

■ **DIGITAL WORKSTATION**

■ ***PSR-A2000***  
■ **اوربیتال**

■ **Owner's Manual**

Thank you for purchasing this Yamaha Digital Workstation!

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

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

Before using the instrument, be sure to read "PRECAUTIONS" on pages 6-7.

# SPECIAL MESSAGE SECTION

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

**WARNING:** Do not place this product in a position where anyone could walk on, trip over, or roll anything over power or connecting cords of any kind. The use of an extension cord is not recommended! If you must use an extension cord, the minimum wire size for a 25' cord (or less) is 18 AWG. NOTE: The smaller the AWG number, the larger the current handling capacity. For longer extension cords, consult a local electrician.

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

## **SPECIFICATIONS SUBJECT TO CHANGE:**

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

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

**IMPORTANT:** The louder the sound, the shorter the time period before damage occurs.

Some Yamaha products may have benches and / or accessory mounting fixtures that are either supplied with the product or as optional accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using.

Benches supplied by Yamaha are designed for seating only. No other uses are recommended.

## **NOTICE:**

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

## **ENVIRONMENTAL ISSUES:**

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

## **Battery Notice:**

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

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

When installing batteries, never mix old batteries with new ones, and never mix different types of batteries. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

## **Warning:**

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

## **Disposal Notice:**

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

## **NAME PLATE LOCATION:**

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

**Model**

---

**Serial No.**

---

**Purchase Date**

---

# PLEASE KEEP THIS MANUAL

92-BP (bottom)

# About the Manuals

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This instrument has the following documents and instructional materials.

## Included Documents



### Owner's Manual (this book)

Contains overall instructions for using your PSR-A2000. The function instructions are divided into the two following sections for convenient use.

- **Basic Operations:**

Provides overall explanations of the PSR-A2000 basic functions.

- **Advanced Features:**

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

\* Each chapter in the Advanced Features section corresponds to the relevant chapters in the Basic Operations section.

## Online Materials (Downloadable from the web)

The following instructional materials are available for downloading from the Yamaha Manual Library. Access the Yamaha Manual Library, then enter your model name (PSR-A2000, for example) in the Model Name area to search the manuals.

**Yamaha Manual Library** <http://www.yamaha.co.jp/manual/>



### Data List

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



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

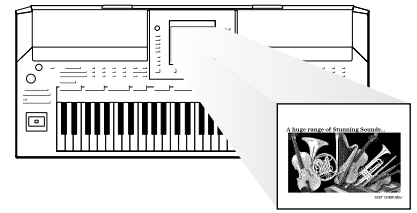
If you want to know more about MIDI and how to use it, refer to this introductory book.

- The illustrations and LCD screens as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
- The example Operation Guide displays shown in this Manual are in English.
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
- Apple, Mac and Macintosh 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.

# Welcome to Digital Workstation

## Explore the Demos *Starting Up*

The Demos showcase the variety of stunning Voices and Styles on the instrument, and give you hands-on experience using it.

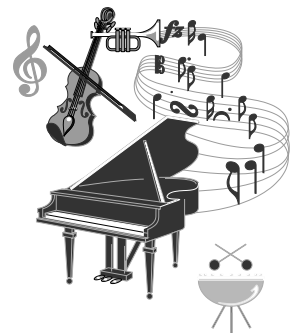


## Play a Wide Variety of Instrument Voices *Chapter 1 Voices*

This instrument provides you with an exceptionally wide variety of authentic sounding instrument Voices, not only piano Voices but also many others including Oriental Voices. Musical expression of those Voices is enhanced in combination with the newly added joystick. You can also expand your creative possibilities further by installing more Voices.

### VOICE

- |                                   |   |  |                                       |   |
|-----------------------------------|---|--|---------------------------------------|---|
| <input type="checkbox"/> PIANO    | <input type="checkbox"/> GUITAR & BASS    | <input type="checkbox"/> ORGAN & ACCORDION | <input type="checkbox"/> CHOR & PAD   | <input type="checkbox"/> ORIENTAL         |
| <input type="checkbox"/> E. PIANO | <input type="checkbox"/> SAXOPHONE        | <input type="checkbox"/> TRUMPET           | <input type="checkbox"/> SYNTH. & FX  | <input type="checkbox"/> PERC. & DRUM KIT |
| <input type="checkbox"/> STRINGS  | <input type="checkbox"/> FLUTE & WOODWIND | <input type="checkbox"/> BRASS             | <input type="checkbox"/> ORGAN FLUTES | <input type="checkbox"/> EXPANSION/USER   |



## Perform Along with a Backing Band *Chapter 2 Styles*

Playing a chord with your left hand automatically plays the auto accompaniment backing (Style function). Select an accompaniment style — such as pop, jazz, Oriental, and various other music genres in the world — and let the instrument be your backing band!

Moreover, this instrument lets you add a greater selection of Styles to fit your preferences or performance technique.

### STYLE

- |                                     |   |  |  |
|-------------------------------------|---|--|--|
| <input type="checkbox"/> POP & ROCK | <input type="checkbox"/> SWING & JAZZ     | <input type="checkbox"/> ARABIC & MAGHREBI | <input type="checkbox"/> TURKISH & GREEK |
| <input type="checkbox"/> BALLAD     | <input type="checkbox"/> LATIN & BALLROOM | <input type="checkbox"/> KHALIGI           | <input type="checkbox"/> WORLD           |
| <input type="checkbox"/> DANCE      | <input type="checkbox"/> ENTERTAINMENT    | <input type="checkbox"/> IRANIAN           | <input type="checkbox"/> EXPANSION/USER  |



## Play Along with Song Data *Chapter 3 Songs*

### Playing Back Songs .....page 57

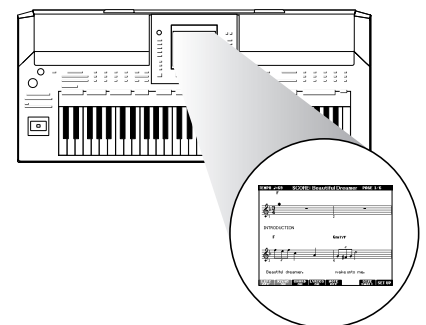
Play along with a Song data, and fill out your solo performance with the sounds of an entire band or orchestra. Enjoy a wide variety of songs — commercially available music data or preset songs.

### Displaying Music Score .....page 60

While playing back a Song, you can have the music score (notation) automatically shown on the display — an exceptionally convenient tool for learning and practicing pieces.

### Recording Your Performance .....page 64

The instrument lets you easily record your own performance and save it to internal memory or a USB flash memory. The instrument also lets you listen back to your performance, and further edit it or utilize it for your music production.



## Add Phrases and Rhythms to Your Performance *Chapter 4 Multi Pads*

The instrument can add spice to your performance with short phrases and rhythms.



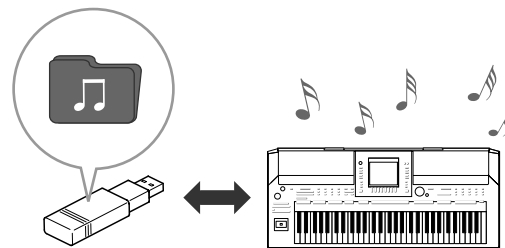
## Call Up the Ideal Voice and Style for Each Song *Chapter 5 Music Finder*

By using the convenient Music Finder function, you can call up the ideal panel settings including the most suitable Voice, Style, effects, etc. for each song. By registering the Song/audio data saved in various places into Music Finder, the instrument can call up song data easily from the song title.

## Audio Playing and Recording from USB Flash Memory *Chapter 7 USB Audio*

Audio files (WAV) stored to USB flash memory can be played back on the instrument.

Moreover, you can record your performance as audio data to a USB flash memory device.



## Set your Original Scales *Chapter 9 Oriental Scales*

The Oriental Scales feature lets you simply and easily change the pitches of specific notes and create your own scales. The settings can be stored for instant recall, whenever you need them.

# PRECAUTIONS

## PLEASE READ CAREFULLY BEFORE PROCEEDING

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



### WARNING

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

#### Power supply/AC power adaptor

- Do not place the power cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.
- 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 197) 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, place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the instrument, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- Never insert or remove an electric plug with wet hands.

#### Fire warning

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

#### If you notice any abnormality

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



### CAUTION

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

#### Power supply/AC power adaptor

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

#### Location

- Do not place the instrument in an unstable position where it might accidentally fall over.
- Do not place objects in front of the instrument's air vent, since this may prevent adequate ventilation of the internal components, and possibly result in the instrument overheating.
- Before moving the instrument, remove all connected cables.
- 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 the stand, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

## Connections

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

## Handling caution

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

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

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

Even when the power switch is in standby status, 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.

# Notices and Information

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## NOTICE

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

### ■ Handling and Maintenance

- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise.
- Do not 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 discoloration, 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.
- When cleaning the instrument, use a soft cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

### ■ Saving data

#### Saving and backing up your data

- Edited Songs/Styles/Voices/Multi Pads and MIDI settings are lost when you turn off the power to the instrument. Save the data to the USER tab display (page 66), USB storage device (USB flash memory, etc.).
- Data in the USER tab display may be lost due to malfunction or incorrect operation. Save important data to a USB storage device.

**When you change settings in a display page and then exit from that page, Data other than above (edited Songs/Styles/Voices/Multi Pads and MIDI settings, etc.) is automatically stored. However, this edited data is lost if you turn off the power without properly exiting from the relevant display.**

#### Backing up the USB storage device

- To protect against data loss through media damage, we recommend that you save your important data onto two USB storage devices.

## 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 computer programs and contents in which Yamaha owns copyrights or with respect to which it has license to use others' copyrights. Such copyrighted materials include, without limitation, all computer software, style files, MIDI files, WAVE data, musical scores and sound recordings. Any unauthorized use of such programs and contents outside of personal use is not permitted under relevant laws.  
Any violation of copyright has legal consequences. **DON'T MAKE, DISTRIBUTE OR USE ILLEGAL COPIES.**

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

- Some of the preset songs have been edited for length or arrangement, and may not be exactly the same as the original.
- This device is capable of using various types/formats of music data by optimizing them to the proper format music data for use with the device in advance. As a result, this device may not play them back precisely as their producers or composers originally intended.
- The bitmap fonts used in this instrument have been provided by and are the property of Ricoh Co., Ltd.
- This software includes a module developed by the Independent JPEG Group.
- The kanoon, santur, harp and oud, shown in the displays of the PSR-A2000, are on display at the Hamamatsu Museum of Musical Instruments.



# Included Accessories

- Music Rest
- AC Power Adaptor
  - \* May not be included depending on your particular area. Please check with your Yamaha dealer.
- Owner's Manual
- My Yamaha Product User Registration
  - \* The PRODUCT ID on the sheet will be needed when you fill out the User Registration form.

## The instrument is compatible with the following formats.



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



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



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



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



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

# Contents

About the Manuals .....	3
<b>Welcome to Digital Workstation</b> .....	<b>4</b>
Notices and Information .....	8
Included Accessories .....	9
<b>Panel Controls</b> .....	<b>12</b>
<b>Starting Up</b> .....	<b>14</b>
Powering Up .....	14
Attaching the Music Rest .....	15
Using Headphones .....	16
Changing the Display Language .....	16
Adjusting the Contrast of the Display .....	17
Entering the Owner Name in the Opening Display .....	17
Playing the Demos .....	18
Display-based Controls .....	19
The Messages Shown in the Display .....	22
Instant Selection of the Displays — Direct Access .....	22
Main Display Configuration .....	23
File Selection Display Configuration .....	25
File Management .....	27
Entering Characters .....	30
Restoring the Factory-programmed Settings .....	31
Data Backup .....	32
<b>Basic Operations</b> .....	<b>33</b>
<b>1 Voices</b> .....	<b>34</b>
<b>– Playing the keyboard –</b> .....	<b>34</b>
Playing Preset Voices .....	34
Expanding Voices .....	39
Transposing the Pitch of the Keyboard .....	41
Using the Joystick .....	42
Applying Voice Effects .....	43
Creating Your Original Organ Flutes Voices .....	45
<b>2 Styles</b> .....	<b>47</b>
<b>– Playing Rhythm and Accompaniment –</b> .....	<b>47</b>
Playing a Style with the Auto Accompaniment .....	47
Operating Style Playback .....	50
Calling up the Panel Settings to Match the Style (Repertoire) .....	52
Appropriate Panel Settings for the Selected Style (One Touch Setting) .....	53
Turning Style Parts On/Off and Changing Voices .....	55
Adjusting the Volume Balance Between the Style and Keyboard .....	56
<b>3 Songs</b> .....	<b>57</b>
<b>– Playing, Practice and Recording Songs –</b> .....	<b>57</b>
Playback of Songs .....	57
Displaying Music Notation (Score) .....	60
Displaying Lyrics (Text) .....	61
Turning Song Channels On/Off .....	62
Practicing the Right-hand Part (Guide Function) .....	62
Repeat Playback .....	63
Recording Your Performance (Quick Recording) .....	64
Saving Files .....	66
<b>4 Multi Pads</b> .....	<b>68</b>
<b>– Adding Musical Phrases to Your Performance –</b> .....	<b>68</b>
Playing the Multi Pads .....	68
Using the Multi Pad Synchro Start Function .....	69
Using Chord Match .....	69
<b>5 Music Finder</b> .....	<b>70</b>
<b>– Calling Up Ideal Setups (Voice, Style, etc.)   for Each Song –</b> .....	<b>70</b>
Selecting the Desired Song from among the Panel Settings .....	71
Searching the Panel Settings .....	71
Registering the Song/Audio data (SONG/AUDIO) .....	72
<b>6 Registration Memory</b> .....	<b>75</b>
<b>– Saving and Recalling Custom Panel Setups –</b> .....	<b>75</b>
Registering Your Panel Setups .....	75
Saving the Registration Memory as a Bank file .....	76
Confirming the Registration Memory Information .....	78
<b>7 USB Audio</b> .....	<b>79</b>
<b>– Playback and Recording Audio Files –</b> .....	<b>79</b>
Playing Back Audio Files .....	79
Recording Your Performance as Audio .....	81
<b>8 Mixing Console</b> .....	<b>83</b>
<b>– Editing the Volume and Tonal Balance –</b> .....	<b>83</b>
Basic Procedure .....	83
Changing Voices and Adjusting Panning/ Volume for Each Part .....	85
Applying Effects to Each Part .....	87
<b>9 Oriental Scales</b> .....	<b>88</b>
<b>– Setting Original Scales –</b> .....	<b>88</b>
Setting Oriental Scales .....	88
Saving the Scale Memory as a Bank File .....	89

<b>10 Connections</b>	
– Using Your Instrument with Other Devices –	<b>91</b>
Connecting Audio Devices.....	91
Connecting a Footswitch/Foot Controller.....	92
Connecting a USB Storage Device.....	93
Connecting to a Computer.....	95
Connecting External MIDI Devices.....	97

<b>11 Utility</b>	
– Making Global Settings –	<b>98</b>
Basic Procedure.....	98

**Advanced Features 99**

<b>1 Voices</b>	
– Playing the Keyboard –	<b>100</b>
Voice Characteristics.....	100
Selecting GM/XG or Other Voices from the Panel.....	101
Effect-Related Settings.....	102
Pitch-Related Settings.....	105
Editing Voices (Voice Set).....	107
Editing Organ Flutes Parameters.....	112

<b>2 Styles</b>	
– Playing Rhythm and Accompaniment –	<b>113</b>
Selecting the Chord Fingering Type.....	113
Style Playback Related Settings.....	115
Split Point Settings.....	117
Memorizing the Original One Touch Setting.....	118
Creating/Editing Styles (Style Creator).....	119

<b>3 Songs</b>	
– Recording Your Performances and Creating Songs –	<b>133</b>
Editing Music Notation Settings.....	133
Editing Lyrics/Text Display Settings.....	135
Using the Auto Accompaniment Features with the Song Playback.....	136
Song Playback Related Parameters (Repeat settings, Channel settings, Guide Function).....	137
Creating/Editing Songs (Song Creator).....	141

<b>4 Multi Pads</b>	
– Adding Musical Phrases to Your Performance –	<b>157</b>
Multi Pad Creating (Multi Pad Creator).....	157
Multi Pad Editing.....	159

<b>5 Music Finder</b>	
– Calling Up Ideal Setups (Voice, Style, etc.) for Each Song –	<b>160</b>
Creating a Set of Favorite Records.....	160
Editing Records.....	161
Saving the Record as a Single File.....	162

<b>6 Registration Memory</b>	
– Saving and Recalling Custom Panel Setups –	<b>163</b>
Disabling Recall of Specific Items (Freeze).....	163
Calling Up Registration Memory Numbers in Order (Registration Sequence).....	164

<b>7 USB Audio</b>	
– Playback and Recording Audio Files –	<b>167</b>

<b>8 Mixing Console</b>	
– Editing the Volume and Tonal Balance –	<b>167</b>
Editing VOL/VOICE Parameters.....	167
Editing FILTER Parameters.....	168
Editing TUNE Parameters.....	169
Editing EFFECT Parameters.....	170
Editing EQ Parameters.....	173

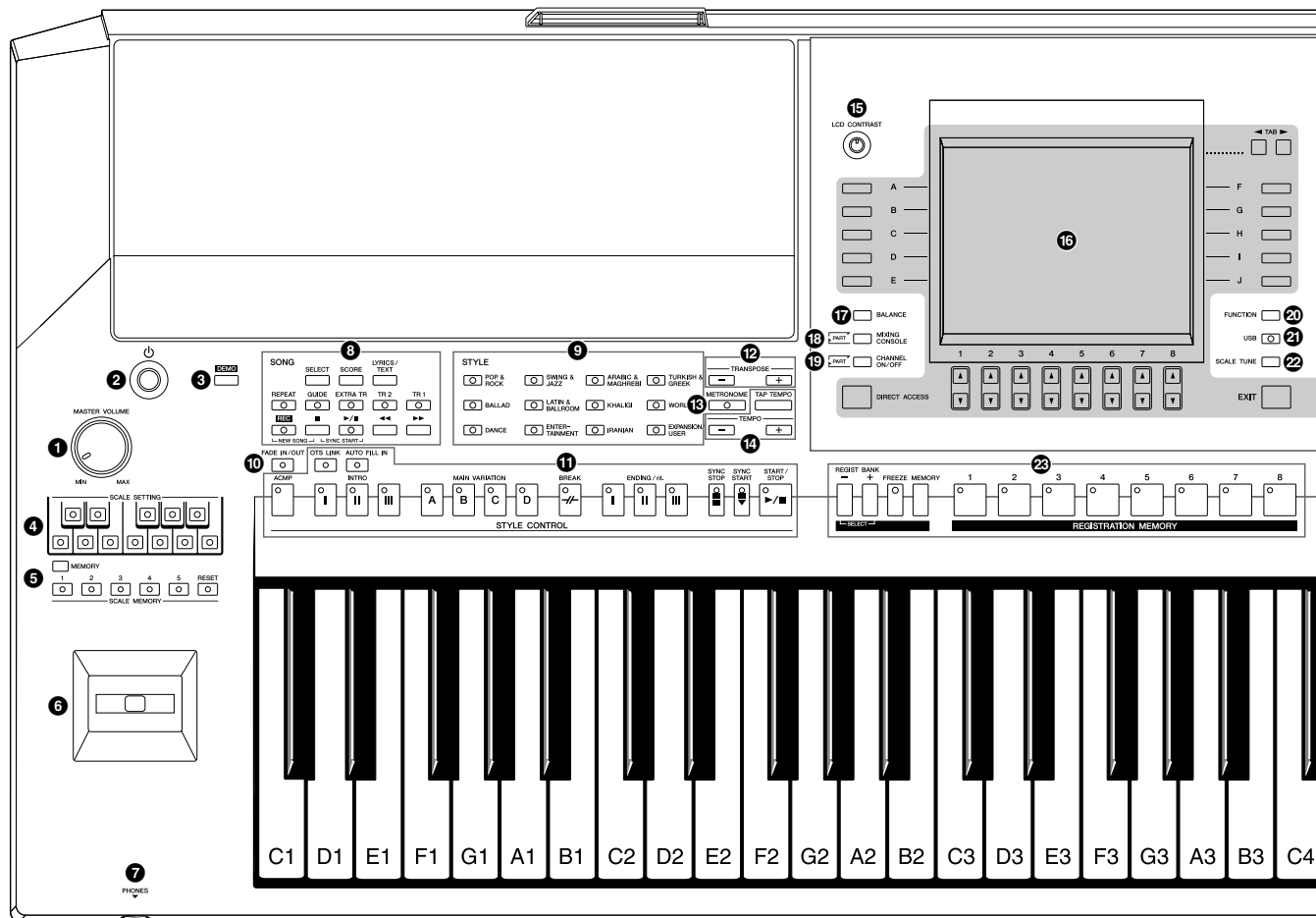
<b>9 Oriental Scales</b>	
– Setting Original Scales –	<b>175</b>

<b>10 Connections</b>	
– Using Your Instrument with Other Devices –	<b>175</b>
Footswitch/Foot Controller Settings.....	175
MIDI Settings.....	179

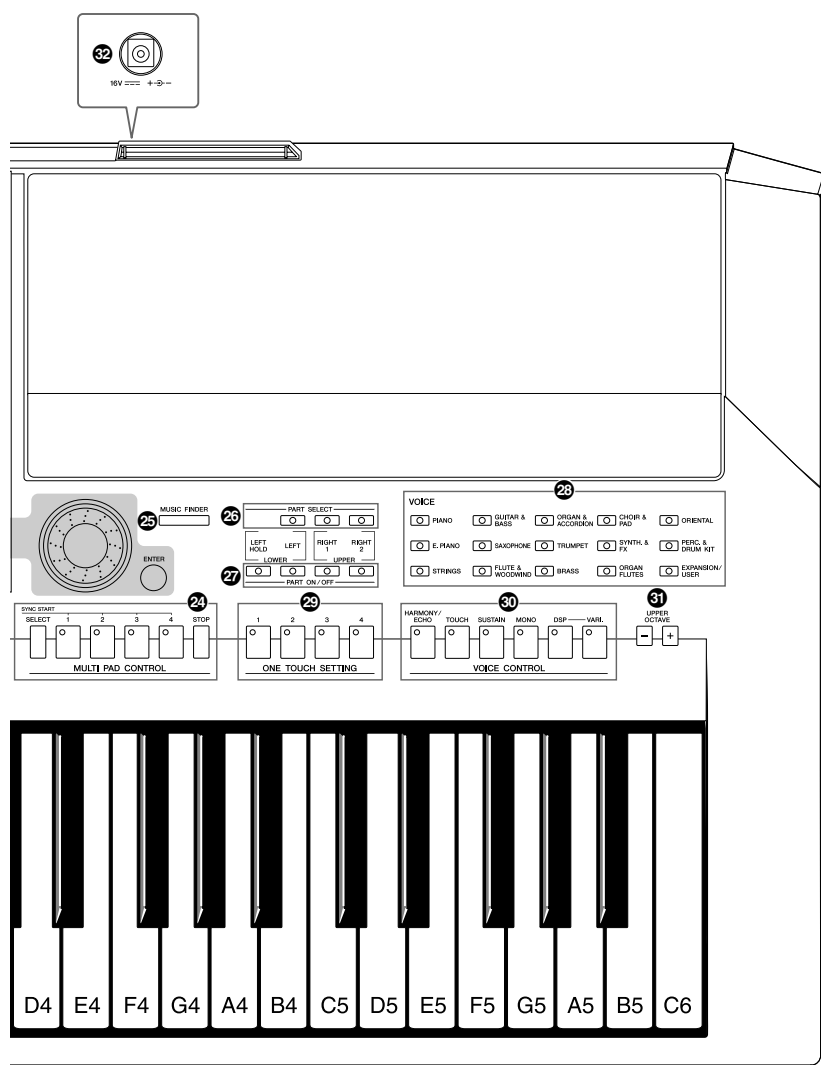
<b>11 Utility</b>	
– Making Global Settings –	<b>185</b>
CONFIG 1.....	185
CONFIG 2.....	186
MEDIA.....	187
OWNER.....	188
SYSTEM RESET.....	189

<b>Appendix</b>	<b>191</b>
Troubleshooting.....	191
Panel Button Chart.....	194
Specifications.....	196
Index.....	198

# Panel Controls



- 1 [MASTER VOLUME] control** .....Page 15  
Adjusts the overall volume.
- 2 [⏻] (Standby/On) switch** .....Page 14  
Turns the instrument's power on (⏻) or off (⏻).
- 3 [DEMO] button** .....Page 18  
Plays the Demos.
- 4 SCALE SETTING buttons** .....Page 88  
Lowers the pitches of specific notes by 50 cents.
- 5 SCALE MEMORY [MEMORY], [1]–[5], [RESET] buttons** .....Page 89  
Lets you memorize or reset your scale settings.
- 6 Joystick** .....Page 42  
Bends the pitch of the keyboard played sound up or down. Also is used to apply modulation effects, such as vibrato, to notes played on the keyboard.
- 7 [PHONES] jack** .....Page 16  
For connecting a pair of headphones.
- 8 SONG buttons** .....Page 57  
These select a Song and control Song playback.
- 9 STYLE category selection buttons** .....Page 47  
These select a Style.
- 10 [FADE IN/OUT] button** .....Page 52  
Controls fade in/out of the Style/Song playback.
- 11 STYLE CONTROL buttons** .....Page 50  
These control Style playback.
- 12 TRANSPOSE buttons** .....Page 41  
These transpose the pitch in semitone steps.
- 13 [METRONOME] button** .....Page 185  
Turns the metronome sound on or off.
- 14 [TAP TEMPO]/TEMPO buttons** .....Page 51  
These control the tempo for Style, Song and Metronome playback.
- 15 [LCD CONTRAST] knob** .....Page 17  
Adjusts the LCD contrast.
- 16 LCD and related controls** .....Page 19
- 17 [BALANCE] button** .....Page 56  
Adjusts the volume balance among each part.
- 18 [MIXING CONSOLE] button** .....Page 83  
Controls over aspects of keyboard, Style and Song parts.



- 19 [CHANNEL ON/OFF] button** ..... Pages 55, 62  
Turns channels of Style/Song on or off.
- 20 [FUNCTION] button**  
(See **Advanced Features section.**)  
Lets you make some advanced settings and create your original Styles, Songs and Multi Pads.
- 21 [USB] button**..... Pages 25, 79  
Loads certain data to the USB storage device and allows you to record your performance to the USB storage device in audio format.
- 22 [SCALE TUNE] button**..... Page 105  
Lets you make scale settings.
- 23 REGISTRATION MEMORY buttons**..... Page 75  
These register and recall panel setups.
- 24 MULTI PAD CONTROL buttons** ..... Page 68  
These select and play a rhythmic or melodic Multi Pad phrase.
- 25 [MUSIC FINDER] button** ..... page 70  
Searches the appropriate panel settings or desired song.

- 26 PART SELECT buttons** ..... Page 37  
These select a keyboard part.
- 27 PART ON/OFF buttons**..... Page 37  
These turn the keyboard part on or off.
- 28 VOICE category selection buttons** ..... Page 34  
These select a Voice.
- 29 ONE TOUCH SETTING buttons** ..... Page 53  
These call up the appropriate panel settings for the Style.
- 30 VOICE CONTROL buttons** ..... Page 43  
These apply some effects to the keyboard performance.
- 31 UPPER OCTAVE buttons** ..... Page 41  
These shift the pitch of the keyboard in octave steps.
- 32 DC IN terminal** ..... Page 14  
For connecting the supplied power adaptor.

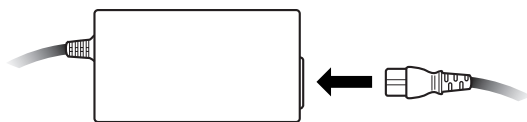
For information on the jacks and connectors located on the rear panel, see pages 91 – 97.

