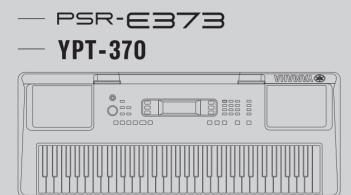
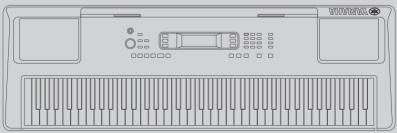


OWNER'S MANUAL







Before using the instrument, be sure to read "PRECAUTIONS" on pages 5-7.



FCC INFORMATION (U.S.A.)

- IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT! This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.
- IMPORTANT: When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.
- 3. NOTE: This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee

* This applies only to products distributed by Yamaha Corporation of America.

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

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

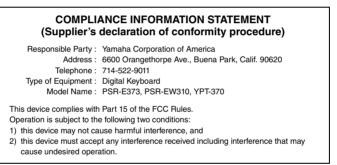
Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

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

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

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

(class B)



This applies only to products distributed by Yamaha Corporation of America.

(FCC SDoC)

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

Model No.

Serial No.

(bottom_en_01)

For the AC adaptor



Explanation of Graphical Symbols



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



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

IMPORTANT SAFETY INSTRUCTIONS

- 1 Read these instructions.
- 2 Keep these instructions.
- 3 Heed all warnings.
- 4 Follow all instructions.
- 5 Do not use this apparatus near water.
- 6 Clean only with dry cloth.
- 7 Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8 Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9 Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- 10 Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

- 11 Only use attachments/accessories specified by the manufacturer.
- 12 Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.



- 13 Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14 Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING

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

(UL60065_03)

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

For the AC adaptor



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



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

For the instrument

A WARNING

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

Power supply/AC adaptor

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use the specified adaptor (page 85) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.

Do not open

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

Water warning

- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the instrument, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- · Never insert or remove an electric plug with wet hands.

Fire warning

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

Battery

- Follow the precautions below. Failure to do so might result in explosion, fire, overheating or battery fluid leakage.
 - Do not tamper with or disassemble batteries.
 - Do not dispose of batteries in fire.

- Do not attempt to recharge batteries that are not designed to be charged.
- Keep the batteries separate from metallic objects such as necklaces, hairpins, coins, and keys.
- Use the specified battery type (page 85) only.
- Use new batteries, all of which are the same type, same model, and made by the same manufacturer.
- Always make sure all batteries are inserted in conformity with the +/- polarity markings.
- When the batteries run out, or if the instrument is not to be used for a long time, remove the batteries from the instrument.
- When using Ni-MH batteries, follow the instructions that came with the batteries. Use only the specified charger device when charging.
- Keep batteries away from small children who might accidentally swallow them.

 If the batteries do leak, avoid contact with the leaked fluid. If the battery fluid should come in contact with your eyes, mouth, or skin, wash immediately with water and consult a doctor. Battery fluid is corrosive and may possibly cause loss of sight or chemical burns.

If you notice any abnormality

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



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

Power supply/AC adaptor

- Do not connect the instrument to an electrical outlet using a multipleconnector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord. Pulling by the cord can damage it.
- Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

Location

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

 Use only the stand specified for the instrument. When attaching it, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

Connections

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

Handling caution

- · Do not insert a finger or hand in any gaps on the instrument.
- Never insert or drop paper, metallic, or other objects into the gaps on the panel. This could cause physical injury to you or others, damage to the instrument or other property, or operational failure.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Do not use the instrument/device or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

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

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

Even when the $[\[Omega]$ (Standby/On) switch is in standby status (display is off), electricity is still flowing to the instrument at the minimum level. When you are not using the instrument for a long time, make sure you unplug the power cord from the wall AC outlet.

Make sure to discard used batteries according to local regulations.

NOTICE

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

Handling

- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise. When you use the instrument along with an application on your smart device such as a smartphone or tablet, we recommend that you set "Airplane Mode" to on on that device in order to avoid noise caused by communication.
- Depending on the condition of surrounding radio waves, the instrument may possibly malfunction.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration, damage to the internal components or unstable operation. (Verified operating temperature range: 5° – 40°C, or 41° – 104°F.)
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- Do not press the LCD screen with your finger because it is a sensitive, precision-made part. Doing so might cause an appearance abnormality, such as a stripe on the LCD, although this abnormality should disappear again within a short time.

Maintenance

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

Saving data

 Some of the data of this instrument (page 51) are retained when the power is turned off. However, the saved data may be lost due to some failure, an operation mistake, etc. Save your important data onto an external device such as a computer (page 50).

Information

About copyrights

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

About functions/data bundled with the instrument

- Some of the preset songs have been edited for length or arrangement, and may not be exactly the same as the original.
- The bitmap fonts used in this instrument have been provided by and are the property of Ricoh Co., Ltd.

About this manual

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

About the Manuals

In addition to this Owner's Manual, the following Online materials (PDF files) are available.



Drum Kit List

This contains detailed information of the Drum Kit Voices (Voice No. 242-263; page 70). When you select these Voices, various drum, percussion and SFX sounds listed here are assigned to each key.



MIDI Reference

This contains MIDI-related information, such as the MIDI Implementation Chart.

Computer-related Operations

This contains instructions about computer-related functions.



Smart Device Connection Manual

This explains how to connect the instrument to smart devices, such as smartphones, tablet devices, etc.

To obtain these manuals, access the Yamaha Downloads, and then enter the model name for searching the desired files.

Yamaha Downloads https://download.yamaha.com/

NOTE

 For a general overview of MIDI and how you can effectively use it, search for "MIDI Basics" (only in English, German, French and Spanish) on the website above.



Song Book (only in English, French, German and Spanish)

This contains music scores for the preset Songs (excluding the Demo Songs) of this instrument.

To obtain this SONG BOOK, access the Yamaha website and download it from the product web page. Yamaha Global Site https://www.yamaha.com

Included Accessories

- Owner's Manual (this book)
- AC adaptor^{*}
- Music rest
- Online Member Product Registration

* May not be included depending on your particular locale. Check with your Yamaha dealer.

Formats and functions



GM System Level 1

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



XGlite

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



Style File Format (SFF)

The Style File Format combines all of Yamaha's auto accompaniment know-how into a single unified format.



USB

USB is an abbreviation for Universal Serial Bus. It is a serial interface for connecting a computer with peripheral devices. It allows "hot swapping" (connecting peripheral devices while the power to the computer is on).

Touch Response

The exceptionally natural Touch Response feature gives you maximum expressive control over the level of the Voices.

Appendix

Thank you for purchasing this Yamaha Digital Keyboard!

This instrument is loaded with various sounds, preset Songs and may convenient functionsso that even beginners can enjoy playing it right away.

We recommend that you read this manual carefully so that you can fully take advantage of the advanced and convenient functions of the instrument.

We also recommend that you keep this manual in a safe and handy place for future reference.

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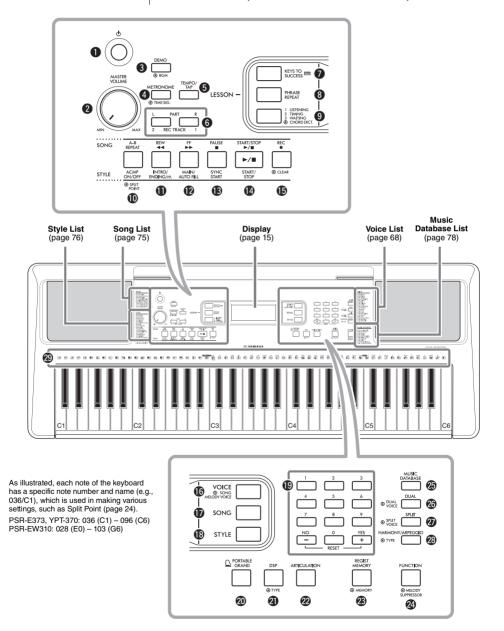
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Front Panel

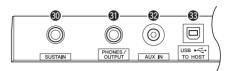
NOTE

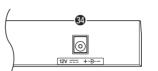
- The illustrations and displays as shown in this manual are based on the PSR-E373.
- Please note that the PSR-EW310, PSR-E373 and YPT-370 have different numbers of keys: the PSR-EW310 has 76 keys, and the PSR-E373 and YPT-370 have 61 keys.



0	[0] (Standby/On) switch	page 13
0	[MASTER VOLUME] dial	page 14
	[DEMO] button	
4	[METRONOME] button	page 16
6	[TEMPO/TAP] button	page 30
In	the Lesson mode	
6	PART	
-	[L] button	page 38
	[R] button	
		1 0
In	the Recording mode	
6	[REC TRACK 2] button	page 43
	[REC TRACK 1] button	
0	[KEYS TO SUCCESS] button	page 35
8	[PHRASE REPEAT] button	page 37
9	[1 LISTENING 2 TIMING 3 WAITING]	button
		page 38
In	the Song mode	
Ð	[A-B REPEAT] button	page 33
	[REW] button	
Õ	[FF] button	page 32
	[PAUSE] button	
-		1 0
In	the Style mode	
Ø	[ACMP ON/OFF] button	page 24
Ō	[INTRO/ENDING/rit.] button	page 25
Õ	[MAIN/AUTO FILL] button	page 25
Ē	[SYNC START] button	page 24
_		1
Ø	[START/STOP] button	page 31
ø	[REC] button	page 43
G	[VOICE] button	page 16
Ð	[SONG] button	page 31
₿	[STYLE] button	page 24
-	Number buttons [0]–[9], [+/YES], [-/NO]	
	[PORTABLE GRAND] button	
	[DSP] button	
	[ARTICULATION] button	
	[REGIST MEMORY] button	
	[FUNCTION] button	
	[MUSIC DATABASE] button	
26	[DUAL] button	page 17
Ø	[SPLIT] button	page 17
23	[HARMONY/ARPEGGIO] button	page 20
29		
	Each of these indicates the drum or percussion in	
	assigned to the corresponding key for "Standard H	AIT I."

Rear Panel





30	[SUSTAIN] jack	.page	14
0	[PHONES/OUTPUT] jack	.page	14
02	[AUX IN] jack	.page	48
3	[USB TO HOST] terminal*	.page	50
	* For connecting to a computer. For details, refer to puter-related Operations" (page 8) on the website connecting, use an AB type USB cable of less the meters. USB 3.0 cables cannot be used.	. When	
34	DC IN jack	.page	12

Panel Setup (Panel Settings)

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

The "Press and hold" Symbol

 (\mathbf{I})

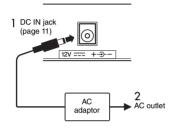
Buttons having this indication can be used to call up an alternate function when the relevant button is pressed and held. Hold down this button until the function is called up.

Power Requirements

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

Using an AC Adaptor

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

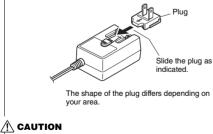


🕂 WARNING

 Use the specified AC adaptor (page 85) only. Using the wrong AC adaptor can result in damage to the instrument or overheating.

🔨 WARNING

- When using the AC adaptor with a removable plug, make sure to keep the plug attached to the AC adaptor. Using the plug alone can cause electric shock or fire.
- If the plug is accidentally removed from the AC adaptor, slide it back in until it clicks into place, taking care to avoid touching any internal metal parts. To avoid electric shock, short circuit or damage, also be careful that there is no dust between the AC adaptor and plug.



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

NOTE

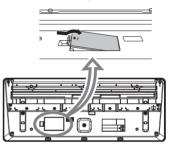
• Follow the order shown above in reverse when disconnecting the AC adaptor.

Using Batteries

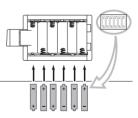
This instrument requires six "AA" size, Alkaline (LR6)/ Manganese (R6) batteries, or rechargeable nickelmetal hydride batteries (rechargeable Ni-MH batteries). The Alkaline batteries or rechargeable Ni-MH batteries are recommended for this instrument, since other types may result in poorer battery performance.

🕂 WARNING

- When the batteries run out, or if the instrument is not to be used for a long time, remove the batteries from the instrument.
- 1 Make sure that the power of the instrument is off.
- 2 Open the battery compartment cover located on the instrument's bottom panel.



3 Insert the six new batteries, being careful to follow the polarity markings on the inside of the compartment.



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

Make sure to set the battery type correctly (page 13).

NOTICE

- Connecting or disconnecting the AC adaptor with batteries installed may turn the power off, resulting in loss of data being recorded or transferred at the time.
- When battery power becomes too low for proper operation, the volume may be reduced, the sound may be distorted, and other problems may occur. When this happens, make sure to replace all batteries with new ones or already recharged ones.

NOTE

- This instrument cannot charge the batteries. Use only the specified charger device when charging.
- Power will be automatically drawn from the AC adaptor if an AC adaptor is connected while batteries are installed in the instrument.

Setting the battery type

Depending on the battery type to be used, you may need to change the battery type setting on this instrument. Alkaline (and manganese) batteries are chosen by default. After installing new batteries and turning the power on, make sure to set the Battery Type appropriately (rechargeable or not) via Function number 061 (page 55).

NOTICE

 Failure to set the battery type may shorten the amount of the battery life. Make sure to set the battery type correctly.

Turning the Power On

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



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

The Voice name appears on the display. Adjust the volume as desired while playing the keyboard.

3 Press and hold the [(b)] (Standby/On) switch for about a second to set the instrument to standby mode.

A CAUTION

Even when the [()] (Standby/On) switch is in standby status, electricity is still flowing to the product at the minimum level. Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

NOTICE

 Press only the [⁽⁾] (Standby/On) switch when turning the power on. Any other operations such as pressing the pedal are not allowed. Doing so may cause the instrument to malfunction.

Setting the Auto Power Off function

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

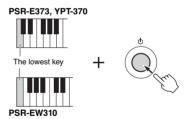
To set the time that elapses before Auto Power Off is executed:

Press the [FUNCTION] button several times until "AutoOff" (Function 060; page 55) appears, then use the [+/YES] or [-/NO] button to select the desired value.

Settings: OFF, 5, 10, 15, 30, 60, 120 (minutes) Default value: 30 (minutes)

■ To disable the Auto Power Off function:

Turn the power on while holding down the lowest key on the keyboard. A message "oFF AutoOff" appears briefly, then the instrument starts up with the Auto Power Off function disabled. The Auto Power Off function also can be disabled by selecting Off in Function number 060 (page 55).



NOTICE

- Depending on the instrument status, the power may not turn off automatically, even after the elapse of the specified period of time. Always turn off the power manually when the instrument is not in use.
- When the instrument is not operated for a specified period of time while connected to an external device such as an amplifier, speaker or computer, make sure to follow the instructions in the Owner's Manual to turn off the power to the instrument and the connected devices, in order to protect the devices from damage. If you do not want the power to turn off automatically when a device is connected, disable Auto Power Off.

NOTE

 Generally, the data and settings are maintained even when the power is turned off with the Auto Power Off function. For details, see page 51.

Adjusting the Master Volume

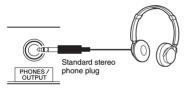
To adjust the volume of the entire keyboard sound, use the [MASTER VOLUME] dial while playing the keyboard.



A CAUTION

 Do not use the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss.

Connecting Headphones or External Speaker



Connect a pair of headphones to the [PHONES/ OUTPUT] jack. This jack also functions as an external output. By connecting to a computer, keyboard amplifier, recorder, or other audio device, you can output the audio signal of this instrument to that external device. The speakers of this instrument are automatically shut off when a plug is inserted into this jack.

A CAUTION

- Do not use the instrument or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss.
- Before connecting the instrument to other electronic components, turn off the power of all the components. Also, before turning any components on or off, make sure to set all volume levels to minimum. Otherwise, damage to the components or electrical shock may occur.

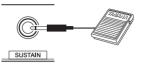
NOTICE

 To avoid possible damage to the external device, first turn on the power to the instrument, then to the external device. When turning off the power, do so in reverse order: first turn off the power to the external device, then to the instrument.

NOTE

 When connecting the headphones or external speaker to the instrument, set the Master EQ (page 47) to "2 Headphone." The Master EQ can be set in Function settings (page 53; Function 025).

Using a Pedal



You can control three functions: Sustain, Articulation (page 19), and Arpeggio (page 21) as you play by pressing a footswitch (FC5 or FC4A; sold separately) plugged into the [SUSTAIN] jack. By default, Sustain is assigned, so that the sound can be heard for a long time even if you take your finger off the keyboard while pressing the foot switch, like a damper pedal on a piano. To use a function other than Sustain, use the function settings (Function 029; page 53).

NOTE

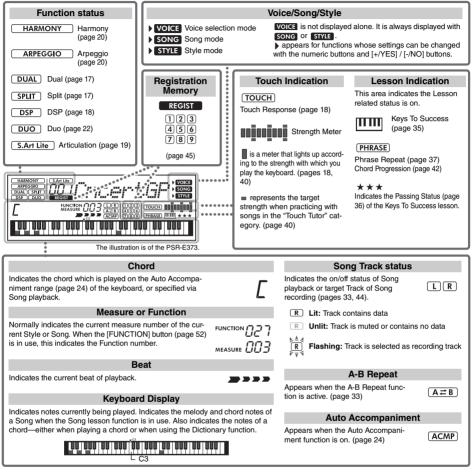
- Plug or unplug the footswitch while the power is off. Also, do not press the footswitch when turning the power on. Doing so changes the polarity of the footswitch, resulting in reversed operation.
- The sustain function does not affect split voices (page 17) and style (automatic accompaniment; page 23).

Using the music rest

Insert the music rest into the slots as shown.



Display Items



Basic Operations

Before operating the instrument, it may be helpful to familiarize yourself with the basic controls below that are used to select items and change values.

Number buttons

Use the Number buttons to directly enter an item or value. For numbers that start with one or two zeroes, the first zeroes can be omitted.

Example: Selecting Voice 003, Bright Piano.

> Press number buttons [0], [0], [3], or simply press [3].



■ [-/NO] and [+/YES] buttons

Press the [+/YES] button briefly to increase the value by 1, or press the [-/NO] button briefly to decrease the value by 1. Press and hold either button to continuously increase or decrease the value in the corresponding direction.



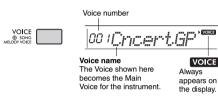
Press briefly to decrease.

Press briefly to increase. In addition to piano, organ, and other "standard" keyboard instruments, this instrument has a large range of Voices that includes guitar, bass, strings, sax, trumpet, drums and percussion, and even sound effects—giving you a wide variety of musical sounds.

Selecting a Main Voice

Press the [VOICE] button.

The Voice number and name will be shown.

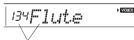


NOTE

• VOICE is not displayed alone. It is always displayed with song or style. Refer to page 15.

2 Use the number buttons [0]–[9], [+/YES], [-/NO] buttons to select the desired Voice.

Refer to the Voice List on page 68.



Select the Voice you want to play

3 Play the keyboard.



Preset Voice Types

001–241	Instrument Voices (including sound effects).
242–263 (Drum Kit)	Various drum and percussion sounds are assigned to individual keys, from which they can be played. Details on the instruments and key assignments of each Drum Kit can be found in the Standard Kit 1 List on page 74 and "Drum Kit List" on the website (page 8).
264–283	Arpeggios are automatically reproduced by simply playing the keyboard (page 20).
284–622	XGlite Voices (page 71)
000	One Touch Setting The One Touch Setting feature automatically selects the most suitable Voice when you select a Style or Song (excepting the Song inputted from other devices). Simply select Voice number "000" to activate this feature.

Playing the "Grand Piano"

When you want to reset various settings to default and simply play a Piano sound, press the [PORTA-BLE GRAND] button.

Δ	GRAND	

The Voice "001 Live!ConcertGrandPiano" will automatically be selected as the Main Voice.

Using the Metronome

The instrument features a built-in metronome (a device that keeps an accurate tempo), convenient for practicing.

Press the [METRONOME] button to start the metronome.



2 Press the [METRONOME] button again to stop the metronome.

To change the tempo:

Press the [TEMPO/TAP] button to call up the Tempo value, then use the number buttons [0]–[9], [+/YES], [-/NO].

∩90 **T pmp**o

• WOICE

Current Tempo value

Press the [+/YES] and [-/NO] buttons simultaneously to instantly reset the value to the default tempo.

To set the Time Signature:

Press and hold the [METRONOME] button to call up "TimeSigN" (Functions 030; page 54), then use the number buttons, [+/YES] and [-/NO] buttons.

To set the Metronome Volume:

This can be set via Function number 032 (page 54).

Layering a Dual Voice

In addition to the Main Voice, you can layer a different Voice over the entire keyboard as a "Dual Voice."

Press the [DUAL] button to turn Dual on. Image: DUAL DUAL OF THE Provided HTML Appears when Dual is on Play the keyboard. Two Voices will sound at the same time.

3 Press the [DUAL] button again to exit from Dual.

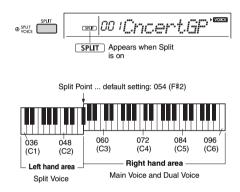
To select a different Dual Voice:

Although turning on Dual will select a Dual Voice suitable for the current Main Voice, you can easily select a different Dual Voice by pressing and holding the [DUAL] button to call up "D.Voice" (Function 008; page 53), then using the number buttons [0]–[9], [+/ YES], [-/NO].

Playing a Split Voice in the Left Hand area

By dividing the keyboard into the two separate areas, you can play a different Voice between the Left hand and Right hand areas.

Press the [SPLIT] button to turn on Split. The keyboard is divided into the Left hand and Right hand areas.



You can play a "Split Voice" on the Left hand area of the keyboard while playing a Main Voice and Dual Voice on the Right hand area of the keyboard.

The highest key for the Left hand area is referred to as the "SplitPnt" (Function 003; page 52) which can be changed from the default F#2 key.

2 Play the keyboard.



3 Press the [SPLIT] button again to exit from Split.

To select a different Split Voice:

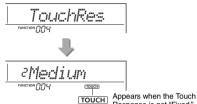
Press and hold the [SPLIT] button to call up "S.Voice" (Function 012; page 53), then use the number buttons [0]–[9], [+/YES], [-/NO].

Changing the Touch Response of the Kevboard

The keyboard of this instrument is equipped with a Touch Response feature that lets you dynamically and expressively control the level of the Voices according to your playing strength.

Press the [FUNCTION] button several 1 times until "TouchRes" (Function 004; page 52) appears.

After a few seconds, the current Touch Response appears.



Response is not "Fixed."

7 Use the number buttons [1]–[4], [+/YES], [-/NO] buttons to select a Touch Response setting between 1 and 4.

Touch Response

1	Soft	Produces relatively high volume even with light playing strength. Best for players with a light touch who want to maintain a consis- tent, relatively loud volume.
2	Medium	Produces a fairly "standard" keyboard response.
3	Hard	The keys must be played very strongly to generate loud volume. This setting is best for a wide dynamic range and optimum expressive control of the sound, from pianis- simo to fortissimo.
4	Fixed	All notes are produced at the same volume no matter how hard the keyboard is played.

3 Play the keyboard.

The strength meter will light according to the strength with which you play the keyboard.

When you play softly.

When you play at medium strenath.

When you play strongly.

NOTE

 When the Touch Response is "Fixed", the strength meter is at fixed medium strength.

Applying Effects to the Sound

This instrument can apply various Effects as listed below to the instrument's sound.

DSP

The DSP (digital signal processor) is an effect in which digital signal processing is applied to the sound to change it.

When a Voice or Song that features a recommended DSP processing is selected, the DSP effect is applied to the Main Voice and Song part. DSP effect has effect variations, called DSP types. Please refer to page 82.

You can also turn the DSP on / off and change the DSP type using the following procedure.

Press the [DSP] button to turn on the DSP.

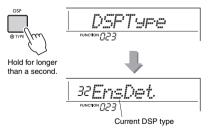
NOTE

- The DSP effect is only applied to the main voice. The DSP effect is not applied to voices added by the Dual function or voices in the left hand area that have been split.
- The DSP cannot be turned on during lessons.

When the DSP is turned on, the DSP type (page 82) appropriate for the current panel setting is automatically selected, but you can also select it vourself.



2 Hold down the [DSP] button for longer than a second. After a few seconds, the current DSP type appears.



- 3 Use the number buttons [0]–[9], [+/YES], [-/NO] buttons to select the desired type.
- 4 Play the keyboard.
- 5 Press the [DSP] button again to turn off the DSP.

Articulation

Articulation is an effect that reproduces the sounds of playing methods that are unique to specific instruments.

The Articulation effect is applied to the sound only while holding down the [ARTICULATION] button. The Articulation effect is enabled only for S.Art Lite Voices (Super Articulation Lite Voices). The S.Art Lite Voices are indicated by "***" in Voice List (page 68).

