indicates that the packaging conforms to the environmental protection legislation in Germany.

Esta marca de reciclaje indica que el empaquetado se ajusta a la legislación de protección ambiental en Alemania.

**CASIO®**

© MA1711-A Printed in China



CTX800-ES-1A

**CASIO COMPUTER CO., LTD.**  
6-2, Hon-machi 1-chome  
Shibuya-ku, Tokyo 151-8543, Japan

© 2017 CASIO COMPUTER CO., LTD.