# Starting Up

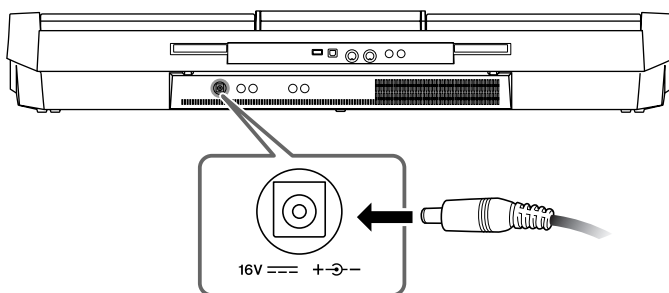
## Powering Up

### Power supply

- 1 Make sure that the instrument's [ ⏻ ] (Standby/On) switch is set to Standby (off).
- 2 Connect one end of the AC cable to the power adaptor.



- 3 Connect the power adaptor's DC plug to the instrument's DC IN terminal on the rear panel.



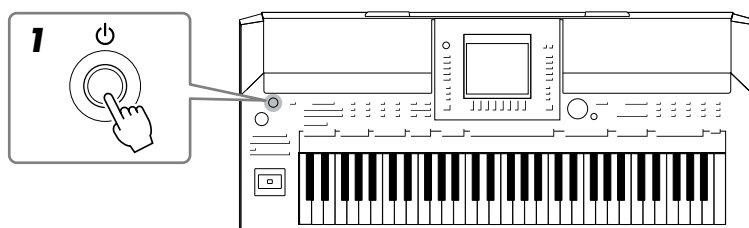
- 4 Connect the other end (normal AC plug) to the nearest electrical outlet.

### Turning the Power On

Before you switch the instrument on or off, first turn down the volume of any connected audio equipment.

- 1 Press the [ ⏻ ] (Standby/On) switch.

The main display appears in the display.



#### **⚠ WARNING**

Use the specified adaptor (page 197) only. The use of an incompatible adaptor may cause irreparable damage to the PSR-A2000, and may even pose a serious shock hazard! ALWAYS UNPLUG THE AC ADAPTOR FROM THE AC POWER OUTLET WHEN THE PSR-A2000 IS NOT IN USE.

#### **⚠ CAUTION**

Even when the switch is in the standby position, electricity is still flowing to the instrument at a minimum level. When not using the instrument for an extended period of time, be sure to unplug the AC power adaptor from the wall AC outlet.

#### **NOTICE**

Never interrupt the power supply (e.g. unplug the AC adaptor) during any PSR-A2000 record operation! Doing so can result in a loss of data.

#### **NOTICE**

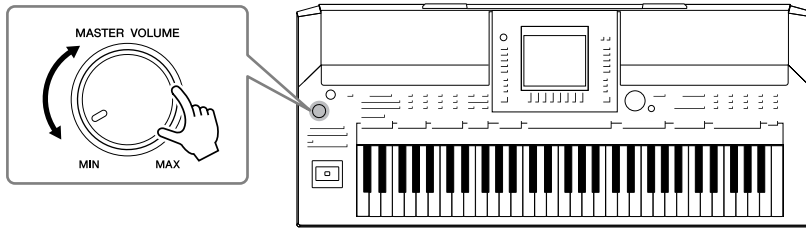
In order to avoid possible damage to the speakers or other connected electronic equipment, always switch on the power of the PSR-A2000 before switching on the power of the amplified speakers or mixer and amplifier. Likewise, always switch off the power of the PSR-A2000 after switching off the power of the amplified speakers or mixer and amplifier.

#### **NOTE**

Remove the transparent protective film that was applied to the display prior to shipment from the factory.

## 2 Setting the volume.

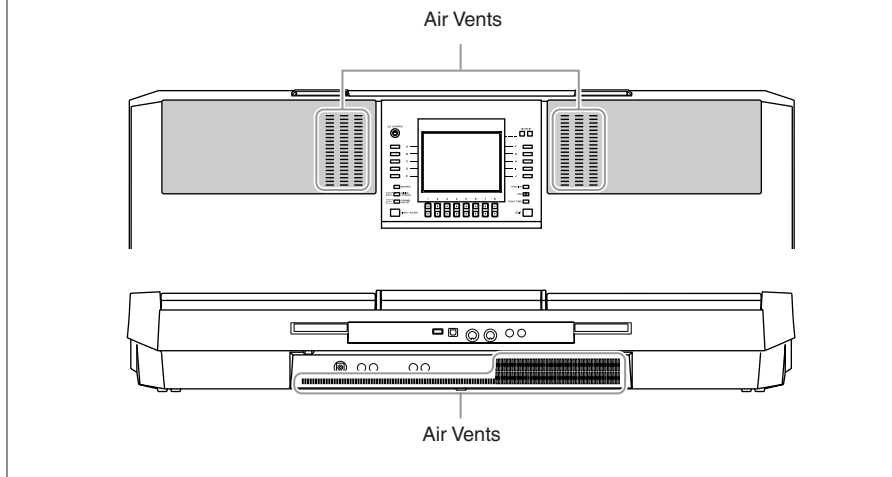
Use the [MASTER VOLUME] dial to adjust the volume to an appropriate level.



### Air Vents

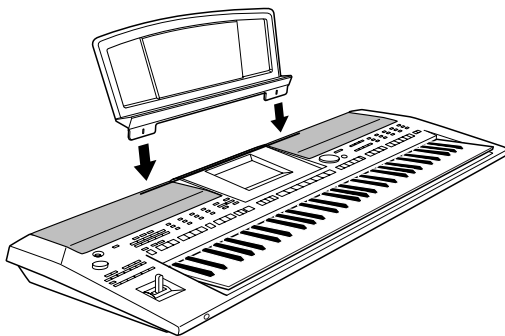
#### ⚠ CAUTION

This instrument has special air vents in the top panel (see below) and rear panel. Do not place objects where they might block the air vent, since this may prevent adequate ventilation of the internal components, and possibly result in the instrument overheating.



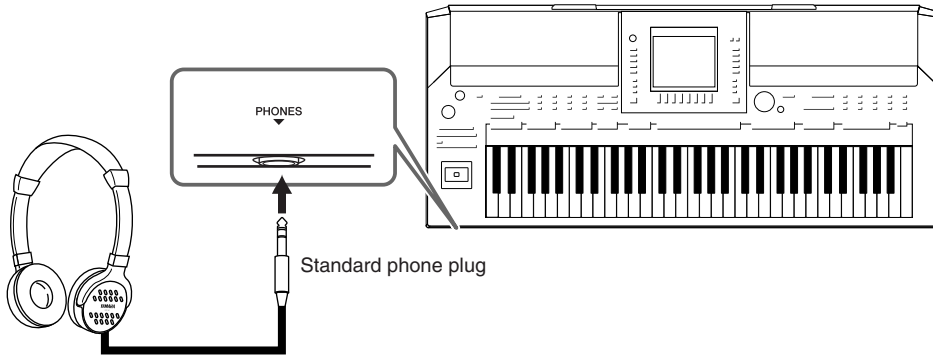
## Attaching the Music Rest

The PSR-A2000 is supplied with a music rest that can be attached to the instrument by inserting it into the slot at the rear of the control panel.



## Using Headphones

Connect a pair of headphones to the [PHONES] jack. The internal stereo speaker system is automatically shut off when a pair of headphones is plugged into the [PHONES] jack.



### **CAUTION**

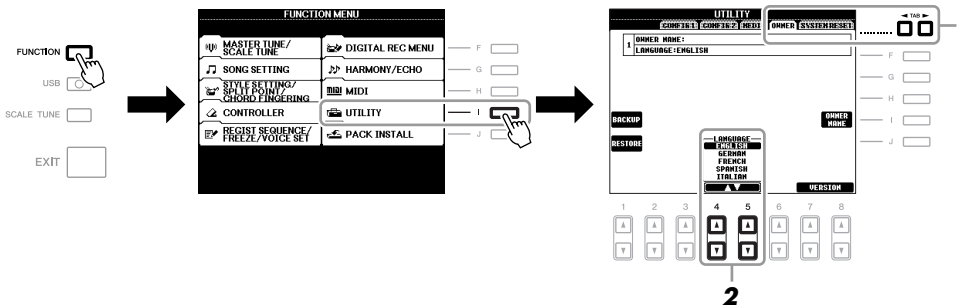
Do not listen with the headphones at high volume for long periods of time. Doing so may cause hearing loss.

## Changing the Display Language

This determines the language used in the display for messages, file names, and character input.

### 1 Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] OWNER



### 2 Use the [4 ▲▼]/[5 ▲▼] buttons to select the desired language.

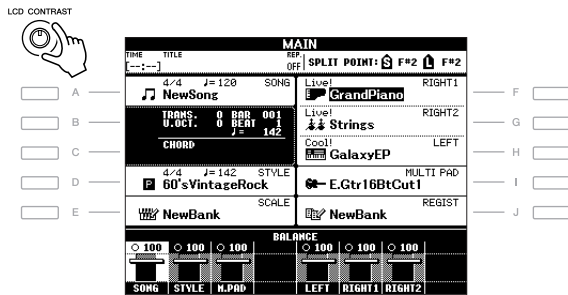
### **NOTE**

Throughout this manual, arrows are used in the instructions, indicating in shorthand the process of calling up certain displays and functions.



## Adjusting the Contrast of the Display

You can adjust the contrast of the display by turning the [LCD CONTRAST] knob located to the left of the display.



## Entering the Owner Name in the Opening Display

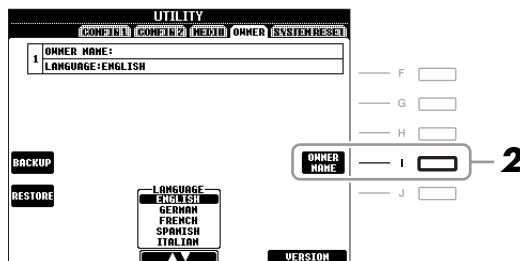
You can have your name appear in the opening display (the display that appears when the power is turned on).

### 1 Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] OWNER

### 2 Press the [I] (OWNER NAME) button to call up the Owner Name display.

Refer to page 30 for character-entry details.



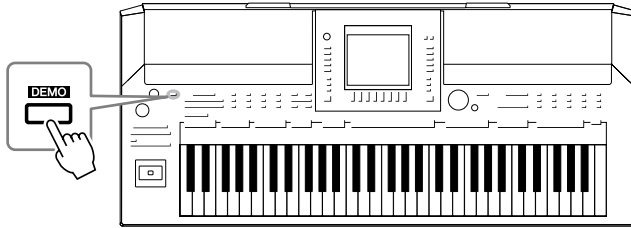
### Display the version number

To check the version number of this instrument, press the [7 ▲▼]/[8 ▲▼] (VERSION) buttons in the display in step 2 above. Press the [EXIT] button or [8 ▲▼] button to return to the original display.

## Playing the Demos

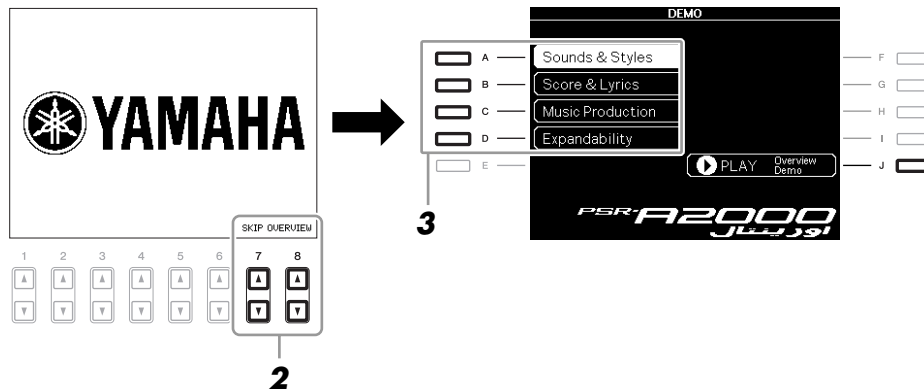
The Demos provide helpful, easy-to-understand introductions to the features and functions as well as sound demonstrations.

### 1 Press the [DEMO] button to start the Demos.



Overview Demo will play back continuously, calling up the various displays in sequence.

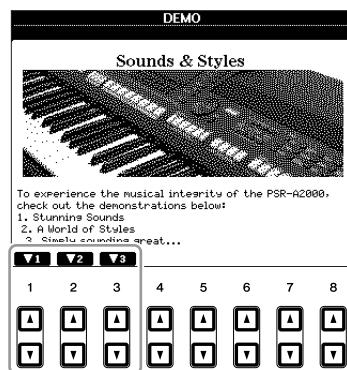
### 2 Press the [7 ▲▼]/[8 ▲▼] (SKIP OVERVIEW) buttons in the Demo display to call up the specific Demo menu.



### 3 Press one of the [A] – [D] buttons to show a specific Demo.

Pressing the [J] button returns to the display of step 2.

The sub menus are shown at the bottom of the display. Press one of the [1 ▲▼] – [8 ▲▼] buttons corresponding to the sub menu.



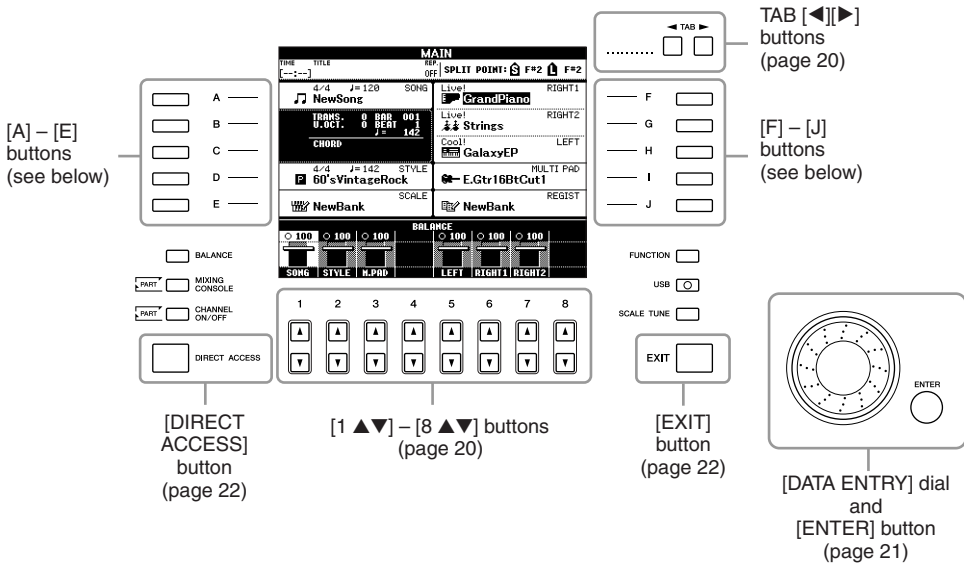
### 4 Press the [EXIT] button several times to exit from the Demos.

#### NOTE

To return to the higher level menu, press the [EXIT] button.

# Display-based Controls

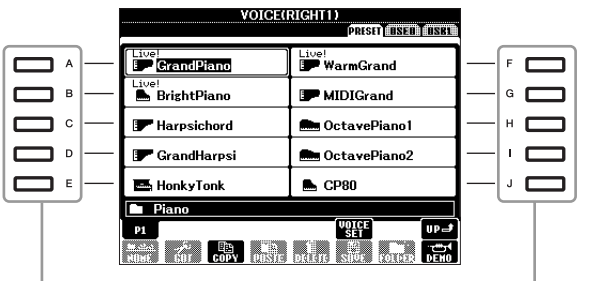
The LCD provides comprehensive at-a-glance information on all current settings. The displayed menu can be selected or changed by the controls around the LCD.



## [A] – [J] buttons

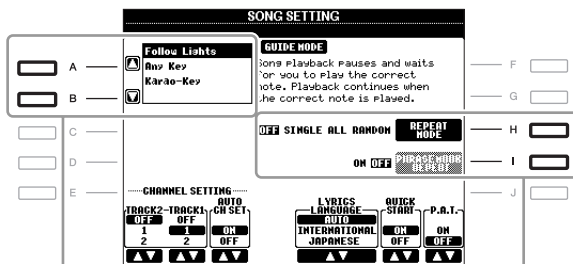
The [A] – [J] buttons are used to select the corresponding menu.

### • Example 1



In the File Selection display (page 25), the [A] – [J] buttons can be used to select the corresponding respective files.

### • Example 2

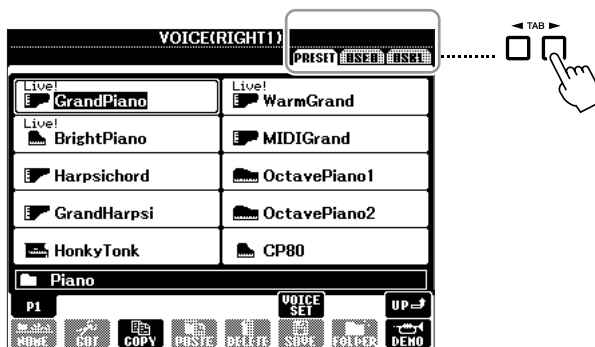


The [A] and [B] buttons are used to move the cursor up or down.

The [H] and [I] buttons are used to select the corresponding parameter.

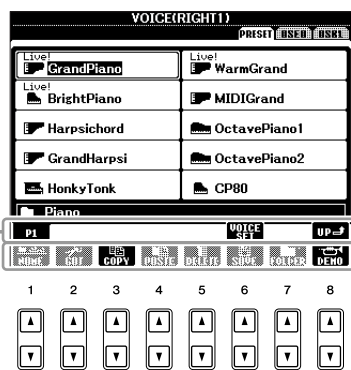
## TAB [◀][▶] buttons

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



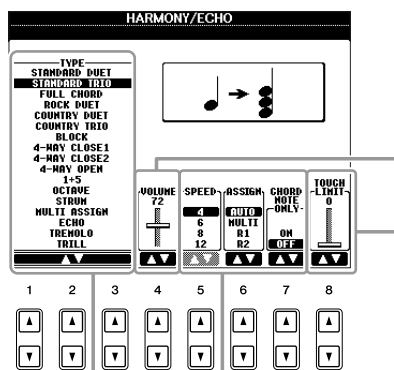
## [1 ▲▼] – [8 ▲▼] buttons

The [1 ▲▼] – [8 ▲▼] buttons are used to make selections or adjust settings (up or down correspondingly) for functions shown directly above them.



If a menu appears in this section of the display, use the [1 ▲] – [8 ▲] buttons.

If a menu appears in this section of the display, use the [1 ▼] – [8 ▼] buttons.



If list of the menu appears, use the [1 ▲▼] – [8 ▲▼] button to select the desired item.

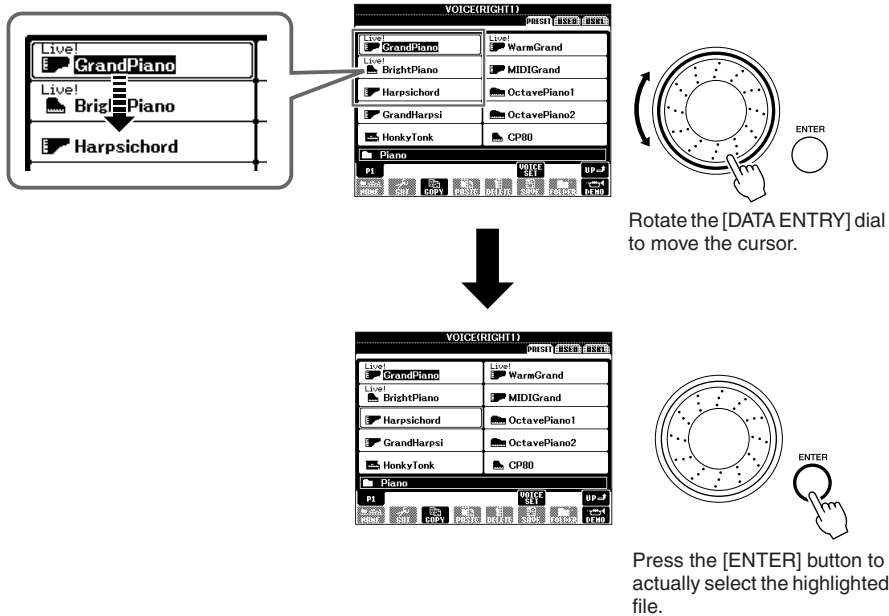
If a parameter appears in slider (or knob) form, use the [1 ▲▼] – [8 ▲▼] button to adjust the value.

## [DATA ENTRY] dial and [ENTER] button

Depending on the selected LCD display, the [DATA ENTRY] dial can be used in the following two ways.

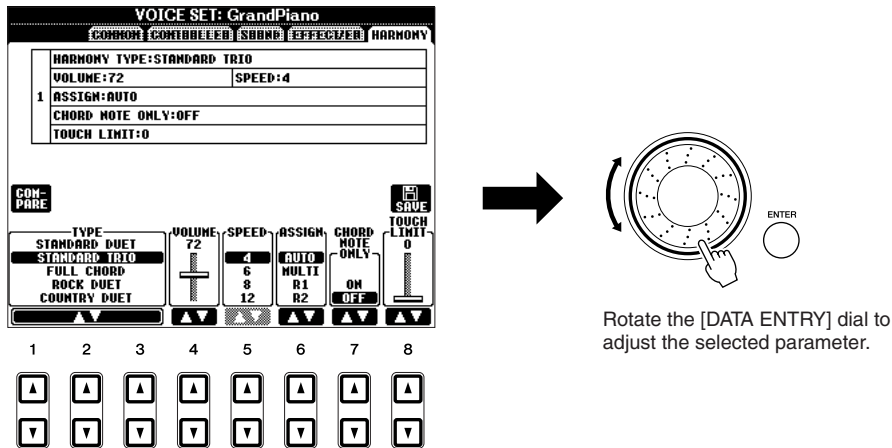
- **Selecting files (Voice, Style, Song, and so on)**

When one of the File Selection displays (page 25) is shown, you can use the [DATA ENTRY] dial and the [ENTER] button to select a file (Voice, Style, Song, and so on).



- **Adjusting the parameter values**

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



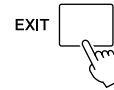
Select the desired parameter with the appropriate [1 ▲▼] – [8 ▲▼] button.

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

## [EXIT] button

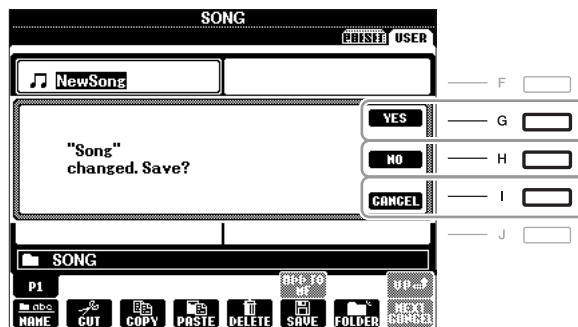
Pressing the [EXIT] button returns you to the previously indicated display.

Pressing the [EXIT] button several times returns to the default Main display (page 23).



## The Messages Shown in the Display

A message (information or confirmation dialog) sometimes appears on the screen to facilitate operation. When the message appears, simply press the appropriate button.



## Instant Selection of the Displays — Direct Access

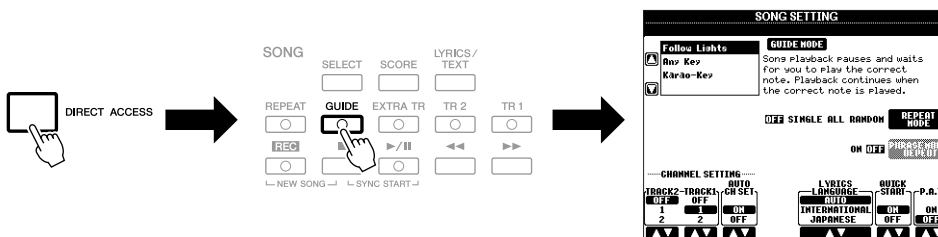
With the convenient Direct Access function, you can instantly call up the desired display — with just a single additional button press.

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

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

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

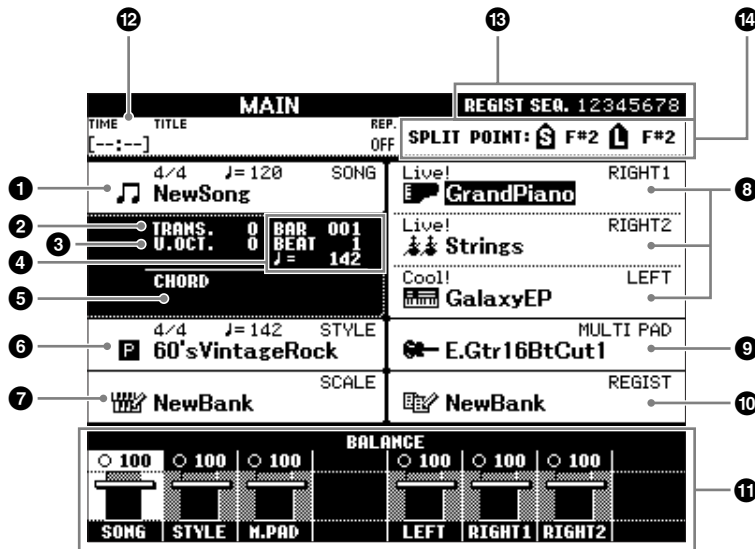
For example, pressing the [GUIDE] button calls up the display in which the Guide mode can be set.



Refer to the Data List for a list of the displays that can be called up with the Direct Access function. The Data List is available at the Yamaha website. (See page 3.)

# Main Display Configuration

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



## NOTE

Here's a convenient way to return to the Main display from any other display: Simply press the [DIRECT ACCESS] button, then the [EXIT] button.

### 1 Song name and related information

Displays the currently selected Song name, time signature and tempo. Pressing the [A] button calls up the Song Selection display (page 57).

### 2 Transpose

Displays the amount of transposition in semitone units (page 41).

### 3 Upper Octave

Displays the amount that the octave value is shifted (page 41).

### 4 BAR/BEAT/TEMPO

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

### 5 Current chord name

When the [ACMP] button is set to on, the chord specified in the chord section of the keyboard will be displayed. When the Song containing the chord data is played, the current chord name will be displayed.

### 6 Style name and related information

Displays the currently selected Style name, time signature and tempo. Pressing the [D] button calls up the Style Selection display (page 47).

### 7 Scale Tune Bank name

Displays the currently selected Scale Tune Bank. Pressing the [E] button calls up the Scale Tune Bank Selection display (page 89).

**8 Voice name**

Displays the Voice names currently selected for RIGHT 1, RIGHT 2 and LEFT parts (page 37). Pressing one of the [F] – [H] buttons calls up the Voice Selection display for each part.

**9 Multi Pad Bank name**

Displays the names of the selected Multi Pad Bank. Pressing the [I] button calls up the Multi Pad Bank Selection display (page 68).

**10 Registration Memory Bank name**

Displays the currently selected Registration Memory Bank name and Registration Memory number. Pressing the [J] button calls up the Registration Memory Bank Selection display (page 76).

**11 Volume Balance**

Displays the volume balance among the parts.  
Adjust the volume balance among the parts by using the [1 ▲▼] – [7 ▲▼] buttons.

**12 USB Audio information**

Displays information for the selected audio file (file name, time, etc.) While recording, a “REC” indication appears.

**13 Registration Sequence**

Appears when the Registration Sequence (page 164) is active.

**14 Split Point**

Displays the Split Point positions (page 37).