Examples of the Articulation effect

If you select a guitar voice, you can realistically reproduce the following guitar-specific playing techniques.

Example: Voice number 044 "S.Art Lite Nylon Guitar Harmonics"

If you play the keyboard while holding down the [ARTICULATION] button, a harmonics sound is produced.

Example: Voice number 048 "S.Art Lite Distortion Guitar"

If you press the [ARTICULATION] button, a scratching noise is produced.

When S.Art Lite Voices are selected, the appropriate articulation effect is automatically selected. When other Voices are selected, the modulation effect is automatically selected.

Appears when the S.Art Lite Voice is selected



Press the [ARTICULATION] button while playing the keyboard.



2 Release the [ARTICULATION] button to turn Articulation off.

Adding the Articulation effect by using the pedal

If you assign the Articulation function to the pedal (foot switch) with "PdlFunc" (Function 029; page 53), you can apply the effect by pressing on the pedal.

NOTE

• The Articulation effect is applied only to a Main Voice.

 S.Art Lite Voices sound differently depending on the velocity, etc.

Reverb

Adds the ambience of a club or concert hall to the sound. Although the best-suited Reverb type is called up by selecting a Song or Style, you can select another one via Function number 020 (page 53). When you select "oFF," the Reverb effect is turned off. And you can also set the Reverb depth via Function number 021 (page 53).

Chorus

Makes the Voice sound richer, warmer and more spacious. Although the best-suited Chorus type is called up by selecting a Song or Style, you can select another one via Function number 022 (page 53). When you select "oFF," the Chorus effect is turned off. You can also set the Chorus depth for Voices via Function numbers 007 (page 52), 011, 015 (page 53).

The Chorus depth cannot be applied to the Styles or Songs.

Sustain

By turning on the Sustain parameter of Function number 024 (page 53), you can add a fixed, automatic sustain to the Main/Dual Voices played on the keyboard. Or, you can produce a natural sustain as desired with the footswitch (sold separately; page 14).

NOTE

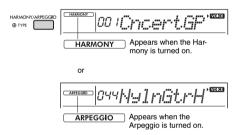
 Even if you turn on Sustain, there are some Voices to which sustain is not applied.

Adding Harmony or Arpeggio

You can add harmony or arpeggio notes to the Voice played on the keyboard.

By specifying the Harmony Type, you can apply harmony parts, such as duet or trio, or add tremolo or echo effects to the played sound of the Main Voice. Also, when the Arpeggio Type is selected, arpeggios (broken chords) are automatically played back when you simply play the appropriate notes on the keyboard. For example, you could play the notes of a triad—the root, third, and fifth—and the Arpeggio function will automatically create a variety of interesting phrases. This feature can be used creatively in music production as well as performance.

Press the [HARMONY/ARPEGGIO] button to turn on the Harmony or Arpeggio function.



When the Harmony or the Arpeggio is turned on, the most suitable one will be selected for the current Main Voice.

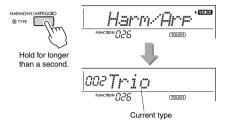
If you want to select a specific type, select it by the operation steps 2 and 3 below.

NOTE

- The Harmony effect can be added to only the Main Voice.
- When selecting a Voice number between 264 and 283, the Arpeggio function will automatically be turned on.
- When selecting a Harmony Type between 001 and 005, the harmony effect will only be added to your right-hand melody play if you turn on the Style (page 24) and press chords in the auto accompaniment range of the keyboard.

2 Hold down the [HARMONY/ARPEGGIO] button for longer than a second so that "Harm/Arp" (Functions 026; page 53) appears on the display.

After "Harm/Arp" is shown for a few seconds, the current type appears.



3 Use the number buttons [0]–[9], [+/YES], [-/NO] buttons to select the desired type.

When you want to specify a Harmony Type, refer to the Harmony Type list on page 80; to specify an Arpeggio Type, refer to the Arpeggio Type list on page 81.

NOTE

- When playing one of the Arpeggio Types 143 to 176, select the corresponding Voice below as the Main Voice.
 - 143–173: Select a Drum Kit (Voice No.242–252).
 174 (China): Select "StdKit1 + Chinese Perc." (Voice No.253).
 - 175 (Indian): Select "Indian Kit 1" (Voice No.254) or "Indian Kit 2" (Voice No.255).
- 176 (Arabic): Select "Arabic Kit" (Voice No.259).

When a Harmony Type is selected, a harmony part (for example, duet or trio) or an effect (for example, tremolo or echo) can be added to the played sound of the Main Voice.

Also, when an Arpeggio Type is selected, arpeggios (broken chords) are automatically played back when you simply play the appropriate notes on the keyboard. The particular arpeggio phrase differs depending on the number of pressed notes and the area of the keyboard.



5 To turn the Harmony or Arpeggio off, press the [HARMONY/ARPEGGIO] button again.

How to play the various Types

The method of sounding the Harmony effect (01–26) differs depending on the selected type. For Types 01–05, turn the Auto Accompaniment on and play it by pressing a chord in the auto accompaniment section of the keyboard, then play some keys in the right-hand side to produce the Harmony effect. For Types 06–26, turning auto accompaniment on or off has no effect. However, it is necessary to play two notes simultaneously for Types 06–12.

• Harmony Type 001 to 005



Press the right-hand keys while playing chords in the auto accompaniment range of the keyboard when Auto Accompaniment is on (page 24).

• Harmony Type 006 to 012 (Trill)



Hold down two keys.

Harmony Type 013 to 019 (Tremolo)



down the keys.

Harmony Type 020 to 026 (Echo)



• Arpeggio Type 027 to 176 When Split is off:



Arpeggio function applies to the Main Voice and the Dual Voice.

When Split is on:



Arpeggio function applies only to the split Voice.

NOTE

- Arpeggio cannot be applied to the Split and Main/ Dual Voices simultaneously.
- Selecting a Voice number between 274 and 283 as the Main Voice will turn on Arpeggio and Split automatically.

To adjust the Harmony Volume:

This can be adjusted via Function number 027 (page 53).

To adjust the Arpeggio Velocity:

This can be adjusted via Function number 028 (page 53).

Holding the Arpeggio Playback via the Footswitch (Hold)

You can set the instrument so that Arpeggio playback continues even after the note has been released, by pressing the footswitch connected to the [SUSTAIN] jack.

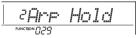
Press a [FUNCTION] button a number of times until the "PdlFunc" (Function 029; page 53) item appears on the display.

After "PdlFunc" is shown for a few seconds, the current setting is shown.



2 Use the number buttons [1]–[3], [+/YES], [-/NO] buttons to select "Arp Hold."

If you want to restore the footswitch function to sustain, select "Sustain." If you want to use both hold and sustain functions, select "Sus+ArpH."

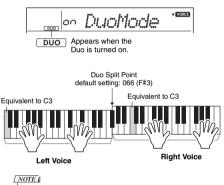


3 Try playing the keyboard with Arpeggio playback using the footswitch.

Even if you release the notes, Arpeggio playback will continue. To stop Arpeggio playback, release the footswitch.

When the Duo mode is activated on this instrument, two different players can play the instrument simultaneously, with the same sound, over the same octave range—one person on the left and the other on the right. This is useful for learning applications, in which one person (a teacher, for example) plays a model performance and the other person watches and practices while sitting at the first person's side.

- Press a [FUNCTION] button several times until the "DuoMode" (Function 048; page 55) item appears on the display.
- 2 Use the [+/YES] button to select "on." The F#3 key becomes the Duo Split Point and the keyboard is divided into two sections: one for the left Voice and one for the right Voice.



- The right Voice section and the left Voice section of the
- keyboard are both set to the same Voice (Main Voice).
- The Duo Split Point can be changed via Function number 050 (page 55).
- 3 One person should play the left Voice section of the keyboard while the other plays the right Voice section.
- 4 To exit from Duo mode, select "oFF" via "DuoMode" (Function 048; page 55) by executing steps 1 and 2.

Changing the Left Voice

To change only the Left Voice, select the desired Left Voice with "DuoLVc" (Function 049; page 55). If the Left Voice is different from the Right Voice, the Right Voice is shown on the display.

NOTE

• Certain functions such as Lesson, Harmony/Arpeggio and Dual cannot be used in the Duo mode.

How sounds are output in the Duo mode

The performance sound of the left Voice will sound from the left speaker, and the performance sound of the right Voice will sound from the right speaker, in the initial Duo mode setting. This output setting can be changed from the "DuoType" setting (Function 055; page 55).

NOTE |

 In the Duo mode, the pan, volume and tonal characteristics of the stereo sound may differ from those in the normal mode, due to the setting of DuoType = "Separate" (page 55). Particularly with Drum Kits, the difference may be more obvious, since each key of a Drum Kit features a different stereo pan position.

Using sustain in the Duo mode

Sustain can be applied to the left and right Voice sections in Duo mode just as it normally is by using one of the following methods in the Duo mode like the usual mode.

- Press the foot switch (page 14) connected to the [SUSTAIN] jack.
- Set "Sustain" (Function 024; page 53) to on. Sustain is applied to all notes.

NOTE

- Sustain cannot be applied independently to the left Voice section and the right Voice section.
- While Sustain is on, the setting of hold is maintained even when the power is turned off.

This instrument includes an Auto Accompaniment feature that automatically plays appropriate "Styles" (rhythm + bass + chord accompaniment), controlled simply by playing root notes or chords with your left hand.

You can select how you want to play the chords from two ways: "SmartChord," which lets you play chords by playing a key with only one finger, and "Multi," which lets you play them normally, with all the constituent notes.

Fingering Type

When playing the Styles, specify how to play chords in the Auto Accompaniment range via "FingType" ("Fingering Type" Function 017; page 53). With this instrument, you can choose from two fingering types.

"SmartChord" (Default setting) You can play the Style by playing only the root note of a chord.

• "Multi"

This is a way to play the Style by playing all notes of a chord. However, major, minor, seventh, and minor sevenths can also be easily played by pressing one to three keys.

For information about chords, refer to "Chord Types for Style Playback" (page 26) or use the Chord Dictionary function (page 28).

Setting the Fingering Type

Press the [FUNCTION] button several times until "FingType" (Function 017; page 53) appears.

"FingType" is shown in the display for a few seconds, followed by the current Fingering Type.



- 2 Use the number buttons [0]-[9] or [+/YES] and [-/NO] buttons to select "SmartChd" or "Multi."
- 3 Press the [STYLE] button to exit from the Fingering Type settings.

Setting the Smart Chord Key

If "SmartChd" is selected in the "FingType," you need to set the keys of the Songs you want to play in advance. The specified key is called the Smart Chord Key.

Press the [FUNCTION] button until "S.ChdKey" (Function 018; page 53) appears.

The current Smart Chord Key appears.



2 Press the [+/YES] and [-/NO] buttons to select the smart chord key that matches the score.

For example, when you want to play the music score below, you need to set the Smart Chord Key to "FL2" (2 flats) (page 27).



3 Press the [STYLE] button to exit from the Smart Chord Key settings.

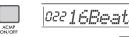
Playing Styles

Press the [STYLE] button, then use the number buttons [0]–[9], [+/YES], [-/NO] to select the desired Style.

The Style List is provided on the front panel, or in the Style List (page 76).

STYLE Style Number

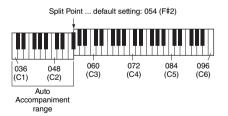
Press the [ACMP ON/OFF] button to turn on the Auto Accompaniment.



This icon appears when automatic accompaniment is on.

STYLE

With this operation, the area of the keyboard to the left of the Split Point (054: F#2) becomes the "Auto Accompaniment range" and is used only for specifying the chords.



You can change the Split Point via Function number 003 (page 52) by holding down the [ACMP ON/OFF] button for longer than a second.

NOTE

 The strength meter (page 18) does not respond to playing in the Auto Accompaniment range.

3 Press the [SYNC START] button to turn Synchro Start on.

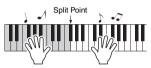
This puts the Style playback in "standby" and Style starts playing back when you play the keyboard.



Flashes when sync start is on.

4 Play a key in the Auto Accompaniment range to start playback.

If "SmartChd" is selected, play the root note of a chord with your left hand. If "Multi" is selected, refer to page 26 for instructions on how to play. Play a melody with the right hand and chords with the left hand.



5 Press the [START/STOP] button to stop playback.



You can add intro, ending and rhythm variations to Style playback by using "Sections." For details, refer to page 25.

To play back the rhythm part only

If you press the [START/STOP] button (without pressing the [ACMP ON/OFF] button in step 2), only the rhythm part can be played back, and you can play a melody performance using the entire keyboard range.

NOTE

 Since the Pianist category Styles (197–205) have no rhythm parts, no sound will be produced if you start rhythm-only playback. When playing these Styles, make sure to carry out Steps 2–4 on this page.

Adjusting the Style Volume

To adjust the volume balance between Style playback and keyboard, you can adjust the Style Volume. This can be set via Function number 016 (page 53).

Style Variations

Each Style consists of "Sections" that allow you to vary the arrangement of the accompaniment to match the song you are playing.



INTRO

This is used for the beginning of the Song. When the Intro finishes, Style playback shifts to the Main section. The length of the Intro (in measures) differs depending on the selected Style.

• MAIN

This is used for playing the main part of the Song. Playback of the Main section repeats indefinitely until another Section's button is pressed. There are two variations (A and B), and the Style playback sound changes harmonically in response on the chords you play with your left hand.

• AUTO FILL

This is automatically added before changing to Main A or B.

ENDING

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

1-3

Same as Steps 1-3 in page 24.

4 Press the [MAIN/AUTO FILL] button to select Main A or Main B.



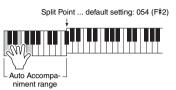
5 Press the [INTRO/ENDING/rit.] button.



Now, you're ready to start Style playback from the Intro section.

6 Play a chord with your left hand to start playback of the Intro.

For example, play a C major chord. For information on how to enter chords, refer to page 26.

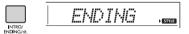


7 After the Intro finishes, play the keyboard according to the progression of the Song you are playing.

Play chords with your left hand while playing melodies with your right hand, and press the [MAIN/ AUTO FILL] button as necessary. The Section will change to Fill-in then Main A or B.



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

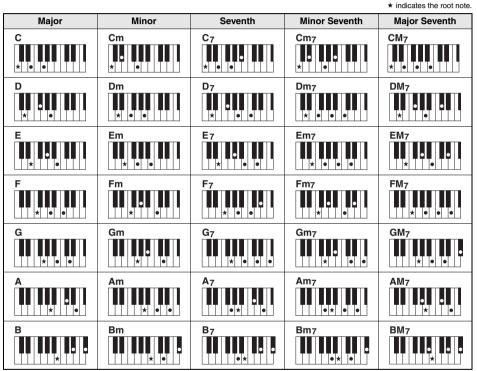


The Section switches to the Ending. When the Ending is finished, Style playback stops automatically. You can have the Ending gradually slow down (ritardando) by pressing the [INTRO/END-ING/rit.] button again while the Ending is playing back.

Chord Types for Style Playback

For users who are new to chords, this chart conveniently shows how to play common chords in the Auto Accompaniment range of the keyboard. Since there are many useful chords and many different ways to use them musically, refer to commercially available chord books for further details.

When Multi is selected, play the notes that make up the chord in the automatic accompaniment range. When Smart Chord is selected, play the root note " \star " in the automatic accompaniment range.



 Inversions can be used as well as in "root" position—with the following exceptions: m7, m7 k5, m7(11), 6, m6, sus4, aug, dim7, 7 k5, 6(9), sus2

• Inversions of the 7sus4 chords are not recognized if the notes are omitted.

When playing a chord which cannot be recognized by this instrument, nothing is shown on the display. In such a case, only a specific
part, such as the rhythm, will be played.

When "Multi" is selected, major, minor, seventh, and minor sevenths can also be easily played by pressing one to three keys.

Easy Chords for root "C"



To play a major chord Press the root note (\star) of the chord.



To play a minor chord Press the root note together with the nearest black key to the left of it.



To play a seventh chord Press the root note together with the nearest white key to the left of it.



To play a minor seventh chord Press the root note together with the nearest white and black keys to the left of it (three keys altogether).

Chords Heard When Smart Chord is Selected

When you select Smart Chord and set Smart Chord Key based on the composition of the score (page 23), play the root note in the automatic accompaniment range. This lets you hear the respective chords below.

Key	_						Root	Note					
Signature on the music score	Smart Chord Key (Display)	C	DÞ	D	E⊧	E	F	F#	G	G#	A	B⊧	В
6 , 2 , 1 ,	FL7	C dim	D⊧m	D dim7	E⊾ 1+5	E	F dim	F# 7	G	G# m	A	B⊾m7 ⊌5	В
6,20	FL6	C dim	D⊾ 7	D	E⊧m	E	Fm7 ∳5	F#	G dim	G# m	A dim7	B⊧ 1+5	В
6,2,2,	FL5	Cm7 ⊮5	Dŀ	D dim	E⊧m	E dim7	F 1+5	F#	G dim	G# 7	A	B⊧m	В
6,2,0	FL4	C 1+5	Dŀ	D dim	Eŀ 7	E	Fm	F#	Gm7 ∳5	G#	A dim	B⊧m	B dim7
6 , ,	FL3	C m	Dŀ	Dm7 ∳5	E⊧	E dim	Fm	F# dim7	G 1+5	G#	A dim	B⊧ 7	В
6	FL2	C m	D⊧ dim7	D 1+5	E⊧	E dim	F7	F#	Gm	G#	Am7 ∳5	B⊧	B dim
6 ,	FL1	C 7	Dŀ	Dm	E⊧	Em7 ⊮5	F	F# dim	Gm	G# dim7	A 1+5	B⊧	B dim
No key signature	SP0 (Default)	C	D⊧ dim	Dm	E↓ dim7	E 1+5	F	F# dim	G 7	G#	A m	B⊧	B m7 ⊌5
<u></u>	SP1	C	D⊧ dim	D 7	E⊧	Em	F	F# m7 ∳5	G	G# dim	A m	B⊧ dim7	B 1+5
<u></u> €	SP2	C	D⊧m7 ⊧5	D	E⊧ dim	Em	F dim7	F# 1+5	G	G# dim	A 7	B⊧	Bm
*	SP3	C dim7	D⊧ 1+5	D	E↓ dim	E 7	F	F# m	G	G#m7 ⊮5	A	B⊧ dim	Bm
₽ [‡] ‡≢	SP4	C	D⊧m	D	E⊾ m7 ⊌5	E	Fdim	F# m	G dim7	G# 1+5	A	B⊧ dim	B 7
	SP5	C dim	D⊧m	D dim7	E⊧ 1+5	E	F dim	F# 7	G	G# m	A	B⊧m7 ⊧5	В
	SP6	C dim	D⊮ 7	D	E⊧m	E	Fm7 ∳5	F#	G dim	G# m	A dim7	B⊧ 1+5	В
S	SP7	Cm7 ∳5	Dŀ	D dim	E⊧m	E dim7	F 1+5	F#	G dim	G# 7	A	B⊧m	В

NOTE

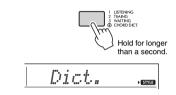
• The "1+5" chord indication on the instrument's display is the same as that of a major chord.

Looking Up Chords Using the Chord Dictionary

The Dictionary function is useful when you know the name of a certain chord and want to quickly learn how to play it.

Press and hold the [1 LISTENING 2 TIMING 3 WAITING] button for longer than a second to call up "Dict."

"Dict." will appear in the display.

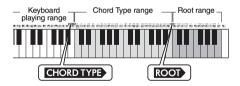


This operation will divide the entire keyboard into the three ranges as illustrated below.

- The range to the right of "ROOP ": Lets you specify the Chord Root, but produces no sound.
- The range between "CHORD TYPE>" and "ROOT) ":

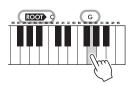
Lets you specify the Chord Type, but produces no sound.

• The range to the left of "**CHORDTYPE**": Lets you play and confirm the Chord specified in the above two ranges.



2 As an example, learn how to play a GM7 (G major seventh) chord.

2-1. Press the "G" key in the section to the right of "COOP" so that the "G" is shown as the root note.





2-2. Press the key labeled "M7" in the section between "CHORDTYPE)" and "ROOT)." The notes you should play for the specified chord are shown in the keyboard display.



Chord name (root and type)



Individual notes of chord (keyboard)

To call up possible inversions of the chord, press the [+/YES]/[-/NO] buttons.

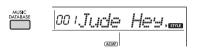
NOTE

- About major chords: Simple major chords are usually indicated only by the root note. For example, "C" refers to C major. However, when specifying major chords here, make sure to select "M" (major) after pressing the root note.
- These chords are not shown in the Chord Dictionary function: 6(9), M7(9), M7(#11), ¹/₅, M7¹/₅, M7aug, m7(11), mM7(9), mM7¹/₅, 7¹/₅, sus2
- 3 Following the notation and keyboard diagram in the display, try playing a chord in the range to the left of "CHORDTYPE"." When you've played the chord properly, a bell sound signals your success and the chord name in the display flashes.
- 4 To exit from the Chord Dictionary mode, press one of these buttons; [VOICE], [SONG] or [STYLE].

Using the Music Database

If you have difficulty finding and selecting the desired Style and Voice, use this feature. From the Music Database, just selecting the favorite music genre calls up the ideal settings.

Press the [MUSIC DATABASE] button. Both the Auto Accompaniment and Synchro Start are automatically turned on.



2 Use the number buttons [0]–[9], [+/YES], [-/NO] to select the desired Music Database.

This operation calls up the panel settings such as Voice and Style that are registered to the selected Music Database. The category name of Music Database List is provided on the front panel, or in the Music Database List (page 78).

3 Play the keyboard as described in Steps 4–5 on page 24.

Registering a Style File

Style data created on another instrument or computer can be registered (loaded) to Style numbers 206–215, and you can play them just the same as the internal preset Styles.

- Transfer the Style file (***.STY) from a computer to this instrument by connecting this instrument and the computer. For instructions, refer to "Computer-related Operations" (page 8) on the website.
- 2 Press the [FUNCTION] button several times until "StyleReg" (Function 057; page 55) appears.



After about two seconds, a registerable Style file name will appear in the display.

3 If necessary, select the desired Style by using the [+/YES] or [-/NO] button.

4 Press the [0] button.

As the Load destination, "***Load To?" (***: 206–215) appears on the display. If desired, select a different number using the [+/YES] or [-/ NO] button.

5 Press the [0] button.

A confirmation message will appear. To cancel the operation, press the [-/NO] button.

6 Press the [+/YES] button to actually load the file.

After a while, a message indicating completion of the operation appears.

NOTICE

• The load operation cannot be cancelled during execution. Never turn off the power during the operation. Doing so may result in data loss.

7 Press the [STYLE] button, use the [+/YES] or [-/NO] button to select a Style from 206–215, and then try playing it back.

Changing the Tempo

Press the [TEMPO/TAP] button to call up the Tempo value, then use the number buttons, [-/NO] and [+/ YES] buttons to adjust the Tempo value.



Current Tempo value

Press the [+/YES] and [-/NO] buttons simultaneously to reset the value to the default tempo of the current Style or Song.

Reference

Using the Tap function

While a Song or Style is playing back, press the [TEMPO/TAP] button just twice at the desired tempo to change the tempo. While Song or Style playback is stopped, tap the [TEMPO/TAP] button several times to start playback at the tapped tempo—four times for a 4-beat Song or Style or three times for a 3-beat Song or Style.

TEMPO/ TAP

You can simply enjoy listening to the internal Songs, or use them with just about any of the functions, such as Lesson.

Song Category

The Songs are organized by category as listed below.

SONG

001 - TOP PICK

020 - FAVORITE

004 - LEARN TO PLAY

103 - TOUCH TUTOR

113 - CHORD STUDY

160 - FLASH MEMORY

155 - USER SONG

051 - FAVORITE WITH STYLE

071 - INSTRUMENT MASTER

125 - CHORD PROGRESSION

- These demonstration songs showcase the various sounds of the instrument.
- Each of these songs has two variations: an easy one which even beginners can practice with ease, and another more challenging version.
- We've collected various folk songs from around the world which have been handed down from through the generations, as well as famous classical pieces. Try playing the melody of these songs.
- Enjoy performing a piece with Style accompaniment (automatic accompaniment data). (Keys to Success is designed so that you master playing the melody with your right hand first, and then learn the roots of the chords with your left hand.)
- These songs feature solo instruments other than piano—letting you enjoy playing other instrumental voices along with orchestral accompaniment.

These included famous pieces from around the world along with well-known piano pieces. Enjoy the beautiful, resonant piano sound as you play solo or along with orchestral backing.

Learn how to use expressive "touch" control while playing the keyboard according to the strength level displayed in the LCD.

Hear and experience the sound of chords and easy chord progressions while playing the keyboard according to the LCD display indications.

Learn how to play chords with Songs featuring simple, fundamental chord progressions.

Songs (User Songs) you record yourself.

Songs transferred from a computer (refer to "Computer-related Operations"-page 8).

Listening to a Demo Song

Press the [DEMO] button to play the Demo Songs in sequence.



When the Demo Songs (Song numbers 001 to 003) are played back in sequence and the last Song (003) is finished, playback will repeat continuously, starting again from the first Song (001).

To stop playback, press the [DEMO] button or the [START/STOP] button.

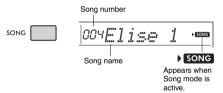
NOTE

 You can select the next or previous Song in order by using the [+/YES][-[NO] buttons after pressing the [DEMO] button. The selection range is all Songs in the selected Demo Group (Function 058; page 55). For details, refer to page 32 about Demo Group.

Selecting and Playing Back a Song

Press the [SONG] button, then use the Number buttons to select the desired Song.

Refer to the Song List (page 75).



2 Press the [START/STOP] button to start playback.

To stop playback, press the [START/STOP] button again.



To change the tempo:

Refer to "Changing the Tempo" on page 30.

Adjusting the Song Volume

To adjust the volume balance between Song playback and keyboard, you can adjust the Song Volume. This can be set via Function number 019 (page 53).

BGM Playback

With the default setting, pressing the [DEMO] button will play back only three internal Demo Songs repeatedly. This setting can be changed so that, for example, all internal Songs automatically play back, letting you use the instrument as a background music source.

| Hold down the [DEMO] button for longer than a second.

"DemoGrp" (Function 058; page 55) is shown in the display for a few seconds, followed by the current repeat playback target.



2 Use the [+/YES] or [-/NO] button to select a playback group.

Demo	Preset songs (001–003)
Preset	All preset songs (001–102)
User	All User songs (155–159)
Download	All songs transferred from a computer (160–)

NOTE

 When User songs and Download songs data do not exist, Demo songs are played back.

3 Press the [DEMO] button to start playback.

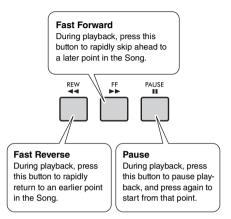
To stop playback, press the [DEMO] button again or press the [START/STOP] button.

Random Song Playback

When the Demo Group (above) is set to something other than "Demo," the playback order via the [DEMO] button can be changed between numerical order and random order. To do this, press the [FUNCTION] button several times until "PlayMode" (Function 059; page 55) is called up, then select "Normal" or "Random."

Song Fast Forward, Fast Reverse, and Pause

Like the transport controls on an audio player, this instrument lets you fast forward (FF), rewind (REW) and pause (PAUSE) playback of the Song.



NOTE

- When the A-B repeat (page 33) is specified, the Fast Reverse and Fast Forward will only work within the range between A and B.
- [REW], [FF] and [PAUSE] button cannot be used during Song playback by using the [DEMO] button.

Changing the Melody Voice

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

- Select a Song.
- 2 Select the desired Voice.
- 3 Press and hold the [VOICE] button for longer than a second.

"SONG MELODY VOICE" appears in the display for a few seconds, and the selected Voice replaces the Song's original melody Voice.

NOTE |

- Selecting another Song will cancel the changed Melody Voice.
- You cannot change the melody Voice of a User Song.

A-B Repeat

You can play back only a specific section of a Song repeatedly by setting the A point (start point) and B point (end point) in one-measure increments.



-] Start playback of the Song (page 31).
- 2 When playback reaches to the point you want to specify as the start point, press the [A-B REPEAT] button to set the A point.



Appears when the [A-B REPEAT] button is pressed.

3 When playback reaches to the point you want to specify as the end point, press the [A-B REPEAT] button again to set the B point.

The specified A-B section of the song will now play repeatedly.

NOTE

- You can also set the A-B Repeat function when the Song is stopped. Simply use the [REW] and [FF] buttons to select the desired measures, pressing the [A-B REPEAT] button for each point, then start playback.
- If you want to set the start point 'A" at the top of the Song, press the [A-B REPEAT] button before starting playback.

4 To cancel repeat playback, press the [A-B REPEAT] button.

To stop playback, press the [START/STOP] button.

NOTE

• The A-B Repeat function will be canceled when you select another Song.

Turning Each Part On/Off

As indicated above the panel buttons (shown below), Songs other than Song numbers 125 to 154 consist of two Parts, which can be turned on or off individually by pressing the corresponding button, L or R.





When a User Song (number 155-159; page 43) is selected

The L and R indicators light when the tracks contain data, and are unlit when a track is muted or contains no data.

When songs other than a User Song is selected

The L and R indicators always light regardless of whether a track contains data or not.

By turning the left- and right-hand parts on or off during playback, you can listen to the Part (that is turned on), or practice the other part (that is turned off) on the keyboard.

NOTE

• Selecting another Song will cancel the on/off status of the Parts.

Playing songs loaded from a computer to this instrument

By using a USB cable to connect the [USB TO HOST] terminal of this instrument to a computer, you can load song files from the computer. For details, refer to the "Using with a Computer or Smart Device" on page 50.

Using the Song Lesson Feature

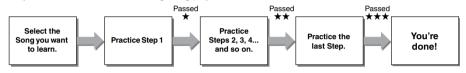
Use these convenient features to practice the preset Songs and improve your playing skills. The lessons are arranged for optimum, enjoyable learning, so select the one suitable for you, and take your keyboard skills higher, step by step.

You can refer to the music score in the Song Book (free downloadable scores). To obtain the SONG BOOK, access the Yamaha website and download it from the product web page.

https://www.yamaha.com

Keys To Success

You can select just the key phrases of the Song—the ones you like most or need to work on—and practice them one by one. This lesson is ideal for beginning players.

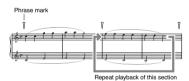


Each Song consists of several Steps. Each time you play all the way through the current Step, your performance will be evaluated. A score of "60" or more indicates that you passed this Step and you should try the next Step, which begins automatically.

The passing status \bigstar is saved, but you can go on to next Step even when you didn't pass the Step, or you can retry the Step later.

Phrase Repeat

You can practice two or more phrases at once repeatedly by specifying them, as desired. This is ideal as a finishing practice before you try a last (finishing) Step to pass in the Keys to Success mode, or when you just want to practice the difficult phrase(s) repeatedly.



(Page 35)

(Page 37)

(Page 38)

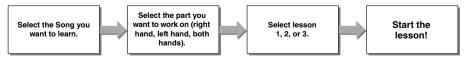
Listening, Timing and Waiting

You can practice the preset Songs in three steps, independently for the right or left hand, or both hands together. This is ideal when you want to practice all the way through the Song with the selected part.

- Lesson 1 (Listening) Listen to the playback part you will play. Remember it as best as you can.
- Lesson 2 (Timing) Learn to play the notes with the correct timing. Even if you play wrong notes,

the correct notes will sound.

• Lesson 3 (Waiting) Learn to play the correct notes. The Song pauses until you play the right note.



You can combine the Keys to Success lesson (page 35) with the Listening, Timing or Waiting lesson (page 38). If you feel it difficult to play the specific phrase in the Keys to Success lesson, use Listening, Timing or Waiting lesson to listen to the phrase, to practice only the timing to play, or to let the phrase pause until you play the correct notes.

The passing status is not shown when the selected lesson playback starts in the Keys to Success mode.

In addition, various learning functions are provided for your enjoyable playing experience as follows:

- Touch Tutor (page 40)
 - Lets you learn how hard or soft to play the keys for more expressive performances.
- Chord Study (page 41)
- Lets you hear and experience the sound of the chords to use styles efficiently.
- Chord Progressions (page 42)

Lets you hear and experience standard chord progressions. Mastering the typical chord progressions in specific musical genres enables you to play a wider variety of songs with the Style function.

Keys To Success

In this lesson, you can practice individual phrases in the Song (with each Step) to effectively master the entire Song.

Prepare the Song Book.

Download the Song Book from the Yamaha website (page 8), or you can refer to the scores of some Songs at the end of this manual. The amount of Steps and lesson parts (which are pre-programmed) will differ depending on the Song. For details, refer to the Song Book.

NOTE

 All preset Songs 004 to 102 other than 001–003 and 103–154 can be used with this mode, especially the "LEARN TO PLAY" category Songs.

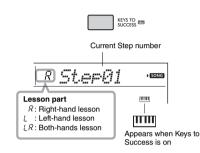
2 Press the [SONG] button, then select a Song for your lesson.

Here, select song "Für Elise (Basic)" from the "LEARN TO PLAY" category, then open the corresponding page of the Song Book.



3 Press the [KEYS TO SUCCESS] button to engage this lesson.

The keyboard icon, "Step01" and lesson part ("R" or "L" or "LR") appears on the display, indicating that you are to start this lesson from scratch. If you have already passed several Steps, the next Step number appears on the display.



4 Press the [START/STOP] button to start Lesson.

After the lead-in, playback of the current Step starts.



NOTE

 For your practice enjoyment, a special arrangement is applied to each Song. This is why playback tempo may be slower than original.

5 Practice the phrase in the current Step. Referring to the notation in the Song Book and the keyboard indications shown on the display, play the notes.

6 Confirm the evaluation in the current Step.

When the current Step reaches the end, your performance will be evaluated and your score (from 0–100) is shown in the display.



A score between "0"–"59" indicates that you did not pass this Step and you should try the same Step again, which begins automatically. A score of "60"–"100" indicates that you passed this Step and you should try the next Step, which begins automatically.

NOTE

 If the specified part is both hands, you cannot pass the Step until you play both hands, even if you play one of the hands well. Only a message such as "Left Part is correct!" appears in the display.

7 Execute Step 02, 03, 04, and so on.

In the last Step of each Song, you will practice all the way through the Song. When you pass all Steps, the Keys to Success mode will automatically be turned off and playback stops.

NOTE |

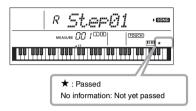
 Even during lesson, you can select another Step by using the [+/YES]/[-/NO] buttons.

8 To stop this Lesson, press the [KEYS TO SUCCESS] button.

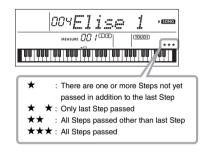
Confirming the Passing Status

You can confirm the passing status of each Song simply by selecting a Song and each Step.

•When Step is selected



When Song is selected



Clearing the Passing Status

You can clear existing passing status entries for the entire Song or a specific Step of the Song.

•To clear the passing status entries of all Steps:

Select the desired Song then hold down the [KEYS TO SUCCESS] button for longer than three seconds, with the Keys to Success mode disabled. A "Cleared" message will appear on the display.

•To clear the passing status entry for a specific Step:

Select the desired Song, enable Keys to Success, select the desired Step, then hold down the [KEYS TO SUCCESS] button for longer than three seconds. A "Cleared" message will appear on the display.

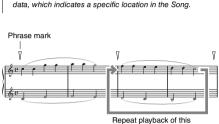
NOTE

• This operation cannot be executed during playback.

Phrase Repeat

You can practice a difficult phrase repeatedly by selecting a specific number of the Phrase Marks preprogrammed in the Preset Songs (excepting the Song numbers 001–003, 103–154). You can confirm the Phrase Mark location in the Song Book (page 8).

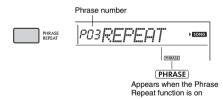






Practicing only a single Phrase

During Song playback, press the [PHRASE REPEAT] button at the phrase you want to practice. The corresponding Phrase number will appear in the display and, after a lead-in, repeat playback will start. Turn off the L or R part (page 33), then practice the phrase which is turned off repeatedly until you are satisfied.



Even during repeat playback, you can select any other phrase number via the [+/YES] or [-/NO] button, and you can return to normal playback by pressing the [PHRASE REPEAT] button again.

Practicing two or more Phrases

By setting Phrase A (as the start point) and Phrase B (as the end point), you can practice two or more Phrases repeatedly. During Phrase Repeat playback, press the [A-B REPEAT] button to assign the current Phrase to Phrase A. When playback reaches to the desired Phrase, press the [A-B REPEAT] button again to assign Phrase B. "A-B Rep" appears on the display, and Repeat playback between Phrases A and B starts. To cancel this setting, press the [A-B REPEAT] button again.

NOTE

- You can set Phrases A and B also when playback is stopped by selecting the Phrase number via the [+/YES] and [-/NO] buttons.
- Specifying only Point A results in repeat playback between Point A and the end of the Song.

Listening, Timing and Waiting

Lesson 1—Listening

In this Lesson, you need not play the keyboard. The model melody/chords of the part you selected will sound. Listen to it carefully and remember it well.

Lesson 2—Timing

In this Lesson, simply concentrate on playing the notes with the correct timing. Even if you play wrong notes, the correct notes shown in the display will sound.

Lesson 3—Waiting

In this Lesson, try playing the correct notes shown on the display. The Song pauses until you play the right note, and playback tempo will change to match the speed at which you are playing at.

NOTE

 If you want to keep a steady playback tempo maintained during Lesson 3: Waiting, set the Your Tempo parameter to OFF via the Function number 035 (page 54).

Press the [SONG] button then select a Song for your lesson.

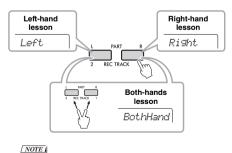
NOTE

• The Song Lesson can be applied also to the Songs transferred from a computer (page 50), but cannot be applied to the User Songs.

NOTE

• Songs 125 to 154 are not compatible with the Listening, Timing and Waiting Lessons.

2 Press either or both the [R] and [L] buttons to select the part you want to practice.



 In this step, "No LPart" may appear, indicating that the current Song does not contain a left-hand part.

3 Press the [1 LISTENING 2 TIMING 3 WAITING] button to start playback of the Song Lesson.

Pressing this button repeatedly will change the Lesson number from 1: LISTENING \rightarrow 2: TIMING \rightarrow 3: WAITING \rightarrow off \rightarrow 1.... Press this button until the desired number is shown on the display.



NOTE

- During playback, you can change the Lesson mode by pressing this button, and you can stop the Lesson at any time by pressing the [START/STOP] button.
- When you play the lesson song, the Main Voice changes to "000" (One Touch Setting; page 16).

4 When Lesson playback reaches to the end, check your evaluation Grade on the display.

"2 Timing" and "3 Waiting" will evaluate your performance in four levels.



After the evaluation display has appeared, the lesson will start again from the beginning.

NOTE

 When the melody Voice of the Song is changed, the key position shown in the display may be shifted (in octave units), depending on the selected Voice.

NOTE

The Dual or Split mode cannot be engaged during lessons.

5 Stop the Lesson mode.

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

Turning the Guide note off

When the "Guide" function is on, you can hear the Guide note while you are practicing with Lesson 3 (Waiting), and this is ideal when you are not sure of which keys to play next. The Guide note will sound slightly behind the timing to indicate the correct note, when you fail to play the correct note with the correct timing. When you play the correct note with the correct timing, the Guide note will not sound and the playback continues.

If you don't want to hear the Guide note, turn the function to off in the following steps.

Press the [FUNCTION] button several times until "Guide" (Function 036; page 54) appears.

Guide

2 Use the [+/YES] and [-/NO] buttons to select the value "oFF."

The default value of this function is "on" (Guide note will sound.)

NOTE

• The Guide setting cannot be changed during the Lesson mode.

The Guide function can be used for all preset Songs, except Songs in categories "FAVORITE WITH STYLE" (left-hand part) and "CHORD PROGRES-SION," and No.79.

Keys to Success with Listening, Timing or Waiting

You can combine the Keys to Success lesson (page 35) with the Listening, Timing or Waiting lesson (page 38).

- Enable the Keys to Success lesson. Refer to Steps 1–3 on page 35.
- 2 Select the desired Step via the [+/YES]/[-/ NO] buttons, then press the [1 LISTENING 2 TIMING 3 WAITING] button repeatedly to select the desired lesson.

The selected lesson playback starts under the Keys to Success mode. Practice the phrase of the current Step via the selected Lesson. As evaluation for each Step, just "Timing is correct!" or "Your playing is correct!" appears, and the passing status is not available.

- 3 To return to only the Keys to Success mode, press the [1 LISTENING 2 TIMING 3 WAITING] button repeatedly until "StepXX" (XX: number) appears in the display.
- **4** To exit from the Lesson mode, press the [KEYS TO SUCCESS] button.

Phrase Repeat with Listening, Timing or Waiting

With Phrase Repeat set to On, press the [1 LISTEN-ING 2 TIMING 3 WAITING] button once, twice or three times to start and use Lesson playback with Phrase Repeat. Pressing the same button again several times to exit from the Lesson mode stops playback and allows use of just the Phrase Repeat mode.

<u>NOTE</u> || • In this status, the evaluation function is not available.

Learning How to Use "Touch" Control (Touch Tutor)

This learning feature lets you practice how hard or soft to play the keys for musical expression, referred to as "Touch" in this chapter, by playing back Song numbers 103 to 112 (in the "Touch Tutor" category). Playing back Songs from this category shows indications for the appropriate playing strength. Try playing according to the level displayed in the LCD as the Song progresses.

NOTE

 Be sure to set the Touch Response parameter (page 18) to a value other than "Fixed." When set to "Fixed," the Touch Tutor function is inactive.

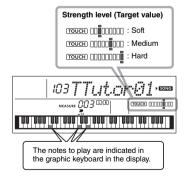
Select a Song from Song numbers 103 to 112 in the "Touch Tutor" category by executing Step 1 in "Selecting and Playing Back a Song" on page 31.

To play with the same Voice that is used in a performance data, select Voice number "000" (OTS; page 16). After this operation, please make sure to go back to the Touch Tutor display by pressing the [SONG] button.



2 Press the [START/STOP] button to play back the selected Song.

3 When the following display appears, play the keyboard along with the keyboard indications shown in the display at the strength level displayed in the LCD. Play while the strength level is shown.



Strength targets are indicated by " – ". Your actual playing "Touch" is indicated by " I.". Try playing so that the indications below appear (as target values) while you play.

][][]] : Soft
--	---------------

TOUCH : Medium

TOUCH : Hard

The positions of " = " and "]" are displayed with a gap when your touch is softer or harder than the target value.

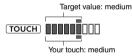
Your touch is harder than the target value

(Target value: medium, your touch: hard)



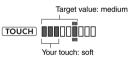
Your touch is same as the target value

(Target value: medium, your touch: medium)



Your touch is softer than the target value

(Target value: medium, your touch: soft)



When the playing is accurate, the instrument evaluates the accuracy of the touch (velocity) and indicates the following evaluation results on the display. If you continue to play the keys accurately, your grade will gradually increase. If you continue to play the keys inaccurately, your grade will gradually decrease.

Great! > VeryGood > Good > OK

4 To stop the playback, press the [START/ STOP] button.

To exit from the Touch Tutor mode, select a Song from any other category, except "Touch Tutor."

NOTE

This function cannot be used with Keys To Success.

Hearing and Experiencing the Sound of the Chords (Chord Study)

You can hear and experience the sound of the chords used in a typical performance by playing back Song numbers 113 to 124 (in the "Chord Study" category). Song numbers 113 to 119 are very simple songs consisting of a single chord (C, Dm, Em, F, G, Am, Bm; respectively) played in various positions, letting you listen to and master the chords one by one. On the other hand, Song numbers 120 to 124 consist of several chords strung together in a pattern, for experiencing and understanding basic chord progressions. Hear and experience the sound of simple chords and progressions by playing back these Songs, and play the keyboard while following along with the keyboard indications shown in the display.

Hear and experience a sound of a single chord

- Select a Song from Song numbers 113 to 119 in the "CHORD STUDY" category by executing Step 1 in "Selecting and Playing Back a Song" on page 31.
- 2 Press the [START/STOP] button to play back the selected Song.
- 3 Play the keyboard while looking at the keyboard indications shown on the display.



If you feel it difficult to play the notes, use the Waiting function (page 38) to have the Song automatically pause until you play the correct notes. Press the [1 LISTENING 2 TIMING 3 WAITING] button repeatedly until "WAITING" appears in the display. To exit from the Waiting function, press the same button again.

4 To stop the playback, press the [START/ STOP] button.

Hear and experience basic chord progressions

- Select a Song from Song numbers 120 to 124 by pressing the [+/YES]/[-/NO] buttons.
- 2 Press the [START/STOP] button to play back the selected Song.
- 3 Play the keyboard while looking at the keyboard indications shown on the display.

Listen to the basic chord progression, and play along with the Song repeatedly until you can smoothly perform and play along with the chord changes.

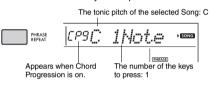
If you feel it difficult to play the notes, use the Waiting function (page 38) to have the Song automatically pause until you play the correct notes. Press the [1 LISTENING 2 TIMING 3 WAITING] button repeatedly until "WAITING" appears in the display. To exit from the Waiting function, press the same button again.

4 To stop the playback, press the [START/ STOP] button.

Song numbers 125 to 154 in the "Chord Progression" category are constructed from typical chord progressions. You can listen to and get a feel for the chord progressions by playing back the Song and playing the keyboard while looking at the keyboard indications shown on the display. The number of keys that are indicated for you to play progress in sequence—from a single root note, to two notes, then three and four—getting you to gradually and naturally memorize the chords. Also, you can change the key of the Song, allowing you to practice the progressions in all keys for full mastery of the chords.

Select a Song from Song numbers 125 to 154 in the "Chord Progression" category by executing Step 1 in "Selecting and Playing Back a Song" on page 31.

Press the [PHRASE REPEAT] button. After "CHORD PROGRESSION" scrolls across the display, the tonic pitch of the selected Song and the number of the keys to be pressed are shown.



NOTE

• The initial key setting is C major or A minor.

3 Press the [+/YES]/[-/NO] buttons to select the number of the keys to be played.

Each time the [+/YES] button is pressed, the number of the keys to press is increased from just one root note (1Note) to two notes (2Notes), three notes (3Notes) and four notes (All).

NOTE

 The number of the keys to press can also be set by using the number buttons [1]–[4].

4 Press the [START/STOP] button to play back the selected Song.

5 Play the keyboard while looking at the keyboard indications shown on the display.



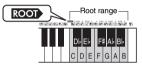
NOTE

 When you play the keyboard within the range of C5–B5, the notes will not sound.

6 Press the [PHRASE REPEAT] button again to turn the Chord Progression function off.

To change the key of a Song:

When Chord Progression is on, press one of the keys in the top octave (C5–B5; indicated to the right of "ROOT" on the panel, just above the keys) to change the tonic pitch of the Song.



For example, if you press the key D5 in the Song of C major, the key changes to D major.

NOTE

• The key of a Song cannot be changed during playback.

The number of the keys to be played

- Only one root note (1Note)
 Press only the root note of the chord.
- Press only the root note of the chord.
 Prove notes (2Notes)
 Press the 3rd interval of a chord along with the root
 note, and understand the difference between major
- chords and minor chords. Three notes (3Notes)

Press the 5^{th} interval of a chord along with the root note and the 3^{rd} .

Four notes (All)

Press all the notes that make up the chord. Very often, chords are played with just three notes; however, another interval (such as a 7th) is sometimes added. Keep in mind that depending on the chord, there may be no 4th note.

Play the chords in combination with "Waiting" of the Lesson function

You can practice the playing the chords in combination with "Waiting" (page 38) of the Lesson function by simply pressing the [1 LISTENING 2 TIMING 3 WAITING] button once.

NOTE

 Even if you play notes in octaves outside of the notes shown on the display (excluding the range of C5–B5, which are used to change the key of a Song), as well as different inversions of the chords, the playback will progress.

Recording Your Performance

You can record up to 5 of your performances as User Songs (User 1–5: Song numbers 155–159). The recorded User Songs can be played back on the instrument. The recorded User Song can be played back in the same way as the preset Songs.

Track Structure of a Song

You can record your performance to the following two tracks of a User Song individually or simultaneously.

Track 1:

Your melody performance is recorded to this track.

Track 2:

Your melody performance, or Style playback (Chord changes and Section changes), is recorded to this track.



•Recording Data Capacity:

A total of approximately 10,000 notes can be recorded to the five User Songs.

Quick Recording

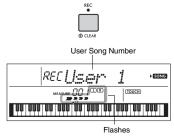
The operation is convenient for recording a new Song without having to specify a track.

Make the desired settings such as Voice and Style settings.

If you want to record only the melody performance, turn ACMP off (page 24). If you want to record Style playback or Rhythm playback as well as melody performance, turn ACMP on (page 24).

2 Press the [REC] button to enter the Record Ready mode.

This operation selects the lowest-numbered unrecorded User Song ("User 1"–"User 5") as the recording target, if a User Song has not been specified in advance or if Record Ready mode has been entered from the Style mode. If you want to select another Song, use the [+/YES] and [-/NO] buttons.