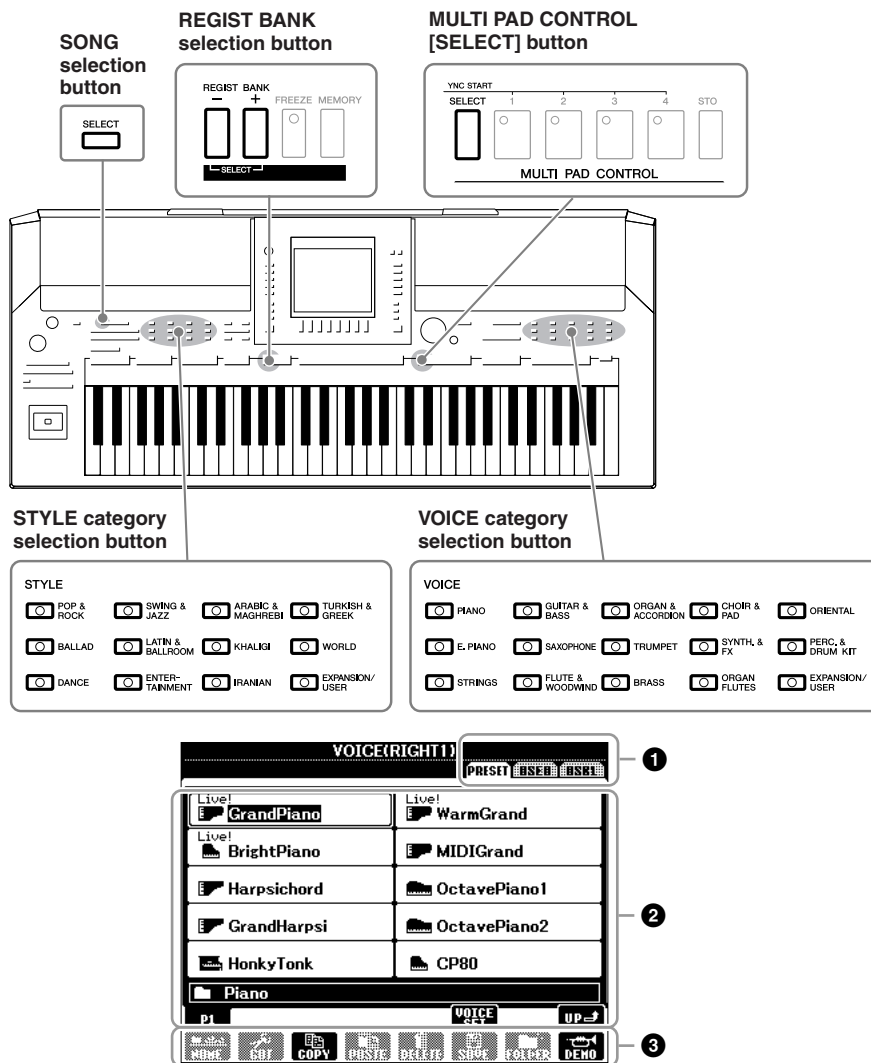
**NOTE**

If the Volume Balance display is not shown, press the [EXIT] button to show the Volume Balance display.



# File Selection Display Configuration

The File Selection display is for selecting Voice, Styles, and other data. The File Selection display appears when you press one of the VOICE or STYLE category selection buttons, SONG [SELECT] button, etc.



## 1 Location (drive) of data

- PRESET** Location where pre-programmed (preset) data is stored.
- USER** Location where recorded or edited data is saved. Installed Expansion Voices or Styles are also saved here in the Expansion folder.
- USB** Location where data on USB storage device (USB flash memory, etc.) is saved. This appears only when USB storage device(s) is connected to the [USB TO DEVICE] terminal (page 93).

## 2 Selectable data (files)

The files that can be selected on this display are shown. If more than 10 files exist, the page numbers (P1, P2 ...) are shown below the files. Pressing the corresponding button changes the display page. When other pages follow, the “Next” button appears, and for the previous page, the “Prev.” button appears.

## 3 File/folder operation menu

You can save and manage your data files (copy, move, delete, etc.) from this menu. For detailed instructions, refer to pages 27 – 29, 66.

### NOTE

Hereafter in this manual, any USB storage device such as USB flash memory, etc. will be referred to as “USB storage device.”

### NOTE

The data, both pre-programmed and your own original, are saved as “files.”

### NOTE

You can open the File Selection display for a specified file in the connected USB storage device from the [USB] button.  
[USB] → [A] SONG/[B] STYLE/[C] REGIST/[F] VOICE/[G] MULTI PAD.

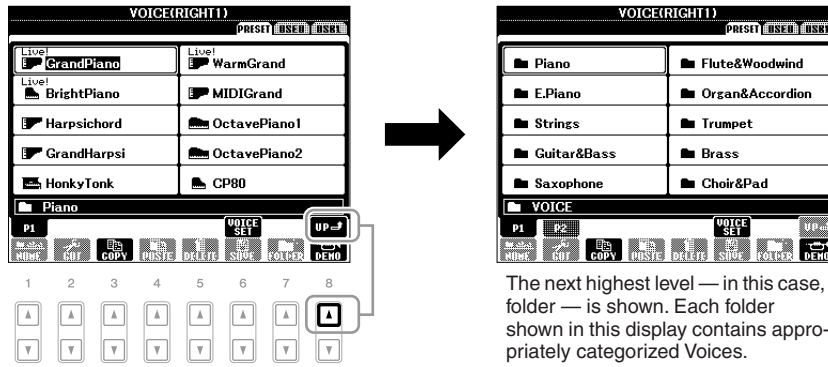
## Closing the current folder and calling up the next highest level folder

In the PRESET Page, several data (files) are contained together in a folder. You can also organize your original data in the USER/USB Page by creating several new folders (page 27).

To close the current folder and call up the next highest level folder, press the [8 ▲] (UP) button.

### Example of the PRESET Voice Selection display

The PRESET Voice files are categorized and contained in appropriate folders.



This display shows the Voice files in a folder.

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

# File Management

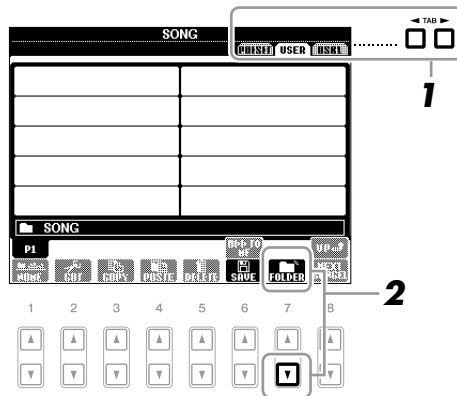
If you've saved a lot of files to a USB flash memory or USER drive, it may be difficult to find the desired file quickly. To make it easier to find the files you want, you can organize your files in folders, rename the files, delete unnecessary files, etc. These operations are done in the File Selection display.

## Creating a New Folder

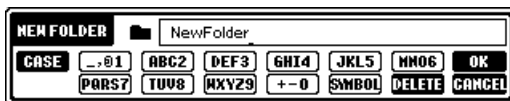
This operation lets you create new folders. Folders can be created, named and organized as desired, making it easier to find and select your original data.

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

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



- 2 Press the [7 ▼] (FOLDER) button to call up the naming display for a new folder.**



- 3 Input the name of the new folder (see page 30).**

### NOTE

A new folder cannot be made in the PRESET tab or the Expansion folder in the USER tab.

### NOTE

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

### NOTE

In the USER tab display, folder directories can contain up to four levels. The maximum total number of files/folders which can be stored differs depending on the file size and the length of the file/folder names.

### NOTICE

Name the folder to something other than "Expansion." All data contained in the "Expansion" folder will be lost when an Expansion Pack is installed.

### NOTE

The following marks cannot be entered for a file/folder name.  
¥ / : \* ? " < > |

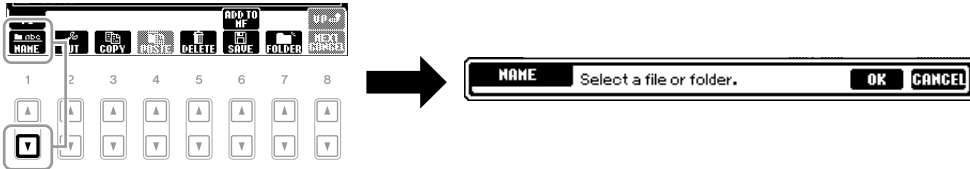
## Renaming Files/Folders

This operation lets you rename files/folders.

**1** Call up the display containing the file/folder you want to rename.

**2** Press the [1 ▼] (NAME) button.

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



**3** Press one of the [A] – [J] buttons corresponding to the desired file/folder.

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

**5** Input the name (characters) of the selected file or folder (page 30).

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

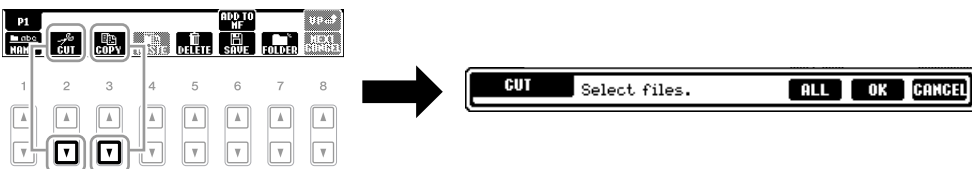
## Copying or Moving Files

This operation lets you copy or cut a file and paste it to another location (folder). You can also copy a folder (but not move it) by using the same procedure.

**1** Call up the display containing the file/folder you want to copy.

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

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



**3** Press one of the [A] – [J] buttons corresponding to the desired file/folder.

To cancel the selection, press the same [A] – [J] button again.

Press the [6 ▼] (ALL) button to select all files/folders indicated on the current display including the other pages. To cancel the selection, press the [6 ▼] (ALL OFF) button again.

### NOTICE

Name the folder to something other than “Expansion.” All data contained in the “Expansion” folder will be lost when an Expansion Pack is installed.

### NOTE

Files in the PRESET tab or in the Expansion folder in the USER tab cannot be renamed.

### NOTE

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

### NOTE

Files in the PRESET tab cannot be moved. They can only be copied.

### NOTE

Files in the Expansion folder in the USER tab cannot be copied or moved.

- 4** Press the [7 ▼] (OK) button to confirm the file/folder selection.
- 5** Select the destination tab (USER or USB) to paste the file/folder, by using the TAB [◀][▶] buttons.  
If necessary, select the destination folder by using the [A] – [J] buttons.
- 6** Press the [4 ▼] (PASTE) button to paste the file/folder selected in step 3.  
The pasted file/folder appears on the display at the appropriate position among the files in alphabetical order.

**NOTE**

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

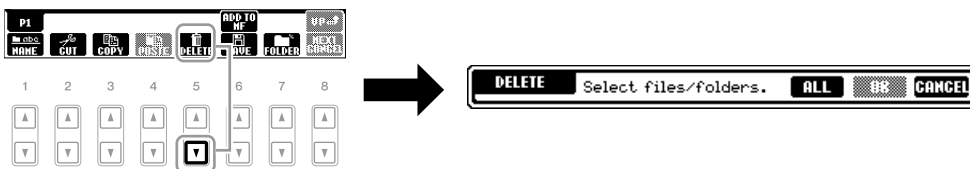
## Deleting Files/Folders

This operation lets you delete a file/folder.

- 1** Call up the display containing the file/folder you want to delete.
- 2** Press the [5 ▼] (DELETE) button.  
The pop-up window for the Delete operation appears at the bottom of the display.

**NOTE**

Files in the PRESET tab or in the Expansion folder in the USER tab cannot be deleted.



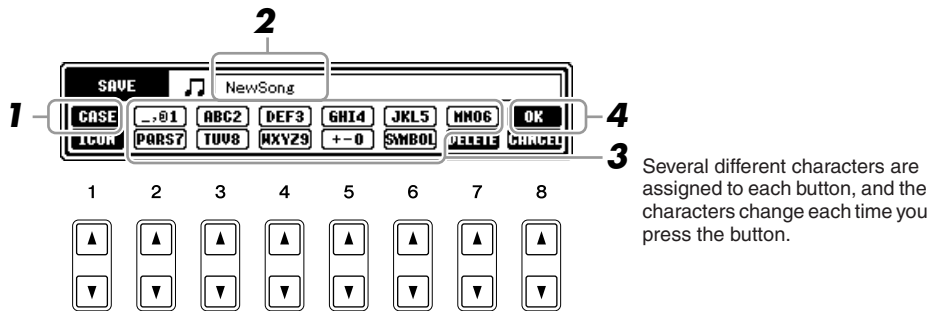
- 3** Press one of the [A] – [J] buttons corresponding to the desired file/ folder.  
To cancel the selection, press the same [A] – [J] button again.  
Press the [6 ▼] (ALL) button to select all files/folders indicated on the current display including the other pages. To cancel the selection, press the [6 ▼] (ALL OFF) button again.
- 4** Press the [7 ▼] (OK) button to confirm the file/folder selection.
- 5** Follow the on-display instructions.
  - **YES** Delete the file/folder
  - **YES ALL** Delete all selected files/folders
  - **NO** Leave the file/folder as is without deleting
  - **CANCEL** Cancel the Delete operation

**NOTE**

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

## Entering Characters

The instructions that follow show you how to enter characters for naming your files/folders, inputting keywords, etc. Entering characters should be done in the display shown below.



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

- **CASE** capital letters, numbers, marks
- **case** lowercase letters, numbers, marks

### 2 Use the [DATA ENTRY] dial to move the cursor to the desired position.

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

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

For details on entering characters, refer to “Other character-entry operations” below.

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

#### NOTE

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

#### NOTE

The file name can contain up to 41 characters and the folder name can contain up to 50 characters.

#### NOTE

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

## Other character-entry operations

### • Deleting characters

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

### • Entering marks or space

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

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

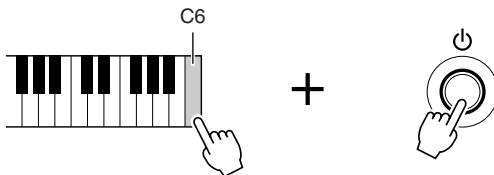
1. Press the [1 ▼] (ICON) button to call up the ICON SELECT display.
2. Select the icon by using the [A] – [J] buttons, [3 ▲▼] – [5 ▲▼] buttons or [DATA ENTRY] dial. The ICON display includes several pages. Press the TAB [◀][▶] buttons to select different pages.
3. Press the [8 ▲] (OK) button to apply the selected icon.

#### **NOTE**

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

## Restoring the Factory-programmed Settings

While holding the C6 key (right-most key on the keyboard), turn the [⏻] (Standby/On) switch on. This restores the all settings to the factory default.



You can also restore a specified setting to the factory default value, or save/load your own reset settings. Call up the operation display: [FUNCTION] → [I] UTILITY → TAB [◀][▶] SYSTEM RESET. For details, refer to the Advanced Features section (page 189).

#### **NOTE**

If you want to initialize only the Registration Memory setting (page 75), turn the [⏻] (Standby/On) switch on while holding the B5 key.

## Data Backup

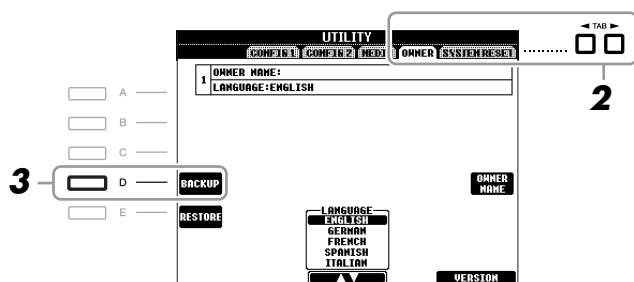
This procedure backs up all data stored in USER drive (except Expansion Voices/Styles and Protected Songs) and all instrument settings.

For maximum data security Yamaha recommends that you copy or save your important data to a USB storage device. This provides a convenient backup if the internal memory is damaged.

**1** Connect the backup USB storage device (destination).

**2** Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] OWNER



**3** Press the [D] (BACKUP) button to save the data to the USB storage device.

To restore the data, press the [E] (RESTORE) button in this display. When the operation is complete, the instrument will be restarted automatically.

### NOTICE

**Move the Protected Songs which are saved to the USER Page before restoring. If the Songs are not moved, the operation deletes the data.**

### NOTE

Before using a USB storage device, be sure to read "Connecting a USB Storage Device" on page 93.

### NOTE

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

### NOTE

To save the Song, Style, Multi Pad, Registration Memory Bank, Scale Tune Bank and Voice independently, execute the Copy and Paste operation from the File Selection display (page 28).

### NOTE

To save the Music Finder Record, Effect, MIDI Template and System File, call up the operation display: [FUNCTION] → [I] UTILITY → TAB [◀][▶] SYSTEM RESET. For more information, refer to the Advanced Features section (page 189).



# Basic Operations

---

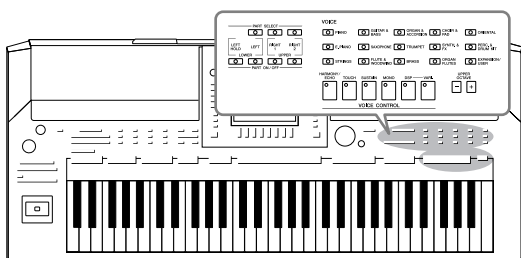
<i>Voices</i>	<b>1</b>
<i>Styles</i>	<b>2</b>
<i>Songs</i>	<b>3</b>
<i>Multi Pads</i>	<b>4</b>
<i>Music Finder</i>	<b>5</b>
<i>Registration Memory</i>	<b>6</b>
<i>USB Audio</i>	<b>7</b>
<i>Mixing Console</i>	<b>8</b>
<i>Oriental Scales</i>	<b>9</b>
<i>Connections</i>	<b>10</b>
<i>Utility</i>	<b>11</b>

# Voices

## – Playing the keyboard –

1

Voices – Playing the keyboard –



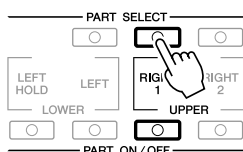
The instrument features a wide variety of exceptionally realistic instrumental Voices, including piano, guitar, strings, brass, wind instruments and more.

### Playing Preset Voices

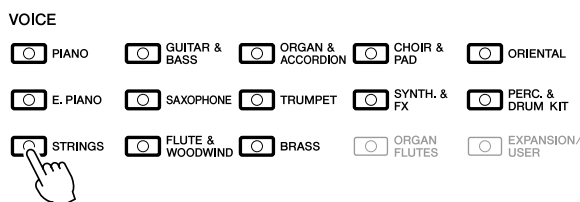
#### Selecting a Voice (RIGHT 1) and playing the keyboard

##### 1 Press the PART SELECT [RIGHT 1] button.

Make sure that the PART ON/OFF [RIGHT1] button is also turned on. If it is turned off, the right-hand part will not sound.



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



The preset Voices are categorized and contained in appropriate folders. VOICE category selection buttons on the panel correspond to the categories of the preset Voices. For example, press the [STRINGS] button to display various strings Voices.

#### NOTE

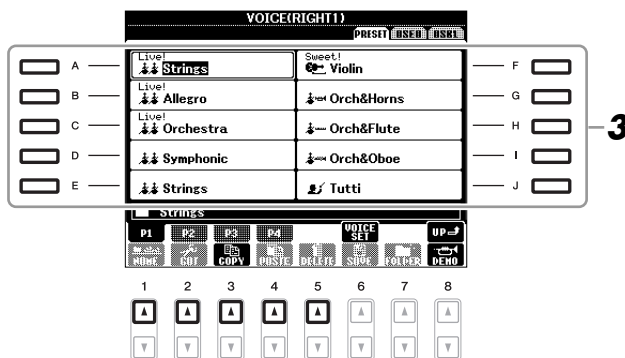
For the Voice part, see page 37.

#### NOTE

For more information on the VOICE category selection buttons, refer to page 38.

### 3 Press one of the [A] – [J] buttons to select the desired Voice.

To call up the other display pages, press one of the [1 ▲] – [5 ▲] buttons or press the same VOICE category button again.



#### To listen to the demo phrases for the Preset Voices

Press the [8 ▼] (DEMO) button to start the Demo for the selected Voice. To stop the demo, press the [8 ▼] button again.

### 4 Play the keyboard.

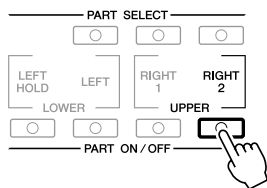
#### Recalling your favorite Voices easily

The instrument has a huge amount of high-quality Voices, covering an exceptionally broad range of instrument sounds — making it perfect for virtually every musical application. However, the sheer number of Voices may seem overwhelming at first. By using the [EXPANSION/USER] button, you can easily recall your favorite Voice.

1. Copy your favorite Voice from the PRESET drive to the USER drive. Refer to page 28 for details on the copy operation.
2. Press the [EXPANSION/USER] button to call up the USER drive of the Voice Selection display, then press one of the [A] – [J] buttons to select the desired Voice.

## Playing Two Voices Simultaneously

- 1 Make sure that PART ON/OFF [RIGHT 1] button is turned on.
- 2 Press the PART ON/OFF [RIGHT 2] button to turn it on.



#### NOTE

The Voice type and its defining characteristics are indicated above the Preset Voice name. For details on the characteristics, see page 38 and the Advanced Features section (page 100).

#### NOTE

If an Expansion Pack is installed, the Expansion folder in the USER drive may open automatically. Press the [8 ▲] (UP) to call up the upper level folder which contains files copied in step 1.

- 3** Press one of the VOICE category selection buttons to call up the Voice Selection display for the Right 2 part.
- 4** Press one of the [A] – [J] buttons to select the desired Voice.
- 5** Play the keyboard.

The Voice selected for RIGHT 1 (page 34) and the Voice selected here are sounded simultaneously in a layer.

#### Quickly selecting Voices for Right 1 and 2 parts

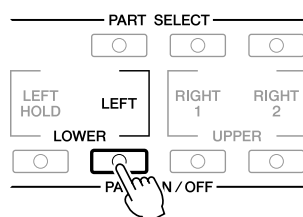
You can quickly select the Right 1 and 2 part Voices, just from the VOICE category selection buttons. Press and hold one VOICE category button, then press another. The Voice of the first pressed button is automatically set for the Right 1 part, while the Voice of the second pressed button is set for the Right 2 part.

#### NOTE

You can save the settings to Registration Memory. See page 75.

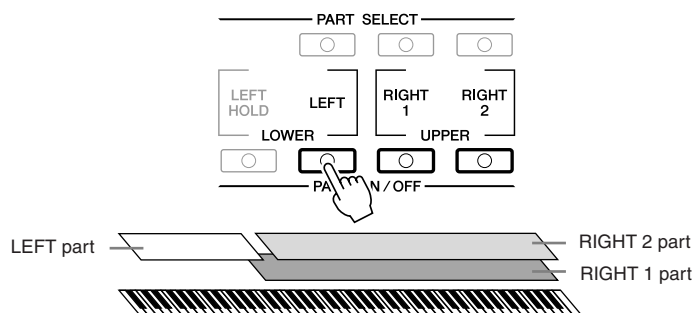
## Playing Different Voices with the Left and Right Hands

- 1** Make sure that the PART ON/OFF [RIGHT 1] and/or [RIGHT 2] buttons are turned on.
- 2** Press the PART ON/OFF [LEFT] button to turn it on.



- 3** Press one of the VOICE category selection buttons to call up the Voice Selection display for the Left part.
- 4** Press one of the [A] – [J] buttons to select the desired Voice.
- 5** Play the keyboard.

The notes you play with your left hand sound one Voice (LEFT Voice selected above), while the notes you play with your right sound a different Voices (RIGHT 1 and 2 Voices).

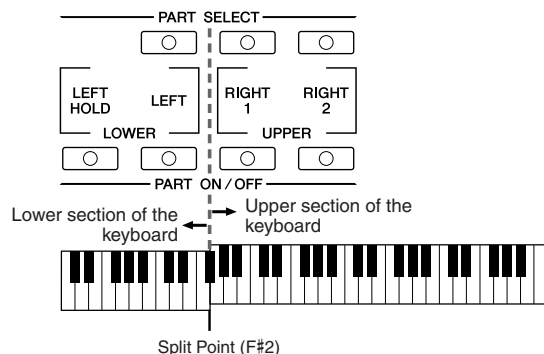


#### NOTE

You can save the settings to Registration Memory. See page 75.

## Keyboard Parts

Voices can be assigned independently to each of the three keyboard parts: Right 1, Right 2 and Left. You can combine these parts by using the PART ON/OFF buttons to create a rich, ensemble sound.

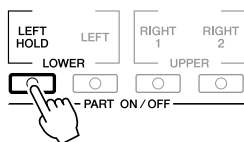


When the LEFT part is off, the RIGHT 1 and 2 Voices can be played over the entire keyboard. When the LEFT part is on, keys lower than F#2 (the Split Point) are set for playing the LEFT part and those higher than the Split Point are set for playing the RIGHT 1 and 2 parts.

You can confirm the currently selected part by checking which lamp of the PART SELECT buttons is lit. To select the desired keyboard part, press the corresponding part button.

## Holding the LEFT part Voice (Left Hold)

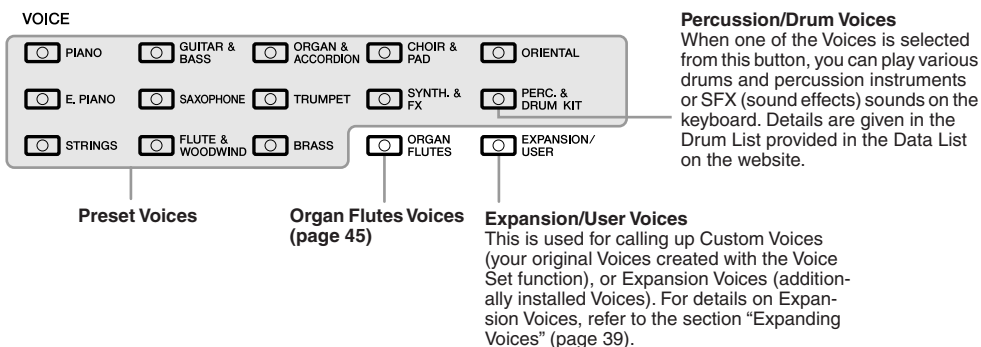
This function causes the LEFT part Voice to be held even when the keys are released. Non-decaying Voices such as strings are held continuously, while decay-type Voices such as piano decay more slowly (as if the sustain pedal has been pressed).



### NOTE

To change the Split Point, press: [FUNCTION] → [C] STYLE SETTING/ SPLIT POINT/CHORD FINGERING → TAB [◀▶] SPLIT POINT. For more information, refer to the Advanced Features section (page 117).

# Voice Types



1

Voces – Playing the keyboard –

## • Voice Characteristics

The Voice type and its defining characteristics are indicated above the Voice name—Live!, Cool!, Sweet!, etc. For detailed explanation, refer to the Advanced Features section (page 100).

In this section, only MegaVoices are explained. These Voices have special characteristics you should be aware of, and they require specific performance techniques to bring out all of their expressive qualities.

### MegaVoices

What makes MegaVoices special is their use of velocity switching. Each velocity range (the measure of your playing strength) has a completely different sound. For example, a guitar MegaVoice includes the sounds of various performance techniques. In conventional instruments, different Voices having those sounds would be called up via MIDI and played in combination to achieve the desired effect. However, now with MegaVoices, a convincing guitar part can be played with just a single Voice, using specific velocity values to play the desired sounds. Because of the complex nature of these Voices and the precise velocities need to play the sounds, they're not intended for playing from the keyboard. They are, however, very useful and convenient when creating MIDI data—especially when you want to avoid using several different Voices just for a single instrument part.

### NOTE

MegaVoices are only compatible with other models which have those types of Voices installed. Any Song, Style or Multi Pads data you've created on the instrument using these Voices will not sound properly when played back on other instruments.

### NOTE

MegaVoices sound differently depending on the keyboard range, velocity, touch, etc. Hence, if you apply HARMONY/ECHO effect, change the transpose setting or change the Voice Set parameters, unexpected or undesired sounds may result.

# Expanding Voices

Installing an Expansion Pack lets you add a variety of optional Voices and Styles to each Expansion category. The installed Voices and Styles can be selected like Preset Voices and Styles, allowing you to expand your music performance and creation possibilities.

For information on obtaining Expansion Packs, refer to the PSR-A2000 page at the Yamaha website (<http://www.yamaha.com/>). Depending on your locale, Expansion Packs may be available for expanding Voices and Styles unique or native to your particular area.