To exit from the Record mode, press the [REC] button again to stop flashing on the display.

NOTICE

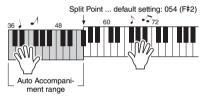
 If all User Songs contain recorded data, "User 1 (Song Number 155)" will automatically be selected. In this case, since you will record over and erase any previous data in "User 1," we recommend that you save your important data to a computer (see page 51).

NOTE

ACMP cannot be turned on or off in this status while you can select another Style in this status by using the [STYLE] and Number buttons.

3 Play the keyboard to start recording.

If ACMP is turned on, you can independently record just the rhythm sound of Style playback by pressing the [START/STOP] button then changing the Section (page 25).



A Press the [START/STOP] button to stop recording.

When using a Style, you can stop recording also by pressing the [INTRO/ENDING/rit.] button then waiting until playback ends.

NOTICE

 After Recording stops, a "Writing!" message is shown on the display for a while. Never attempt to turn the power off while this is shown in the display. Doing so can damage the internal memory and result in a loss of data.

5 To play back the recorded Song, press the [START/STOP] button.

Limitations while Recording

- You cannot record the Reverb Level, metronome click, or the Transpose and Tuning settings.
- The following settings and buttons are not available, or if operated, the new settings cannot be recorded: ACMP ON/OFF, Split Point, Reverb Type, Chorus Type, Harmony/Arpeggio Type, [FUNCTION] button, [PORTABLE GRAND] button.
- · You can record the DSP effect only to track 1.

Recording to a Specified Track

Make the desired settings, such as those of Voice or Style.

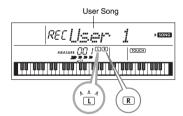
If you want to record the melody performance, turn ACMP off (page 24). If you want to record Style playback, turn ACMP on (page 24).

2 While holding down the [REC] button, press the desired Track button 1 or 2 to engage the Record mode.

If you want to record Style playback, make sure to select the Track 2. If you want to record melody performance, select either Track 1 or Track 2 as desired. The illustration below is the example when selecting Track 2.



The User Song appears on the display.



The L (TRACK 1) and R (TRACK 2) indicators light when the respective track contains data. They are unlit when the respective track contains no

data. Even if a track contains data, it is unlit when the track is

muted. In addition, they flash when the respective track is

In addition, they flash when the respective track is selected as a Recording target.

If Track 2 is selected as Recording target for example and Track 1 contains already recorded data, L flashes and R lights in the display. Turning on or off R via the [REC TRACK 1] button will determine whether you listen to a previously recorded Track or not while recording a new Track.

- 3 Press the [+/YES], [-/NO] buttons to select the User Song you want to record.
- 4 Same as in Steps 3 to 5 (page 43) in "Quick Recording."

When playing back the recorded song, pressing [REC TRACK 1] or [REC TRACK 2] button allows you to mute Track 1 or Track 2. Each time the button is pressed, playback/mute is switched.

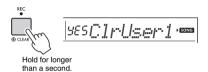


The L (TRACK 1) and R (TRACK 2) indicators light when the respective track contains data. They are unlit when the respective track is muted, even if the track contains data.

Clearing a User Song

- Press the [SONG] button then select the desired User Song by using the Number buttons.
- 2 Press and hold the [REC] button for longer than a second.

A confirmation message appears.

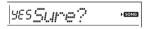


To cancel the operation, press the [-/NO] button.

3 Press the [+/YES] button.

A confirmation message appears again.





To cancel the operation, press the [-/NO] button.

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

A "Writing!" message appears while the track is being cleared.

This instrument has a Registration Memory feature that lets you memorize your favorite settings for easy recall whenever they're needed. Up to nine complete setups can be memorized and assigned to each number button 1–9. (Factory settings are recorded to 1-9.)

Recalling Panel Settings from the Registration Memory

Press the [REGIST MEMORY] button.

"LoadNo.?" appears on the display.

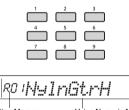
MEMORY



Appears after [REGIST MEMORY] button is pressed.

2 Press one of the [1]–[9] buttons to call up the panel settings you memorized.

The recalled Registration Memory number and the Voice Name in the Memory appear on the display.



Registration Memory Number Voice Name in Memory

The Registration Memory number can be changed by pressing one of the other [1]–[9] buttons. To exit from Registration Memory, press the [REGIST MEMORY] button.

Factory settings

Registration Memory Number	Voice Name in Memory
R01	S.Art Lite Nylon Guitar Harmonics
R02	S.Art Lite Steel Guitar Harmonics
R03	S.Art Lite Distortion Guitar
R04	S.Art Lite Slap Bass
R05	S.Art Lite Strings
R06	S.Art Lite Gospel Choir
R07	S.Art Lite Tenor Sax
R08	S.Art Lite Brass Section
R09	S.Art Lite Flute

Parameters that are memorized to Registration Memory

Style settings*

Style number, ACMP on/off, Style volume, Tempo, Main A/B, Fingering Type, Smart Chord Key

• Voice settings Main Voice settings: Voice number and all settings of the related Functions Dual Voice settings: Dual on/off and all settings of the related Functions

Split Voice settings: Split on/off and all settings of the related Functions

- Effect settings: Reverb Type, Reverb level, Chorus Type, DSP on/off, DSP Type, Sustain on/off
- Harmony/Arpeggio settings: Harmony/Arpeggio on/off and all settings of the related Functions
- Other settings: Transpose, Split Point, All settings for the Function "DUO," Pedal Function
- * When a Song is selected, the Style settings cannot be recorded or called up.

Memorizing Panel Settings to the Registration Memory

- Make the desired settings such as those for Voice and Style.
- 2 Press and hold down the [REGIST MEM-ORY] button for longer than a second.

"MemNo.?" appears on the display.



longer than a second.

Flashes after the [REGIST MEMORY] button is pressed and held for longer than a second.

3 Press one of the [1]–[9] buttons to memorize the current panel settings.

If you select a Registration Memory number that already contains data, an "Overwr?" message appears in the display. To overwrite, press the [+/YES] button; to cancel, press [-/NO].



When memorizing is completed, "Mem OK" is displayed.

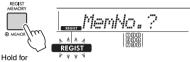
NOTICE

- If you select a Registration Memory number that already contains data, the previous data is deleted and overwritten by the new data.
- To restore all Registration Memories to the factory settings, execute Backup Clear operation.
- Do not turn off the power while memorizing settings to the Registration Memory, otherwise the data may be damaged or lost.

Deleting the Registration Memory

Hold down the [REGIST MEMORY] button for longer than a second.

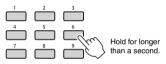
"MemNo?" is shown in the display.



longer than a second.

Flashes after the [REGIST MEMORY] button is pressed and held for longer than a second.

2 Hold down the [1]–[9] buttons corresponding to the Registration Memory number you want to delete for longer than a second.



"ClrRegX?" ("X" represents the Registration Memory number) is shown in the display.

3 Press the [+/YES] button to delete the Registration Memory.

Press the [-/NO] button to cancel deleting the Registration Memory. When deleted, the Registration Memory number on the screen disappears.

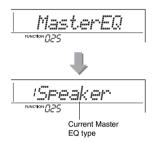
123
45
789

Disabling Recall of Specific Items (Freeze)

Registration Memory lets you recall all the panel setups you made with a single button press. However, there may be times that you want certain items to remain the same, even when switching Registration Memory setups. When you want to switch the Voice settings but still maintain the Style settings, for example, you can "freeze" only the Style settings and have those Style settings remain, even when you select another Registration Memory number. Select the items you want to freeze via Function numbers 045, 046 (page 54) and 047 (page 55). Six different master equalizer (EQ) settings let you create the optimum sound when listening through different reproduction systems—the instrument's internal speakers, headphones, or an external speaker system.

Press the [FUNCTION] button several times until the "MasterEQ" (Function 025; page 53) item appears on the display.

"MasterEQ" is shown in the display for a few seconds, and the current Master EQ type appears.



2 Use the [+/YES] or [-/NO] button to select the desired Master EQ type.

Master EQ types

1	Speaker	Optimum for listening via the instru- ment's built-in speakers.
2	Headphone	Optimum for headphones, or for lis- tening via external speakers.
3	Boost	Features more powerful sound.
4	Piano	Optimum for piano solo performance.
5	Bright	Lowers the mid range for a brighter sound.
6	Mild	Lowers the high range for a softer sound.

A CAUTION

Before connecting, turn off the power of both this instrument and the external audio device. Also, before turning the power on or
off, make sure to set all volume levels to minimum (0). Otherwise, damage to the devices, electrical shock, or even permanent
hearing loss may occur.

You can output the sound of an audio device, such as a smartphone, with the built-in speakers of this instrument by connecting it via a cable. This lets you play the keyboard along with playback of your music player.

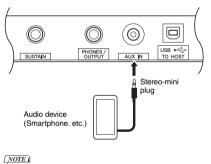
NOTICE

 To avoid damage to the external audio device and this instrument, first turn on the power to the external device, and then to the instrument. When turning off the power, first turn off the power to the instrument, and then to the external device.

Turn off the power for both the external audio device and this instrument.

2 Connect the audio device to the instrument's [AUX IN] jack.

Use the cable which has the stereo-mini plug at one side for connecting to this instrument and the plug matching the output jack of the external audio device at the other side.



- If you are using a computer or a smart device such as an iPhone/iPad, you can also connect it to the [USB TO HOST] terminal (see "Connecting to a Computer" on page 50).
- 3 Turn on the external audio device, then this instrument.
- 4 Play back the connected external audio device.

The sound of the audio device is output through the speakers of this instrument.

5 Adjust the volume balance between the external audio device and this instrument.

Adjust the audio playback volume on the audio device, then adjust the entire volume by rotating the [MASTER VOLUME] control of the instrument.

NOTE

 You can adjust the level of the input from the external audio device by calling up 'AuxInVol" via Function number 040 (page 54) and using the [0]–[9], [+/YES], [-/NO] buttons.

6 Play the keyboard along with the sound of the audio device.

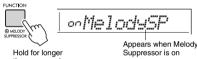
You can cancel or lower the volume of the melody part of audio playback. For details, refer to page 49.

7 After finishing the performance, stop playback of the audio device.

Lowering the volume of a melody part (Melody Suppressor function)

When you output the audio sound of an external audio device or a computer connected to the [AUX IN] jack or the [USB TO HOST] terminal through this instrument, you can cancel or lower the volume of the melody part of audio playback. You can use the function to practice the melody part along with the audio playback.

- Play back audio on the connected external device.
- 2 Hold down the [FUNCTION] button for longer than a second to call up "MelodySP."



than a second.

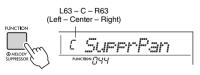
3 Press the [+/YES] button to select "on."

 When the instrument is connected to the [USB TO HOST] terminal, and Audio Loop Back (page 54, Function 042) is set to OFF, the Melody Suppressor function cannot be used.

4 To cancel the Melody Suppressor function, select "oFF" via "MelodySP" (Function 043; page 54) by executing steps 2 and 3.

When the melody or vocal sound may not be canceled (or lowered) as expected

Press the [FUNCTION] button several times to call up "SupprPan" (Function 044; page 54) while the Melody Suppressor function is turned on.



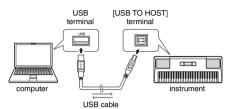
2 Adjust the pan position of the sound to be cancelled (lowered) by using the [+/ YES], [-/NO] buttons.

NOTE

 Depending on the particular music content, the melody or vocal sound may not be canceled as expected even if the Melody Suppressor is turned on.

Connecting to a computer

Connecting the [USB TO HOST] terminal of this instrument and the computer via a USB cable allows you to do the following.



- When Storage Mode (Function 056; page 55) is set to on.
 - File transfer (Song, Style, Backup)

When Storage Mode is set to off.

- · Performance data communication by MIDI
- · Audio data communication by USB

Simply by connecting the instrument and a computer via a USB cable, the instrument is recognized by the computer. However, a dedicated driver must be installed for audio data communication. For details, refer to "Computer-related Operations" on the website (page 8).

NOTE

- The volume for USB audio communication data cannot be adjusted with the [MASTER VOLUME] dial.
- While Storage Mode is set to on, you cannot play the instrument. Set Storage Mode to on, only when transmitting/receiving files to/from a computer.
- While Storage Mode is set to off, not only your keyboard performance data but also automatic performance data (Style and User Song) are transmitted to the computer via MIDI.
- If you are using with a music production application, such as a DAW (Digital Audio Workstation), set "Loopback" (Function 042; page 54) to off. If this is instead set to on, a mix of the audio data and the sound of the instrument is sent to DAW, which may cause howling and unexpected loud sounds.

File transfer when Storage Mode is set to on

Operation method

Operate on a computer. Refer to "Computer-related Operations" on the website (page 8).

•Files that can be transferred

- Song files (Extension: .MID) Song files created on other instruments or computers can be transferred to this instrument. Note that user songs created with this instrument cannot be transferred to a computer as a single file.
- Style files (Extension: .STY)
 This instrument does not have a function for creating
 Style files, but you can import a style file created on
 another device. The maximum capacity per file is
 SOKB. Files that exceed the limit will not be recognized
 on this instrument.
- Backup files (Extension: .BUP)
 - You can transfer the data of "Parameters backed up as needed" and "Parameters backed up when the power is turned off" (excluding "Passing Status of Keys to Success") on page 51 to the computer and save the data as a single backup file.

NOTE

- Files up to a total of about 1.4 MB can be transferred to this instrument.
- If you transfer a Style file to this instrument, you need to register it before using it on the instrument. For details, refer to "Registering a Style File" (page 29).
- Files transferred to the instrument are listed in the instrument in the order of symbol, number and alphabet.

Connecting a Smart Device

By connecting a smart device such as an iPhone/ iPad to the instrument, you can take advantage of various functions. For details on connections, refer to the online PDF manual (page 8) "Smart Device Connection Manual." For information about the compatible smart devices and application tools, access the following page:

https://www.yamaha.com/kbdapps/

NOTE I

 If you are using the instrument with a music production application such as a DAW (Digital Audio Workstation), set "Loopback" (Function 042; page 54) to off. If it is set to on, a mix of the audio data and the sound of the instrument is sent to DAW, which may cause howling and unexpected loud sounds.

Backup Parameters

The following Backup parameters will be maintained even if the power is turned off.

Parameters backed up as needed

- User Songs (page 43)
- Style Number 206-215 (page 29)

Parameters backed up when the power is turned off

- Registration Memory (page 45)
- FUNCTION Settings: (page 52) Tuning, Split Point, Touch Response, Style Volume, Song Volume, Metronome Volume, Your Tempo, Demo Group, Demo Play Mode, Master EQ type, Sustain, Auto Power Off, Battery Type, Guide, Audio Loop Back, Fingering Type, [AUX IN] Audio Volume, [USB TO HOST] Audio Volume, Style Freeze, Transpose Freeze, Voice Freeze
- Passing Status of Keys to Success (page 36)

In addition to the Backup parameters above, all the data (including Style data that have not been loaded) transferred from the connected computer will be maintained even if you turn off the power.

Backup parameters other than "Passing Status of Keys to Success" can be transferred and saved to a computer as a single Backup file (with the extension: .BUP). This backup file can be loaded to the instrument for future.

For details on using a computer with this instrument, refer to the online PDF manual (page 8) "Computerrelated Operations."

Error during Backup Operation

When connecting to a computer with Storage Mode (Function 056; page 55) set to on, there may not be enough free space on the instrument to create a backup file for transferring to the computer. In this situation, the error message "Not enough storage for backup" scrolls on the display. If you want to save a backup file to the computer, delete unnecessary Song files or Style files of the instrument to secure free space and set Storage Mode to off and back to on again. A backup file is created.

If you do not save a backup file on the computer, there is no problem if an error message is displayed, and you can ignore the message.

NOTE

- The size of a backup file varies depending on the amount of data stored on the instrument. The maximum capacity is about 620KB.
- Even if a backup file for transferring to a computer is not created, the backup data is retained in the instrument.

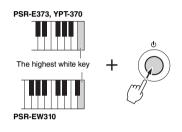
Initialization

You can initialize your original data via the following two methods.

Backup Clear

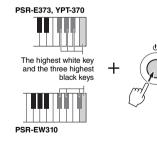
This operation initializes the backup parameters and the Registration Memories.

While holding down the highest white key, press the $[\begin{smallmatrix} b \end{smallmatrix}]$ (Standby/On) switch to turn the power on.



Flash Clear

This operation deletes all the Songs and Styles that have been transferred from a computer. Note that Style data registered to Style numbers 206-215 will be maintained. While simultaneously holding the highest white key and the three highest black keys, press the [\bigcirc] (Standby/On) switch to turn the power on.



NOTICE

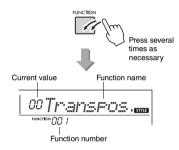
 Keep in mind that Backup Clear and Flash Clear also delete the data you have purchased. Be sure to save the important data to a computer.

The Functions

The Functions settings provide access to a range of detailed instrument parameters such as Tuning, Split Point, Voices and Effects.

Press the [FUNCTION] button several times until the desired item appears.

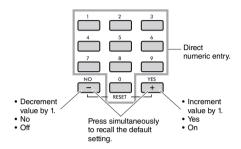
Each time the [FUNCTION] button is pressed, the Function number increases one by one. To decrease the Function number by one, simultaneously hold down the [FUNCTION] button and press the [-/NO] button briefly. Simply pressing only the [+/YES] or [-/NO] button does not change the Function number.



After a few seconds, the Function name may be replaced with the setting value depending on the selected Function.

NOTE

 The Function number does not appear in the display during Song, Style or metronome playback. The beat value appears instead. 2 Set the value by using the number buttons [0]–[9], [+/YES], [-/NO].



3 To exit from the Function settings, press one of these buttons; [VOICE], [SONG] or [STYLE].

Function List

Function Number	Function name	Display	Range/Settings	Default Value	Descriptions
Overall	•				
001	Transpose	Transpos	-12–12	00	Determines the pitch of the instrument in semitone increments.
002	Tuning	Tuning	427.0Hz-453.0Hz	440.0Hz	Determines the fine tuning of the pitch of the entire instrument in approx. 0.2Hz increments.
003	Split Point	SelitPnt	036–096 (C1–C6; PSR-E373, YPT-370)/ 028–103 (E0–G6; PSR-EW310)	54 (F#2)	Determines the highest key for the Split Voice and sets the Split "point"—in other words, the key that separates the Split (lower) and Main (upper) Voices. The Split Point setting (page 17) and Accompaniment Split Point setting (page 24) are automatically set to the same value.
004	Touch Response	TouchRes	1 (Soft), 2 (Medium), 3 (Hard), 4 (Fixed)	2 (Medium)	Refer to page 18.
Main Vo	ice (page 16)				
005	Volume	M.Volume	000–127	*	Determines the volume of the keyboard performance when per- forming along with a Song or a Style.
006	Octave	M.Octave	-2 - +2	*	Determines the octave range for the Main Voice.
007	Chorus Depth	M.Chorus	000–127	*	Determines how much of the Main Voice's signal is sent to the Chorus effect.

Function Number	Function name	Display	Range/Settings	Default Value	Descriptions
Dual Voi	ce (page 17)				
008	Dual Voice	D.Voice	001–622	*	Determines the Dual Voice.
009	Volume	D.Volume	000-127	*	Determines the volume of the Dual Voice.
010	Octave	D.Octave	-2 - +2	*	Determines the octave range for the Dual Voice.
011	Chorus Depth	D.Chorus	000–127	*	Determines how much of the Dual Voice's signal is sent to the Chorus effect.
Split Voi	ce (page 17)				
012	Split Voice	S.Voice	001–622	*	Determines the Split Voice.
013	Volume	S.Volume	000–127	*	Determines the volume of the Split Voice.
014	Octave	S.Octave	-2 - +2	*	Determines the octave range for the Split Voice.
015	Chorus Depth	S.Chorus	000–127	*	Determines how much of the Split Voice's signal is sent to the Chorus effect.
Style (pa	age 23)		•		
016	Style Volume	StyleVol	000–127	100	Determines the volume of the Style while a Style is selected (page 24).
017	Fingering Type	FingType	1 (SmartChord) 2 (Multi)	1 (SmartChord)	Determines the method of chord detection in the Accompaniment Section when playing with a Style.
018	Smart Chord Key	S.ChdKey	FL7 (7 Flats ♭) – SP0 (No Key Signature) – SP7 (7 Sharps ♯)	SP0 (No Key Signature)	Determines the Key Signature when the Fingering Type is set to "Smart Chord." For example, if there are 2 sharps (#) in your music score, press the [+/YES]/[-/NO] buttons until "SP2" appears on the display.
Song (pa	age 31)				
019	Song Volume	Son9Vo1	000–127	100	Determines the volume of the Song when a Song is selected (page 31).
Effects					
020	Reverb Type	Reverb	1-4 (Hall 1-4) 5 (Cathedral) 6-8 (Room 1-3) 9-10 (Stage 1-2) 11-12 (Plate 1-2) 13 (Off)	**	Determines the Reverb type, including Off (page 82).
021	Reverb Level	RevLevel	000–127	64	Determines how much of the Voice's signal is sent to the Reverb effect.
022	Chorus Type	Chorus	1 (Chorus1) 2 (Chorus2) 3 (Chorus3) 4 (Flanger1) 5 (Flanger2) 6 (Off)	**	Determines the Chorus type, including Off (page 82).
023	DSP Type	DSPType	01–38	*	Determines the DSP Type (page 82).
024	Sustain	Sustain	ON/OFF	OFF	Determines whether the Sustain function is on or off (page 19).
025	Master EQ Type	MasterEQ	1 (Speaker) 2 (Headphone) 3 (Boost) 4 (Piano) 5 (Bright) 6 (Mild)	1 (Speaker)	Determines what type of equalization is applied to the speaker output or headphone output for optimum sound in different listen- ing situations (page 47).
Harmon	y/Arpeggio (page 2	0)			
026	Harmony/ Arpeggio Type	Harm/Arp	001–026 (Harmony) 027–176 (Arpeggio)	*	Determines whether the Harmony type or Arpeggio type is selected.
027	Harmony Volume	HarmVol	000–127	*	Determines the volume of the Harmony effect.
028	Arpeggio Velocity	ArrVelo	1 (Original) 2 (Key)	**	Determines the Arpeggio velocity. If "Key" is selected, arpeggios will be played back at a volume matching the strength at which you play the keyboard. If "Original" is selected, arpeggios will be played back at their original volume regardless of your playing strength.
Pedal (p	ages 19, 21)	-	1	r	
029	Pedal Function	Pd1Func	1 (Sustain) 2 (Arp Hold) 3 (Sus+ArpH) 4 (Articulation)	1 (Sustain)	Sustain: Sustain will be produced while the pedal is held down. Arp Hold: Arpeggio playback will continue while the pedal is held down. Sus + ArpH: Sustain will be produced and Arpeggio playback will continue while the pedal is held down. Articulation: Articulation effect will be produced while the pedal is held down.

Function Number	Function name	Display	Range/Settings	Default Value	Descriptions	
Metrono	Metronome (page 16)					
030	Time Signature Numerator	TimeSigN	00–60	**	Determines the time signature of the Metronome.	
031	Time Signature Denominator	TimeSigD	Half note, Quarter note, Eighth note, Sixteenth note	**	Determines the length of each metronome beat.	
032	Metronome Volume	MetroVol	000–127	100	Determines the volume of the Metronome.	
Lesson	(page 34)					
033	Lesson Track (R)	R-Part	01–16	01	Determines the guide track number for your right hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Select a Song you want to use for the lessons, select the "R-Part," and then use the number buttons [0]–[9], [+/YES] and [-/NO] to select the channel you want to play back as the specified right- hand part. We recommend that you select channel 1 for the right- hand part.	
034	Lesson Track (L)	L-Part	01–16	02	Determines the guide track number for your left hand lesson. The setting is only effective for Songs in SMF format 0 transferred from a computer. Select a Song you want to use for the lessons, select the "L-Part," and then use the number buttons [0]–[9], [+/YES] and [-/NO] to select the channel you want to play back as the specified left- hand part. We recommend that you select channel 2 for the left part.	
035	Your Tempo	YourTemp	ON/OFF	ON	This parameter is for Lesson 3 "Waiting." When this is set to ON, playback tempo will change for matching the speed you are play- ing at. When this is set to OFF, playback tempo will be maintained regardless of the speed you are playing at.	
036	Guide	Guide	ON/OFF	ON	Determines whether the Guide note sounds (ON) or not (OFF) during the "Waiting" lesson.	
MIDI						
037	Local Control	Local	ON/OFF	ON	Determines whether the instrument's keyboard controls the inter- nal tone generator (ON) or not (OFF). When you are recording your keyboard performance to the application software on the computer via MIDI, set this parameter to OFF.	
038	External Clock	ExtClock	ON/OFF	OFF	Determines whether the instrument synchronizes to the internal clock (OFF) or an external clock (ON). When you are recording your keyboard performance to the application software on the computer via MIDI, set this parameter to ON.	
039	Initial Send	InitSend	YES/NO	-	Allows you to send the data of the panel settings to a computer. Press [+/YES] to send, or press [-/NO] to cancel. This operation should be done immediately after starting the Recording opera- tion on the computer.	
Audio (p	ages 48, 49, 50)					
040	[AUX IN] Audio Volume	Au×InVol	000–127	50	Determines the volume of audio playback, input from the [AUX IN] jack (page 48).	
041	[USB TO HOST] Audio Volume	USBINVol	000–127	100	Determines the volume of audio playback, input from the [USB TO HOST] terminal (page 50).	
042	Audio Loop Back	Loopback	ON/OFF	ON	Determines whether Audio sound input from the [USB TO HOST] terminal is returned to the computer or not with the performance played on the instrument. If you want to output only the sound played on this instrument to the computer, set this parameter to OFF.	
043	Melody Suppressor	MelodySP	ON/OFF	OFF	When you output the audio sound of an external audio device or a computer connected to the [AUX IN] jack or the [USB TO HOST] terminal through this instrument, select "ON" to cancel or lower the volume of the melody part of audio playback.	
044	Suppressor Pan	SupprPan	L63-C-R63	с	Determines the position of the playback sound of the external audio device to be canceled or lowered (page 49).	
Regist F	reeze (page 46)		1			
045	Style Freeze	StyleFrz	ON/OFF	OFF	When you want to call up the Registration Memory without over- writing the current Style setting, select "ON."	
046	Transpose Freeze	TransFrz	ON/OFF	OFF	When you want to call up the Registration Memory without over- writing the current Transpose setting, select "ON."	

Function Number	Function name	Display	Range/Settings	Default Value	Descriptions
047	Voice Freeze	VoiceFrz	ON/OFF	OFF	When you want to call up the Registration Memory without over- writing the current Voice setting, select "ON."
Duo (pag	ge 22)				
048	Duo Mode	DuoMode	ON/OFF	OFF	Select "ON" to divide the keyboard range into the left section and right section.
049	Duo L Voice	DuoLVc	001-622	*	Determines the voice in the left section.
050	Duo Split Point	DuoPnt	036–096 (C1–C6; PSR-E373, YPT-370)/ 028-103 (E0-G6; PSR-EW310)	66 (F#3)	Sets the boundary between the left section and right section.
051	Duo R Volume	DuoRVo1	000–127	*	Determines the volume of the right section.
052	Duo L Volume	DuoLVo1	000–127	*	Determines the volume of the left section.
053	Duo R Octave	DuoROct	-3 - +3	*	Determines the pitch of the right section in octave units.
054	Duo L Octave	DuoLOct	-3 - +3	*	Determines the pitch of the left section in octave units.
055	Duo Type	DuoType	1 (Balance) 2 (Separate)	2 (Separate)	This function is effective in Duo Mode (page 22). Balance: The performance sounds of the left section and the right section will sound from both the left and right speakers. Separate: The performance sound of the left section will sound from the left speaker, and the performance sound of the right sec- tion will sound from the right speaker.
Storage					
056	Storage Mode	Storage	ON/OFF	OFF	Select "ON" if you want the computer to recognize the instrument as storage when it is connected to the computer. When "ON" is selected, the operation of the instrument will be locked; for exam- ple, no sound will be produced when you play the keyboard. Select 'OFF' if you want the computer to recognize the instru- ment as a MIDI device when it is connected to the computer. While Storage Mode is set to ON, you cannot play the instrument. Set Storage Mode to ON only when transmitting/receiving files to/ from a computer.
Style File	e				
057	Style Register	StyleReg	001–nnn	-	Select and register a Style file from flash files that are loaded from computer (page 29).
Demo (p	age 31)				
058	Demo Group	DemoGrp	1 (Demo) 2 (Preset) 3 (User) 4 (Download)	1 (Demo)	Determines the repeat playback group.
059	Demo Play Mode	PlayMode	1 (Normal) 2 (Random)	1 (Normal)	Determines the repeat playback mode.
Auto Por	wer Off (page 13)				
060	Auto Power Off Time	AutoOff	OFF, 5/10/15/30/60/ 120 (minutes)	30 minutes	Specifies the time that will elapse before the instrument's power is automatically turned off.
Battery ((page 12)				
061	Battery Type	Battery	1 (Alkaline) 2 (Ni-MH)	1 (Alkaline)	Selects the type of batteries you have installed to this instrument. Alkaline: Alkaline battery/manganese battery Ni-MH: Rechargeable battery

* The appropriate value is automatically set for each Voice combination. ** The appropriate value is automatically set for each Song, Style or Arpeggio.

Problem	Possible Cause and Solution
When the instrument is turned on or off, a popping sound is temporarily produced.	This is normal and indicates that the instrument is receiving electrical power.
When using a mobile phone, noise is produced.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, turn off the mobile phone or use it further away from the instrument.
Noise is heard from the instrument's speakers or headphones when using the instrument with an application on a smart device.	When you use the instrument along with the application on your smart device, we recommend that you set "Airplane Mode" to "ON" on your smart device in order to avoid noise caused by communication.
There is no sound even when the keyboard is played or when a song or style is being played back.	Check that nothing is connected to the [PHONES/OUTPUT] jack on the rear panel. When a set of headphones is plugged into this jack, no sound is output.
	Check the Local Control on/off setting. (See page 54 Function 037.) Make sure Local Control is set to ON.
The instrument does not respond when the instrument is operated.	Is Storage Mode set to ON? Make sure Storage Mode is set to OFF; refer to "Storage" on page 55 (Function 056).
Playing keys in the right hand area of the keyboard does not produce any sound.	When using the Dictionary function (page 28), the keys in the right hand area are used only for entering the chord root and type.
Not all of the voices seem to sound, or the sound seems to be cut off.	The instrument is polyphonic up to a maximum of 48 notes—including Dual voice, Split Voice, auto accompaniment, song, and Metronome. Notes exceeding this limit will not sound.
The harmony doesn't sound.	The method of sounding the Harmony effect (001–026) differs depend- ing on the selected type. For Types 001–005, turn the Auto Accompani- ment on and play it by pressing a chord in the auto accompaniment section of the keyboard, then play some keys in the right-hand side to produce the Harmony effect. For Types 006–026, turning auto accom- paniment on or off has no effect. However, it is necessary to play two notes simultaneously for Types 006–012.
The Style or Song does not play back when the [START/STOP] button is pressed.	Is External Clock set to ON? Make sure External Clock is set to OFF; refer to "Function Settings" on page 54 (Function 038).
The ACMP ON indicator does not appear when the [ACMP ON/OFF] button is pressed.	 Always press the [STYLE] button first when you are going to use any Style-related function. The ACMP ON indicator does not appear when the Duo mode is on.
The Style does not sound properly.	Make sure that the Style Volume (page 53 Function 016) is set to an appropriate level.
	Is the Split Point set to an appropriate key for the chords you are play- ing? Set the Split Point to an appropriate key (page 52 Function 003). Is the "ACMP" indicator showing in the display? If it is not showing, press the [ACMP ON/OFF] button so that it does show.
The Style does not sound as you play a chord.	 If the Fingering Type (Function 017; page 53) is set to Multi, the following conditions will occur. The auto accompaniment will sometimes not change when related chords are played in sequence (e.g., some minor chords followed by the minor seventh). Two-note fingerings will produce a chord based on the previously played chord. Playing two same root keys in the adjacent octaves produces accompaniment based only on the root.
The footswitch (for sustain) seems to produce the opposite effect. For example, pressing the foot- switch cuts off the sound and releasing it sustains the sounds.	The polarity of the footswitch is reversed. Make sure that the footswitch plug is properly connected to the [SUSTAIN] jack before turning on the power.
The sound of the voice changes from note to note.	This is normal. The AWM tone generation method uses multiple record- ings (samples) of an instrument across the range of the keyboard; thus, the actual sound of the voice may be slightly different from note to note.

Problem	Possible Cause and Solution
 The volume is too soft. The sound quality is poor. The rhythm stops unexpectedly or will not play. The recorded data of the song, etc. does not play correctly. The LCD display suddenly goes dark, and all panel settings are reset. 	The batteries are low or dead. Replace all six batteries with completely new ones, or use the included AC adaptor.
Power suddenly and unexpectedly turns off.	This is normal and the Auto Power Off function may have been activated (page 13). If you need to disable the Auto Power Off function, select "Off" in the Function settings (Function 060; page 55).
When the instrument is turned on, power is turned off suddenly and unexpectedly.	The protection circuit has been activated due to over current. This may occur when an AC adaptor other than the one specified is used, or an AC adaptor is damaged. Use the specified adaptor (page 85) only. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.
The application on your smart device doesn't rec- ognize the instrument.	Is Storage Mode set to ON? Make sure that Storage Mode is set to OFF; refer to "Function Settings" on page 55 (Function 056).

This score is provided with the part of the song book (free downloadable scores).

The song book contains not only the scores for all internal songs (excepting Songs 1–3) but also music terms and important points for your practice. To obtain this SONG BOOK, access the Yamaha website and download it from the product web page.

Yamaha Global Site https://www.yamaha.com

* The Song book is provided in English, French, German and Spanish. This example introduces part of the English song book.

Für Elise

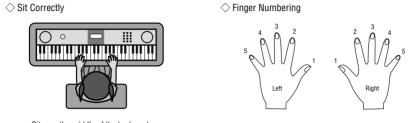
L. v. Beethoven

...

Basic

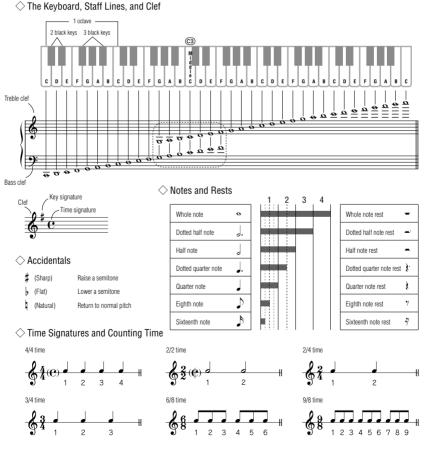
Song No.	004				
Für Elise ~ With Step Map ~12					
Für Elise is a	n all-time classical favorite.				
	, well-known melody is repeated a number of times.				
	you won't be practicing alone. You have a wonderful orchestra to back you up!				
First, listen to	the example a few times. It won't be long before you'll want to start playing it yourself!				
Step_01	Warm-up Exercise - "The Semitone Mystery"				
Step 02	Diligent Practice Time15				
Step 03	Warm-up Exercise - "Basic Accompaniment"16				
Step 04	Diligent Practice Time				
Step 05	First Half Review17				
Step 06	Diligent Practice Time17				
Step 07	Warm-up Exercise - "The Jump Competition"				
Step 08	"EEEEE!"				
Step 09	"Left! Right! Left! Right!"				
Step 10	Second Half Review				
Step 11	Play the Whole Song!				

Before Playing...



Sit near the middle of the keyboard.

Reading the Score



Song No.004

Basic



Play with both hands as if gently telling a story. It might help to sing or hum the melody as you play. Similar melody lines and rhythms are repeated in this song, so there aren't as many sections to practice as you might think. Enjoy learning each section as you build proficiency.



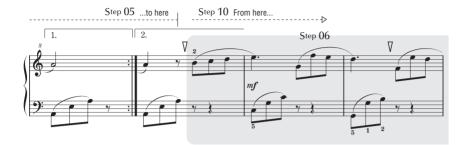


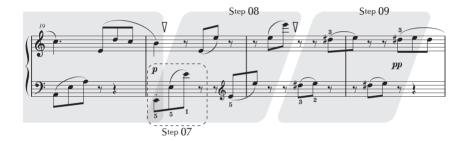


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Song No.004 III Für Elise Basic









Song No.004 III Für Elise Basic



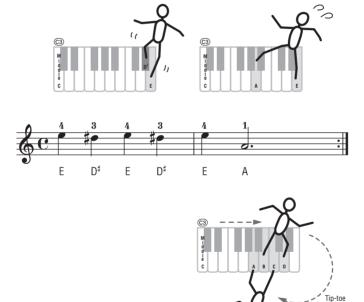
Warm-up Exercise - "The Semitone Mystery"

Let's start with a warm-up exercise using three fingers of the right hand.

We'll start by ascending and descending the white and black keys. Check out the illustrations until you understand how the fingers are supposed to move, then get started!

You'll find it easier to play if you bend your fingers slightly.







Go back to the beginning and play it again.

Appendix

Song No.004 III Für Elise Basic



Diligent Practice Time

Right! Now that we're warmed up let's try playing along with the orchestra in 3/4 time. The melody will be built up little by little.

Compare each line... notice that many of the shapes formed by the notes are very similar.



Short break



Song No.004 III Für Elise Basic





Diligent Practice Time

Connect the notes smoothly, as if the left hand were passing them to the right hand. You'll be able to play smoothly if you move the left hand into position for the next phrase as soon as it finishes playing the first phrase.



Song No.004 Für Elise Basic





First Half Review

You've reached the halfway step! Have you learned all the material provided in the preceding steps? Now let's go back and play through all the first-half exercises. If you find that you're having trouble playing any of the material, go back and review the steps using the Step Map as a guide.



Diligent Practice Time

OK, let's begin the second half!

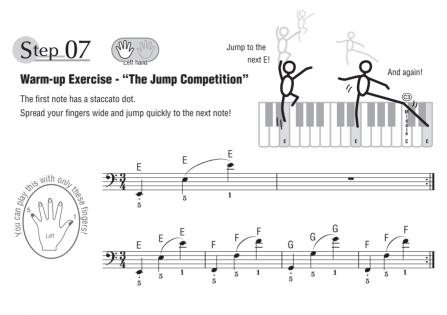
You'll be able to play the melody nicely if you lift your fingers from the keyboard between the slurs. It might be easier to grasp the key release timing if you sing along with the melody. Don't panic and play too strongly where the left hand has to play short notes.



Always have left-hand finger 5 ready to play the next note!



Song No.004 III Für Elise Basic



Step 08



"EEEEE!"

The only note in this step is E!

Make the connection between the left and right hands as smooth as possible.



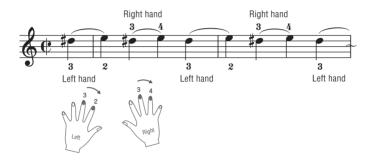


Song No.004 III Für Elise Basic



"Left! Right! Left! Right!"

Play "D^{\sharp} E" repeatedly, alternating the left and right hands. Have the next hand ready in position to play D^{\sharp} so you won't have to rush.





Second Half Review

Try playing all the way through the second half.

As we did after the first half, if there are places you can't play with confidence go back and review the steps.



Play the Whole Song!

This is the finishing step!

Don't be afraid of making mistakes. Just concentrate on playing the entire song from start to finish. Practice this with the lessons learned in each step in mind, and gradually you'll master the whole song.

Maximum Polyphony

The instrument has 48-note maximum polyphony. This means that it can play a maximum of up to 48 notes at once, regardless of what functions are used. Auto accompaniment uses a number of the available notes, so when auto accompaniment is used the total number of available notes for playing on the keyboard is correspondingly reduced. The same applies to the Split Voice and Song functions. If the maximum polyphony is exceeded, earlier played notes will be cut off and the most recent notes have priority (last note priority).

NOTE

- The Voice List includes MIDI program change numbers for each voice. Use these program change numbers when playing the instrument via MIDI from an external device.
- Program change numbers are often specified as numbers "0–127." For these cases, it is necessary to subtract 1 from the intended program change number to select the appropriate sound, because this list uses a "1–128" numbering system. For example, to select program change number 38 in the list below, transmit program change number 37.
- Some voices may sound continuously or have a long decay after the notes have been released while the sustain pedal (footswitch) is held.

Panel Voice List

Panel Voice List								
Voice No.	Bank	Select	MIDI Program					
	MSB (0–127)	LSB (0–127)	Change# (1-128)	Voice Name				
PIANO								
1	0	115	1	Live! Concert Grand Piano				
2	0	112	1	Grand Piano				
3	0	112	2	Bright Piano				
4	0	112	7	Harpsichord				
5	0	112	4	Honky Tonk Piano				
6	0	112	3	MIDI Grand Piano				
7	0	113	3	CP80				
			E.PIAI	NO				
8	0	118	5	Cool! SuitcaseEP				
9	0	118	6	JazzChorusEP				
10	0	120	5	PhaseEP				
11	0	119	5	Cool! TremoloEP				
12	0	121	5	Cool! ElectricPiano				
13	0	117	5	StageEP				
14	0	114	5	Cool! Galaxy Electric Piano				
15	0	113	6	Hyper Tines				
16	0	112	5	Funky Electric Piano				
17	0	112	6	DX Modern Electric Piano				
18	0	114	6	Venus Electric Piano				
19	0	112	8	Clavi				
20	0	113	8	WahClavi				
			ORG/					
21	0	118	19	Cool! Organ				
22	0	117	19	Cool! Rotor Organ				
23	0	112	17	Jazz Organ 1				
24	104	49	17	Jazz Organ 1+RotaryFast				
25	0	113	17	Jazz Organ 2				
26	104	50	17	Jazz Organ 2+RotaryFast				
27	0	112	19	Rock Organ				
28	0	120	19	Octave Shift Organ				
29	0	114	19	Purple Organ				
30	0	112	18	Click Organ				
31	0	116	17	Bright Organ				
32	0	127	19	Theater Organ				
33	0	121	20	16'+2' Organ				
34	0	120	20	16'+4' Organ				
35	0	113	20	Chapel Organ				
36	0	112	20	Pipe Organ				
37	0	112	21	Reed Organ				
			ACCORI					
38	0	112	22	Musette Accordion				
39	0	113	22	Traditional Accordion				
40	0	113	24	Bandoneon				
41	0	113	23	Modern Harp				
42	0	114	23	Blues Harp				
43	0	115	23	Harmonica				

	Bank	Select	MIDI	
Voice			Program	Voice Name
No.	MSB (0–127)	LSB (0–127)	Change# (1-128)	
		i	GUITA	
44	8	96	1	S.Art Lite Nylon Guitar Harmonics ***
45	8	96	2	S.Art Lite Steel Guitar Harmonics ***
46	8	97	1	S.Art Lite Nylon Guitar Slide ***
47	8	97	2	S.Art Lite Steel Guitar Slide ***
48	8	96	6	S.Art Lite Distortion Guitar ***
49	0	116	25	Dynamic Nylon Guitar
50	0	118	30	Dynamic Overdriven
51	0	121	31	Dynamic Distortion Guitar
52	0	122	25	Nylon Guitar
53	0	112	25	Classical Guitar
54	104	25	26	Steel Guitar
55	0	112	26	Folk Guitar
56	0	112	27	Jazz Guitar
57	0	117	28	60s Clean Guitar
58	0	113	26	12Strings Guitar
59	0	112	28	Clean Guitar
60	0	127	28	Wah Guitar
61	0	113	27	Octave Guitar
62	0	112	29	Muted Guitar
63	0	112	30	Overdriven Guitar
64	0	112	31	Distortion Guitar
65	0	127	31	Wah Distortion Guitar
			BAS	S
66	8	96	18	S.Art Lite Slap Bass ***
67	0	116	34	Dynamic Electric Bass
68	0	112	34	Finger Bass
69	0	112	33	Acoustic Bass
70	0	112	35	Pick Bass
71	0	112	36	Fretless Bass
72	0	112	37	Slap Bass
73	0	121	40	Funk Bass
74	0	112	39	Synth Bass
75	0	113	39	Hi-Q Bass
76	0	113	40	Dance Bass
			STRIN	GS
77	8	96	50	S.Art Lite Strings ***
78	0	117	50	Live! Strings
79	104	23	49	Studio Strings
80	0	112	49	Strings
81	0	112	50	Chamber Strings
82	0	115	50	Marcato Strings
83	0	113	50	Slow Strings
84	0	112	45	Tremolo Strings
85	0	112	51	Synth Strings

	Bank	Select	MIDI	
Voice No.	MSB	LSB	Program	Voice Name
NO.	(0-127)	(0-127)	Change# (1–128)	
86	0	112	46	Pizzicato Strings
87	0	116	46	Orchestra Pizzicato Strings
88	0	113	41	Sweet! Violin
89	0	112	41	Violin
90	0	112	43	Cello
91	0	112	44	Contrabass
92	0	112	47	Harp
93	0	112	56 CHOI	Orchestra Hit
94	8	96	55	S.Art Lite Gospel Choir ***
94	0	112	53	Choir
96	104	12	54	Gospel Hmm
97	104	13	54	Gospel Wow
98	0	113	53	Vocal Ensemble
99	0	112	55	Air Choir
100	0	112	54	Vox Humana
			SAXOPH	IONE
101	8	96	83	S.Art Lite Tenor Sax ***
102	0	122	67	Sax Section
103	0	117	67	Sweet! Tenor Sax
104	0	112	67	Tenor Sax
105	0	112	66	Alto Sax
106	0	112	65	Soprano Sax
107	0	112	68	Baritone Sax
108	0	114	67	Breathy Tenor Sax
109	0	116	66	Small Sax Section
110	0	112	72	Clarinet
111	0	112	69	Oboe
112	0	112	70	English Horn
113	0	112	71 TRUMF	Bassoon
114	0	112	57	Trumpet
114	0	127	57	Distortion Trumpet
116	0	112	58	Trombone
117	0	113	58	Trombone Section
118	0	112	60	Muted Trumpet
119	0	112	61	French Horn
120	0	112	59	Tuba
	1		BRAS	S
121	8	96	57	S.Art Lite Brass Section ***
122	0	117	63	Live! Brass
123	0	112	62	Brass Section
124	0	113	62	Big Band Brass
125	0	116	62	Octave Brass
126	0	113	63	80s Brass
127	0	119	62	Mellow Horns
128	0	115	63	Funky Brass
129	0	114	63	Techno Brass
130	0	112	63	Synth Brass
101	0	00	FLUT 74	
131 132	8	96 114	74	S.Art Lite Flute *** Sweet! Flute
132	0	114	74	Sweet! Classical Flute
133	0	115	74	Flute
134	0	112	73	Piccolo
136	0	112	76	Pan Flute
130	0	112	75	Recorder
138	0	112	80	Ocarina
			SYNT	
139	104	20	91	Gemini
140	104	21	91	Hands Up!
141	0	112	81	Square Lead

	Bank	Select	MIDI	
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1-128)	Voice Name
142	0	112	82	Sawtooth Lead
143	0	108	82	RS Tech Saw
144 145	0	112	88 85	Under Heim Portatone
145	0	112 115	85 82	Analogon 1
146	0	115	82 82	Fargo 1
147	104	53	82	Analogon 2
149	104	54	82	Fargo 2
150	0	112	86	Voice Lead
151	0	121	82	Funky Lead
152	0	118	89	Sweet Heaven
153	0	121	89	Dream Heaven
154	0	113	89	Symbiont
155	0	112	99	Stardust
156	0	112	101	Brightness
157	0	112	92	Xenon Pad
158	0	112	95	Equinox
159	0	112	89	Fantasia
160	0	113	90	Dark Moon
161	0	113	101	Bell Pad
162	0	126	90	RS Analog Pad
163	0	116	91	RS Short Resonance
164	0	112	PERCUS 12	
164	0	112	12	Vibraphone Jazz Vibes
165	0	112	12	Marimba
167	0	112	14	Xylophone
168	0	112	115	Steel Drums
169	0	112	9	Celesta
170	0	112	11	Music Box
171	0	112	15	Tubular Bells
172	0	112	48	Timpani
			WORL	LD
173	0	112	106	Banjo
174	0	0	111	Fiddle
175	0	0	110	Bagpipe
176	0	0	16	Dulcimer 1
177	0	35	16	Dulcimer 2
178 179	0	96 121	16 16	Cimbalom
179	0	121 97	16	Santur Kanoon
180	0	97	106	Oud
182	0	96 96	106	Rabab
183	0	0	100	Kalimba
184	0	113	21	Harmonium 1 (Single Reed)
185	0	114	21	Harmonium 2 (Double Reed)
186	0	115	21	Harmonium 3 (Triple Reed)
187	0	114	105	Tanpura
188	0	96	112	Pungi
189	0	117	74	Bansuri
190	0	0	105	Sitar 1
191	0	32	105	Detuned Sitar
192	0	35	105	Sitar 2
193	0	0	112	Shehnai
194	0	97	106	Gopichant
195	0	116	117	Tabla
196	0	115	111	Er Hu
197	0	118	74	Di Zi
198 199	0	116	106 108	Pi Pa
199 200	0	113 40	108 47	Gu Zheng Yang Qin
200	0	40	47	Morin Khuur
201	U	120	111	