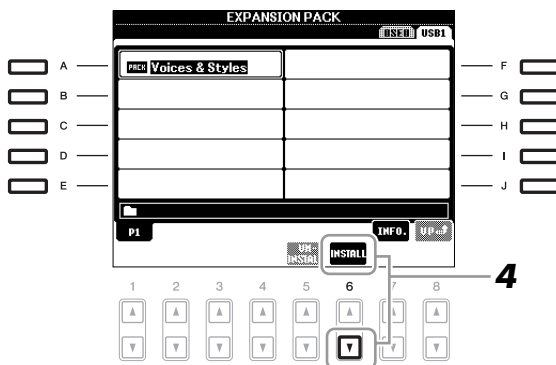
## Installing an Expansion Pack

**1** Connect the USB storage device which contains the Expansion Pack file to the [USB TO DEVICE] terminal of the instrument.

**2** Call up the operation display.

[FUNCTION] → [J] EXPANSION PACK INSTALLATION → TAB [◀][▶]  
USB

**3** Use the [A] – [J] buttons to select the desired Expansion Pack file to install.



**4** Press the [6 ▼] (INSTALL) button to install the data to the instrument.

Follow the on-display instructions.

**5** Press the [F] (YES) button when the message indicating completion of the install operation appears.

The instrument will be restarted automatically.

**6** Press the [EXPANSION/USER] button in the VOICE or STYLE category selection button to see if the Expansion Pack data is installed successfully.

Expansion Voices or Styles can be found in the Expansion folder of the USER tab display.

### NOTICE

This instrument allows you to install only one Expansion Pack. Installing an Expansion Pack will erase all the previously existing Expansion Pack data in the instrument. Make sure to keep a copy of the Expansion Pack data in a USB storage device for future use.

### NOTE

Before using a USB storage device, be sure to read "Connecting a USB Storage Device" on page 93.

### NOTE

You can call up the information for the selected Expansion Pack by pressing the [7 ▲] (INFO.) button. To close the information display, press the [EXIT] button.

### NOTICE

The instrument will be restarted when installation is completed. Save all the data currently being edited beforehand, otherwise the data will be lost.

### NOTE

If a message appears indicating that the drive does not have enough free space, move the files in the USER tab to the USB tab, then try installing again. Refer to page 28 for details on the Move operations.

### Song, Style or Registration Memory containing Expansion Voices or Styles

Song, Style or Registration Memory containing any Expansion Voices or Styles will not sound properly or cannot be called up, if the Expansion Pack data does not exist in the instrument.

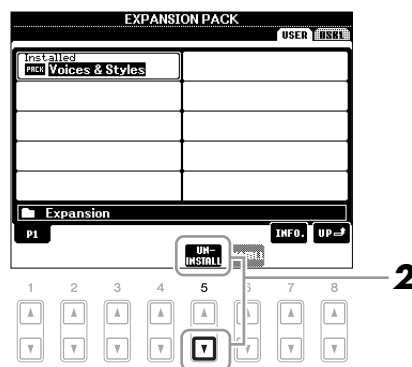
We recommend that you record the name of the Expansion Pack when you create the data (Song, Style or Registration Memory) using Expansion Voices or Styles, so that you can easily find and install the Expansion Pack when necessary.

## Uninstalling an Expansion Pack

This operation deletes all the installed Expansion Voices or Styles.

### 1 Call up the operation display.

[FUNCTION] → [J] EXPANSION PACK INSTALLATION → TAB [◀][▶]  
USER



### 2 Press the [5 ▼] (UNINSTALL) button to uninstall the Expansion Pack.

Follow the on-display instructions.

### 3 Press the [F] (YES) button when the message indicating completion of the uninstall operation appears.

The instrument will be restarted automatically.

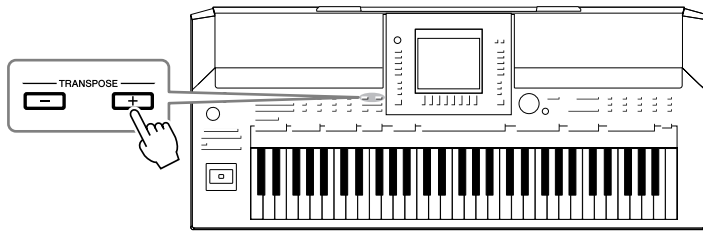
#### **NOTICE**

The instrument will be restarted when the uninstallation operation is completed. Save all data currently being edited beforehand, otherwise the data will be lost.

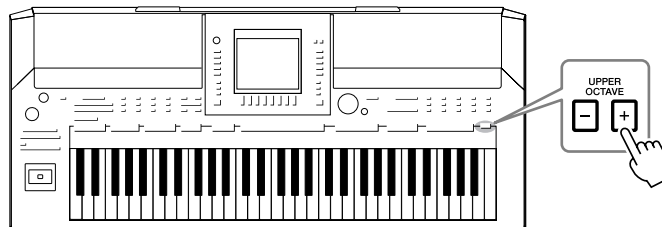


## Transposing the Pitch of the Keyboard

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



The UPPER OCTAVE [-]/[+] buttons allow the pitch of the RIGHT 1 and 2 parts to be shifted up or down by one octave. Press the [+] and [-] buttons simultaneously to instantly reset the octave value to 0.



### Default Pitch setting

By default, the reference pitch of the entire instrument is set to 440.0 Hz, and the scale to equal temperament. You can change the pitch and scale from [FUNCTION] → [A] MASTER TUNE/SCALE TUNE.

You can also adjust the pitch for each part (keyboard parts, Style parts and Song parts) on the TUNE page of the Mixing Console display (page 83).

For details about the pitch-related settings, refer to the Advanced Features section (page 105).

### NOTE

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

### NOTE

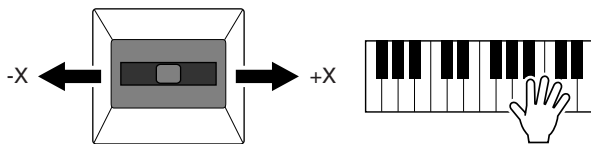
You can also change the transpose settings in the MIXING CONSOLE display: [MIXING CONSOLE] → TAB [◀|▶] TUNE → [1 ▲▼] - [3 ▲▼] TRANSPOSE.

## Using the Joystick

The joystick lets you control the pitch or the modulation effect conveniently by moving it in a horizontal (X) or vertical (Y) direction.

### Pitch Bend

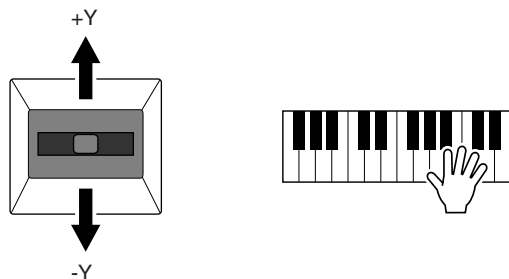
Moving the joystick along the X axis bends notes up (moving right) or down (moving left) while playing the keyboard. Pitch Bend is applied to all the keyboard parts (RIGHT 1, 2 and LEFT).



The maximum pitch bend range can be changed on the Mixing Console display: [MIXING CONSOLE] → TAB [◀][▶] TUNE → [H] PITCH BEND RANGE.

### Modulation

Moving the joystick along the Y axis applies modulation effects, such as vibrato, to notes played on the keyboard. By default, this is applied to keyboard parts RIGHT 1 and 2. Moving the joystick away from the center increases the depth of the effect, while moving it closer to the center decreases it.



You can set whether the effects caused by the joystick will be applied or not to each keyboard part: [FUNCTION] → [D] CONTROLLER → TAB [◀][▶] KEYBOARD/PANEL → [A]/[B] 2 JOYSTICK +Y, 3 JOYSTICK -Y.

#### NOTE

The Pitch Bend effect may not be applied to the LEFT part depending on the Style setting when the [ACMP] button is turned on.

#### NOTE

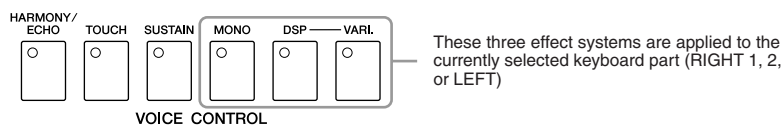
Modulation effects may not be applied to the LEFT part depending on the Style setting when the [ACMP] button is turned on.

#### NOTE

Depending on the selected Voice, the joystick may control volume, filter or some other parameter as well as vibrato. The degree to which the joystick controls each parameter can be set. For details, refer to the Advanced Features section (page 109).

## Applying Voice Effects

The PSR-A2000 features a sophisticated multi-processor effect system which can add extraordinary depth and expression to your sound. This effect system can be turned on or off by using the following buttons.



### • HARMONY/ECHO

The Harmony/Echo types are applied to the right-hand Voices. Refer to “Applying Harmony to Your Right-hand Melody” on page 44.

### • TOUCH

This button turns the touch response of the keyboard on or off. When OFF, the same volume is produced no matter how strongly or softly you play the keyboard.

### • SUSTAIN

When this Sustain function is on, all notes played on the keyboard with right-hand part (RIGHT 1 and 2) have a longer sustain.

### • MONO

When this button is on, the part’s Voice is played monophonically (only one note at a time). Using the MONO mode lets you play single, lead sounds (such as brass instruments) more realistically. It also lets you expressively control the Portamento effect (depending on the selected Voice) by playing legato.

When this button is off, the part’s Voice played polyphonically.

### • DSP/DSP VARI.

With the digital effects built into the instrument, you can add ambience and depth to your music in a variety of ways—such as adding reverb that makes you sound like you are playing in a concert hall.

The [DSP] button is used to turn the DSP (Digital Signal Processor) effect on or off for the currently selected keyboard part.

The [DSP VARI.] button is used to change between variations of the DSP effect. You could use this while you play, for example, to change the rotating speed (slow/fast) of the rotary speaker effect.

#### **NOTE**

Portamento is a function that creates a smooth transition in pitch from the first note played on the keyboard to the next.

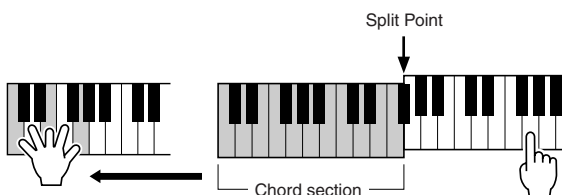
#### **NOTE**

The effect type can be changed. On the Voice Selection display, select [6 ▲] (VOICE SET) → TAB [◀] [▶] EFFECT/EQ → [A]/[B] 2 DSP.

## Applying Harmony to Your Right-hand Melody (HARMONY/ECHO)

Among the Voice Effects, Harmony is one of the most impressive. It automatically adds harmony parts to the notes you play with your right hand—immediately giving you a more full and professional sound.

- 1** Turn the [HARMONY/ECHO] button on.
- 2** Turn on both the [ACMP] button and [SYNC START] button (page 47) and make sure that the RIGHT 1 part is on (page 34).
- 3** Play a chord with your left hand to start the Style (page 48) and play some notes in the right-hand range of the keyboard.



In this example, harmony notes in the scale of C major (the chord played in the left hand) are automatically added to the notes played in the right-hand range of the keyboard.

You can also use the Harmony effect with the Style stopped. Simply hold down a chord with your left hand and play a melody with your right.

Many of the Voices have been automatically set to play certain Harmony/Echo types that match the particular Voice. Try out some of the Voices. You can also change the Harmony/Echo type: [FUNCTION] → [G] HARMONY/ECHO.

### NOTE

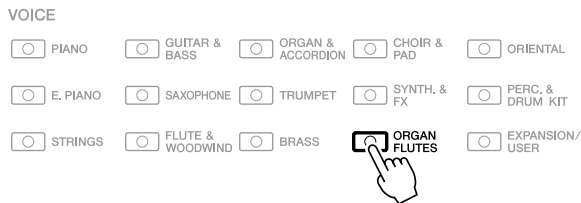
Depending on the harmony/echo type, harmony will be applied even when the [ACMP] button is off.

# Creating Your Original Organ Flutes Voices

The PSR-A2000 uses advanced digital technology to recreate the legendary sound of vintage organs. Just as on a traditional organ, you can create your own sound by increasing and decreasing the levels of the flute footages.

## 1 Press the [ORGAN FLUTES] button.

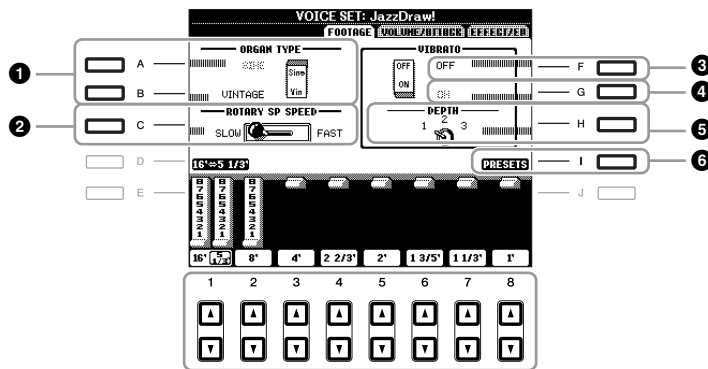
The FOOTAGE Page of the Organ Flutes Voice is called up.



## 2 Use the [1 ▲▼] – [8 ▲▼] buttons to adjust the footage settings.

The footage settings determine the basic sound of the organ flutes.

The [1 ▲▼] buttons control two footages: 16' and 5 1/3'. Pressing the [D] button switches between these two footages.



If you want, you can select the Organ type, change the Rotary Speaker speed and adjust the Vibrato setting, by using the [A] – [C] and [F] – [H] buttons.

### NOTE

The term “footage” is a reference to the sound generation of traditional pipe organs, in which the sound is produced by pipes of different lengths (in feet).

### NOTE

About the VOLUME/ATTACK Page and EFFECT/EQ Page, refer to the Advanced Features section (page 112).

1	[A]/[B]	ORGAN TYPE	Specifies the type of organ tone generation to be simulated: Sine or Vintage.
2	[C]	ROTARY SP SPEED	Alternately switches between the slow and fast rotary speaker speeds when a rotary speaker effect is selected for the Organ Flutes (DSP TYPE parameter in the EFFECT/EQ Page), and the VOICE CONTROL [DSP] button is turned on.
3	[F]	VIBRATO OFF	Alternately turns the vibrato effect for the Organ Flutes Voice ON or OFF.
4	[G]	VIBRATO ON	
5	[H]	VIBRATO DEPTH	Sets the Vibrato depth to one of three levels: 1 (low), 2 (mid), or 3 (high).
6	[I]	PRESETS	Opens the File Selection display of the Organ Flute Voices for selecting a preset Organ Flutes Voice.

- 3** Press the [I] (PRESETS) button to call up the Organ Flutes Voice Selection display.
- 4** Use the TAB [◀][▶] buttons to select the location to which your Organ Flutes Voice will be saved.
- 5** Press the [6 ▼] (SAVE) button to call up the Save display.
- 6** Save your Organ Flutes Voice by following the procedure on page 66.

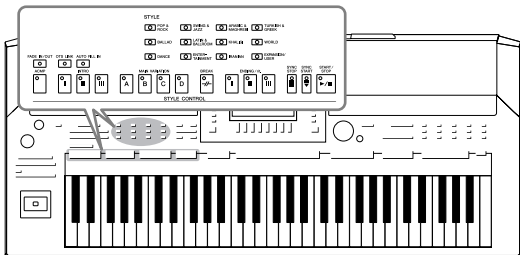
**NOTICE**

The setting will be lost if you select another Voice or turn the power to the instrument off without executing the Save operation.

<b>Advanced Features</b>	
Refer to the Advanced Features section in this manual, <b>Chapter 1</b> .	
<b>Selecting GM/XG or other Voices from the Panel:</b>	Voice Selection display → [8 ▲](UP) → [2 ▲] (P2)
<b>Effect-related settings</b>	
• Setting the touch sensitivity of the keyboard:	[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] KEYBOARD/PANEL
• Selecting the Harmony/Echo type:	[FUNCTION] → [G] HARMONY/ECHO
<b>Pitch-related settings</b>	
• Fine-tuning the pitch of the entire instrument:	[FUNCTION] → [A] MASTER TUNE/SCALE TUNE → TAB [◀][▶] MASTER TUNE
• Scale Tuning:	[FUNCTION] → [A] MASTER TUNE/SCALE TUNE → TAB [◀][▶] SCALE TUNE
• Changing the part assignment of the TRANSPOSE buttons:	[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] KEYBOARD/PANEL → [A]/[B] 4 TRANSPOSE ASSIGN
<b>Editing Voices (Voice Set):</b>	Voice Selection display → [6 ▲] (VOICE SET)
<b>Disabling automatic selection of Voice Sets (effects, etc.):</b>	[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/VOICE SET → TAB [◀][▶] VOICE SET
<b>Editing Organ Flutes parameters:</b>	[ORGAN FLUTES] → TAB [◀][▶] VOLUME/ATTACK or EFFECT/EQ

# Styles

## – Playing Rhythm and Accompaniment –



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

### Playing a Style with the Auto Accompaniment

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



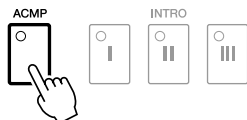
The [EXPANSION/USER] button is used for calling up Custom Styles (your original Styles created with the Style creator function), or Expansion Styles (additionally installed Styles). Expansion Styles can be installed by the same operation as the Expansion Voices. For details, refer to the section “Expanding Voices” (page 39).

- 2 Press one of the [A] – [J] buttons to select the desired Style.

Pressing one of the [1 ▲] – [4 ▲] buttons or pressing the same STYLE category button again can call up the other display page.

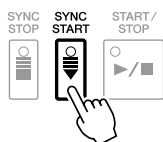


- 3 Press the [ACMP] button to turn on the Auto Accompaniment.



The specific left-hand section of the keyboard (page 37) becomes the Chord section, and chords played in this section are automatically detected and used as a basis for fully automatic accompaniment with the selected Style.

- 4 Press the [SYNC START] button to enable synchronized start.



#### NOTE

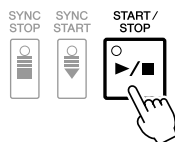
The [EXPANSION/USER] button in the STYLE category selection buttons can also be used to easily recall your favorite Styles. The operation is the same as recalling favorite Voices. See page 35.

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

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



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



### NOTE

For information on chords, see page 49.

### NOTE

You can transpose the Style (accompaniment). See page 41.

### Style Characteristics

The Style type and its defining characteristics are indicated on the Preset Style icon.

STYLE			
PRESET		USER	
Pro	OrchBigBand1	J=144	Pro
Pro	OrchBigBand2	J=133	Pro
Session	AcousticJazz	J=152	Pro
Pro	MORSwing	J=102	Pro
Pro	ModernJazzBld	J=61	Pro
Pro	MidnightSwing	J=82	Pro

- **Pro:** These Styles provide professional and exciting arrangements combined with perfect playability. The resulting accompaniment exactly follows the chords of the player. As a result, your chord changes and colorful harmonies are instantly transformed into lifelike musical accompaniment.
- **Session:** These Styles provide even greater realism and authentic backing by mixing in original chord types and changes, as well as special riffs with chord changes, with the Main sections. These have been programmed to add “spice” and a professional touch to your performances of certain songs and in certain genres. Keep in mind, however, that the Styles may not necessarily be appropriate—or even harmonically correct—for all songs and for all chord playing. In some cases for example, playing a simple major triad for a country song may result in a “jazzy” seventh chord, or playing an on-bass chord may result in inappropriate or unexpected accompaniment.

### Style file compatibility


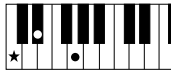
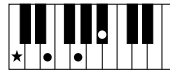
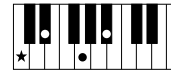
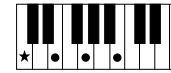

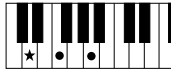
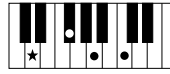



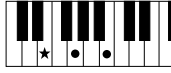
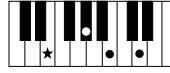






















The PSR-A2000 uses the SFF GE file format (page 9). The PSR-A2000 can play back existing SFF files, but they will be saved in the SFF GE format when the file is saved (or pasted) in the PSR-A2000. Please keep in mind that the saved file can only be played back on instruments that are compatible with the SFF GE format.



# Chords

For users who are unfamiliar with chords, this handy chart features common chords for your quick reference. Since there are many useful chords and many different ways to use them musically, refer to commercially available chord books for further details.

★ Indicates the root note.

Major	Minor	Seventh	Minor Seventh	Major Seventh
<b>C</b> 	<b>Cm</b> 	<b>C7</b> 	<b>Cm7</b> 	<b>CM7</b> 
<b>D</b> 	<b>Dm</b> 	<b>D7</b> 	<b>Dm7</b> 	<b>DM7</b> 
<b>E</b> 	<b>Em</b> 	<b>E7</b> 	<b>Em7</b> 	<b>EM7</b> 
<b>F</b> 	<b>Fm</b> 	<b>F7</b> 	<b>Fm7</b> 	<b>FM7</b> 
<b>G</b> 	<b>Gm</b> 	<b>G7</b> 	<b>Gm7</b> 	<b>GM7</b> 
<b>A</b> 	<b>Am</b> 	<b>A7</b> 	<b>Am7</b> 	<b>AM7</b> 
<b>B</b> 	<b>Bm</b> 	<b>B7</b> 	<b>Bm7</b> 	<b>BM7</b> 

## Changing the Chord Fingering Type

By changing the chord fingering type, you can automatically produce appropriate accompaniment even if you don't press all of the notes which comprise a chord. Chord fingering type can be changed from: [FUNCTION] → [C] STYLE SETTING/SPLIT POINT/CHORD FINGERING → TAB [◀][▶] CHORD FINGERING.

Use the [1 ▲▼] – [3 ▲▼] buttons to select the desired chord fingering type.

Following types can be selected, for example.

### • SINGLE FINGER

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



**Major chord**

Press the root key only.



**Minor chord**

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



**Seventh chord**

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



**Minor seventh chord**

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

### • AI FULL KEYBOARD

Playing just about anything, anywhere on the keyboard using both hands – like playing the piano – produces appropriate accompaniment. You don't have to worry about specifying the chords. (Depending on the song arrangement, AI Full Keyboard may not always produce appropriate accompaniment.)

For other types, refer to the Advanced Features section (page 114).

# Operating Style Playback

## To Start/Stop Playing

### • [START/STOP] button

Style starts playing back as soon as the [START/STOP] button is pressed. To stop playback, press the button again.



### • [SYNC START] button

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



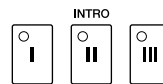
### • [SYNC STOP] button

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



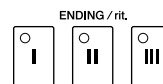
### • INTRO [I] – [III] buttons

The PSR-A2000 features three different Intro sections to add an introduction before starting the Style playback. After pressing one of the INTRO [I] – [III] buttons, start playback by using the [START/STOP] button or [SYNC START] button. When the Intro finishes playing, the Style playback automatically shifts to the Main section.



### • ENDING/rit. [I] – [III] buttons

The PSR-A2000 features three different Ending sections to add an ending before stopping Style playback. When you press one of the ENDING [I] – [III] buttons while Style is playing back, the Style will automatically stop after the ending is played. You can have the ending gradually slow down (ritardando) by pressing the same ENDING button once again, while the ending is playing.



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

- **Red:** The section is currently selected.
- **Red (flashing):** The section will be played next, following the currently selected section.
- **Green:** The section contains data but not currently selected.
- **Off:** The section contains no data and cannot be played.

### NOTE

When the fingering mode is set to “Full Keyboard” or “AI Full Keyboard,” Synchro Stop cannot be turned on.

To change the fingering mode:  
[FUNCTION] → [C] STYLE SETTING/  
SPLIT POINT/CHORD FINGERING →  
TAB [◀][▶] CHORD FINGERING.

### NOTE

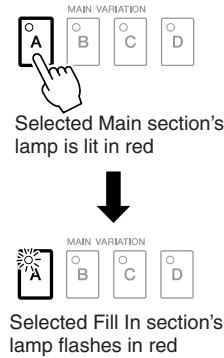
If you press the ENDING/rit. [I] button when the Style is playing, a fill-in automatically plays before the ENDING/rit [I].

## Changing Pattern Variation (Sections) During Style playback

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

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

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



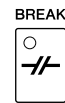
### AUTO FILL function

When the [AUTO FILL IN] button is turned on, pressing any of the Main [A] – [D] buttons as you play automatically plays fill-in section.



### • [BREAK] button

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



## Adjusting the Tempo

### • TEMPO [-]/[+] buttons

By pressing the TEMPO [-] or [+] button, you can decrease/increase the tempo over a range of 5 – 500. While the TEMPO pop-up is shown on the display, you can also use the [DATA ENTRY] dial to adjust the value.



Pressing the TEMPO [-]/[+] buttons simultaneously resets the tempo to the default value.

### • [TAP TEMPO] button

During Style playback, you can change the tempo by tapping the [TAP TEMPO] button twice at the desired tempo. When the Style is stopped, tapping the [TAP TEMPO] button (four times for a 4/4 time signature) starts Style playback at the tempo you tapped.



### NOTE

This operation is common for Song playback (page 57).

## Fading In/Out

### • [FADE IN/OUT] button

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



#### NOTE

This operation is common for Song playback (page 57).

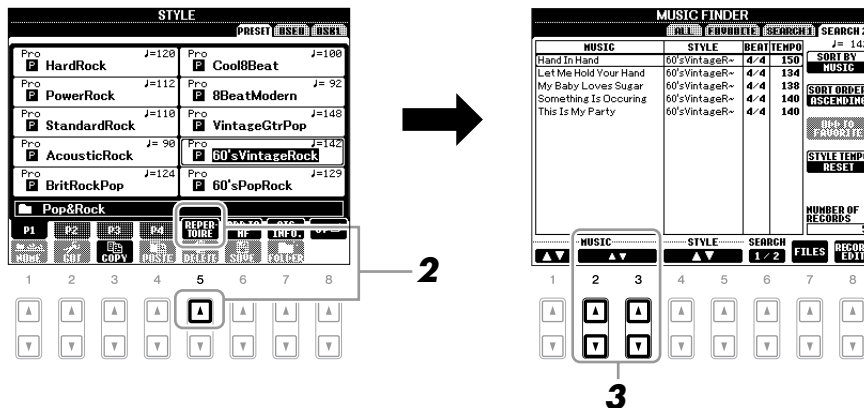
## Calling up the Panel Settings to Match the Style (Repertoire)

The convenient Repertoire function automatically calls up the most appropriate panel settings (Voice number, etc.) for the currently selected Style.

**1** Select the desired Style from the Style Selection display (steps 1 – 2 on page 47).

**2** Press the [5 ▲] (REPertoire) button.

Various appropriate panel settings matching the selected Style will be shown in the display.



**3** Use the [2 ▲▼] – [3 ▲▼] buttons to select the desired panel setting.

#### NOTE

The settings shown here are Music Finder Records. You can choose additional settings by using the Music Finder feature (page 70).

#### NOTE

Depending on the particular selected Style, there may not be any panel settings in the Repertoire function.

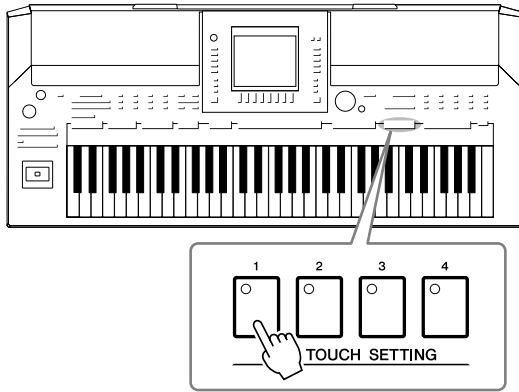
## Appropriate Panel Settings for the Selected Style (One Touch Setting)

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

**1** Select a Style (steps 1 – 2 on page 47).

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

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



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

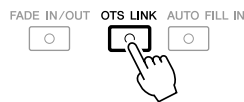
Each Style has four One Touch Setting setups. Press other ONE TOUCH SETTING [1] – [4] button to try out other setups.

### NOTE

You can also create your own One Touch Setting setups. For details, refer to the Advanced Features section (page 118).