	Bank	Select	MIDI			
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1–128)	Voice Name		
202	0	124	74	Suling		
203	0	0	107	Shamisen		
204	0	0	108	Koto		
205	0	96	108	Taisho-kin		
DUAL*						
206	-	-	-	Octave Piano		
207	-	-	-	Piano & Strings		
208	-	-	-	Piano Pad		
209	-	-	-	Octave Harpsichord		
210	-	-	-	Tiny Electric Piano		
211	-	-	-	Electric Piano Pad		
212	-	-	-	Full Organ		
213	-	-	-	Octave Jazz Guitar		
214	-	-	-	Octave Strings		
215	-	-	-	Orchestra Section		
216	-	-	-	Octave Pizzicato Strings		
217	-	-	-	Strings Session		
218	-	-	-	Brass Tutti		
219	-	-	-	Orchestra Tutti		
220	-	-	-	Octave French Horns		
221	-	-	-	Octave Harp		
222	-	-	-	Orchestra Hit & Timpani		
223	-	-	-	Octave Choir		
224	-	-	-	Jazz Brass Section		
225	-	-	-	Jazz Section		
226	-	-	-	Ballroom Sax Ensemble		
227	-	-	-	Ballroom Brass		
228	-	-	-	Flute & Clarinet		
229	-	-	-	Trumpet & Trombone		
230	-	-	-	Fat Synth Brass		
231	-	-	-	Octave Lead		
232	-	-	-	Super 5th Lead		
SOUND EFFECT						
233	0	0	121	Fret Noise		
234	0	0	122	Breath Noise		
235	0	0	123	Seashore		
236	0	0	124	Bird Tweet		
237	0	0	125	Telephone Ring		
238	0	0	126	Helicopter		
239	0	0	127	Applause		
240	0	113	116	Hand Clap		
241	0	0	128			
			128	Gunshot		
	Ū		DRUM			
242	127	0	-			
242 243			DRUM	кіт		
	127	0	DRUM 88	KIT Power Kit		
243	127 127	0	DRUM 88 1	KIT Power Kit Standard Kit 1		
243 244	127 127 127	0 0 0	DRUM 88 1 2	KIT Power Kit Standard Kit 1 Standard Kit 2		
243 244 245	127 127 127 127 127	0 0 0 0	DRUM 88 1 2 9	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit		
243 244 245 246	127 127 127 127 127 127	0 0 0 0 0	DRUM 88 1 2 9 17	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit		
243 244 245 246 247	127 127 127 127 127 127 127 127	0 0 0 0 0 0	DRUM 88 1 2 9 17 25	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit		
243 244 245 246 247 248	127 127 127 127 127 127 127	0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Analog Kit		
243 244 245 246 247 248 249	127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Electronic Kit Analog Kit Dance Kit		
243 244 245 246 247 248 249 250	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Analog Kit Dance Kit Jazz Kit		
243 244 245 246 247 248 249 250 251	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33 41	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Analog Kit Dance Kit Jazz Kit Brush Kit Symphony Kit		
243 244 245 246 247 248 249 250 251 252 253	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33 41 49 128	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Electronic Kit Dance Kit Dance Kit Jazz Kit Brush Kit Symphony Kit StdKit 1 + Chinese Perc.		
243 244 245 246 247 248 249 250 251 252 253 254	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 1113 33 41 49 128 40	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rook Kit Electronic Kit Analog Kit Dance Kit Jazz Kit Brush Kit Symphony Kit StdKit 1 + Chinese Perc. Indian Kit 1		
243 244 245 246 247 248 249 250 251 252 253 254 255	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33 41 49 128 40 115	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Analog Kit Dance Kit Jazz Kit Brush Kit Symphony Kit StdKit 1 + Chinese Perc. Indian Kit 1 Indian Kit 2		
243 244 245 246 247 248 249 250 251 252 253 254 255 256	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33 41 49 128 40 115 55	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Dance Kit Dance Kit Jazz Kit Brush Kit StdKit 1 + Chinese Perc. Indian Kit 2 StdKit 1 + Indonesian Perc. 1		
243 244 245 246 247 248 249 250 251 252 253 254 255 256 257	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 9 7 25 26 1113 33 41 49 128 40 1115 55 56	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rook Kit Electronic Kit Dance Kit Dance Kit Dance Kit Jazz Kit Brush Kit Symphony Kit StdKit 1 + Chinese Perc. Indian Kit 1 Indian Kit 2 StdKit 1 + Indonesian Perc. 1 StdKit 1 + Indonesian Perc. 2		
243 244 245 246 247 248 249 250 251 252 253 254 255 256	127 127 127 127 127 127 127 127 127 127	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DRUM 88 1 2 9 17 25 26 113 33 41 49 128 40 115 55	KIT Power Kit Standard Kit 1 Standard Kit 2 Room Kit Rock Kit Electronic Kit Dance Kit Dance Kit Jazz Kit Brush Kit StdKit 1 + Chinese Perc. Indian Kit 2 StdKit 1 + Indonesian Perc. 1		

	Bank	Select	MIDI	
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1–128)	Voice Name
261	126	0	1	SFX Kit 1
262	126	0	2	SFX Kit 2
263	126	0	113	Sound Effect Kit
			ARPEGO	GIO**
264	-	-	-	Concerto
265	-	-	-	Latin Rock
266	-	-	-	Brass Section
267	-	-	-	Piano Ballad
268	-	-	-	Synth Sequence
269	-	-	-	Guitarist
270	-	-	-	Pickin'
271	-	-	-	Spanish
272	-	-	-	Funky Clavi
273	-	-	-	Harpeggio
274	-	-	-	Finger Bass Left
275	-	-	-	Combo Jazz Left
276	-	-	-	Paul's Bass Left
277	-	-	-	Trance Bass Left
278	-	-	-	Acid Bass Left
279	-	-	-	Piano Ballad Left
280	-	-	-	Salsa Piano Left
281	-	-	-	Piano Arpeggio Left
282	-	-	-	Guitar Arpeggio Left
283	-	-	-	Strum Left

* When you select a Voice of the DUAL category, two voices sound at the same time.

** Selecting a Voice number between 264 and 283 will turn on Arpeggio.

*** S.Art Lite voice (page 19)

XGlite Voice List

	VOICE L	Select	MIDI				
Voice No.	MSB	LSB	Program	Voice Name			
	(0-127)	(0-127)	Change# (1–128)	voice Manie			
XG PIANO							
284	0	0	1	Grand Piano			
285	0	1	1	Grand Piano KSP			
286	0	40	1	Piano Strings			
287	0	41	1	Dream			
288 289	0	0	2	Bright Piano Bright Piano KSP			
289	0	0	2	Electric Grand Piano			
291	0	1	3	Electric Grand Piano KSP			
292	0	32	3	Detuned CP80			
293	0	0	4	Honky Tonk Piano			
294	0	1	4	Honky Tonk Piano KSP			
295	0	0	5	Electric Piano 1			
296	0	1	5	Electric Piano 1 KSP			
297	0	32	5	Chorus Electric Piano 1			
298	0	0	6	Electric Piano 2			
299	0	1	6	Electric Piano 2 KSP			
300	0	32	6	Chorus Electric Piano 2			
301	0	41	6	DX + Analog Electric Piano			
302	0	0	7	Harpsichord 1			
303	0	1	7	Harpsichord KSP			
304	0	35	7	Harpsichord 2			
305 306	0	0	8	Clavi Clavi KSP			
306	0		o G CHRO				
307	0	0	9	Celesta			
308	0	0	10	Glockenspiel			
309	0	0	11	Music Box 1			
310	0	64	11	Music Box 2			
311	0	0	12	Vibraphone			
312	0	1	12	Vibraphone KSP			
313	0	0	13	Marimba			
314	0	1	13	Marimba KSP			
315	0	64	13	Sine Marimba			
316	0	97	13	Balimba			
317	0	98	13	Log Drums			
318	0	0	14	Xylophone			
319	0	0	15	Tubular Bells			
320	0	96	15 15	Church Bells			
321	0	97	XG OR	Carillon			
322	0	0	17	Drawbar Organ 1			
323	0	32	17	Detuned Drawbar Organ			
324	0	33	17	60s Drawbar Organ 1			
325	0	34	17	60s Drawbar Organ 2			
326	0	35	17	70s Drawbar Organ 1			
327	0	37	17	60s Drawbar Organ 3			
328	0	40	17	16+2'2/3 Organ			
329	0	64	17	Organ Bass			
330	0	65	17	70s Drawbar Organ 2			
331	0	66	17	Cheezy Organ			
332	0	67	17	Drawbar Organ 2			
333	0	0	18	Percussive Organ 1			
334	0	24	18	70s Percussive Organ			
335 336	0	32 33	18 18	Detuned Percussive Organ			
336	0	33	18	Light Organ Percussive Organ 2			
337	0	37	18	Percussive Organ 2 Rock Organ			
339	0	64	19	Rotary Organ			
339	0	65	19	Slow Rotary Organ			
341	0	66	19	Fast Rotary Organ			
				· ····································			

	Bank	Select	MIDI	
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1–128)	Voice Name
342	0	0	20	Church Organ 1
343	0	32	20	Church Organ 3
344	0	35	20	Church Organ 2
345	0	40	20	Notre Dame
346	0	64	20	Organ Flute
347	0	65	20	Tremolo Organ Flute
348	0	0	21	Reed Organ
349	0	40	21	Puff Organ
350	0	0	22	Accordion
351	0	0	23	Harmonica 1
352 353	0	32 0	23 24	Harmonica 2
353	0	64	24	Tango Accordion 1
354	0	64	XG GUI	Tango Accordion 2
355	0	0	25	Nylon Guitar 1
355	0	25	25	Nylon Guitar 3
357	0	43	25	Velocity Guitar Harmonics
357	0	43 96	25	Ukulele
359	0	90	25	Steel Guitar
360	0	35	26	12-string Guitar
361	0	40	26	Nylon & Steel Guitar
362	0	40	26	Steel Guitar with Body Sound
363	0	96	26	Mandolin
364	0	0	27	Jazz Guitar
365	0	32	27	Jazz Amp
366	0	0	28	Clean Guitar
367	0	32	28	Chorus Guitar
368	0	0	29	Muted Guitar
369	0	40	29	Funk Guitar
370	0	41	29	Muted Steel Guitar
371	0	45	29	Jazz Man
372	0	0	30	Overdriven Guitar
373	0	43	30	Guitar Pinch
374	0	0	31	Distortion Guitar
375	0	40	31	Feedback Guitar 1
376	0	41	31	Feedback Guitar 2
377	0	0	32	Guitar Harmonics 1
378	0	65	32	Guitar Feedback
379	0	66	32	Guitar Harmonics 2
			XG BA	SS
380	0	0	33	Acoustic Bass
381	0	40	33	Jazz Rhythm
382	0	45	33	Velocity Crossfade Upright Bass
383	0	0	34	Finger Bass 1
384	0	18	34	Finger Bass Dark
385	0	40	34	Bass & Distorted Electric Guitar
386	0	43	34	Finger Slap Bass
387	0	45	34	Finger Bass 2
388	0	65	34	Modulated Bass
389	0	0	35	Pick Bass
390	0	28	35	Muted Pick Bass
391	0	0	36	Fretless Bass 1
392	0	32	36	Fretless Bass 2
393	0	33	36	Fretless Bass 3
394	0	34	36	Fretless Bass 4
395	0	0	37	Slap Bass 1
396	0	32	37	Punch Thumb Bass
397	0	0	38	Slap Bass 2
398	0	43	38	Velocity Switch Slap
399	0	0	39	Synth Bass 1
400	0	40	39	Techno Synth Bass

	Bank	Select	MIDI				
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1–128)	Voice Name			
401	0	0	40	Synth Bass 2			
402	0	6	40	Mellow Synth Bass			
403	0	12	40	Sequenced Bass			
404	0	18	40	Click Synth Bass			
405	0	19	40	Synth Bass 2 Dark			
406	0	40	40	Modular Synth Bass			
407	0	41	40	DX Bass			
	XG STRINGS						
408	0	0	41	Violin			
409	0	8	41	Slow Violin			
410	0	0	42	Viola			
411	0	0	43	Cello			
412	0	0	44	Contrabass			
413	0	0	45	Tremolo Strings			
414	0	8	45	Slow Tremolo Strings			
415	0	40	45	Suspense Strings			
416	0	0	46	Pizzicato Strings			
417	0	0	47	Orchestral Harp			
418	0	0	48	Timpani			
			KG ENSE				
419	0	0	49	Strings 1			
420	0	3	49	Stereo Strings			
421	0	8	49	Slow Strings			
422	0	35	49	60s Strings			
423	0	40	49	Orchestra 1			
424	0	41	49	Orchestra 2			
425	0	42	49	Tremolo Orchestra			
426	0	45	49	Velocity Strings			
427	0	0	50	Strings 2			
428	0	3	50	Stereo Slow Strings			
429	0	8	50	Legato Strings			
430	0	40	50	Warm Strings			
431	0	41	50	Kingdom			
432	0	0	51	Synth Strings 1			
433	0	64	51	Synth Strings 4			
434	0	0	52	Synth Strings 2			
435	0	0	53	Choir Aahs			
436	0	3	53	Stereo Choir			
437	0	32	53	Mellow Choir			
438	0	40	53	Choir Strings			
439	0	0	54	Voice Oohs			
440	0	0	55	Synth Voice 1			
441	0	40	55	Synth Voice 2			
442	0	41	55	Choral			
443	0	64	55	Analog Voice			
444	0	0	56	Orchestra Hit 1			
445	0	35	56	Orchestra Hit 2			
446	0	64	56	Impact			
	1	1	XG BR/	·			
447	0	0	57	Trumpet			
448	0	32	57	Warm Trumpet			
449	0	0	58	Trombone 1			
450	0	18	58	Trombone 2			
451	0	0	59	Tuba			
452	0	0	60	Muted Trumpet			
453	0	0	61	French Horn 1			
454	0	6	61	French Horn Solo			
455	0	32	61	French Horn 2			
456	0	37	61	Horn Orchestra			
457	0	0	62	Brass Section			
458	0	35	62 63	Trumpet & Trombone Section			
459	0			Synth Brass 1			

	Bark	Select	MIDI				
Voice	MSB	LSB	Program	Voice Name			
No.	(0–127)	(0–127)	Change# (1-128)				
460	0	20	63	Resonant Synth Brass			
461	0	0	64	Synth Brass 2			
462	0	18	64	Soft Brass			
463	0	41	64	Choir Brass			
XG REED 464 0 0 65 Soprano Sax							
464	0	0	66	Soprano Sax Alto Sax			
466	0	40	66	Sax Section			
467	0	0	67	Tenor Sax			
468	0	40	67	Breathy Tenor Sax			
469	0	0	68	Baritone Sax			
470	0	0	69	Oboe			
471	0	0	70	English Horn			
472	0	0	71	Bassoon			
473	0	0	72	Clarinet			
171			XG PI				
474	0	0	73 74	Piccolo			
475 476	0	0	74 75	Flute Recorder			
476	0	0	75	Pan Flute			
477	0	0	70	Blown Bottle			
479	0	0	79	Whistle			
480	0	0	80	Ocarina			
			G SYNTH				
481	0	0	81	Square Lead 1			
482	0	6	81	Square Lead 2			
483	0	8	81	LM Square			
484	0	18	81	Hollow			
485	0	19	81	Shroud			
486	0	64	81	Mellow			
487 488	0	65 66	81 81	Solo Sine			
489	0	00	82	Sine Lead Sawtooth Lead 1			
403	0	6	82	Sawtooth Lead 2			
491	0	8	82	Thick Sawtooth			
492	0	18	82	Dynamic Sawtooth			
493	0	19	82	Digital Sawtooth			
494	0	20	82	Big Lead			
495	0	24	82	Heavy Synth			
496	0	96	82	Sequenced Analog			
497	0	0	83	Calliope Lead			
498	0	65	83	Pure Lead			
499 500	0	0	84 85	Chiff Lead			
500 501	0	0 64	85 85	Charang Lead			
501	0	64 0	85 86	Distorted Lead Voice Lead			
502	0	0	87	Fifths Lead			
503	0	35	87	Big Five			
505	0	0	88	Bass & Lead			
506	0	16	88	Big & Low			
507	0	64	88	Fat & Perky			
508	0	65	88	Soft Whirl			
			G SYNT				
509	0	0	89	New Age Pad			
510	0	64	89	Fantasy			
511	0	0	90	Warm Pad			
512 513	0	0	91 92	Poly Synth Pad			
513 514	0	66	92 92	Choir Pad Itopia			
514	0	0	92 93	Bowed Pad			
515	0	0	93 94	Metallic Pad			
517	0	0	95	Halo Pad			
	ı	. <u> </u>					

Voice Name (D-127) ISB (D-127) Program (Parger (T-28) Voice Name (Parger (T-28) 519 0 0 96 Sweep Pad 519 0 0 97 Rain 520 0 66 97 Atrican Wind 521 0 66 97 Carib 522 0 66 97 Carib 523 0 0 98 Sound Track 524 0 12 99 Synth Drum Comp 525 0 0 14 99 Popcorn 528 0 18 99 Tiny Bells Source 529 0 35 99 Round Glockenspiel Source 530 0 41 99 Chorus Bells Source 533 0 71 99 Bell Harp 536 0 72 99 Garnelimba 537 0 0 100 Atmosphere		Bank	Select	MIDI	
518 0 0 96 Sweep Pad XG SYNTH EFFECTS 519 0 0 97 Rain 520 0 64 97 Harmo Rain 521 0 65 97 African Wind 522 0 66 97 Carib 523 0 0 98 Sound Track 524 0 27 98 Prologue 525 0 0 99 Synth Drum Comp 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Glockenspiel Chimes 530 0 41 99 Clear Bells 533 0 18 100 Atmosphere 533 0 18 100 Warm Atmosphere 536 0 71 99 Gamelimba 537 0 0 <th></th> <th>MSB</th> <th></th> <th>Program</th> <th>Voice Name</th>		MSB		Program	Voice Name
519 0 0 97 Rain 520 0 64 97 Harmo Rain 521 0 65 97 African Wind 522 0 66 97 Carib 523 0 0 98 Sound Track 524 0 27 98 Prologue 525 0 14 99 Popcorn 527 0 14 99 Popcorn 528 0 35 99 Round Glockenspiel 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Chorus Bells 532 0 42 99 Chorus Bells 533 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Nylon Harp	518	0		96	
520 0 64 97 Harmo Rain 521 0 65 97 African Wind 523 0 0 98 Sound Track 524 0 27 98 Prologue 525 0 0 99 Crystal 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Round Glockenspiel 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Clear Bells 533 0 65 99 Soft Crystal 534 0 70 99 Air Bells 535 0 71 99 Bell Harp 536 0 12 90 Amosphere 538 0 18 100 Margenoi 540 0 100 Nylon Harp		1			
521 0 66 97 Carib 523 0 0 98 Sound Track 524 0 27 98 Prologue 525 0 0 99 Crystal 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Tiny Bells 529 0 35 99 Round Glockenspiel 530 0 40 99 Chorus Bells 531 0 41 99 Clear Bells 533 0 65 99 Soft Crystal 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 100 Atmosphere Pad					
522 0 66 97 Carib 523 0 0 98 Sound Track 524 0 27 98 Prologue 525 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Tiny Bells 529 0 35 99 Round Glockenspiel Chimes 531 0 40 99 Glockenspiel Chimes 532 0 42 99 Chorus Bells 533 0 65 99 Soft Crystal 534 0 70 99 Bell Harp 535 0 71 99 Bell Prologue 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 102 Gobl					
523 0 0 98 Sound Track 524 0 27 98 Prologue 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Round Glockenspiel 530 0 40 99 Clocar Bells 531 0 41 99 Clear Bells 533 0 65 99 Soft Crystal 533 0 65 99 Soft Crystal 533 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 64 100 Nylon Harp 542 0 65 100 Atmosphere </td <td>-</td> <td></td> <td></td> <td>01</td> <td></td>	-			01	
524 0 27 98 Prologue 525 0 0 99 Crystal 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Tiny Bells 529 0 35 99 Round Glockenspiel Chimes 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Clear Bells 532 0 42 99 Chorus Bells 533 0 65 99 Soft Crystal 534 0 70 90 Air Bells 535 0 71 99 Gamelimba 536 0 72 99 Gamelimba 537 0 0 100 Marn Atmosphere 538 0 18 100 Warn Atmosphere 539 0 19 100 Halo	-	-		-	
525 0 0 99 Crystal 526 0 12 99 Synth Drum Comp 527 0 14 99 Popcorn 528 0 18 99 Tiny Bells 529 0 35 99 Round Glockenspiel 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Chorus Bells 533 0 65 99 Soft Crystal 534 0 70 99 Bell Harp 535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 102 Kotspist Kotspist 541 0 65 100 Harp					
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527 0 14 99 Popcorn 528 0 18 99 Tiny Bells 529 0 35 99 Round Glockenspiel 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Clear Bells 532 0 42 99 Soft Crystal 533 0 65 99 Soft Crystal 534 0 70 99 Air Bells 535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 64 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 66 102 Goblins <td>010</td> <td></td> <td></td> <td></td> <td></td>	010				
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529 0 35 99 Round Glockenspiel 530 0 40 99 Glockenspiel Chimes 531 0 41 99 Chorus Bells 532 0 42 99 Chorus Bells 533 0 65 99 Soft Crystal 534 0 70 99 Bell Harp 535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warn Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 61 102 Goblins 544 0 61 102 Goblins 544 0 65 102 Ritual <td></td> <td></td> <td></td> <td></td> <td>-</td>					-
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532 0 42 99 Chorus Bells 533 0 65 99 Soft Crystal 534 0 70 99 Air Bells 535 0 71 99 Bell Harp 536 0 72 99 Garnelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 0 101 Brightness 544 0 0 102 Goblins 544 0 67 102 Ritual 549 0 66 102 Creeper 548 0 67 102 Ritual 549 0 71 102 Gilisten	530	0	40	99	Glockenspiel Chimes
533 0 655 99 Soft Crystal 534 0 70 99 Air Bells 535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Electric Piano 541 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 67 102 Ritual 547 0 65 102 Bill Choir 550 0 71 102 Bill Choir 551 0 71 102 Bill Choir	531	0	41	99	Clear Bells
534 0 70 99 Air Bells 535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Electric Piano 541 0 65 100 Harp Vox 542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 67 102 Ritual 547 0 68 102 To Heaven 550 0 71 102 Gilsten 551 0 71 102 Bell Choir <td>532</td> <td>0</td> <td>42</td> <td>99</td> <td>Chorus Bells</td>	532	0	42	99	Chorus Bells
535 0 71 99 Bell Harp 536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 544 0 66 102 Creeper 546 0 67 102 Ritual 547 0 68 102 To Heaven 550 0 70 102 Ritual 541 0 65 103 Big Pan 552 0 0 104 Sci-Fi		-			
536 0 72 99 Gamelimba 537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Electric Piano 541 0 64 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 546 0 64 102 Goblins 546 0 64 102 Goblins 547 0 65 102 Ritual 549 0 67 102 Ritual 540 0 70 102 Night 551 0 70 102 Bil Choir 552 0 0 103 Echoes		-	-		
537 0 0 100 Atmosphere 538 0 18 100 Warm Atmosphere 539 0 19 100 Hollow Release 540 0 40 100 Nylon Electric Piano 541 0 64 100 Nylon Electric Piano 542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 64 102 Creeper 547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 71 102 Bilg Pan 553 0 0 103 Echoes 554 0 0 105 Tamboura		•			
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541 0 64 100 Nylon Harp 542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 64 102 Goblins Synth 547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Bill Choir 551 0 70 102 Bill Pan 553 0 0 103 Echees 554 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 113					
542 0 65 100 Harp Vox 543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 64 102 Goblins 546 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Gilsten 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi Stero 97 105 Tamboura 556 0 0 178 Shakuhachi 557 0 97 105 Tamboura 558 <td></td> <td></td> <td></td> <td></td> <td>-</td>					-
543 0 66 100 Atmosphere Pad 544 0 0 101 Brightness 545 0 0 102 Goblins 546 0 64 102 Goblins Synth 547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Glisten 552 0 96 103 Echoes 553 0 0 103 Echoes 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 113 Tinkle Banjo 559 0 28 106	-	-	-		
544 0 0 101 Brightness 546 0 64 102 Goblins Synth 546 0 64 102 Goblins Synth 547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 113 Innke Bell 560 0 9113	-				
545 0 0 102 Goblins 546 0 64 102 Goblins Synth 547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 106 Banjo 557 0 97 105 Tamboura 558 0 0 106 Banjo 561 0 96 113 Bonarg 562 0 113 Tinkle Bell <t< td=""><td></td><td></td><td></td><td></td><td></td></t<>					
547 0 65 102 Creeper 548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi KG WORLD 556 0 0 106 Banjo 557 0 97 105 Tamboura 558 0 0 106 Banjo 558 0 0 106 Banjo 558 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Altair </td <td>545</td> <td></td> <td></td> <td></td> <td>-</td>	545				-
548 0 67 102 Ritual 549 0 68 102 To Heaven 550 0 70 102 Night 551 0 70 102 Bell Choir 552 0 96 102 Bell Choir 553 0 0 103 Echees 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo XG PERCUSSIVE 560 0 0 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0	546	0	64	102	Goblins Synth
549 0 68 102 To Heaven 550 0 70 102 Night 551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 558 0 28 106 Muted Banjo XG PERCUSSIVE 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 <td< td=""><td>547</td><td>0</td><td>65</td><td>102</td><td>Creeper</td></td<>	547	0	65	102	Creeper
550 0 70 102 Night 551 0 70 102 Night 551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo 559 0 28 106 Muted Banjo 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Altair 563 0 100 113 Rama C		° °	0,	-	Ritual
551 0 71 102 Glisten 552 0 96 102 Bell Choir 553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 558 0 0 106 Muted Banjo 559 0 28 106 Muted Banjo 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Attair 563 0 100 113 Rama Cymbal 564 0 99 113 Stereo Gamelan Gongs 567 0 0 114	0.0	-		-	
552 0 96 102 Bell Choir 553 0 0 103 Echees 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo 560 0 0 113 Tinkle Bell 560 0 0 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 Rame Cymbal 566 0 0 114 Agogo 567 0 0 115 Glass Percussion 568 0 97 115					•
553 0 0 103 Echoes 554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 558 0 28 106 Muted Banjo XG PERCUSSIVE 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 564 0 99 113 Stereo Gamelan Gongs 566 0 114 Agogo 566 0 0 114 Agogo 567 0 0 115 Steel Drums 568 97					
554 0 65 103 Big Pan 555 0 0 104 Sci-Fi XG WORLD 556 0 0 78 Shakuhachi 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 Stereo Gamelan Gongs 566 0 100 113 Rama Cymbal 566 0 0 114 Agogo 567 0 0 115 Steel Drums 568 0 97 115<		°	00		
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XG WORLD 556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo 559 0 28 106 Muted Banjo 560 0 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 Stereo Gamelan Gongs 565 0 100 113 Rama Cymbal 566 0 0 114 Agogo 567 0 0 115 Steel Drums 568 0 97 115 Glass Percussion 570 0 0 116 Castanets 572 0 1117 <td< td=""><td></td><td></td><td></td><td></td><td></td></td<>					
556 0 0 78 Shakuhachi 557 0 97 105 Tamboura 558 0 0 106 Banjo 559 0 28 106 Muted Banjo XG PERCUSSIVE S60 0 113 Tinkle Bell 561 0 96 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 Stereo Gamelan Gongs 565 0 100 113 Rama Cymbal 566 0 0 114 Agogo 567 0 0 115 Steel Drums 568 0 97 115 Glass Percussion 570 0 0 116 Woodblock 571 0 96 116 Castanets 572 0 0	555	0	0		
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561 0 96 113 Bonang 562 0 97 113 Altair 563 0 98 113 Gamelan Gongs 564 0 99 113 Stereo Gamelan Gongs 565 0 100 113 Rama Cymbal 566 0 0 114 Agogo 567 0 0 115 Steel Drums 568 0 97 115 Glass Percussion 569 0 98 115 Thai Bells 570 0 0 116 Castanets 571 0 96 116 Castanets 572 0 0 117 Taiko Drum 573 0 96 117 Gran Cassa 574 0 0 118 Melodic Tom 1 575 0 64 118 Melodic Tom 2			X	G PERCL	JSSIVE
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563 0 98 113 Gamelan Gongs 564 0 99 113 Stereo Gamelan Gongs 565 0 100 113 Rama Cymbal 566 0 0 114 Agogo 567 0 0 115 Sterel Drums 568 0 97 115 Glass Percussion 569 0 98 115 Thai Bells 570 0 0 116 Woodblock 571 0 96 116 Castanets 572 0 0 117 Taiko Drum 573 0 96 117 Gran Cassa 574 0 0 118 Melodic Tom 1 575 0 64 118 Melodic Tom 2					
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571 0 96 116 Castanets 572 0 0 117 Taiko Drum 573 0 96 117 Gran Cassa 574 0 0 118 Melodic Tom 1 575 0 64 118 Melodic Tom 2					
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573 0 96 117 Gran Cassa 574 0 0 118 Melodic Tom 1 575 0 64 118 Melodic Tom 2					
575 0 64 118 Melodic Tom 2	-				
575 0 64 118 Melodic Tom 2					
576 0 65 118 Real Tom					Melodic Tom 2
	576	0	65	118	Real Tom