### Automatically changing One Touch Settings with the Main sections

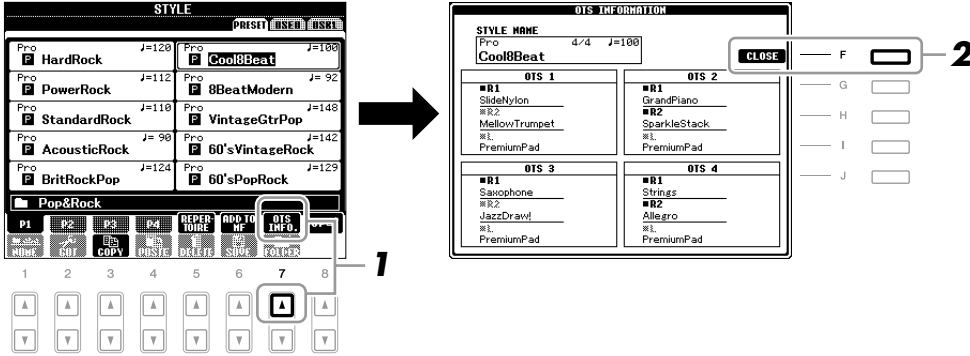
The convenient OTS (One Touch Setting) Link function lets you automatically have One Touch Settings change when you select a different Main section (A – D). The Main sections A, B, C and D correspond to One Touch Settings 1, 2, 3 and 4 respectively. To use the OTS Link function, turn the [OTS LINK] button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



## Confirming the One Touch Setting contents

You can check the information of the One Touch Setting [1] – [4] assigned to currently selected Style.

- 1** In the Style Selection display, press the [7 ▲] (OTS INFO.) button to call up the Information display.



- 2** Press the [F] (CLOSE) button to close the Information display.

### NOTE

You can also call up the Information display by pressing the [DIRECT ACCESS] button then pressing one of the ONE TOUCH SETTING [1] – [4] buttons.

2

Styles – Playing Rhythm and Accompaniment –

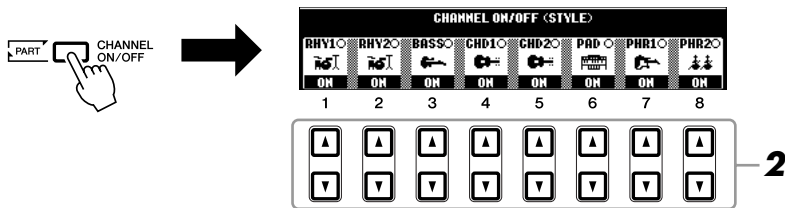
## Turning Style Parts On/Off and Changing Voices

A Style contains eight channels: RHY1 (Rhythm 1) – PHR2 (Phrase 2) below. You can add variations and change the feeling of a Style by selectively turning channels on/off as the Style plays.

### Style channels

- **RHY1/2 (Rhythm 1/2):** These are the basic parts of the Style, containing the drum and percussion rhythm patterns.
- **BASS:** The bass part uses various appropriate instrument sounds to match the Style.
- **CHD1/2 (Chord 1/ 2):** These are the rhythmic chord backing, commonly used with piano or guitar Voices.
- **PAD:** This part is used for sustained instruments such as strings, organ, choir, etc.
- **PHR1/2 (Phrase1/2):** These parts are used for punchy brass stabs, arpeggiated chords, and other extras that make the accompaniment more interesting.

- 1** Press the [CHANNEL ON/OFF] button once or twice to call up the CHANNEL ON/OFF (STYLE) display.



- 2** Press the [1 ▼] – [8 ▼] buttons to turn the channels on or off.

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

### Changing the Voice for each channel

If necessary, press the [1 ▲] – [8 ▲] buttons to change the Voice for the corresponding channel.

The Voice Selection display is called up from which you can select the Voice to be used for the channel. See page 34.

- 3** Press the [EXIT] button to close the CHANNEL ON/OFF display.

### NOTE

You can save the settings here to Registration Memory. See page 75.

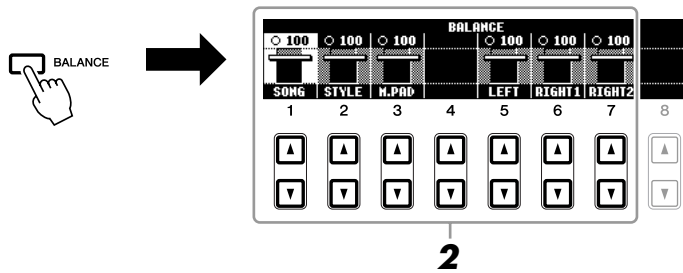
### NOTE

When the Main display is shown, the CHANNEL ON/OFF display cannot be closed.

## Adjusting the Volume Balance Between the Style and Keyboard

You can adjust the volume balance between Style playback and the sound you play on the keyboard.

### 1 Press the [BALANCE] button to call up the BALANCE display.



### 2 Adjust the Style volume by using the [2 ▲▼] buttons.

Using the [1 ▲▼] – [7 ▲▼] buttons, you can adjust the volume of Song, Style, Multi Pad and keyboard parts.

### 3 Press the [EXIT] button to close the BALANCE display.

#### NOTE

When the Main display is shown, the BALANCE display cannot be closed.

#### NOTE

In the Mixing Console display, you can adjust the volume for each Style part. See page 86.

### Advanced Features

Refer to the Advanced Features section in this manual, **Chapter 2**.

#### Selecting the Chord Fingering type:

[FUNCTION] → [C] STYLE SETTING/  
SPLIT POINT/CHORD FINGERING →  
TAB [◀|▶] CHORD FINGERING

#### Style playback related settings:

[FUNCTION] → [C] STYLE SETTING/  
SPLIT POINT/CHORD FINGERING →  
TAB [◀|▶] STYLE SETTING

#### Split Point settings:

[FUNCTION] → [C] STYLE SETTING/  
SPLIT POINT/CHORD FINGERING →  
TAB [◀|▶] SPLIT POINT

#### Memorizing the Original One Touch Setting:

[MEMORY] + ONE TOUCH SETTING [1]  
– [4]

#### Creating/Editing Styles (Style Creator):

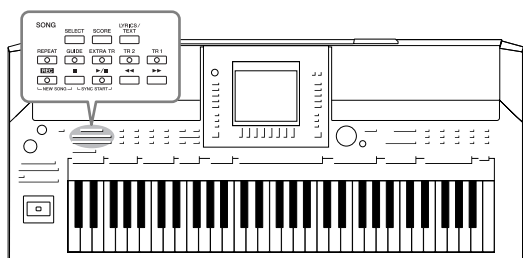
[FUNCTION] → [F] DIGITAL REC MENU  
→ [B] STYLE CREATOR

- Realtime Recording: → TAB [◀|▶] BASIC
- Step Recording: → TAB [◀|▶] EDIT → [G] STEP REC
- Style Assembly: → TAB [◀|▶] ASSEMBLY
- Editing the Rhythmic Feel: → TAB [◀|▶] GROOVE
- Editing Data for Each Channel: → TAB [◀|▶] CHANNEL
- Making Style File Format Settings: → TAB [◀|▶] PARAMETER



# Songs

## – Playing, Practice and Recording Songs –



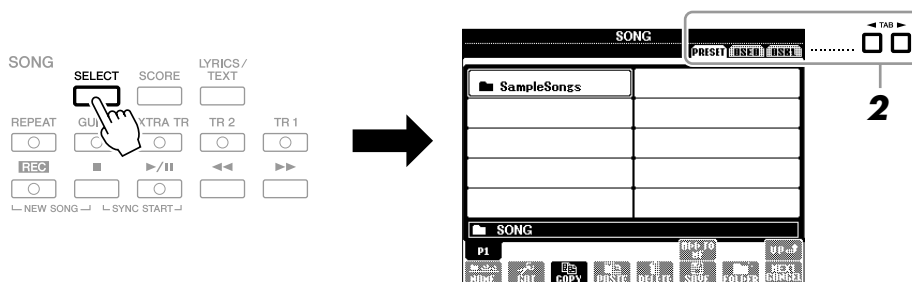
For the PSR-A2000, “Song” refers to the MIDI songs which include preset songs, commercially available MIDI format files, etc. Not only can you play back a Song and listen to it, but you can also play the keyboard along with Song playback and record your own performance as a Song.

### Playback of Songs

You can play back the following types of Songs.

- Preset Songs (in the PRESET Page of the Song Selection display)
- Your own recorded Songs (see page 64 for instructions on recording)
- Commercially available Song data: SMF (Standard MIDI File) or ESEQ

**1** Press the SONG [SELECT] button to call up the Song Selection display.



**2** Press the TAB [◀][▶] buttons to select the location of the desired Song.

If you want to playback Songs in a USB storage device, connect the USB storage device containing MIDI Song data to the [USB TO DEVICE] terminal beforehand.

**3** Select the desired Song by using the [A] – [J] buttons.

You can also select a Song by using the [DATA ENTRY] dial, then press the [ENTER] button to execute.

#### NOTE

For information on compatible data formats, refer to page 9.

#### NOTE

You can instantly jump back to the Main display by “double-clicking” on one of the [A] – [J] buttons.

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



##### Queuing the next Song for playback

While a Song is playing back, you can queue up the next Song for playback. This is convenient for chaining it to the next Song smoothly during stage performance. Select the Song you want play next in the Song Selection display, while a Song is playing back. The “NEXT” indication appears at the upper right of the corresponding Song name. To cancel this setting, press the [8▼] (NEXT CANCEL) button.

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



## Operations During Playback

##### • Synchro Start



You can start playback as soon as you start playing the keyboard. While playback is stopped, hold down the SONG [■] (STOP) button and press the [▶/||] (PLAY/PAUSE) button.

To cancel the Synchro Start function, hold down the SONG [■] (STOP) button and press the [▶/||] (PLAY/PAUSE) button once again.

##### • Pause



Press the [▶/||] (PLAY/PAUSE) button. Pressing it again resumes Song playback from the current position.

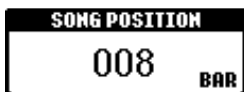
• **Rewind/Fast Forward**



Press the [◀◀] (REW) or [▶▶] (FF) button once to move back/forward one measure. Hold the [◀◀] (REW) or [▶▶] (FF) button to scroll backward/forward continuously.

Pressing the [◀◀] (REW) or [▶▶] (FF) button calls up a pop-up window showing the current measure number (or Phrase Mark number) in the display. While the Song Position pop-up is shown on the display, you can also use the [DATA ENTRY] dial to adjust the value.

**For Songs not containing Phrase Marks**



**For Songs containing Phrase Marks**

You can switch between BAR and PHRASE MARK by pressing the [E] button.



• **Adjusting the Tempo**

Same procedure as with Style tempo. See page 51.

• **Fading In/Out**

Same procedure as with Style. See page 52.

**NOTE**

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

**NOTE**

You can adjust the Song volume balance between the Song and Keyboard. See page 56. In the Mixing Console display, you can adjust the volume for each Song part. See page 86.

**NOTE**

You can also turn the specific part(s) on or off. See page 62.

**NOTE**

You can transpose the Song playback. See page 41.

### Restrictions for protected Songs

Commercially available Song data may be copy protected to prevent illegal copying or accidental erasure. They are marked by the indications at the upper left side of the file names. The indications and relevant restrictions are detailed below.

- **Prot. 1:** Indicates Preset Songs saved to the USER drive. These cannot be copied/moved/saved to external devices.
- **Prot. 2 Orig:** Indicates Yamaha-protection-formatted Songs. These cannot be copied. These can be moved/saved only to the USER drive and USB storage devices with ID.
- **Prot. 2 Edit:** Indicates edited “Prot. 2 Orig” Songs. Make sure to save these to the same folder containing the corresponding “Prot. 2 Orig” Song. These cannot be copied. These can be moved/saved only to the USER drive and USB storage devices with ID.

#### Note for “Prot. 2 Orig” and “Prot. 2 Edit” Song file operation

Make sure to save the “Prot. 2 Edit” Song to the same folder containing its original “Prot. 2 Orig” Song. Otherwise the “Prot. 2 Edit” Song cannot be played back. Also, if you move a “Prot. 2 Edit” Song, be sure to move its original “Prot. 2 Orig” Song to the same location (folder) at the same time. For information about compatible USB storage devices for saving protected Songs, visit the Yamaha website.

## Displaying Music Notation (Score)

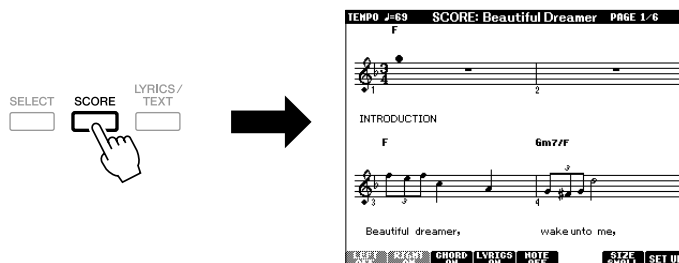
You can view the music notation (score) of the selected Song. We suggest that you read through the music notation before starting to practice.

### 1 Select a Song (steps 1 – 3 on page 57).

### 2 Press the [SCORE] button to call up the Score display.

You can look through the entire notation by using the TAB [◀][▶] buttons when the Song playback is stopped.

As starting playback, the “ball” bounces along through the score, indicating the current position.



You can change the displayed notation style by using the [1 ▲▼] – [8 ▲▼] buttons. For details, refer to the Advanced Features section (page 133).

#### NOTE

The instrument can display the music notation of your recorded Songs.

#### NOTE

The instrument cannot display the music notation of commercially-available music data excepting those data that specifically allow score display.

#### NOTE

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

## Displaying Lyrics (Text)

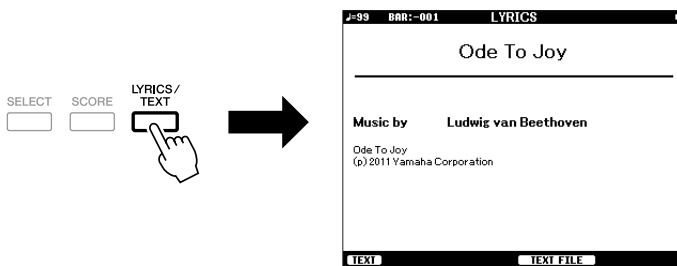
When the selected Song contains lyric data, you can view it on the instrument's display during playback.

**1** Select a Song (steps 1 – 3 on page 57).

**2** Press the [LYRICS/TEXT] button to call up the Lyrics display.

When the Song data contains lyrics data, the lyrics are shown on the display. You can look through the entire lyrics by using the TAB [◀][▶] buttons when the Song playback is stopped.

As Song playback starts, the color of the lyrics changes, indicating the current position.



## Displaying Text

Even if the Song doesn't contain lyrics data, you can view the lyrics on the display by loading the text file (.txt) created on a computer via USB storage device. This feature enables various useful possibilities, such as the showing of lyrics, chord names, and text notes.

**1** When the Lyrics display is shown, press the [1 ▲▼] (TEXT) button to display the text.

**2** Press the [5 ▲▼]/[6 ▲▼] (TEXT FILE) button to call up the Text selection display.

**3** Select the desired text file.

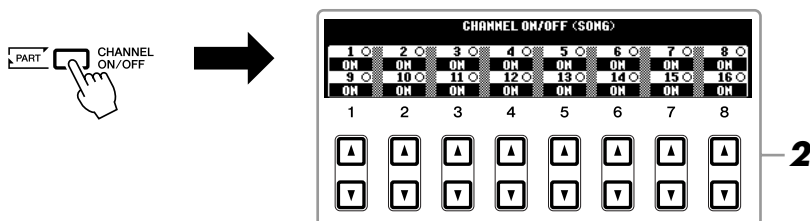
To return to the Lyrics display, press the [1 ▲▼] (LYRICS) button again.

For more information about the Lyrics/Text display, refer to the Advanced Features section (page 135).

## Turning Song Channels On/Off

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

- 1 Press the [CHANNEL ON/OFF] button once or twice to call up the CHANNEL ON/OFF (SONG) display.



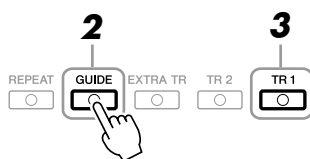
- 2 Use the [1 ▲▼] – [8 ▲▼] button to turn each channel on or off.

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

## Practicing the Right-hand Part (Guide Function)

The Guide function indicates the notes you should play, when you should play them, and how long you should hold them down. You can also practice at your own pace — since the accompaniment waits for you to play the notes correctly. Here, mute the right-hand part and try practicing the part.

- 1 Select a Song and call up the Score display (page 60).
- 2 Turn the [GUIDE] button on.



- 3 Press the SONG [TR 1] button to mute the right-hand part.

The indicator of the [TR 1] button goes out. You can now play that part by yourself.

### NOTE

Usually, CH 1 is assigned to [TR 1] button, CH 2 is assigned to [TR 2] button, and CH 3 – 16 are assigned to the [EXTRA TR] button.

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



Practice the muted part viewing the Score display.

After your practice, turn the [GUIDE] button off.

### Other guide functions

There are additional functions in the Guide features, for practicing the timing of playing the keys (Any Key mode) or for Karaoke.

[FUNCTION] → [B] SONG SETTING → [A]/[B] GUIDE MODE

For more information, refer to the Advanced Features section (page 137).

## Repeat Playback

The Song Repeat functions can be used to repeatedly play back a Song or a specific range of measures in a Song. This is useful for repeated practicing of difficult-to-play phrases.

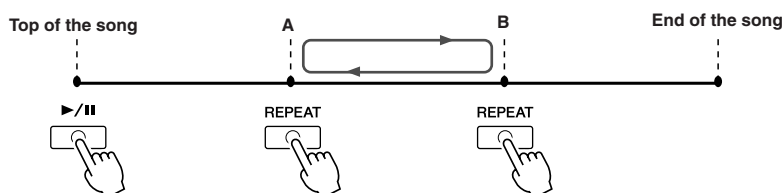
To repeat a Song, turn the [REPEAT] button on and playback the desired Song. Turning the [REPEAT] button off cancels Repeat playback.



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

- 1 Select a Song (steps 1 – 3 on page 57).
- 2 Press the SONG [▶/||] (PLAY/PAUSE) button to start playback.
- 3 Specify the repeat range.

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



#### NOTE

You can play multiple Songs repeatedly: [FUNCTION] → [B] SONG SETTING → [H] REPEAT MODE.

#### NOTE

If the Song contains Phrase Marks, you can play a section (set of measures) specified by the Phrase Mark number repeatedly from: [FUNCTION] → [B] SONG SETTING → [I] PHRASE MARK REPEAT.

#### NOTE

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

#### NOTE

When you want to repeat from the top of the song to middle of the song:  
1 Press the [REPEAT] button, then start Song playback.  
2 Press the [REPEAT] button again at the ending point (B).

**4 To stop playback, press the SONG [■] (STOP) button.**

The Song position will return to Point A.

**5 Press the [REPEAT] button to turn off Repeat playback.****Specifying the repeat range while Songs are stopped**

1. Press the [▶▶] (FF) button to advance to the Point A location.
2. Press the [REPEAT] button to specify Point A.
3. Press the [▶▶] (FF) button to advance to the Point B location.
4. Press the [REPEAT] button again to specify Point B.

**Recording Your Performance (Quick Recording)**

You can record all parts of your performance at once or each part (right-hand, left-hand and Style playback) independently. This is an effective practice tool, allowing you to easily compare your own performance to the original song you are practicing. Before starting recording, make the desired panel settings for your keyboard performance — selecting a Voice, Style, etc.

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

A blank Song for recording is automatically set.

**2 Press the SONG [REC] button.****Recording a specific part**

In place of step 2, pressing the SONG [TR1] (or [TR2]) button while holding the [REC] button enables you to record only the right-hand (or left-hand) part. Pressing the [EXTRA TR] button while holding the [REC] button enables recording of only Style playback.

**3 Start recording.**

Recording begins automatically as soon as you play a note on the keyboard, start Style playback or start Multi Pad playback.

**NOTE**

To cancel recording, press the SONG [REC] or [■] (STOP) button.

**NOTE**

When recording without Style playback, turning the [METRONOME] on makes your recording sessions much more efficient. The Metronome tempo can be adjusted by TEMPO [-]/[+] buttons.

**NOTE**

For Quick Recording, each part will be recorded to the following channels.  
 Keyboard parts: Ch. 1-3  
 Multi Pad parts: Ch. 5-8  
 Style parts: Ch. 9-16



#### 4 Press the SONG [■] (STOP) button to stop recording.



A message prompting you to save the recorded performance appears. To close the message, press the [EXIT] button.

#### 5 Press the SONG [▶/||] (PLAY/PAUSE) button to play back the recorded performance.



#### 6 Save the recorded performance as a Song.

Press the SONG [SELECT] button to call up the Song Selection display. The recorded Song can be saved in the Song Selection display. Refer to “Saving Files” on page 66 for instructions.

#### NOTICE

The recorded Song will be lost if you change to another Song or you turn the power off without executing the save operation.

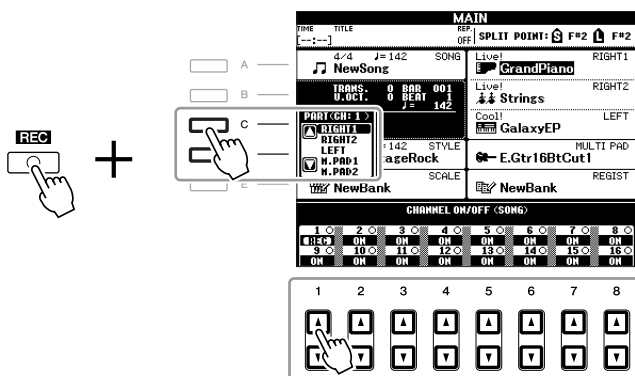
#### Multi Track Recording

A Song consists of 16 separate channels. With this method, you can record data to each channel independently, one by one. You can also freely change the channel/part assignments with the Multi Track recording.

The procedure is basically the same as that of “Recording Your Performance” on page 64, with the following instructions substituted for step 2 above.

While holding down the SONG [REC] button, press the [1 ▲▼] – [8 ▲▼] buttons to set the desired channels to “REC.” Then assign the desired part to the channel by using the [C]/[D] buttons.

If you want to record the Right 1 part to channel 1, for example, press the [1 ▲] button while holding down the [REC] button to set the channel 1 to “REC.” Then use the [C]/[D] buttons to select “RIGHT 1.”

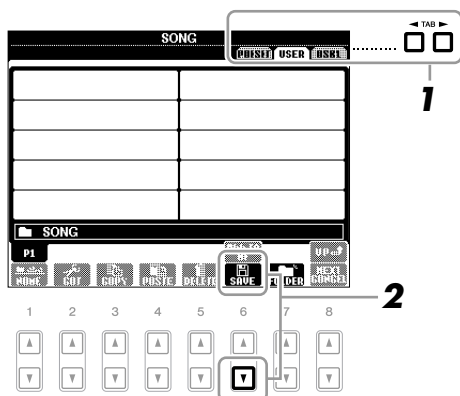


After proceeding with steps 3 – 5, re-select other channels and record other parts as desired.

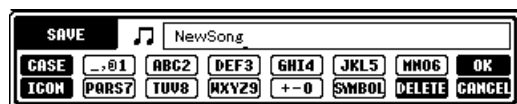
## Saving Files

This operation lets you save your original data (such as Songs you've recorded and Voices you've edited) to a file. The explanations here apply when you save your recorded performance as a Song file.

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



- 2** Press the [6 ▼] (SAVE) button to call up the file naming display.



- 3** Enter the file name (page 30).

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

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

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

### NOTE

If you want to cancel the Save operation, press the [8 ▼] (CANCEL) button.

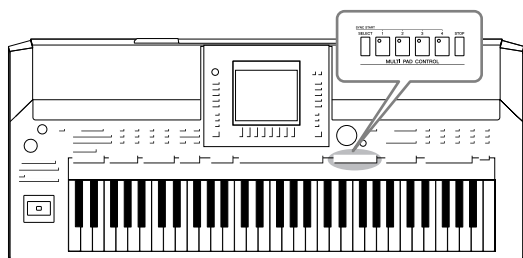
## Advanced Features

Refer to the Advanced Features section in this manual, **Chapter 3**.

<b>Editing Music Notation settings:</b>	[SCORE] → [1 ▲▼] – [8 ▲▼] buttons
<b>Editing Lyrics/Text display settings:</b>	[LYRICS/TEXT] → [1 ▲▼] – [6 ▲▼] buttons
<b>Using the Auto Accompaniment Features with the Song Playback:</b>	[ACMP] → STYLE CONTROL [SYNC START] → SONG [■] + [▶/  ] → STYLE CONTROL [START/STOP]
<b>Song Playback related parameters:</b>	[FUNCTION] → [B] SONG SETTING
<ul style="list-style-type: none"> <li>• Keyboard and Vocal Practice Using the Guide Function:</li> <li>• Playing Backing Parts with the Performance Assistant Technology:</li> </ul>	<ul style="list-style-type: none"> <li>→ [A]/[B] GUIDE MODE</li> <li>→ [8 ▲▼] P.A.T.</li> </ul>
<b>Creating/Editing Songs (Song Creator):</b>	[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR
<ul style="list-style-type: none"> <li>• Recording Melodies (Step Recording):</li> <li>• Recording Chords (Step Recording):</li> <li>• Re-Recording a Specific Section—Punch In/Out:</li> <li>• Editing Channel Events:</li> <li>• Editing Chord events, Notes, System Exclusive events and Lyrics:</li> </ul>	<ul style="list-style-type: none"> <li>→ TAB [◀][▶] 1-16</li> <li>→ TAB [◀][▶] CHORD</li> <li>→ TAB [◀][▶] REC MODE</li> <li>→ TAB [◀][▶] CHANNEL</li> <li>→ TAB [◀][▶] CHORD, 1-16, SYS/EX. or LYRICS</li> </ul>

# Multi Pads

## – Adding Musical Phrases to Your Performance –

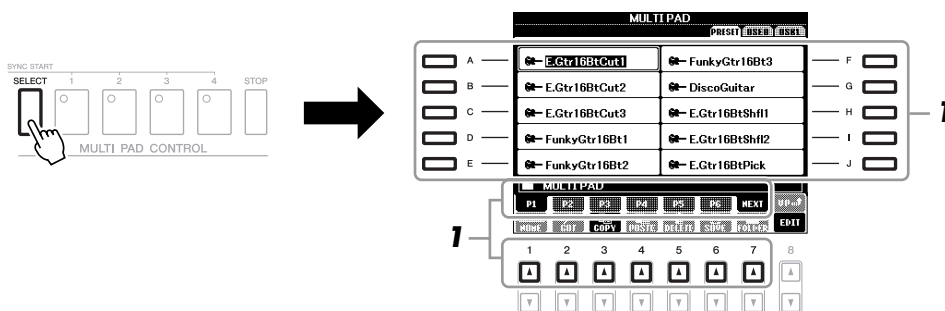


The Multi Pads can be used to play a number of short pre-recorded rhythmic and melodic sequences that can be used to add impact and variety to your keyboard performances. Multi Pads are grouped in Banks or four each. The PSR-A2000 features a variety of Multi Pad Banks in a variety of different musical genres.

### Playing the Multi Pads

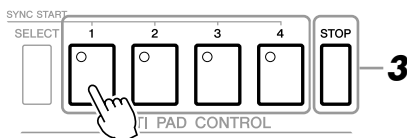
- 1 Press the MULTI PAD CONTROL [SELECT] button to call up the Multi Pad Bank Selection display, then select the desired bank.

Select pages using the [1 ▲] – [7 ▲] buttons that correspond to “P1, P2...” in the display or pressing the MULTI PAD CONTROL [SELECT] button repeatedly, then use the [A] – [J] buttons to select the desired bank.



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

The corresponding phrase (in this case, for Pad 1) starts playing back in its entirety at the currently set tempo. You can even play two or more Multi Pads at the same time.