r –	Bank Select		MIDI	
Voice No.	MSB (0–127)	LSB (0–127)	Program Change# (1–128)	Voice Name
577	0	66	118	Rock Tom
578	0	0	119	Synth Drum
579	0	64	119	Analog Tom
580	0	65	119	Electronic Percussion
581	0	0	120	Reverse Cymbal
	•	XG	SOUND	FFECTS
582	64	0	1	Cutting Noise 1
583	64	0	2	Cutting Noise 2
584	64	0	4	String Slap
585	64	0	17	Flute Key Click
586	64	0	33	Shower
587	64	0	34	Thunder
588	64	0	35	Wind
589	64	0	36	Stream
590	64	0	37	Bubble
591	64	0	38	Feed
592	64	0	49	Dog
593	64	0	50	Horse
594	64	0	51	Bird Tweet 2
595	64	0	56	Maou
596	64	0	65	Phone Call
597	64	0	66	Door Squeak
598	64	0	67	Door Slam
599	64	0	68	Scratch Cut
600	64	0	69	Scratch Split
601	64	0	70	Wind Chime
602	64	0	71	Telephone Ring 2
603	64	0	81	Car Engine Ignition
604	64	0	82	Car Tires Squeal
605	64	0	83	Car Passing
606	64	0	84	Car Crash
607	64	0	85	Siren
608	64	0	86	Train
609	64	0	87	Jet Plane
610	64	0	88	Starship
611	64	0	89	Burst
612	64	0	90	Roller Coaster
613	64	0	91	Submarine
614	64	0	97	Laugh
615	64	0	98	Scream
616	64	0	99	Punch
617	64	0	100	Heartbeat
618	64	0	101	Footsteps
619	64	0	113	Machine Gun
620	64	0	114	Laser Gun
621	64	0	115	Explosion
622	64	0	116	Firework

• For drum kits other than Standard Kit 1, refer to "Drum Kit List" on the website (page 8).

			Voice No. 243	
The lowest key				Standard Kit 1
C1	С	1	сиск	Seq Click H
C#1	C#	1	L.	Brush Tap
D1	D	1	Ē	Brush Swirl
D#1	D#	1	ling"s	Brush Slap
E1	Е	1	ĿĽ	Brush Tap Swirl
F1	F	1	R	Snare Roll
— F#1	F#	1	Ľ	Castanet
G1	G	1	1	Snare Soft
G#1	G#	1	\mathbf{X}	Sticks
A1	А	1	1/21	Bass Drum Soft
— A#1	A#	1	Ň	Open Rim Shot
B1	В	1	1/2	Bass Drum Hard
C2	С	2	<u>1</u> /3	Bass Drum
— C#2	C#	2		Side Stick
D2	D	2	2	Snare
D#2	D#	2	2	Hand Clap
E2	Е	2	3	Snare Tight
F2	F	2		Floor Tom L
F#2	F#	2		Hi-Hat Closed
G2	G	2	H	Floor Tom H
G#2	G#	2	÷.	Hi-Hat Pedal
A2	Α	2	E L	Low Tom
— A#2	A#	2		Hi-Hat Open
B2	В	2	₽ M L	Mid Tom L
C3	С	3		Mid Tom H
C#3	C#	3	ث \î	Crash Cymbal 1
D3	D	3	ШH	High Tom
D#3	D#	3	t ∼ ^R 1	Ride Cymbal 1
E3	Е	3		Chinese Cymbal

				Voice No. 243
				Standard Kit 1
F3	F	3	R	Ride Cymbal Cup
F#3	F#	3	Ø	Tambourine
G3	G	3	s S	Splash Cymbal
G#3	G#	3		Cowbell
A3	А	3		Crash Cymbal 2
A#3	A#	3	70	Vibraslap
B3	В	3		Ride Cymbal 2
C4	С	4	E (Bongo H
C#4	C#	4	L	Bongo L
D4	D	4		Conga H Mute
D#4	D#	4) H	Conga H Open
E4	Е	4) E	Conga L
F4	F	4	<u>F</u>	Timbale H
F#4	F#	4		Timbale L
G4	G	4	Ян	Agogo H
G#4	G#	4	<i>¶</i> [⊥]	Agogo L
A4	А	4		Cabasa
A#4	A#	4	7	Maracas
B4	В	4	Ť	Samba Whistle H
C5	С	5	Ż	Samba Whistle L
— C#5	C#	5	NS NA	Guiro Short
D5	D	5	™.	Guiro Long
D#5	D#	5	1	Claves
E5	Е	5	Ē	Wood Block H
F5	F	5	\vec{k}	Wood Block L
F#5	F#	5		Cuica Mute
G5	G	5	\$	Cuica Open
G#5	G#	5		Triangle Mute
A5	Α	5	Ś	Triangle Open
A#5	A#	5	R	Shaker
B5	В	5		Jingle Bells
C6	С	6		Bell Tree

Appendix

Song No.	Song Name
-	TOP PICK
001	Demo 1 (Yamaha Original)
002	Demo 2 (Yamaha Original)
003	Demo 3 (Yamaha Original)
	LEARN TO PLAY
004	Für Elise (Basic) (L. v. Beethoven)
005	Für Elise (Advanced) (L. v. Beethoven)
006	Twinkle Twinkle Little Star (Basic) (Traditional)
007	Twinkle Twinkle Little Star (Advanced) (Traditional)
008	Turkish March (Basic) (W.A. Mozart)
009	Turkish March (Advanced) (W.A. Mozart)
010	Ode to Joy (Basic) (L. v. Beethoven)
011	Ode to Joy (Advanced) (L. v. Beethoven)
012	The Entertainer (Basic) (S. Joplin)
013	The Entertainer (Advanced) (S. Joplin)
014	Londonderry Air (Basic) (Traditional)
015	Londonderry Air (Advanced) (Traditional)
016	The Last Rose of Summer (Basic) (Traditional)
017	The Last Rose of Summer (Advanced) (Traditional)
018	Amazing Grace (Basic) (Traditional)
019	Amazing Grace (Advanced) (Traditional)
	FAVORITE
020	Frère Jacques (Traditional)
021	Der Froschgesang (Traditional)
022	Aura Lee (Traditional)
023	London Bridge (Traditional)
024	Sur le pont d'Avignon (Traditional)
025	Nedelka (Traditional)
026	Aloha Oe (Q. Liliuokalani)
027	Sippin' Cider Through a Straw (Traditional)
028	Old Folks at Home (S. C. Foster)
029	Bury Me Not on the Lone Prairie (Traditional)
030	Old MacDonald Had A Farm (Traditional)
031	Santa Lucia (A. Longo)
032	If You're Happy and You Know It (Traditional)
	Beautiful Dreamer (S. C. Foster)
034	Greensleeves (Traditional) Kalinka (Traditional)
035	Holdilia Cook (Traditional)
030	
037	Ring de Banjo (S. C. Foster) La Cucaracha (Traditional)
038	Funiculi Funicula (L. Denza)
040	Largo (from the New World) (A. Dvořák)
040	Brahms' Lullaby (J. Brahms)
041	Liebesträume Nr.3 (F. Liszt)
042	Pomp and Circumstance (E. Elgar)
044	Chanson du Toreador (G. Bizet)
045	Jupiter, the Bringer of Jollity (G. Holst)
046	The Polovetsian Dances (A. Borodin)
047	Die Moldau (B. Smetana)
048	Salut d'Amour op.12 (E. Elgar)
049	Humoresques (A. Dvořák)
050	Symphony No.9 (from the New World - 4th movement) (A. Dvořák)
000	
	FAVORITE WITH STYLE
051	O du lieber Augustin (Traditional)
052	Mary Had a Little Lamb (Traditional)
053	When Irish Eyes Are Smiling (E. R. Ball)
054	Little Brown Jug (Traditional)
055	Ten Little Indians (Traditional)
056	On Top of Old Smoky (Traditional)
057	My Darling Clementine (Traditional)
058	Oh! Susanna (S. C. Foster)
059	Red River Valley (Traditional)
060	Turkey in the Straw (Traditional)

Song No.	Song Name
061	Muffin Man (R. A. King)
062	Pop Goes the Weasel (Traditional)
063	Grandfather's Clock (H. C. Work)
064	Camptown Races (S. C. Foster)
065	When the Saints Go Marching In (Traditional)
066	Yankee Doodle (Traditional)
067	Battle Hymn of the Republic (Traditional)
068	I've Been Working on the Railroad (Traditional)
069	American Patrol (F. W. Meacham)
070	Down by the Riverside (Traditional)
	INSTRUMENT MASTER
071	Sicilienne/Fauré (G. Fauré)
072	Swan Lake (P. I. Tchaikovsky)
073	Grand March (Aida) (G. Verdi)
074	Serenade for Strings in C major, op.48 (P. I. Tchaikovsky)
075	Pizzicato Polka (J. Strauss II)
076	Romance de Amor (Traditional)
077	Menuett BWV Anh.114 (J. S. Bach)
078	Ave Verum Corpus (W. A. Mozart)
079	Radetzky Marsch (J. Strauss I)
	PIANO REPERTOIRE
080	Wenn ich ein Vöglein wär (Traditional)
081	Die Lorelei (F. Silcher)
082	Home Sweet Home (H. R. Bishop)
083	Scarborough Fair (Traditional)
084	My Old Kentucky Home (Traditional)
085	Loch Lomond (Traditional)
086	Silent Night (F. Gruber)
087	Deck the Halls (Traditional)
088	O Christmas Tree (Traditional)
089	Sonata Pathétique 2nd Adagio Cantabile (L. v. Beethoven)
090	Ave Maria/J. S. Bach - Gounod (J. S. Bach / C. F. Gounod)
091	Jesus bleibet meine Freude (J. S. Bach)
092	Prelude op.28-15 "Raindrop" (F. Chopin)
093	Nocturne op.9-2 (F. Chopin)
094	Etude op.10-3 "Chanson de L'adieu" (F. Chopin)
095	Romanze (Serenade K.525) (W. A. Mozart)
096	Arabesque (J. F. Burgmüller)
097	La Chevaleresque (J. F. Burgmüller)
098	Für Elise (L. v. Beethoven)
099	Turkish March (W.A. Mozart)
100	24 Preludes op.28-7 (F. Chopin)
101	Annie Laurie (Traditional)
102	Jeanie with the Light Brown Hair (S. C. Foster)

Song No.	Special Appendix				
	TOUCH TUTOR				
103-112	TTutor01–TTutor10				
	CHORD STUDY				
113-124	ChdStd01–ChdStd12				
CHORD PROGRESSION					
125-154	Maj1234-min1476				

• Some songs have been edited for length or for ease in learning, and may not be exactly the same as the original.

 A song book (free downloadable scores) is available that includes scores for all internal songs (excepting Songs 1–3). To obtain this SONG BOOK, access the Yamaha website and download it from the product web page.

https://www.yamaha.com

Style No.	Style Name			
8BEAT				
1	BritPopRock			
2	8BeatModern			
3	Cool8Beat			
4	Happy8Beat			
5	Shake8Beat			
6	BoyBandPop			
7	SweetPop			
8	ContemporaryRock			
9	StadiumRock			
10	70sRock			
11	HardRock 1			
12	60sGuitarPop			
13	8BeatAdria			
14	60s8Beat			
15	8Beat			
16	OffBeat			
17	Folkrock			
18	60sRock			
19	HardRock 2			
20	RockShuffle			
21	8BeatRock			
	16BEAT			
22	16Beat			
23	DancehallPop			
24	CinematicPop			
25	PopShuffle			
26	GuitarPop			
27	16BeatUptempo			
28	KoolShuffle			
29	HipHopLight			
BALLAD				
30	70sGlamPiano			
31	EpicDivaBallad			
32	OrchestraRockBallad			
33	PianoBallad			
34	LoveSong			
35	6/8ModernEP			
36	6/8SlowRock			
37	OrganBallad			
38	PopBallad			
39	16BeatBallad			
	DANCE			
40	ClubBeat			
41	SkyPop			
42	AgagBeat			
43	Electronica			
44	FunkyHouse			
45	RetroClub			
46	USHipHop			
47	MellowHipHop			
48	Chillout			
-				

Style No.	Style Name				
49	EuroTrance				
50	Ibiza				
51	SwingHouse				
52	Clubdance				
53	ClubLatin				
54	Garage 1				
55	Garage 2				
56	TechnoParty				
57	UKPop				
58	HipHopGroove				
59	HipShuffle				
60	HipHopPop				
	DISCO				
61	ModernDisco				
62	70sDisco				
63	LatinDisco				
64	SaturdayNight				
65	DiscoHands				
	SWING&JAZZ				
66	BigBandFast				
67	BigBandBallad				
68	AcousticJazz				
69	AcidJazz				
70	JazzClub				
71	Swing 1				
72	Swing 2				
73	Five/Four				
74 75	Dixieland				
75	Ragtime R&B				
76	BluesRock				
70	UK Soul				
78	JustR&B				
70	WorshipAcoustic1				
80	WorshipAcoustic2				
81	WorshipRockBallad				
82	Soul				
83	DetroitPop				
84	60sRock&Roll				
85	6/8Soul				
86	CrocoTwist				
87	Rock&Roll				
88	ComboBoogie				
89	6/8Blues				
00	COUNTRY				
90	CountryPop				
91	CountrySwing				
92	Country2/4				
93	Bluegrass				
-	LATIN				
94	BrazilianSamba				
95	BrazilianBossa				

Style No.	Style Name
96	Bachata
97	CubanSon
98	Guajira
99	BossaNova
100	Forro
101	Sertanejo 1
102	Sertanejo 2
102	Baião
104	TangoArgentino
105	CumbiaPeruana
106	CumbiaColombiana
107	Vallenato
108	Joropo
109	Parranda
110	Merengue
111	ReggaetonPop
112	Reggaeton
112	Tijuana
114	PasoDuranguense
115	CumbiaGrupera
116	BaladaBanda
117	MexicanMambo
118	Mambo
119	Salsa
120	Beguine
120	Reggae
121	WORLD
122	Hawaiian
123	CelticDance
124	ScottishReel
125	4/4Standart
126	Rumba2/4
127	Saeidy
128	WehdaSaghira
129	IranianElec
130	Emarati
131	AfricanGospelReggae
132	HighLife1
133	AfricanGospel
134	Makossa
135	ModernAfrobeat
136	HighLife2
137	OrganHighLife
138	IgboHighLife
139	SocaCalypso
140	Azonto
141	IndianPop
142	Bhangra
143	Bhajan
144	BollyMix
145	Tamil
145	Kerala
071	Toruid

Style No.	Style Name
147	GoanPop
148	Rajasthan
149	Dandiya
150	Qawwali
151	FolkHills
152	ModernDangdut1
153	Keroncong
154	ModernDangdut2
155	DangdutUmum
156	DangdutSlowLegend
157	Dangdut3/4
158	KoploRampak
159	LanggamModern
160	DangdutJawa
161	Congdut
162	VietnamesePopBallad
163	Vietnamese6/8Ballad
164	XiQingLuoGu
165	YiZuMinGe
166	JingJuJieZou
	BALLROOM
167	VienneseWaltz
168	EnglishWaltz
169	Slowfox
170	Foxtrot
171	Quickstep
172	Tango
173	Pasodoble
174	Samba
175	ChaChaCha
176	Rumba
177	Jive
178 179	US March 6/8March
179	
180	GermanMarch PolkaPop
181	OberkrainerPolka
182	Tarantella
183	Showtune
185	ChristmasSwing
186	ChristmasWaltz
100	WALTZ
187	ItalianWaltz
188	SwingWaltz
189	JazzWaltz
103	ValsMexicano
190	CountryWaltz
191	OberkrainerWalzer
192	Musette
100	CHILDREN
194	Learning2/4
104	LouiningLit

Style No.	Style Name
195	Learning4/4
196	Learning6/8
	PIANIST
197	Stride
198	PianoSwing
199	PianoBoogie
200	Arpeggio
201	Habanera
202	SlowRock
203	8BeatPianoBallad
204	6/8PianoMarch
205	PianoWaltz

Music Database List

MDB No. MDB Name		
INDE NO.	ALL TIME HITS	
1	Jude Hey	
2	Jumping	
3	WrldRock	
4	All OK	
5	YourTune	
6	USA Surf	
7	JustCall	
8	Get Home	
9	GtrWheel	
10	IWasBorn	
10	Sailing	
12	BluJeans	
13	Holiday	
14	Imagine	
15	Marriage	
16	WiteShde	
10	NowNever	
18	Hard Day	
19	USA Pie	
20	Norway	
20	YesterBd	
21	A Magic	
22	POP & ROCK	
23	UR Shape	
23	Love Me	
25	Ideal	
26	SweetPop	
27	Just Way	
28	Speed	
29	Cheerful	
30	SwftShke	
31	Watches	
32	PrtTmLvr	
33	S Party	
34	MoonShdw	
35	NikitSng	
36	GirlsMne	
37	Radio	
38	Attempt	
39	OnAStrng	
40	WhatWant	
41	ThankFor	
42	Tmbourin	
43	RubyGirl	
44	TopWorld	
45	TeachSng	
46	Each Min	
47	ShakenUp	
48	CrocRock	
49	HurryLov	
50	Champion	
51	Jailhous	
	1	

MDB No.	MDB Name
52	Rock&RII
53	HonkyTnk
54	JustU&Me
55	LveSmile
56	Wish I
	BALLAD
57	StayWith
58	DontMiss
59	HiBallad
60	Red Lady
61	IvoryAnd
62	TheWorld
63	Paradise
64	Whisper
65	Woman
66	CndleWnd
67	Fly Away
68	Love You
69	SavingAl
70	InTheDrk
71	Say You
72	Way Were
73	Inspirng
	OLDIES
74	Diana's
75	Tonight
76	SandLter
77	No Rain
78	Ghetto
79	PrettyWm
80	Sherry
81	Sally's
	DANCE & DISCO
82	SkyStars
83	Bad Love
84	PokerPop
85	FevrNite
86	StyAlive
87	Westerly
88	Run Free DISCO
89 90	JoelLife
90	Coupled
91	SingBack
92	Janeiro
94	BoomRoom
94	DontHide
96	RewCraig
97	LondonRU
98	WerUBeen
99	MkeMusic
100	10,2 Sun
100	Trust

MDB No.	MDB Name
102	MarieClb
102	SWING & JAZZ
103	Moon Of
103	Patrol
104	Rhythm
105	CatSwing
100	Misbehav
107	Safari
108	SoWhatIs
103	TimeGone
111	TasteHny
112	Two Foot
112	Blk&Whte
113	EnterRag
114	TakeFour
116	Birdland
117	MistyFln
117	COUNTRY
118	OnTheRd
110	BlueSong
119	InMyMind
120	RoadHome
121	GreenGrs
122	EverNeed
123	Lucille
124	Tennesse
125	LATIN
126	LoveAmor
127	Brasil
128	ChryPink
129	MyShadow
130	BosaWave
131	DntWorry
132	I'm Pola
133	Mambo Jm
134	One Note
135	PasoCani
136	Beguine
137	Tijuana
138	Puntuali
139	Cielito
140	The Liar
141	Unfrgivn
	ENTERTAINMENT
142	Raindrop
143	Califrag
144	CatMemry
145	MyPrince
146	Showbiz
140	JinglBel
148	SilentNt
140	Christms
145	Favorite
100	

MDB No.	MDB Name
151	RedRdolf
152	Moon WIz
153	AroundWd
	WALTZ & TRAD
154	DadClock
155	RockBaby
156	SomeLara
157	Doodah!
158	Dreamer
159	Birthday
160	Sunshine
161	Tex Rose
162	ThePolka
163	Yankee's
164	DanubeWz
165	D'amor
166	Reine de
167	MnchHaus
168	Comrades
169	Van Maas
170	ClariPka