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

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

#### About the color of the Multi Pads

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

#### NOTE

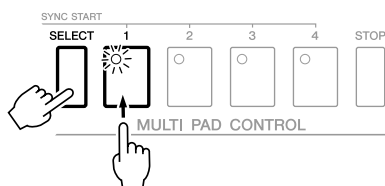
There are two types of Multi Pad data. Some types will play back once and stop when they reach to the end. Others will be play back repeatedly.

#### NOTE

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

## Using the Multi Pad Synchro Start Function

While holding the MULTI PAD CONTROL [SELECT] button, press one of the MULTI PAD CONTROL [1] – [4] buttons to put the Multi Pad playback in standby. The corresponding button will flash in red. You can even play two, three, or four Multi Pads at the same time.



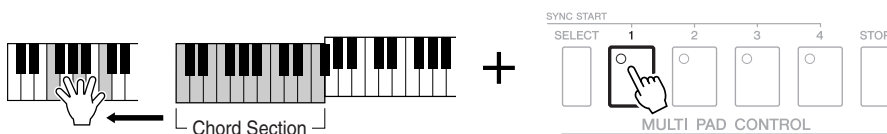
The Multi Pad currently set to standby will start playing when you play back a Style, press any note on the keyboard (when [ACMP] is off), or play a chord with your left hand (when [ACMP] is on). If you put the Multi Pad in standby during Song/Style playback, pressing any note on the keyboard (when [ACMP] is off), or playing a chord with your left hand (when [ACMP] is on) will start the Multi Pad playback at the top of the next bar.

When two or more Multi Pads are in standby, pressing one of them simultaneously starts all Multi Pads that are set to standby.

To cancel Synchro Start, while holding the MULTI PAD CONTROL [SELECT] (or [STOP]) button, press one of the [1] – [4] buttons. Pressing the MULTI PAD CONTROL [STOP] button once cancels Synchro Start of all buttons.

## Using Chord Match

Many of the Multi Pad phrases are melodic or chordal and you can have these phrases automatically change chords along with the chords you play with your left hand. When the [ACMP] is on or LEFT part is on, simply play a chord with your left hand and press any of the Multi Pads— Chord Match changes the pitch to match the chords you play. Keep in mind that some Multi Pads are not affected by Chord Match.



In this example, the phrase for Pad 1 will be transposed into F major before playing back. Try out other various chord types while playing the Multi Pads.

### Advanced Features

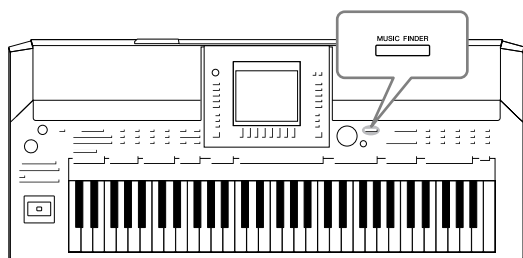
Refer to the Advanced Features section in this manual, **Chapter 4**.

**Multi Pad creating (Multi Pad Creator):** [FUNCTION] → [F] DIGITAL REC MENU → [C] MULTI PAD CREATOR

**Multi Pad editing:** Multi Pad Bank Selection display → [8▼] (EDIT)

# Music Finder

– Calling Up Ideal Setups (Voice, Style, etc.) for Each Song –



If you want to play in a certain genre of music but don't know which Style and Voice settings would be appropriate, the convenient Music Finder function can help you out. Simply select the desired music genre (or song title) from among the Music Finder panel settings, and the instrument automatically makes all appropriate panel settings to let you play in that music style. Moreover, by registering the Song/Audio data saved in various places into Music Finder, the instrument can easily call up the relevant data from the song title.

## About the Music Finder Records

MUSIC	STYLE	BEAT	TEMPO	SEARCH 1	SEARCH 2
69 Summers Long	PowerRock	4/4	130		
80s Acceptable	RetroClub	4/4	128		
A Boy From The Country	Bluegrass	2/4	150		
A Bridge To Cross Troub-	PowerBallad	4/4	78		
A Cozy Life In Italy	OrganBallad	4/4	88		
A Feeling Of Love Tonig-	MovieBallad	4/4	68		
A Fire Lighter	Unplugged	4/4	118		
A Nickel In The Nickelod-	Dieselland	4/4	214		
A Night In A Wonderful L-	6-8Orchestral	6/8	72		
A Night Of Music	BroadwayBlid	4/4	64		
A Sad Song To Make Ju-	LoveSongs	4/4	70		
A Song For New England	VintageGtrPop	4/4	152		
A Spy Does It Better	PianoBallad	4/4	70		
A Spy Lives Only Twice	SecretService	4/4	80		

Each data which can be called up from the MUSIC FINDER display is called a “record.” There are three following different records.

- **Panel Settings**  
Setting data, such as Styles, Voices, etc.
- **Song (SONG)**  
Song data which is registered to the Music Finder from the Song Selection display (page 57)
- **Audio (AUDIO)**  
Audio data which is registered to the Music Finder from the USB Audio Selection display (page 79)

### NOTE

For information on registering the Song/Audio data to the Music Finder, refer to page 72.

## Selecting the Desired Song from among the Panel Settings

- 1 Press the [MUSIC FINDER] button to call up the MUSIC FINDER display.

In the ALL display, all the records are shown.

Shows the song title and information of the Style assigned to the panel settings.

MUSIC	STYLE	BEAT	TEMPO	#
99 Summers Long	PowerRock	4/4	130	142
80s Acceptable	RetroClub	4/4	128	
A Boy From The Country	Bluegrass	2/4	150	
A Bridge To Cross Troub-	PowerBallad	4/4	78	
A Cozy Life In Italy	OrganBallad	4/4	88	
A Feeling Of Love Tonig-	MovieBallad	4/4	68	
A Fire Lighter	Unplugged	4/4	118	
A Nickel In The Nickelod-	Dixieland	4/4	214	
A Night In A Wonderful L-	6-8Orchestral	6/8	72	
A Night Of Music	BroadwayStd	4/4	64	
A Sad Song To Make Ju-	LoveSong	4/4	70	
A Song For New England	VintageGtrPop	4/4	152	
A Spy Does It Better	PianoBallad	4/4	70	
A Spy Lives Only Twice	SecretService	4/4	80	

- 2 Use the [2 ▲▼]/[3 ▲▼] buttons to select the desired Panel Settings.

You can also use the [DATA ENTRY] dial and the [ENTER] button.

### Sorting the records

Press [F] (SORT BY) button to sort the records by MUSIC, STYLE, BEAT and TEMPO. Press the [G] (SORT ORDER) button to change the order of the records (ascending or descending).

When sorting records by MUSIC, you can use the [1 ▲▼] button to skip up or down through the songs alphabetically. When sorting records by STYLE, you can use the [4 ▲▼]/[5 ▲▼] button to skip up or down through the Styles alphabetically. Simultaneously press the [▲] and [▼] buttons to move the cursor to the first record.

- 3 Play the chords in the left-hand section (page 37) of the keyboard.

## Searching the Panel Settings

You can search the records by specifying a song name or keyword, using the Search function of the Music Finder.

- 1 From the ALL page of the MUSIC FINDER display, press the [6 ▲] (SEARCH 1) button to call up the Search display.

MUSIC	STYLE	BEAT	TEMPO	#
99 Summers Long	PowerRock	4/4	130	142
80s Acceptable	RetroClub	4/4	128	
A Boy From The Country	Bluegrass	2/4	150	
A Bridge To Cross Troub-	PowerBallad	4/4	78	
A Cozy Life In Italy	OrganBallad	4/4	88	
A Feeling Of Love Tonig-	MovieBallad	4/4	68	
A Fire Lighter	Unplugged	4/4	118	
A Nickel In The Nickelod-	Dixieland	4/4	214	
A Night In A Wonderful L-	6-8Orchestral	6/8	72	
A Night Of Music	BroadwayStd	4/4	64	
A Sad Song To Make Ju-	LoveSong	4/4	70	
A Song For New England	VintageGtrPop	4/4	152	
A Spy Does It Better	PianoBallad	4/4	70	
A Spy Lives Only Twice	SecretService	4/4	80	



MUSIC FINDER SEARCH 1	
MUSIC	SEARCH
KEYWORD	SEARCH
STYLE	SEARCH
SEARCH AREA	ALL FAVORITE SEARCH1 SEARCH2
TEMPO	GENRE
FROM ~ TO	ANY
ALL CLEAR	START SEARCH CANCEL

### NOTE

Refer to page 74 for information on selecting SONG and AUDIO records.

5

Music Finder – Calling Up Ideal Setups (Voice, Style, etc.) for Each Song –

### NOTE

If you want to avoid changing the Tempo during Style playback when selecting another record, set the Style Tempo function to LOCK or HOLD by pressing the [I] (STYLE TEMPO) button in the Music Finder display. Setting to LOCK can avoid inadvertent changing of the Tempo also while Style playback is stopped and another record is selected.

## 2 Enter the search criteria.

[A]	MUSIC	Searches by song name. Pressing the [A] button calls up the pop-up window to enter the song name. To clear the entered Music, press the [F] (CLEAR) button.
[B]	KEYWORD	Searches by keyword. Pressing the [B] button calls up the pop-up window to enter the keyword. To clear the entered Keyword, press the [G] (CLEAR) button.
[C]	STYLE	Searches by Style. Pressing the [C] button calls up the Style Selection display. After selecting the desired Style, press the [EXIT] button to return back to the Search display. To clear the entered Style, press the [H] (CLEAR) button.
[D]	BEAT	Specifies the time signature for the search. All beat settings are included in the search if you select ANY.
[E]	SEARCH AREA	Selects a specific location (the tab of the upper part of the MUSIC FINDER display) for searching.
[1 ▲▼]	ALL CLEAR	Clears all entered search criteria.
[3 ▲▼]	TEMPO FROM	Sets the range of the tempo you want to use for the search.
[4 ▲▼]	TEMPO TO	
[5 ▲▼]/ [6 ▲▼]	GENRE	Selects the desired music genre.

To cancel searching, press the [8 ▼] (CANCEL) button.

## 3 Press the [8 ▲] (START SEARCH) button to start the search.

The Search 1 display appears, showing the results of the search.

## Registering the Song/Audio data (SONG/AUDIO)

By registering the Song/Audio data saved in various places (Song Selection display: page 57; USB Audio Selection display: page 79) into Music Finder, the instrument can call up song data easily from the song title.

### 1 Display the Song data.

#### Song data (SONG) in the Song Selection display

Press the SONG [SELECT] button to display the song data (Song file) in the Song Selection display.



#### NOTE

You can search several different Keywords simultaneously by inserting a separator (comma) between each.

#### NOTE

If you select a beat of 2/4 or 6/8, a Style suitable for performing a song in 2/4 and 6/8 beat can be searched, but the actual Style is created by using a 4/4 beat.

#### NOTE

When searching Song/Audio files (page 70), it is necessary to set the search criteria as follows.

STYLE: Blank  
BEAT: ANY  
TEMPO: "----" - "----"

#### NOTE

If you wish to search another criteria, press the [6 ▼] (SEARCH 2) button in the Music Finder display. The search result is displayed in the SEARCH 2 display.

#### NOTE

If you want to register the Song/Audio data of the USB storage device, connect the USB storage device containing the data to the [USB TO DEVICE] terminal.

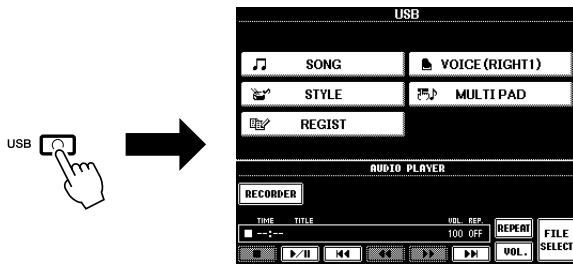
#### NOTE

Before using a USB storage device, be sure to read "Connecting a USB Storage Device" on page 93.



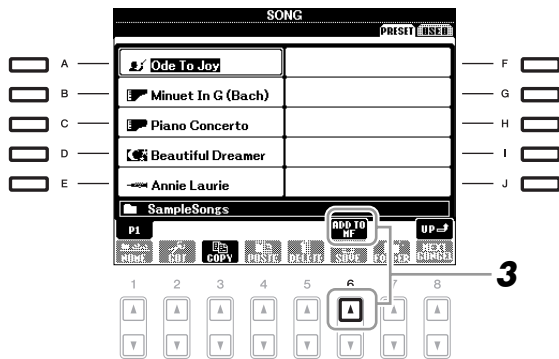
**Song data (AUDIO) in the USB Audio Selection display**

**1-1** Press the [USB] button to call up the Playback display (AUDIO PLAYER display).



**1-2** Press the [8 ▲▼] (FILE SELECT) button to display the song data (Audio file) in the connected USB storage device.

**2** Press the [A] – [J] buttons corresponding to the desired file.



**3** Press the [6 ▲] (ADD TO MF) button to register the selected data to Music Finder.

The display automatically changes to the Music Finder Record Edit display.

**4** Press [8 ▲] (OK) button to start the registration.

Press the [8 ▼] (CANCEL) button to cancel the registration.

**5** Check the song data (SONG/AUDIO) is added in the MUSIC FINDER display.

The song data is shown as SONG or AUDIO in the STYLE column.

MUSIC FINDER				
MUSIC	STYLE	BEAT/TEMPO	RECORDS	SEARCH
Ode To Joy	(SONG)	4/4	130	
Oh Maria	Ibiza2004	4/4	112	
Oh Susanna	SchlagerBeat	2/4	128	
Oh Come Va	RockChaCha	4/4	126	
Old Fashioned Country S-	Bluegrass	2/4	110	
Old Folks At Home	CountrySwing	4/4	168	
Old Man's Stream	MovieBallad	4/4	70	
Ole Guapa	Tango	4/4	130	
On Sunday? I Never Will	ChaChaCha	4/4	128	
Once More	FrenchHouse	4/4	124	
Once More It's Yesterd-	TW'SPopBallad	4/4	82	
One Time When We Touch	EPBallad	4/4	70	
Only For One Day	Ibiza2004	4/4	130	
MUSIC FINDER RECORDS: 1023				
MUSIC FINDER RECORD EDIT: 1/2				

## Recalling the registered song data from Music Finder

You can recall the registered song data in the same way as done in the “Selecting the Desired Song from among the Panel Settings” and “Searching the Panel Settings” (page 71).

- To play back the recalled Song data, press the SONG [▶/||] button after selecting the SONG record.
- To play back the recalled audio data, press the [USB] button, then press the [2 ▲▼] (▶/||) button after selecting the AUDIO record.

### Advanced Features

Refer to the Advanced Features section in this manual, **Chapter 5**.

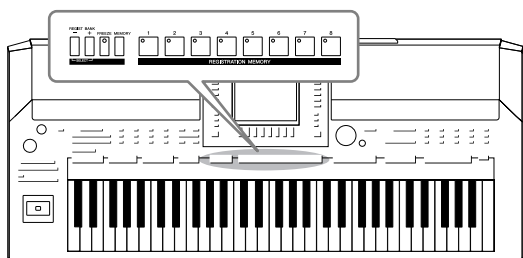
<b>Creating a Set of Favorite Records:</b>	[MUSIC FINDER] → TAB [◀][▶] ALL → [H] (ADD TO FAVORITE)
<b>Editing Records:</b>	[MUSIC FINDER] → [8 ▲▼] (RECORD EDIT)
<b>Saving the Record as a Single File:</b>	[MUSIC FINDER] → [7 ▲▼] (FILES)

### NOTE

If you want to play back Song/Audio data in the USB storage device, connect the USB storage device containing the data to the [USB TO DEVICE] terminal beforehand.

# Registration Memory

– Saving and Recalling Custom Panel Setups –

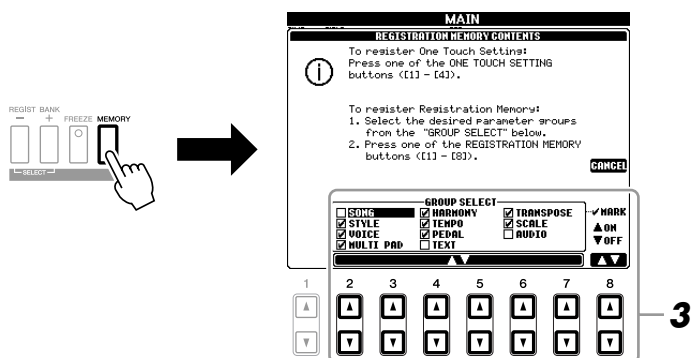


The Registration Memory function allows you to save (or “register”) virtually all panel settings to a Registration Memory button, and then instantly recall your custom panel settings by simply pressing a single button. The registered settings for eight Registration Memory buttons should be saved as a single Bank (file).

## Registering Your Panel Setups

- 1** Set up the panel controls (such as Voice, Style, effects, and so on) as desired.
- 2** Press the [MEMORY] button in the REGISTRATION MEMORY section.

The display for selecting the items to be registered appears.

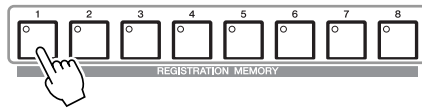


- 3** Determine the items you want to register.

Select the desired item by using the [2▲▼] – [7▲▼] buttons, then enter or remove the checkmark by using the [8▲] (MARK ON)/ [8▼] (MARK OFF) buttons.

To cancel the operation, press the [I] (CANCEL) button.

- 4** Press one of the REGISTRATION MEMORY [1] – [8] buttons to which you wish to memorize the panel setup.



The memorized button becomes red, which indicates the number button contains data and its number is selected.

**About the lamp status**

- **Red:** Data registered and currently selected
- **Green:** Data registered but not currently selected
- **Off:** No data registered

- 5** Register various panel setups to other buttons by repeating steps 1 – 4.

The registered panel setups can be recalled by simply pressing the desired number button.

**NOTICE**

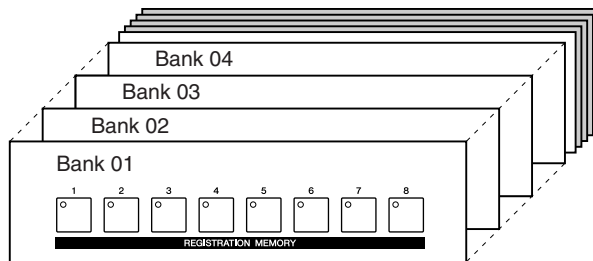
If you select the button whose lamp is lit in red or green here, the panel setup previously memorized to the button will be erased and replaced by the new settings.

**NOTE**

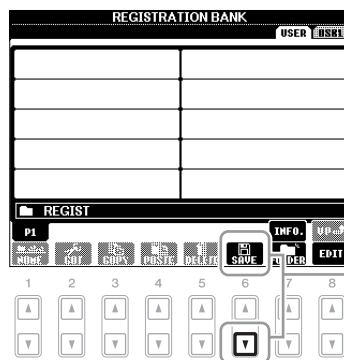
The panel setups registered in the numbered buttons are preserved even when you turn off the power. If you want to delete all the eight current panel setups, turn the [ ⏻ ] (Standby/On) switch on while holding the B5 key (right-most B key on the keyboard).

**Saving the Registration Memory as a Bank file**

You can save all the eight registered panel setups as a single Registration Memory Bank file.



- 1** Press the REGIST BANK [+] and [-] buttons simultaneously to call up the Registration Bank Selection Display.



**2**

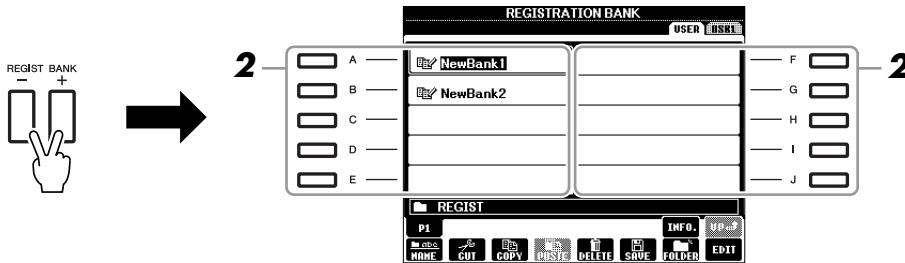
- 2** Press the [6▼] (SAVE) button to save the Bank file.

For instructions on saving, refer to page 66.

## Recalling a Registered Panel Setup

The saved Registration Memory Bank files can be recalled by using the REGIST BANK [-]/[+] buttons or the following procedure.

- 1 Press the REGIST BANK [+] and [-] buttons simultaneously to call up the REGISTRATION BANK Selection Display.**



- 2 Press one of the [A] – [J] buttons to select a Bank.**

You can also use the [DATA ENTRY] dial and the [ENTER] button to select a Bank.

- 3 Press one of the green-lit numbered buttons ([1] – [8]) in the Registration Memory section.**

### NOTE

When recalling the setups including Song/Style file selection from a USB storage device, make sure that the appropriate USB storage device including the registered Song/Style is connected into the [USB TO DEVICE] terminal.

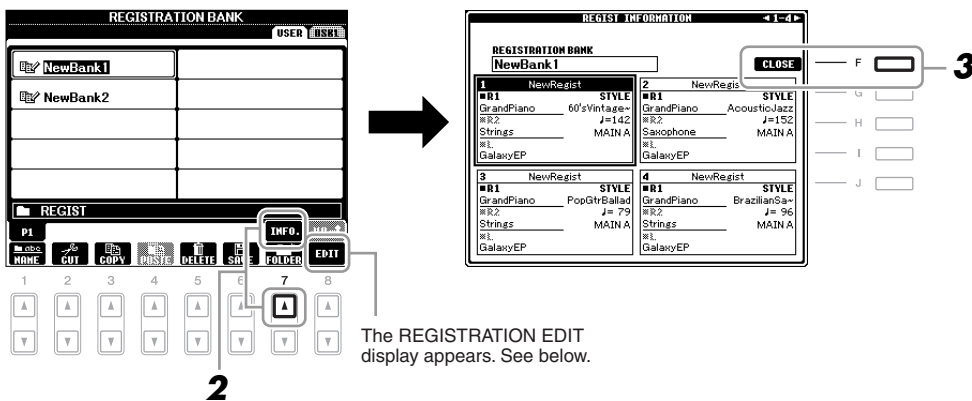
### NOTE

Turning the [FREEZE] button on disables recall of specific item(s). To use this function, you need to select the item(s) not to be recalled by accessing [FUNCTION] → [E] REGIST SEQUENCE/FREEZE/VOICE SET → TAB [◀|▶] FREEZE.

## Confirming the Registration Memory Information

You can call up the information display to take a look which Voices and Style are memorized to the [1] – [8] buttons of a Registration Memory Bank.

- 1 Simultaneously press the REGIST BANK [+ ] and [ - ] buttons to call up the Registration Bank Selection display, then use the [A] – [J] buttons to select the desired Bank.
- 2 Press the [7▲] (INFO.) button to call up the information display.



By using the TAB [◀][▶] buttons, you can switch between the two information display pages: information for the Registration Memory [1] – [4] buttons and information for the [5] – [8] buttons.

### REGISTRATION EDIT display

The contents of the current Registration Bank are listed in the REGISTRATION EDIT display. The names of the Panel Setups memorized to the [1]–[8] buttons of the Registration Memory Bank are shown in the display. You can rename or delete each of the Registration Memory settings. Refer to pages 28–29 for details on the Rename or Delete operations.

- 3 Press the [F] (CLOSE) button to close the information display.

### Advanced Features

Refer to the Advanced Features section in this manual, **Chapter 6**.

<b>Disabling recall of specific items:</b>	[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/ VOICE SET → TAB [◀][▶] FREEZE
<b>Calling up Registration Memory numbers in order:</b>	[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/ VOICE SET → TAB [◀][▶] REGISTRATION SEQUENCE

#### NOTE

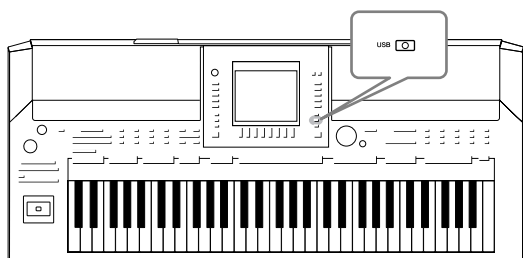
You can instantly call up the information display of the currently selected Registration Memory Bank by pressing the [DIRECT ACCESS] button and one of the REGISTRATION MEMORY [1] – [8] buttons in sequence.

#### NOTE

If some Voice part is set to off, the corresponding Voice part name is shown in gray.

# USB Audio

## – Playback and Recording Audio Files –



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

### Playing Back Audio Files

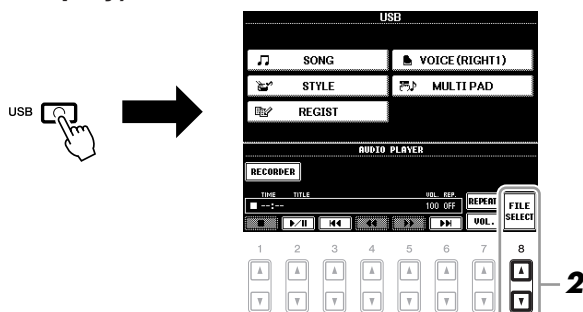
Try playing back audio files from USB flash memory on this instrument.

#### File formats that can be played back

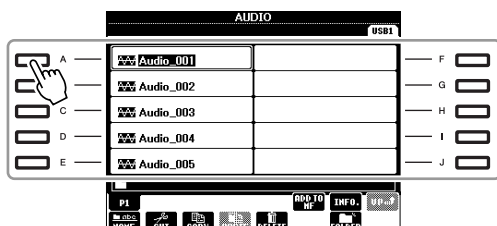
.wav	44.1 kHz sample rate, 16-bit resolution, stereo
------	---

Connect the USB flash memory device containing the audio files to play back to the [USB TO DEVICE] terminal.

- 1 Press the [USB] button to call up the Playback display (AUDIO PLAYER display).



- 2 Press the [8 ▲▼] (FILE SELECT) button to display the audio files saved to the connected USB flash memory.
- 3 Press one of the [A] – [J] buttons corresponding to the file you want to listen to.



- 4 Press the [EXIT] button to return to the Playback display (AUDIO PLAYER display).

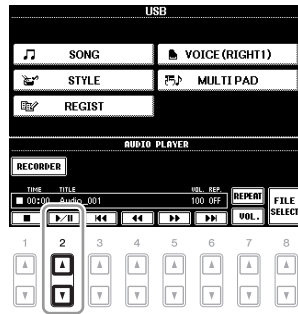
#### NOTE

The instrument cannot play back DRM protected files.

#### NOTE

Before using a USB flash memory, be sure to read "Connecting a USB Storage Device" on page 93.

## 5 Press the [2 ▲▼] (▶/||) button to play back.

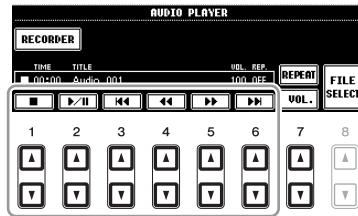


### NOTICE

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

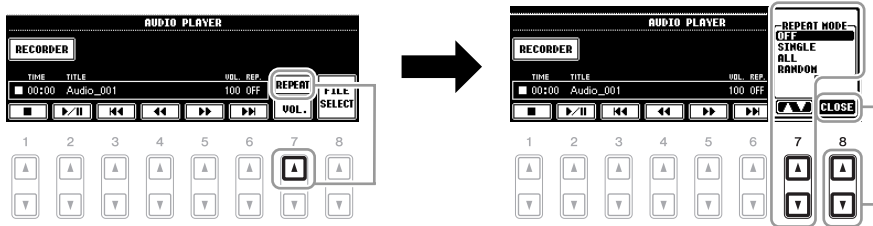
## Playback-related Operations

You can stop, pause, select, rewind, and forward by using the [1 ▲▼] – [6 ▲▼] buttons. Moreover, you can set the REPEAT mode by pressing the [7 ▲] button and adjust the volume by pressing the [7 ▼] button.



### • Playing back audio files repeatedly

Press the [7 ▲] (REPEAT) button then set the REPEAT mode of the audio file by using the [7 ▲▼] buttons. To close the setting display, press the [8 ▲▼] (CLOSE) button.

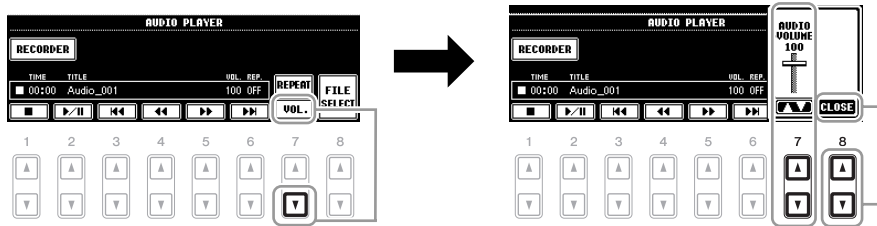


- |               |  |
|---------------|--|
| <b>OFF</b>    | Plays through the selected file, then stops.   |
| <b>SINGLE</b> | Plays through the selected file repeatedly.  |
| <b>ALL</b>    | Continues playback through all the files in the folder containing the current file repeatedly. |
| <b>RANDOM</b> | Randomly and repeatedly plays back all files in the folder containing the current file.        |



• **Adjusting volume for audio playback**

Press the [7 ▼] (VOL.) button then adjust the volume for audio files by using the [7 ▲▼] buttons. To close the setting display, press the [8 ▲▼] (CLOSE) button.



## Recording Your Performance as Audio

Try recording your performance as audio data (WAV file) to a USB flash memory. The maximum amount of recording time is 80 minutes per recording, though this may differ depending on the capacity of the particular USB flash memory.

The following parts (internal tone generator) can be recorded.

Keyboard parts (Right 1, Right 2, Left), Song parts, Style parts, Multi Pad parts

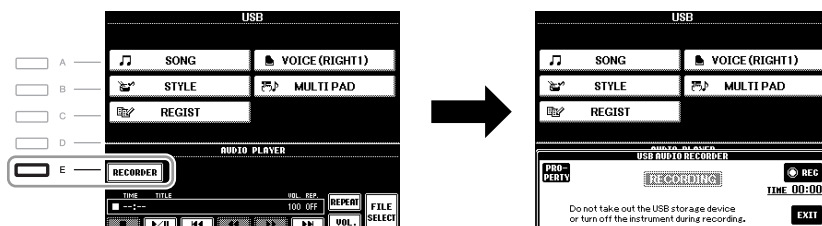
File formats recorded by this function

.wav	44.1 kHz sample rate, 16-bit resolution, stereo
------	---

- 1 Connect the USB flash memory to the [USB TO DEVICE] terminal.
- 2 Set the desired Voice, etc. which you want to use for your performance. (For information setting the Voice, see page 34; for setting the Style, see page 47.)
- 3 Press the [USB] button.



- 4 Press the [E] (RECORDER) button to call up the Recording display (USB AUDIO RECORDER display).



**NOTE**

To record your performance by USB Audio function, use the compatible USB flash memory. Before using a USB flash memory, be sure to read "Connecting a USB Storage Device" on page 93.

**NOTE**

Input from the [AUX IN] jacks cannot be recorded.

**NOTE**

Songs protected by copyright, such as preset songs, and the metronome sound cannot be recorded.

**NOTE**

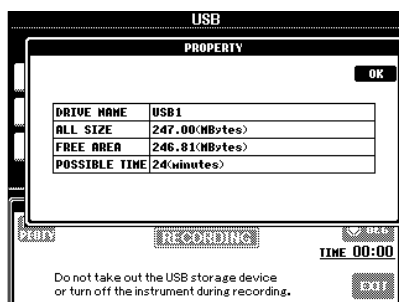
Recording methods on the instrument include MIDI recording as well as audio recording (page 64).

**NOTE**

The USB storage device of "USB1" is selected as the recording destination when multiple USB storage devices are connected. The destination is skipped when "USB1" is a floppy disk drive.

## Check the information of the USB flash memory as a recording destination

On the display of step 4, press the [E] (PROPERTY) button to check the number of the USB flash memory device, memory size of the device, available recording space on the device, and available time for recording.



Press the [F] (OK)/[EXIT] button to close the PROPERTY display.

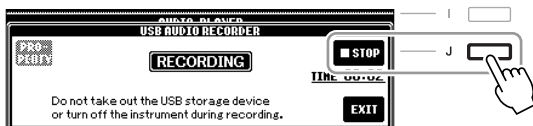
## 5 Start recording by pressing the [J] (REC) button, then start your performance.

When recording begins, the elapsed recording time is shown on the right side of the Recording display.



## 6 Stop recording by pressing the [J] (STOP) button.

The file name is automatically named, and a message indicating the file name is displayed.



### NOTICE

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

### NOTE

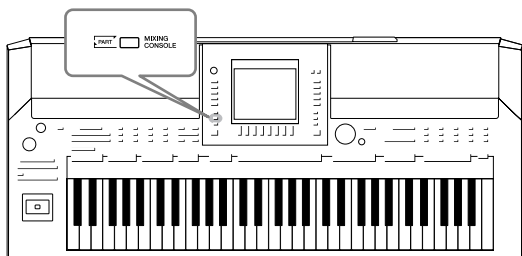
Even if you make a mistake in your performance, you cannot overwrite an existing file. Delete the recorded file on the File Selection display, then record your performance again.

### NOTE

The recording operation continues, even if you close the Recording display by pushing the [EXIT] button. Press the [E] (RECORDER) button to call up the Recording display again, then stop the recording by pressing the [J] (STOP) button.

# Mixing Console

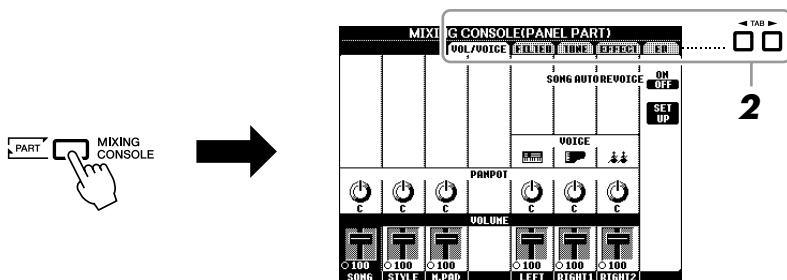
## – Editing the Volume and Tonal Balance –



The Mixing Console gives you intuitive control over aspects of the keyboard parts and Song/Style channels, including volume balance and the timbre of the sounds. It lets you adjust the levels and stereo position (pan) of each Voice to set the optimum balance and stereo image, and lets you set how the effects are applied.

### Basic Procedure

- 1 Press the [MIXING CONSOLE] button to call up the MIXING CONSOLE display.



- 2 Use the TAB [◀][▶] buttons to call up the desired page.

For details about each display Page, refer to the Advanced Features section, Chapter 8.

- **VOL/VOICE**

Changes the Voice for each part and adjusts panning and volume for each part (page 85). Using the Auto Revoice function, you can also convert the sound of commercially available XG song to the special sound using this instrument's special Voices.

- **FILTER**

Adjusts the Harmonic Content (resonance) and sound brightness.

- **TUNE**

Pitch-related settings (tuning, transpose, etc.).

- **EFFECT**

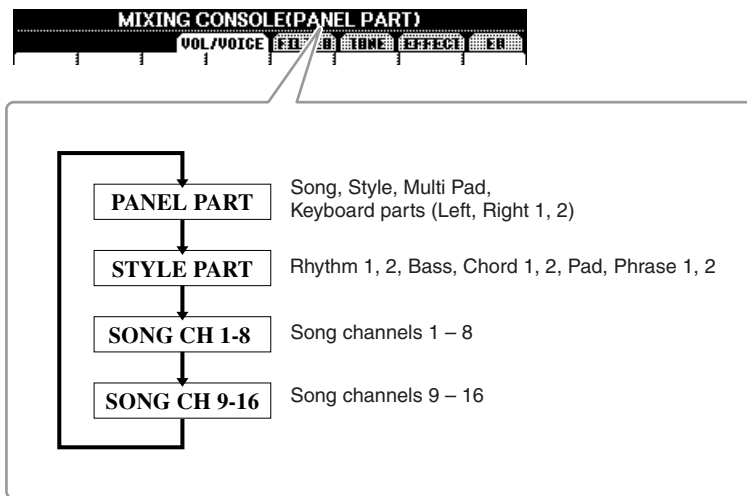
Selects effect type and adjusts its depth for each part (page 87).

- **EQ**

Adjusts equalization parameters to correct the tone or timbre of the sound.

### 3 Press the [MIXING CONSOLE] button repeatedly to call up the MIXING CONSOLE display for the relevant parts.

The part name is indicated at the top of the display.



### 4 Use the [A] – [J] buttons to select a parameter, then use the [1 ▲▼] – [8 ▲▼] buttons to set the value for each part.

### 5 Save your MIXING CONSOLE settings.

- **To save the PANEL PART display settings:**  
Register them to Registration Memory (page 75).
- **To save the STYLE PART display settings:**  
Save them as Style data.
  1. Call up the operation display.  
[FUNCTION] → [F] DIGITAL REC MENU → [B] STYLE CREATOR
  2. Press the [EXIT] button to close the REC CHANNEL display.
  3. Press the [I] (SAVE) button to call up the Style Selection display for saving your data, then save it (page 66).
- **To save the SONG CH 1-8/9-16 display settings:**  
First register the edited settings as part of the Song data (SETUP), then save the Song.
  1. Call up the operation display.  
[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR
  2. Use the TAB [◀][▶] buttons to select the CHANNEL Page.
  3. Use the [A]/[B] buttons to select “SETUP.”
  4. Press the [D] (EXECUTE) button.
  5. Press the [I] button to call up the Song Selection display for saving your data, then save it (page 66).

#### NOTE

The Style/Song part components are the same as those that appear in the display when you press the panel [CHANNEL ON/OFF] button once or twice.

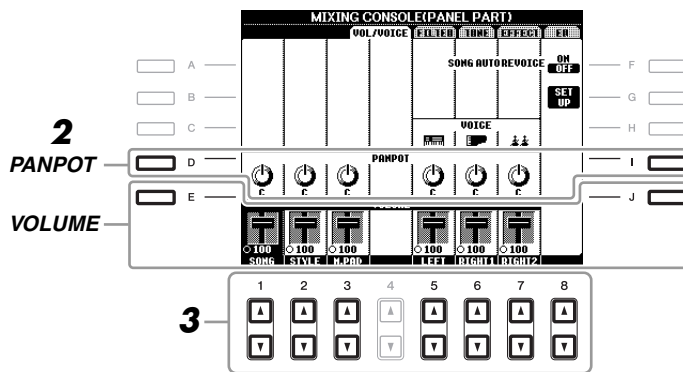
#### NOTE

If you simultaneously hold down one of the [A] – [J] buttons and use the [1 ▲▼] – [8 ▲▼] buttons (or the DATA ENTRY dial), you can instantly set the same value to all other parts.



## Adjusting Panning/Volume for each part

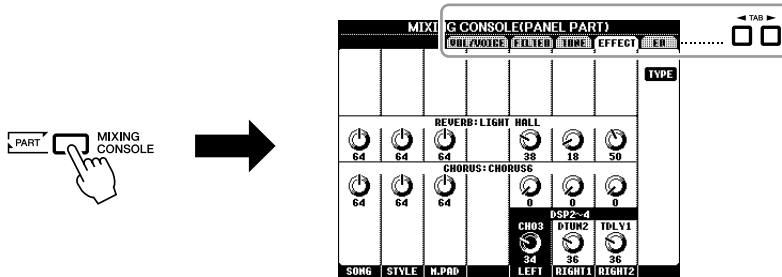
- 1 Same operation as in the “Basic Procedure” on page 83. In step 2, select VOL/VOICE tab.
- 2 Press the [D] (or [I]) button to select the PANPOT parameter or press the [E] (or [J]) button to select the VOLUME parameter.



- 3 Use the [1 ▲▼] – [8 ▲▼] buttons to adjust panning/volume for the desired part.
- 4 Save your settings (step 5 on page 84).

# Applying Effects to Each Part

**1** Same operation as in the “Basic Procedure” on page 83. In step 2, select EFFECT tab.



**2** Use the [C]/[D]/[E] buttons to select the desired effect.

- **REVERB:**  
Reproduce the warm ambience of playing in a concert hall or jazz club.
- **CHORUS:**  
Produces a rich “fat” sound as if several parts are being played simultaneously.
- **DSP:**  
By default, the most appropriate effect for the selected Voice has been selected.

**3** Use the [1 ▲▼] – [8 ▲▼] buttons to adjust the depth of each effect for the desired part.

**4** Save your settings (step 5 on page 84).

**NOTE**

You can change the effect type by pressing the [F] (TYPE) button. Refer to the Advanced Features section (page 170).

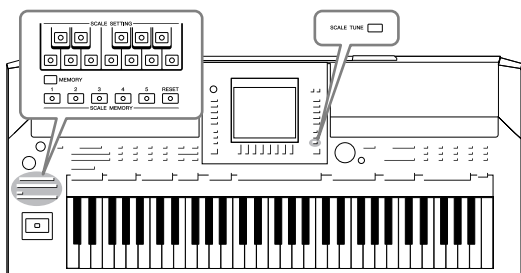
**Advanced Features**

Refer to the Advanced Features section in this manual, **Chapter 8**.

Converting XG Song Voice to this instrument's Voice (Song Auto Revoice):	[MIXING CONSOLE] → TAB [◀][▶] VOL/VOICE → [G] SET UP
Editing FILTER parameters:	[MIXING CONSOLE] → TAB [◀][▶] FILTER
Editing TUNE parameters:	[MIXING CONSOLE] → TAB [◀][▶] TUNE
Changing an Effect type:	[MIXING CONSOLE] → TAB [◀][▶] EFFECT → [F] TYPE
Editing EQ parameters:	[MIXING CONSOLE] → TAB [◀][▶] EQ

# Oriental Scales

## – Setting Original Scales –

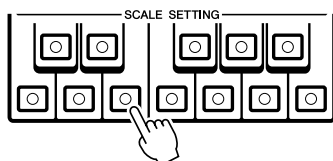


The Oriental Scales feature lets you simply and easily change the pitches of specific notes and create your own scales. You can call up the scale settings at any time—even when you are playing.

## Setting Oriental Scales

### Setting a Scale

The SCALE SETTING buttons lets you easily lower the pitches of specific notes by 50 cents to create your own oriental scales. These buttons simulate a one-octave keyboard (C through B). Press the button corresponding to the key whose pitch you want to lower (the button lights). Press again to return to normal pitch. The setting affects all notes having the same note name in all octaves.



In addition to the SCALE SETTING buttons here, there is also a SCALE TUNE display from which you can conveniently select various scale templates (including oriental scales) and create your own scales by fine tuning the scale notes. To call up the SCALE TUNE display, press the [SCALE TUNE] button. For details, refer to the Advanced Features section (page 105).

### Memorizing the Scale Settings

The settings you make (using the SCALE SETTING buttons or in the SCALE TUNE display) can be memorized to the SCALE MEMORY buttons for instant recall.

#### **1** Set up the scale settings as desired using the SCALE SETTING buttons or in the SCALE TUNE display.

For instructions on the SCALE TUNE display, refer to the Advanced Features section (page 105).

#### **NOTE**

In musical terms a “cent” is 1/100th of a semitone. (100 cents equal one semitone.)

#### **NOTE**

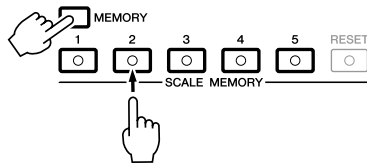
Since the scale is set to Equal Temperament with a base note of C by default, you should set the pitch for each key regarding C as the root.

#### **NOTE**

The Scale Setting function has no effect on some Voices such as the Drum Kit/SFX Kit Voices.



- While holding the **SCALE MEMORY [MEMORY]** button, press one of the **SCALE MEMORY [1]–[5]** buttons (the desired one for memorizing the scale settings).



The corresponding **SCALE MEMORY** button will light. Any data that was previously in the selected location is erased and replaced by the new settings.

#### About the lamp status of the [1]–[5] buttons

- **On:** Data registered and currently selected
- **Off:** No data registered, or not currently selected

- Memorize scale settings to other buttons by repeating steps 1 and 2 above.

The memorized settings can be recalled by simply pressing the desired number button.

#### Instantly resetting the Scale Settings

Pressing the **SCALE MEMORY [RESET]** button can reset all notes to normal pitch (0 cent). This operation does not erase the settings memorized to the [1]–[5] buttons.

#### NOTE

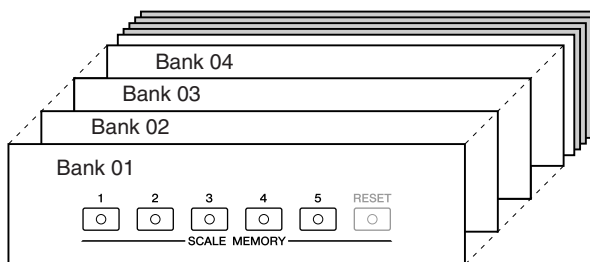
The **[RESET]** button lights up when all notes are of normal pitch.

#### NOTICE

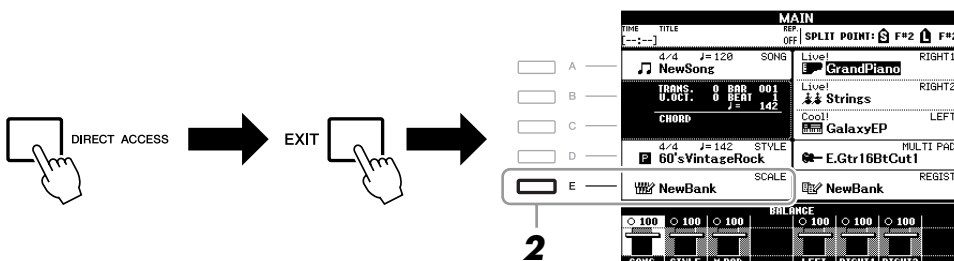
The scale settings memorized to the numbered button will be lost if you turn the power to the instrument off without executing the Save operation.

## Saving the Scale Memory as a Bank File

The scale settings memorized to the **SCALE MEMORY [1]–[5]** buttons can be saved as a single **Scale Tune Bank** file.



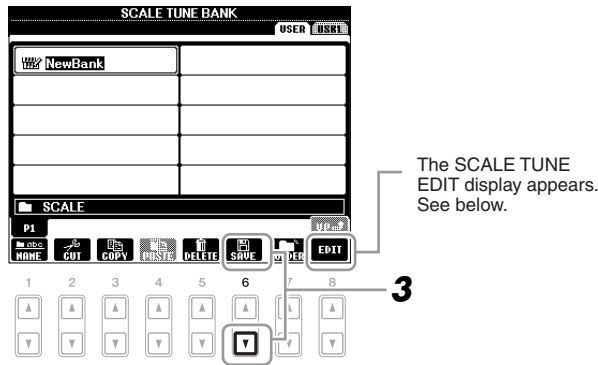
- Press the **[DIRECT ACCESS]** button, followed by the **[EXIT]** button to call up the Main display.



**2** Press the [E] button to call up the Scale Tune Bank Selection Display.

**3** Press the [6 ▼] (SAVE) button to save the Bank file.

For instructions on saving, refer to page 66.



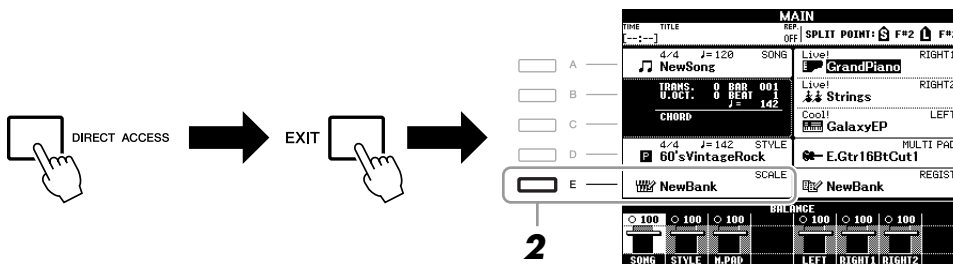
### SCALE TUNE EDIT display

The contents of the current Scale Tune Bank are listed in the SCALE TUNE EDIT display. The names of the Scale Settings memorized to the SCALE MEMORY [1]–[5] buttons are shown in the display. You can rename or delete each of the Scale Settings. Refer to pages 28–29 for details on the Rename or Delete operations.

## Recalling a Memorized Scale Setting

The memorized scale settings can be recalled by selecting the Scale Tune Bank file as described below.

**1** Press the [DIRECT ACCESS] button, followed by the [EXIT] button to call up the Main display.



**2** Press the [E] button to call up the Scale Tune Bank Selection Display.

**3** Press one of the [A] – [J] buttons to select a Bank.

You can also use the [DATA ENTRY] dial and the [ENTER] button to select a Bank.

**4** Press one of the SCALE MEMORY [1] – [5] buttons to select a specific memory location.

# Connections

## – Using Your Instrument with Other Devices –

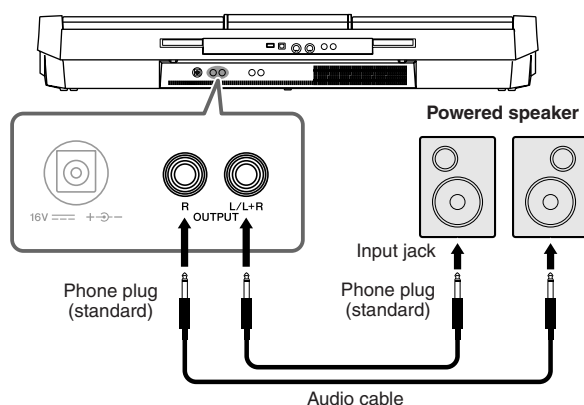
### **CAUTION**

Before connecting the instrument to other electronic components, turn off the power of all the components. Also, before turning any components on or off, make sure to set all volume levels to minimum (0). Otherwise, electrical shock or damage to the components may occur.

## Connecting Audio Devices

### Using External Audio Devices for Playback

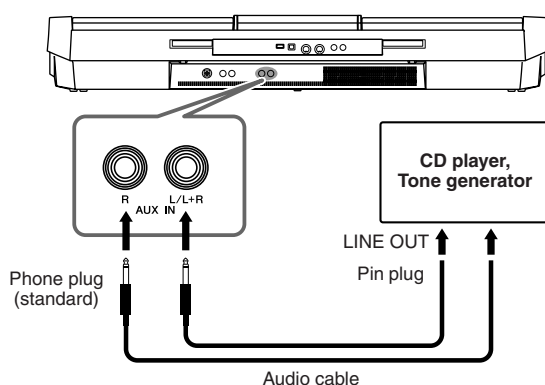
You can connect a stereo system to amplify the instrument's sound by using the OUTPUT [L/L+R]/[R] jacks.



When these are connected, you can use the instrument's [MASTER VOLUME] control to adjust the volume of the sound output to the external device.

### Playing External Audio Devices with the Built-in Speakers

You can connect the output jacks of an external device (such as CD player, tone generator, etc.) to the instrument's AUX IN [L/L+R]/[R] jacks, letting you hear the sound of that device through the built-in speakers of the instrument.



### **NOTE**

Use audio cables and adaptor plugs having no (zero) resistance.

### **NOTE**

Use only the [L/L+R] jack for connection with a monaural device.

### **NOTICE**

When the instrument's sound is output to an external device, first turn on the power to the instrument, then to the external device. Reverse this order when you turn the power off.

### **NOTICE**

Do not route the output from the [OUTPUT] jacks to the [AUX IN] jacks. If you make this connection, the signal input at the [AUX IN] jacks is output from the [OUTPUT] jacks. These connections could result in a feedback loop that will make normal performance impossible, and may even damage both pieces of equipment.

### **NOTE**

When the sound of an external device is output to the instrument, first turn on the power to the external device, then to the instrument. Reverse this order when you turn the power off.

### **NOTE**

Use only the [L/L+R] jack for connection with a monaural device.

### **NOTE**

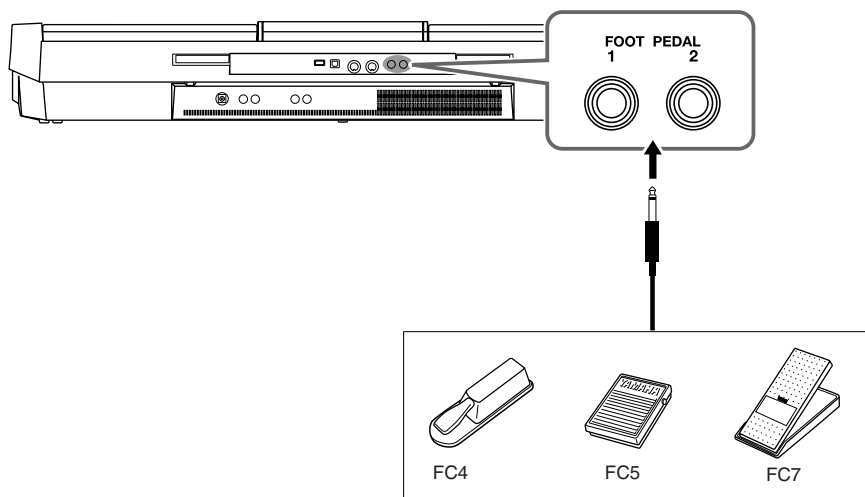
The instrument's [MASTER VOLUME] setting affects the input signal from the [AUX IN] jacks.

## Connecting a Footswitch/Foot Controller

Optional footswitches (Yamaha FC4 or FC5) and an optional Foot controller (Yamaha FC7) can be connected to one of the FOOT PEDAL jacks. A footswitch can be used for switching functions on and off, while a foot controller controls continuous parameter such as volume.

### Default functions

FOOT PEDAL 1	Switches sustain on or off. Use the FC4 or FC5 footswitch.
FOOT PEDAL 2	Controls the volume (expression function). Use the FC7 foot controller.



### NOTE

Make sure to connect or disconnect the pedal only when the power is off.

By assigning the function for each foot switch/controller, you can conveniently control sustain and volume with either pedal jack or control many other functions by pedal.

#### • Example: Controlling Song Start/Stop by footswitch

Connect a footswitch (FC4 or FC5) to one of the FOOT PEDAL jacks.

To assign the function to the connected pedal, select “SONG PLAY/PAUSE” in the operation display: [FUNCTION] → [D] CONTROLLER → TAB [◀][▶] FOOT PEDAL.

### Advanced Features

Refer to the Advanced Features section in this manual, **Chapter 10**.

**Assigning specific functions to each foot pedal:**

[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] FOOT PEDAL

# Connecting a USB Storage Device

By connecting a USB storage device to the instrument's [USB TO DEVICE] terminal, you can save data you've created to the device.

## Precautions when using the [USB TO DEVICE] terminal

When connecting a USB device to the terminal, be sure to handle the USB device with care. Follow the important precautions below.

### **NOTE**

For more information about the handling of USB devices, refer to the owner's manual of the USB device.

### Compatible USB devices

- USB storage devices (flash memory, etc.)
- USB hub

The instrument does not necessarily support all commercially available USB devices. Yamaha cannot guarantee operation of USB devices that you purchase. Before purchasing a USB device for use with this instrument, please visit the following web page:

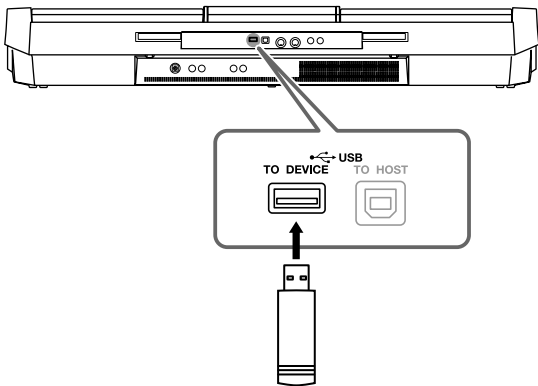
<http://download.yamaha.com/>

### **NOTE**

Other USB devices such as a computer keyboard or mouse cannot be used.