Effect Type List

Harmony Types

No.	Harmony Type	Description	
001	Duet		
002	Trio	If you want to sound one of the harmony types 01-05, play keys to the right side of the Split Point	
003	Block		chords in the left side of the keyboard after turning Auto Accompaniment on. One, two
004	Country		of harmony are automatically added to the note you play. When playing back a Song chord data, harmony is applied whichever keys are played.
005	Octave		
006	Trill 1/4 note		
007	Trill 1/6 note		-
008	Trill 1/8 note	<u>ل</u>	If you keep holding down two different notes, the notes alternate (in a trill)
009	Trill 1/12 note	3	continuously.
010	Trill 1/16 note	A	(The trill speed differs depending on the selected type.)
011	Trill 1/24 note	F	_
012	Trill 1/32 note	R	-
013	Tremolo 1/4 note		
014	Tremolo 1/6 note	3	-
015	Tremolo 1/8 note	<u>ل</u>	
016	Tremolo 1/12 note		If you keep holding down a note, the note is repeated continuously. (The repeat speed differs depending on the selected type.)
017	Tremolo 1/16 note	ß	
018	Tremolo 1/24 note	Ĩ	
019	Tremolo 1/32 note	A	
020	Echo 1/4 note		
021	Echo 1/6 note		+
022	Echo 1/8 note	<u>ل</u>	+
023	Echo 1/12 note		If you play a note, echo is applied to the note played. (The echo speed differs depending on the selected type.)
024	Echo 1/16 note	A	
025	Echo 1/24 note		+
026	Echo 1/32 note	Å	+

Arpeggio Types

	pes
Arpeggio No.	Arpeggio Name
027	UpOct
028	DownOct
029	UpDwnOct
030	
	SynArp1
031	SynArp2
032	SynArp3
033	SynArp4
034	SyncEcho
035	PulsLine
036	StepLine
037	Random
038	Down&Up
039	SuperArp
040	AcidLine
041	TekEcho
042	VelGruv
043	Planet
044	Trance1
045	Trance2
046	Trance3
047	ChordAlt
048	SynChrd1
049	SynChrd2
050	Syncopa
051	Hybrid1
052	Hybrid2
053	Hybrid3
054	Hybrid4
055	Hybrid5
056	
	PfArp1
057	PfArp2
058	PfArp3
059	PfArp4
060	PfClub1
061	PfClub2
062	PfBallad
063	PfChd8th
064	EPArp
065	PfShufle
066	PfRock
067	Clavi1
068	Clavi2
069	RocknPf
070	70RockPf
071	SlowfIPf
072	SoulPf
-	
073	ChordUp
074	ChdDance
075	LatinRck
076	Salsa1
077	Salsa2
078	
	Reggae1
079	Reggae2
080	Reggae3
081	6/8R&B
082	Gospel
083	BalladEP
084	Strum1
085	Strum2
086	Strum3
087	Strum4
088	
	Pickin1
089	Pickin2
090	Funky

A	A
Arpeggio No. 091	Arpeggio Name
091	GtrChrd1 GtrChrd2
092	GtrChrd3
093	GtrArp
095	FngrPck1
096	FngrPck2
097	CleanGtr
098	Slowfl
099	Samba1
100	Samba2
101	Spanish1
102	Spanish2
103	Harp1
104	Harp2
105	FngrBas1
106	FngrBas2
107	FngrBas3
108	CoolFunk
109	SlapBass
110	AcidBas1
111	AcidBas2
112	FunkyBas
113	CmbJazB1
114	CmbJazB2
115	CmbJazB3
116	NewR&BBs
117	HipHopBs
118	SmoothBs
119	DreamBas
120 121	TranceBs LatinBas
121	Strings1
122	Strings2
123	Strings3
125	Strings4
126	StrngDwn
127	StrngUp
128	OrcheStr
129	Jupiter
130	Pizz1
131	Pizz2
132	BrasSec1
133	BrasSec2
134	BrasSec3
135	FunkBras
136	SoulReed
137	DiscoLd
138	SmoothPd
139	PercArp
140	Ethnic
141	Cresendo
142 143	DiscoCP Perc1
143	Perc1 Perc2
144	Perc2 R&B
145	Funk1
146	Funk2
147	Funk3
149	Soul
149	ClscHip
151	Smooth
152	NewGospl
153	CmbJazz1
154	CmbJazz2
r	

Arpeggio No.	Arpeggio Name
155	Bebop
156	JazzHop
157	FolkRock
158	Unpluggd
159	НірНор
160	Trance
161	Dream
162	2 Step
163	ClubHs1
164	ClubHs2
165	EuroTek
166	House
167	Ibiza1
168	Ibiza2
169	Ibiza3
170	Garage
171	Samba
172	African
173	Latin
174	China
175	Indian
176	Arabic

• When playing one of the Arpeggio Types 143 to 176, select the corresponding Voice below as the Main Voice.

143–173: Select a Drum Kit (Voice No.242–252).

174 (China): Select "StdKit1 + Chinese Perc." (Voice No.253).

175 (Indian): Select "Indian Kit 1" (Voice No.254) or "Indian Kit 2" (Voice No.255).

176 (Arabic): Select "Arabic Kit" (Voice No.259).

Reverb Types

No.	Reverb Type	Description
01–04	Hall 1–4	Concert hall reverb.
05	Cathedral	Rich reverb simulating the acoustics of a cathedral. Good for pipe organ sounds.
06–08	Room 1–3	Small room reverb.
09–10	Stage 1–2	Reverb for solo instruments.
11–12	Plate 1–2	Simulated steel plate reverb.
13	Off	No effect.

Chorus Types

No.	Chorus Type	Description
1–3	Chorus 1–3	Conventional chorus program with rich, warm chorusing.
4–5	Flanger 1–2	This produces a rich, animated wavering effect in the sound.
6	Off	No effect.

NOTE

Some Styles/Songs may have types that are not listed above.
 The Reverb/Chorus Type is reset when you select another Style/Song.

DSP Types

No.	DSP Type	Description	
01	Dual Rotary Speaker Bright Slow		
02	Dual Rotary Speaker Bright Fast		
03	Rotary Speaker Slow	Simulates a rotary speaker.	
04	Rotary Speaker Fast		
05	Small Stereo Distortion	Stereo distortion for guitar. Setting for distortion sound.	
06	Small Stereo Overdrive	Stereo distortion for guitar. Setting for overdrive sound.	
07	Small Stereo Vintage Amp	Stereo distortion for guitar. Setting for vintage sound.	
08	British Combo Classic	British combo amp simulator. Setting for classic sound.	
09	British Combo Top Boost	British combo amp simulator. Setting for "TOP BOOST" sound.	
10	British Combo Heavy	British combo amp simulator. Setting for heavy sound.	
11	British Legend Blues	British stack amp simulator. Setting for blues sound.	
12	British Legend Heavy	British stack amp simulator. Setting for heavy sound.	
13	British Legend Clean	British stack amp simulator. Setting for clean sound.	
14	Stereo Amp Sim Crunch	Otana ann ainstatan	
15	Stereo Amp Sim Blues	Stereo amp simulator.	
16	Chorus 1		
17	Chorus 3	Convertional charge program with rich warm chargeing	
18	Chorus 4	 Conventional chorus program with rich, warm chorusing. 	
19	Chorus 5		
20	Celeste 2	A 3-phase LFO adds modulation and spaciousness to the sound.	
21	Symphonic	Adds more stages to the modulation of Celeste.	
22	Flanger1	Creates a sound similar to that of a jet airplane.	
23	Vintage Phaser Stereo	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	
24	Phaser	Cyclically modulates the phase to add modulation to the sound.	
25	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	
26	Auto Wah	Cyclically modulates the center frequency of a wah filter.	
27	Auto Wah + Distortion	Distortion can be applied to the output of Auto Wah.	
28	Clavi Touch Wah	Clavinet Touch Wah	
29	Tremolo		
30	E-Piano Tremolo	Rich Tremolo effect with both volume and pitch modulation.	
31	Guitar Tremolo		
32	Ensemble Detune	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	

No.	DSP Type	Description
33	Tempo Auto Pan	Tempo-synchronized auto pan.
34	Echo	Two delayed sounds (L and R), and independent feedback delays for L and R.
35	Cross Delay	The feedback of the two delayed sounds is crossed.
36	Compressor Medium	Compressor with medium setting.
37	3Band EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.
38	Harmonic Enhancer	Adds new harmonics to the input signal to make the sound stand out.

			PSR-E373, YPT-370	PSR-EW310	
Product Name	1			eyboard	
Size/Weight	Dimensions (W x D x H)		945 mm x 369 mm x 118 mm (37-3/16" x 14-1/2" x 4-5/8")	1151 mm x 369 mm x 118 mm (45-5/16" x 14-1/2" x 4-5/8")	
Voices Effects Accompaniment Styles Songs (MIDI) Functions Storage and Connectivity	Weight		4.6 kg (10 lb 2 oz) (not including batteries)	5.4 kg (11 lb 14 oz) (not including batteries)	
	Keyboard	Number of Keys	61	76	
	Keyboard	Touch Response	Soft, Medium	, Hard, Fixed	
Size/Weight Control Interface Voices Effects Accompaniment Styles Songs (MIDI) Functions Storage and		Туре	LCD		
Control Internace	Display	Backlight	Ye	es	
		Language	Eng	llish	
	Panel	Language	Eng	lish	
	Tone Generation	Tone Generation Technology	AWM Stere	o Sampling	
Valaaa	Polyphony (max.)		4	8	
Voices	Preset	Number of Voices		22 m/SFX kits + 20 Arpeggio + æ Voices)	
	Compatibility		GM/>	Glite	
		DSP	38 ty		
	Types	Reverb		/pes	
	ijpes	Chorus	5 ty		
		Master EQ	6 ty		
		Dual		es	
Effects		Split		es	
		Sustain		es	
	Functions	Harmony	26 t		
		Arpeggio		ypes	
		Melody Suppressor		es	
		Articulation	Yes (11 Super Artic		
		Number of Styles		05	
	Preset	Fingering		Smart Chord, Multi finger	
		Style Control	ACMP ON/OFF, SYNC START, START/STOP, INTRO/ENDING/rit., MAIN/AUTO FILL		
Accompaniment Styles	External Styles		10		
	Music Database		17	70	
	Other Features	One Touch Setting (OTS)	Yes		
	Compatibility	(013)	Style File Fo	ormat (SFF)	
	Preset	Number of Preset Songs	15	54	
	Fieset	Number of Songs	(including Touch Tutor: 10, Chord	Study: 12, Chord Progression: 30)	
Sanga (MIDI)	Recording	Number of Tracks			
Songs (IVIIDI)	necording	Data Capacity	Approx. 10	-	
		Playback	SMF Forn		
	Format	Recording	Original F		
	Lesson		KEYS TO SUCCESS, Lesson 1 Phrase Repeat, A-B Repeat, (Chord Study, Ch	–3 (Listening, Timing, Waiting), Chord Dictionary, Touch Tutor, nord Progression	
	USB Audio (USB	TO HOST)	44.1 kHz, 1	6 bit, stereo	
	Registration Memory	Number of Buttons	9	9	
Functions		Metronome		98	
		Tempo Range		280	
	Overall Controls	Transpose		0 to +12	
		Tuning	427.0-440.0-453.0 Hz (a		
		Duo		es	
	Miscellaneous	PIANO Button		Grand Button)	
	Storage	Internal Memory		1.4 MB	
		DC IN		V	
		Headphones/Output	Standard stereo phone ja		
Connectivity	Connectivity	Sustain Pedal		9S	
		AUX IN	Yes (Stereo mini jack) Yes		
	Amplificat	USB TO HOST			
Sound System	Amplifiers		2.5 W -		
	Speakers		12 Cr	n x 2	

Power Supply	Power Supply	AC Adaptor	Users within U.S or Europe: PA-130 or an equivalent recommended by Yamaha Others: PA-3C,PA-130 or an equivalent recommended by Yamaha
		Batteries	Six 1.5 V "AA" size alkaline (LR6), manganese (R6) or six 1.2 V "AA" size Ni-MH rechargeable batteries (HR6)
	Power Consumption		5 W (When using PA-130 AC adaptor)
	Auto Power Off		Yes (Time can be set)
Included Accessories			 Music rest Owner's Manual AC adaptor *1 (PA-130 or an equivalent recommended by Yamaha) Online Member Product Registration *1: May not be included depending on your particular area. Please check with your Yamaha dealer.
Separately Sold Accessories (May not be available depending on your area.)		your area.)	 AC adaptor: Users within U.S or Europe: PA-130 or an equivalent recommended by Yamaha Others: PA-3C, PA-130 or an equivalent recommended by Yamaha Keyboard stand: L-2C Headphones: HPH-50/HPH-100/HPH-150 Footswitch: FC4A/FC5

* The contents of this manual apply to the latest specifications as of the publishing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.

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Information for users on collection and disposal of old equipment and used batteries:



These symbols on the products, packaging, and/or accompanying documents mean that used electrical and electronic products and batteries should not be mixed with general household waste.

For proper treatment, recovery and recycling of old products and used batteries, please take them to applicable collection points, in accordance with your national legislation.

By disposing of these products and batteries correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.

For more information about collection and recycling of old products and batteries, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

These symbols are only valid in the European Union. If you wish to discard these items, please contact your local authorities or dealer and ask



For business users in the European Union: If you wish to discard electrical and electronic equipment, please contact your dealer or supplier for further information.



for the correct method of disposal. Note for the battery symbol (bottom two symbol examples):

Information on Disposal in other Countries outside the European Union:

This symbol might be used in combination with a chemical symbol. In this case it complies with the requirement set by the EU Battery Directive for the chemical involved.

(weee_battery_eu_en_02)

LIMITED 1-YEAR WARRANTY ON PORTABLE KEYBOARDS (NP, PSRE, PSREW, PSRF, PSRI, PSS, SHS, EZ, DGX230, DGX530, YPG AND YPT SERIES)

Thank you for selecting a Yamaha product. Yamaha products are designed and manufactured to provide a high level of defect-free performance. Yamaha Corporation of America ("Yamaha") is proud of the experience and craftsmanship that goes into each and every Yamaha product. Yamaha sells its products through a network of reputable, specially authorized dealers and is pleased to offer you, the Original Owner, the following Limited Warranty, which applies only to products that have been (1) directly purchased from Yamaha's authorized dealers in the fifty states of the USA and District of Columbia (the "Warranted Area") and (2) used exclusively in the Warranted Area. Yamaha suggests that you read the Limited Warranty thoroughly and invites you to contact your authorized Yamaha dealer or Yamaha Customer Service if you have any questions.

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If you have any questions about service received or if you need assistance in locating an authorized Yamaha Servicer, please contact:



CUSTOMER SERVICE Yamaha Corporation of America 6600 Orangethorpe Avenue, Buena Park, California 90620-1373 Telephone: 800-854-1569 www.yamaha.com

Do not return any product to the above address without a written Return Authorization issued by YAMAHA.

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for customers in European Economic Area (EEA) and Switzerland	Tärkeä Ilmoitus: Takuutiedot Euroopan talousalueen (ETA) [*] ja Sveitsin asiakkaille Tämän Yamah-uuotieon sekä ETA-alueen ja Sveitsin takuuta koskevat yksityiskohtaiset tiedot saatte alla olevasta nettosoit- teesta. (Mosettava noteon saatavissa sivustollamme.) Voitte myös oita yhtyytä paikalliseen Yamah-adustajaan. "ETA: Euroopan takuusalue
Important Notice: Guarantee Information for customers in EEA* and Switzerland	Ważne: Warunki gwarancyjne obowiązujące w EOC*1 Szwajcanti
Ground Cetalade guarantee information about this Yanaha product, and Pan-EEA* and Switzerland warranty service, please either	Aby dowaciańce się wierej na nenat waunckwa gwarancyjnych apo produku imy Yamaha i serwisu gwarancyjneg w czym
visit the weblate address below (Printable file is available at our website) or contact the Yanaha representative office for your	Szwajcani, inakży odwieckić wskazaną poniej stronę intenetoną (Pik gotowy do wydruku znjeduje się na nazcji stronie internetowej)
county. * EEA: European Economic Alexa	Do skondokome się przedstawidatowe imy Yamała w swolin kaju. "EOO- Europsjelo fotszał Gospodarczy
Wichtiger Hinweis: Garantie-Information für Kunden in der EWR [,] und der Schweiz	Doliežtitė cznámeni: Záručni informace pro zákazniky v EHS ⁺ a ve Švýcansku
Einrahere Garantie-Information für Kunden in der EWR [,] und der Schweize Garantiesenber bestuchen	Podrobné záruční informace o tomo produku Yamaha záručním servisu v odelm EHS ⁺ a ve Švýcansku naleznete na níze
Sie bitte entweder die folgend angegebene Internatiederse (eine dunckfähige Versich befindet sich auch auf unserer Webseite), oder	uvedené webové adrese (soubor ktisku) je dostupný na našich webových stráhkách) nebo se múzele obrátit na zastoupení firmy
werden föst on anden für fanz ustaktiongen Fannah-vertreb. ErVR: Europasischer Wirtschaftsagut	Yamaha ve své zamí. EHS: Envojství hospodátský proslov
Remarque importante: informations de garantie pour les clients de l'EEE et la Suisse Français Pour des informations plus delabes sur la garantie pour les clients de l'EEE et la Suisse Pour des informations plus delabes sur la garantie de ce produit "Aname et eur le service de garantie applicable dans l'ensemble de l'EEE ainsi que Suisse, consultez notre site Web à l'adresse ci-dessous (la fichier imprimable est disponible sur notre site Web) ou contactez directement "Yamanta dans voire pays de résidenca." EEE: Espace Economique Européen	Fontos figyelmeztekis: Garancia-információk az EGT* területén és Svájcban ellő vásárlók számára Másybri A jelen Yameha lenneker oronatozó részbens garancia-információk, valamint az EGT* es Svájces telhejődő garancia szogálatak skintelében keresse fel velbelyűnek az alabbi címen (a webhejen nyomatható fáll is talál), vagy pedig lépjen kepseletha az országban minűdő v Amelia kepivéleteli indékel. "EGT: Európai Gazaelagi Térség
Belangrijke mededeling: Garantie-informatie voor klanten in de EER* en Zwitserland Nodottands voor gedaalieden garantie-informatie voor dit Yanaha-product en de garantieservice in held de EER* en Zwitserland, gaat u voor gedaalieden de garantieservice in held de EER* en Zwitserland, gaat u voor gedaalieden voor die Yanaha-product en de garantieservice in held de EER* en Zwitserland, gaat u voor gedaalieden voor die TS- Europeas Economische Runne van Yanaha in walnd. "Er Europeas Economische Runne	Oluline märkus: Garantitleave Euroopa Majanduspitrkonna (EMP)* ja Šveitsi killentidele Easti kkol Tärsema teabe saamiseks seale Yamaha tonde garanti ning kogu Euroopa Majanduspitrkonna ja Šveitsi garantiteeninduse koha Küsstege palun veebiselii alijõgneval aadresel (meie saidi on saadaval pindilav fal) või põõrduge Teie regioon Yamaha seinduse poola. "Elis Euroopa Majanduspitrkond
Aviso importante: información sobre la garantia para los clientes del EEE [,] y Suiza Español Para una información detatada sobre este producto Yanantar y sobre el sponde de garantia en la zona EEE [*] y Suiza, visite la dirección web que se incluye más abajo (la version del archino para imprimir esta disponible en nuesto sito web) o póngase en contacto con el prepresentante de Yanantar su país. "EEE: Españo Económico Europeo	Svarigs pazitojums: garantijas informācija klientiem EEZ* un Šveicē Laistotās pazitojums: garantijas informācija klientiem EEZ* un Šveicē Lai sopenu dealacitu garantijas informācija par šo Yanaha poduktu, kar garantijas apkabošanu EEZ* un Šveicē, līdztu, apmekkējiet zemāk norādīto timekļa vientes adres (timekļa viente ir pieejams drukājams fals) vai sazinieties ar līsu vasiti apkabojošo Yanaha padakojošo Yanaha patāvienčuu. E.E.Z. EIZ. EIG. sterose Ekonomikas zona
Avviso importante: informazioni sulla garanzia per i clienti residenti nell'EEA* e in Svizzera Italiano	Démosio: informacija del garantijos pirkėjams EEE ⁺ ir Šveicarijoje
Per informazioni distrigates attale garanzia regivea a questo prodotto Yanaha e l'assistenza nel paesa EEA* e in	Lietrakia išsemus informacijas apie ši, Yamaha ⁺ produkta ir jo techninę prežiurą visoje EEE ⁺ ir Šveicarijoje, apslankyklite mūsų
Svizzera, potete consultare 1 sito Web all'Indrizzo riportato di seguito (e disponible if fle in formato stampable) oppure contatare	sveitanėje tolau rurodytu adresų (sveitinėje yra spausdintinas fallas) atba kreipklitės į. Yamaha ⁺ atstorybę avo šalai.
l'Unicio di rappresentanza adei defla Yanaha EEA* Area Economica Econopea	"EEE – Europos daktominė etoku
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Σημαντική σημείωση: Πληροφορίες εγγύησης για τους πελάτες στον ΕΟΧ' και Ελβετία Ελλητικά	Pomembno obvestilo: Informacije o garanciji za kupce v EGP" in Švici
Το λιτηυριερίες την Ποροφορίες εγγύησης χρετικά με το πορών πούον της Yannaha και την κάλυμη εγγύησης σε άλες τις χρώρες του	Za podobnejše informacije o tem Vamahimen tedaku tre garancijskem servisu v rebrinen EGP in Švici. običkile
ΕΟΧ και την Ελβετία, επισκερτίει την παρακάτιω εποσιλάδια (Εκτυπώσημη μορφή όλαι διαθέσμη στην ιστοσιλάδια μος) ή	spleno mestu, ki je navedeno spodaj (natejliva datoteka je na vojo na našem splenem mestu), ali se obmite na Vamahinega
απειθυνθατέ στην αντητινοπιτίοτης Yannaha στη χώρα σας, "ΕΟΧ' Ειρωποιάκς Οικουρικός Χώρος.	predstavnika v soji trakar. EGP: Encropski gospodraski postor
Viktigt: Garantiinformation för kunder i EES-området ² och Schweiz	Важно съобщение: Информация за гаранцията за клиенти в ЕИП* и Шейчария Българсиизыи
För detallagend information om denna Yamahaprototakt samt garantiservice i hela EES-området ⁴ och Schweiz kan du antingen	За подроба ниформация за гаранцията за клиенти в ЕИП* и Шейчария
besöka nedanstäende verbaddress (en utskriftsvåhg fil finns på webbplateen) eller kontakta Yamahas officiella representant i	Вип* и Шейчария или посятете посочения по-ролу че балят (на нашия чеб сайт има файл за печат), или се свържете с
ditt land. FES Europeaks Samtobiserområdet	представителия офина ча Паляй ва вышата страка. "Е ИП. Екропейско килоничено послуднята и се свържете с
Viktig merknad: Garantiinformasjon for kunder i EOS* og Sveits Sveits Detaljent garantiinformasjon om delte Yannah-spotukist og garantiservice for hele EOS-området* og Sveits kan fås enten ved å besøke metadressen nedendre (utskriftsversjon finnes på våre nettsidet) eller kontakte kontakte Yamah-kontoret i landet der du bor. FEOS to strucpelseke kontomiske samtehelsformrådet	Notificare importantă: înformații despre garanție pentru clienții din SEE' și Elveția Limita română Pentru informații detalate privind acest produs Yamaha și serviciul de garanție Pan-SEE' și Elveția, vizitați sia-ul la adreas de ma jos (fișterul imprimatel este dispontel pe site-ul nostru) seu contacteți birol reprezentanței Yamaha din țara dumneavoastră. * SEE: Septul conomic luropean
Vigtig oplysning: Garantioplysninger til kunder i EØO [*] og Schweiz	Važna obavljesti informacije o jamstvu za države EGP-a i Švicanske
De kan finde deplerede garantiophysninger om daten Yamalhe-protekt og den fielles garantisen/recordning for EOO* (og Schweiz)	Za detalne informacije o jamstvu za ovaj Yamahin proizvod te jamstvenom servisu za cijeli EGP i Švicansku, molimo Vas da
ved at besøge det websted, der er angivet nedenfor (der findes en fit, som kan udskrives, på vores websted), eller ved at kontakte	posjetite wab-stranicu navedenu u nastavku ili kontaktirate ovlaštenog Yamahinog dobavljača u svojoj zamlji.
Yamalvas rottoader forprætention/skoling i odet hand, hvor De box. "EØO: EUE Europæiske ØKonomiske Område	• EGF : Europski gostodorski protoki

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