### Connecting a USB device

- When connecting a USB device to the [USB TO DEVICE] terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.



- When connecting a USB cable, use a cable of less than 3 meters.
- If you intend to connect two devices at the same time to a terminal, you should use a USB hub device. The USB hub must be self-powered (with its own power source) and the power must be on. Only one USB hub can be used. If an error message appears while using the USB hub, disconnect the hub from the instrument, then turn on the power of the instrument and re-connect the USB hub.
- Though the instrument supports the USB 1.1 standard, you can connect and use a USB 2.0 storage device with the instrument. However, note that the transfer speed is that of USB 1.1.

### Using USB Storage Devices

By connecting the instrument to a USB storage device, you can save data you've created to the connected device, as well as read data from the connected device.

### The number of USB storage device to be used

Up to two USB storage devices can be connected to the [USB TO DEVICE] terminal. (If necessary, use a USB hub. The number of USB storage devices that can be used simultaneously with musical instruments even when a USB hub is used is a maximum of two.) This instrument can recognize up to four drives in one USB storage device.

### Formatting USB storage media

When a USB storage device is connected or media is inserted, a message may appear prompting you to format the device/media. If so, execute the Format operation (page 94).

### **NOTICE**

The format operation overwrites any previously existing data. Make sure that the media you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB storage media.

### To protect your data (write-protect)

To prevent important data from being inadvertently erased, apply the write-protect provided with each storage device or media. If you are saving data to the USB storage device, make sure to disable write-protect.

### Connecting/removing USB storage device

Before removing the media from the device, make sure that the instrument is not accessing data (such as in the Save, Copy and Delete operations).

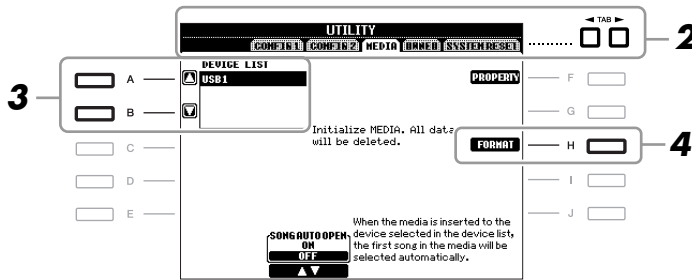
### **NOTICE**

Avoid frequently turning the power on/off to the USB storage device, or connecting/disconnecting the device too often. Doing so may result in the operation of the instrument "freezing" or hanging up. While the instrument is accessing data (such as during Save, Copy, Delete, Load and Format operations) or is mounting the USB storage device (shortly after the connection), do NOT unplug the USB connector, do NOT remove the media from the device, and do NOT turn the power off to either device. Doing so may corrupt the data on either or both devices.

# Formatting a USB Storage Device

When a USB storage device is connected or media is inserted, a message may appear prompting you to format the device/media. If so, execute the format operation.

- 1** Insert a USB storage device for formatting into the [USB TO DEVICE].
- 2** Call up the operation display.  
[FUNCTION] → [I] UTILITY → TAB [◀][▶] MEDIA



- 3** Press the [A]/[B] buttons to select the USB device to be formatted from the device list.  
The indications USB 1, USB 2, etc. will be displayed depending on the number of the connected devices.
- 4** Press the [H] (FORMAT) button to format the device/media.

**Confirming the remaining memory**  
You can check the remaining memory of the connected USB storage device by pressing the [F] (PROPERTY) button in step 4 above.

**NOTICE**  
The format operation deletes any previously existing data. Make sure that the media you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB storage medias.

## Connecting to a Computer

By connecting a computer to the [USB TO HOST] terminal, you can transfer data between the instrument and the computer via MIDI, and use the computer to control, edit and organize data on the instrument.

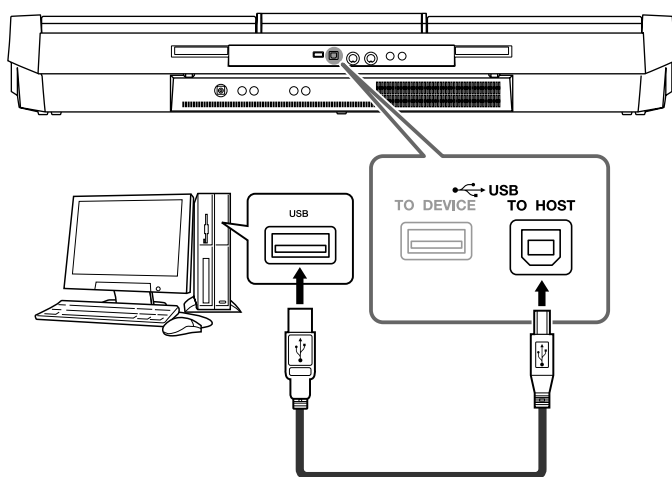
**1 Before connection, turn off the power of this instrument.**

**2 Start the computer.**

Do not start any applications on the computer.

**3 Connect the instrument and computer via a USB cable.**

Make the connection directly without passing through a USB hub.



**4 Turn on the power of this instrument.**

The USB-MIDI driver will be installed to the computer automatically.

OS: Windows XP (SP3 or later)/Windows Vista \*Only 32-bit, Windows 7,  
Mac OS X Version 10.5.0–10.6.x

When data communication is unstable or some problem occurs even though you've executed the above instructions, download the Yamaha Standard USB-MIDI driver from the following URL then install it to your computer. For instructions on installation, refer to the Install Guide included in the package file.

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

For details about OS for Yamaha Standard USB-MIDI driver, visit the URL above.

### NOTE

You can also use the MIDI IN/OUT terminals to connect to a computer. In this case, a MIDI interface (such as the Yamaha UX16) is needed. For more information, refer to the owner's manual of the MIDI interface.

### Precautions when using the [USB TO HOST] terminal

When connecting the computer to the [USB TO HOST] terminal, make sure to observe the following points. Failing to do so risks freezing the computer and corrupting or losing the data. If the computer or the instrument freezes, restart the application software or the computer OS, or turn the power to the instrument off then on again.

#### **NOTICE**

- Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.
- Before connecting the computer to the [USB TO HOST] terminal, exit from any power-saving mode of the computer (such as suspend, sleep, standby).
- Before turning on the power to the instrument, connect the computer to the [USB TO HOST] terminal.
- Execute the following before turning the power to the instrument on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.
  - Quit any open application software on the computer.
  - Make sure that data is not being transmitted from the instrument. (Data is transmitted only by playing notes on the keyboard or playing back a song.)
- While the computer is connected to the instrument, you should wait for six seconds or more between these operations: (1) when turning the power of the instrument off then on again, or (2) when alternately connecting/disconnecting the USB cable.

#### **NOTE**

- When using a USB cable to connect the instrument to your computer, make the connection directly without passing through a USB hub.
- For information on setting up your sequence software, refer to the owner's manual of the relevant software.



## Connecting External MIDI Devices

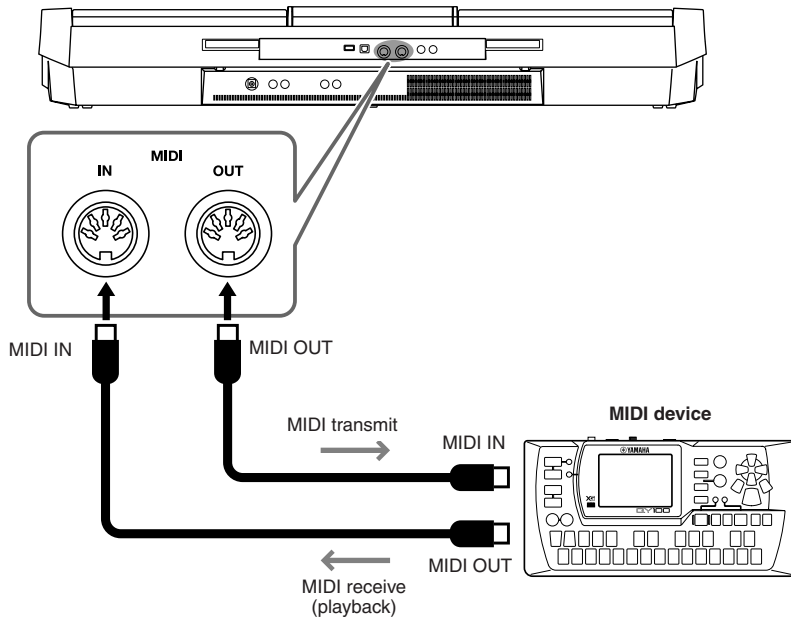
Use the [MIDI] terminals and standard MIDI cables to connect external MIDI devices (keyboard, sequencer, etc.).

- **MIDI IN**

Receives MIDI messages from another MIDI device.

- **MIDI OUT**

Transmits MIDI messages generated by the instrument to another MIDI device.



For detailed information about the instrument's MIDI settings, refer to the Advanced Features section (pages 179–184).

**NOTE**

For a general overview of MIDI and how you can effectively use it, refer to "MIDI Basics" (downloadable from the Yamaha website).

### Advanced Features

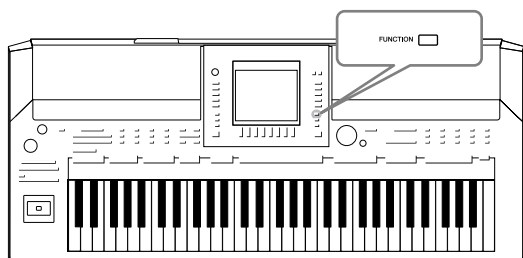
Refer to the Advanced Features section in this manual, **Chapter 10**.

**MIDI settings:**

[FUNCTION] → [H] MIDI → [8 ▼] EDIT

# Utility

## – Making Global Settings –

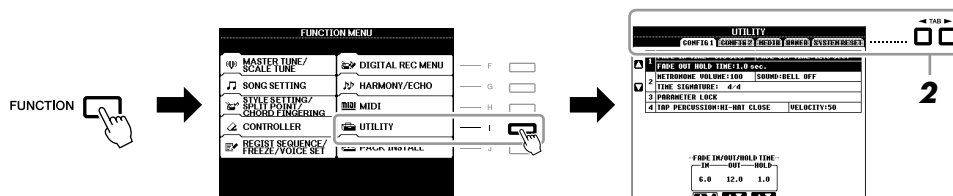


The Utility section in the Function menu provides a variety of convenient tools and settings for the instrument. These include general settings that affect the entire instrument, as well as detailed settings for specific functions. Also included are data reset functions and storage media control, such as media formatting.

### Basic Procedure

#### 1 Call up the operation display.

[FUNCTION] → [I] UTILITY



#### 2 Use the TAB [◀][▶] buttons to call up desired page.

##### • CONFIG 1

General settings such as Fade in/out time, Metronome sound, Tap Tempo sound, etc.

##### • CONFIG 2

General settings such as displayed items for Voice/Style selection display, pop-up display time, etc.

##### • MEDIA

Settings related to a connected USB storage device, such as formatting (page 94) and confirmation of memory size.

##### • OWNER

Settings of Owner name (page 17) and Message language (page 16). Parameter setting backup/restore operations (page 32) can also be done in this page.

##### • SYSTEM RESET

Resets the settings of the instrument.

#### 3 If necessary, use the [A]/[B] buttons to select the desired parameter.

#### 4 Change the settings by using the [1 ▲▼] – [8 ▲▼] buttons or execute the operation by using the [F] – [J] buttons.

For details of the Utility settings, refer to the Advanced Features section, Chapter 11.

# Advanced Features

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<i>Voices</i>	<b>1</b>
<i>Styles</i>	<b>2</b>
<i>Songs</i>	<b>3</b>
<i>Multi Pads</i>	<b>4</b>
<i>Music Finder</i>	<b>5</b>
<i>Registration Memory</i>	<b>6</b>
<i>USB Audio</i>	<b>7</b>
<i>Mixing Console</i>	<b>8</b>
<i>Oriental Scales</i>	<b>9</b>
<i>Connections</i>	<b>10</b>
<i>Utility</i>	<b>11</b>

# Voices

## – Playing the Keyboard –

### *Voice Characteristics*

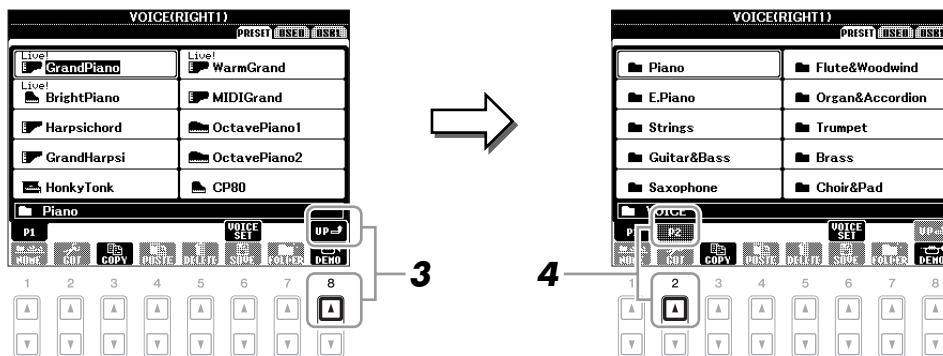
The Voice type and its defining characteristics are indicated above the Voice name in the Voice Selection display.

Live!	These acoustic instrument sounds were sampled in stereo, to produce a truly authentic, rich sound—full of atmosphere and ambience.
Cool!	These Voices capture the dynamic textures and subtle nuances of electric instruments—thanks to a huge amount of memory and some very sophisticated programming.
Sweet!	These acoustic instrument sounds also benefit from Yamaha’s sophisticated technology—and feature a sound so finely detailed and natural, you’ll swear you’re playing the real thing!
Drums	Various drum and percussion sounds are assigned to individual keys, letting you play the sounds from the keyboard.
SFX	Various special effect sounds are assigned to individual keys, letting you play the sounds from the keyboard.
Organ Flutes!	This authentic organ Voice lets you use the Voice Set to adjust the various foot-ages and craft your own original organ sounds. See page 112 for details.
MegaVoice	See the Basic Operations section (page 38).

## Selecting GM/XG or Other Voices from the Panel

The GM/XG Voices cannot be directly called up from the VOICE category selection buttons. However, they can be called up via panel operation by following the procedure below.

- 1** Press one of the PART SELECT button to which you want to call up the desired Voice.
- 2** Press one of the VOICE category selection buttons to call up the Voice Selection display.
- 3** Press the [8 ▲] (UP) button to call up the Voice categories.



- 4** Press the [2 ▲] (P2) button to display Page 2.
- 5** Press the desired [A]–[J] button to call up the Voice Selection display of GM/XG Voices, GM2 Voices, etc.
- 6** Select the desired Voice.

## Effect-Related Settings

### Setting the Touch Sensitivity of the Keyboard

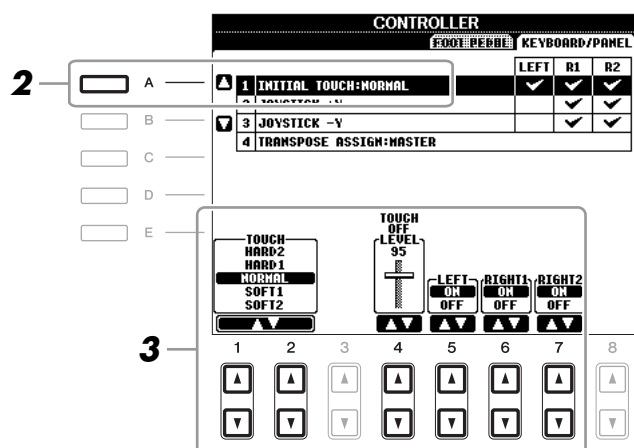
You can adjust the touch response of the instrument (how the sound responds to the way you play the keys). The touch sensitivity type becomes the common setting for all Voices.

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

#### 1 Call up the operation display.

[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] KEYBOARD/PANEL

#### 2 Use the [A] button to select “1 INITIAL TOUCH.”



#### 3 Use the [1 ▲▼]–[7 ▲▼] buttons to specify the touch response.

##### 1 INITIAL TOUCH

[1 ▲▼]/ [2 ▲▼]	TOUCH	<p>Determines the Initial Touch sensitivity setting.</p> <p><b>HARD 2</b> Requires strong playing to produce high volume. Best for players with a heavy touch.</p> <p><b>HARD 1</b> Requires moderately strong playing for higher volume.</p> <p><b>NORMAL</b> Standard touch response.</p> <p><b>SOFT 1</b> Produces high volume with moderate playing strength.</p> <p><b>SOFT 2</b> Produces relatively high volume even with light playing strength. Best for players with a light touch.</p>
[4 ▲▼]	TOUCH OFF LEVEL	Determines the fixed volume level when Touch is set to “OFF.”
[5 ▲▼]– [7 ▲▼]	LEFT–RIGHT2	Turns Initial Touch on or off for each keyboard part.

# Selecting the Harmony/Echo type

You can select the desired Harmony/Echo effect from a variety of types.

**NOTE** When the [MONO] button is turned to on or you use the Super Articulation Voices, the Harmony/Echo effect may not work properly.

- 1** Turn the [HARMONY/ECHO] button on.
- 2** Call up the operation display.  
[FUNCTION] → [G] HARMONY/ECHO
- 3** Use the [1 ▲▼]–[3 ▲▼] buttons to select the Harmony/Echo type.

The Harmony/Echo types are divided into the following groups, depending on the particular effect applied.

The screenshot shows a list of effect types: STANDARD DUET, STANDARD TRIO, FULL CHORD, ROCK DUET, COUNTRY DUET, COUNTRY TRIO, BLOCK, 4-WAY CLOSE1, 4-WAY CLOSE2, 4-WAY OPEN, 1+5, OCTAVE, STRIM, MULTI ASSIGN (highlighted), ECHO, TREMOLO, and TRILL.

**Harmony Types**  
These types apply the harmony effect to notes played in the right-hand section of the keyboard according to the chord specified in the left-hand section of the keyboard. (Note that the “1+5” and “Octave” settings are not affected by the chord.)

**Multi Assign Type**  
This type applies a special effect to chords played in the right-hand section of the keyboard.

**Echo Types**  
These types apply echo effects to notes played in the right-hand section of the keyboard in time with the currently set tempo.

## ■ Harmony Types

When one of the Harmony Types is selected, the Harmony effect is applied to the note played in the right-hand section of the keyboard according to the type selected above and the chord specified in the chord section of the keyboard shown below.

The diagrams illustrate keyboard chord sections for different effect types. Each diagram includes an ACMP button and a control panel with buttons for LEFT HOLD, LEFT, RIGHT 1, RIGHT 2, LOWER, and UPPER, along with a PART ON/OFF indicator.

- Top Left:** Shows a keyboard with a shaded chord section on the left. The control panel has the LOWER button selected.
- Top Right:** Shows a keyboard with a shaded chord section on the left and a shaded region for RIGHT 1 and 2 voices on the right. The control panel has the LOWER button selected.
- Bottom Left:** Shows a keyboard with a shaded chord section on the left and a shaded region for LEFT voice on the right. The control panel has the LOWER button selected.
- Bottom Right:** Shows a keyboard with a shaded chord section on the left and shaded regions for LEFT voice and RIGHT 1 and 2 voices on the right. The control panel has the LOWER button selected.

## ■ Multi Assign Type

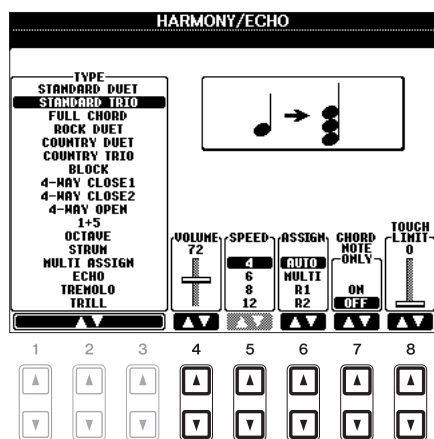
The Multi Assign effect automatically assigns notes played simultaneously on the right-hand section of the keyboard to separate parts (Voices). Both of the keyboard part [RIGHT 1] and [RIGHT 2] should be turn on when using the Multi Assign effect. The Right 1 and Right 2 Voices are alternately assigned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

## ■ Echo Types

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

### 4 Use the [4 ▲▼]–[8 ▲▼] buttons to select various Harmony/Echo settings.

The available settings differ depending on the Harmony/Echo type.



[4 ▲▼]	VOLUME	This parameter is available for all types with the exception of “Multi Assign.” It determines the level of the harmony/echo notes generated by the Harmony/Echo effect.
[5 ▲▼]	SPEED	This parameter is only available when Echo, Tremolo, or Trill is selected in Type above. It determines the speed of the Echo, Tremolo, and Trill effects.
[6 ▲▼]	ASSIGN	This parameter is available for all types with the exception of “Multi Assign.” This lets you determine the keyboard part via which the harmony/echo notes will be sounded.
[7 ▲▼]	CHORD NOTE ONLY	This parameter is available when one of the Harmony Types is selected. When this is set to “ON,” the Harmony effect is applied only to the note (played in the right-hand section of the keyboard) that belongs to a chord played in the chord section of the keyboard.
[8 ▲▼]	TOUCH LIMIT	This parameter is available for all types with the exception of “Multi Assign.” It determines the lowest velocity value at which the harmony note will sound. This allows you to selectively apply the harmony by your playing strength, letting you create harmony accents in the melody. The harmony effect is applied when you play the key strongly (above the set value).



# Pitch-Related Settings

## Fine-tuning the Pitch of the Entire Instrument

You can fine-tune the pitch of the entire instrument—useful when you play the PSR-A2000 along with other instruments or CD music. Please note that the Tune function does not affect the Drum Kit or SFX Kit Voices and audio files.

### 1 Call up the operation display.

[FUNCTION] → [A] MASTER TUNE/SCALE TUNE → TAB [◀][▶] MASTER TUNE

### 2 Use the [4 ▲▼]/[5 ▲▼] buttons to set the tuning in 0.2 Hz steps, from 414.8–466.8 Hz.

Press the both 4 or 5's [▲] and [▼] buttons simultaneously to reset the value to the factory setting of 440.0 Hz.

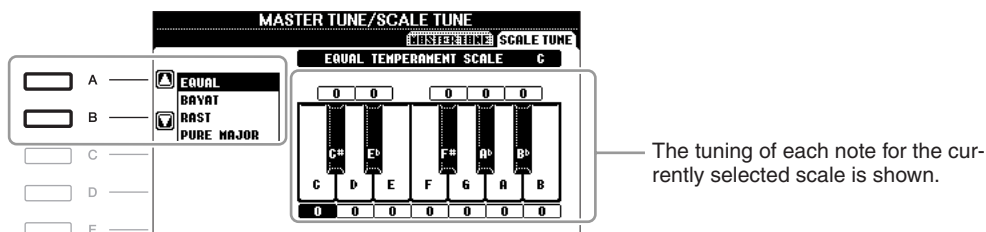
## Scale Tuning

You can select various scales for playing in custom tunings for specific historical periods or music genres.

### 1 Press the [SCALE TUNE] button to call up the SCALE TUNE display.

**NOTE** You can also call up the operation display as follows: [FUNCTION] → [A] MASTER TUNE/SCALE TUNE → TAB [◀][▶] SCALE TUNE

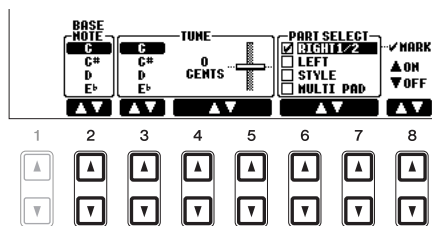
### 2 Use the [A]/[B] buttons to select the desired scale.



### ■ Preset Scale types

EQUAL	The pitch range of each octave is divided equally into twelve parts, with each half-step evenly spaced in pitch. This is the most commonly used tuning in music today.
BAYAT/ RAST	Use these tunings when playing Arabic music.
PURE MAJOR, PURE MINOR	These tunings preserve the pure mathematical intervals of each scale, especially for triad chords (root, third, fifth). You can hear this best in actual vocal harmonies—such as choirs and a cappella singing.
PYTHAGOREAN	This scale was devised by the famous Greek philosopher and is created from a series of perfect fifths, which are collapsed into a single octave. The 3rd in this tuning are slightly unstable, but the 4th and 5th are beautiful and suitable for some leads.
MEAN-TONE	This scale was created as an improvement on the Pythagorean scale, by making the major third interval more “in tune.” It was especially popular from the 16th century to the 18th century. Handel, among others, used this scale.
WERCKMEISTER, KIRNBERGER	This composite scale combines the Werckmeister and Kirnberger systems, which were themselves improvements on the mean-tone and Pythagorean scales. The main feature of this scale is that each key has its own unique character. The scale was used extensively during the time of Bach and Beethoven, and even now it is often used when performing period music on the harpsichord.

### 3 Change the following settings as necessary.



[2 ▲▼]	BASE NOTE	Determines the base note for each scale. When the base note is changed, the pitch of the keyboard is transposed, yet maintains the original pitch relationship between the notes.  <b>NOTE</b> Make sure to set this parameter before setting the TUNE parameter, since the base note is used as the root of the scale.
[3 ▲▼]– [5 ▲▼]	TUNE	Select the desired note to be tuned by using the [3 ▲▼] buttons and tune it in cents by using the [4 ▲▼]/[5 ▲▼] buttons.  <b>NOTE</b> In musical terms a “cent” is 1/100th of a semitone. (100 cents equal one semitone.) <b>NOTE</b> The note can also be selected by pressing one of the SCALE SETTING buttons.
[6 ▲▼]/ [7 ▲▼]	PART SELECT	Select the part to which the Scale Tune setting is applied by using the [6 ▲▼]/[7 ▲▼] buttons. Then press the [8 ▲] button to add a checkmark or press the [8 ▼] button to remove the checkmark.
[8 ▲▼]	MARK ON/OFF	

**NOTE** To register the Scale Tune settings to the Registration Memory, be sure to checkmark the SCALE item in the REGISTRATION MEMORY CONTENTS display.

## Changing the Part Assignment of the TRANSPOSE Buttons

You can determine to which parts the TRANSPOSE [-]/[+] buttons are applied.

### 1 Call up the operation display.

[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] KEYBOARD/PANEL

### 2 Use the [A]/[B] buttons to select “4. TRANSPOSE ASSIGN.”

### 3 Press the [4 ▲▼]/[5 ▲▼] buttons to select the desired transpose type.

KEYBOARD	When this is selected, the TRANSPOSE [-]/[+] buttons affect the pitch of keyboard played Voices, Style playback (controlled by the performance in the chord section of the keyboard), and Multi Pad playback (when Chord Match is on, and left-hand chords are indicated)—but they do not affect Song playback.
SONG	When this is selected, the TRANSPOSE [-]/[+] buttons affect only the pitch of Song playback.
MASTER	When this is selected, the TRANSPOSE [-]/[+] buttons affect the overall pitch of the instrument, except audio playback.

You can confirm the setting here by viewing the pop-up window called up via the TRANSPOSE [-]/[+] buttons.

## Editing Voices (Voice Set)

The instrument has a Voice Set feature that allows you to create your own Voices by editing some parameters of the existing Voices. Once you've created a Voice, you can save it as a User Voice to the USER drive or external devices for future recall.

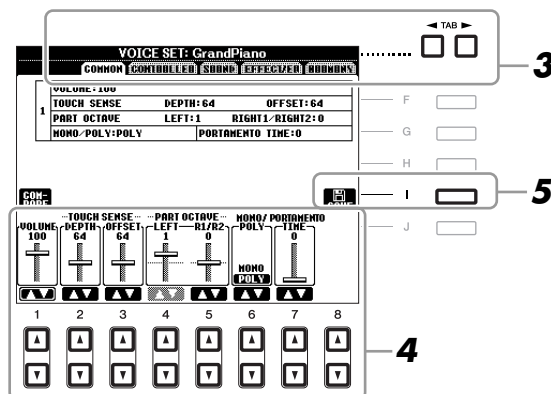
### 1 Select the desired Voice (other than an Organ Flutes Voice).

The editing method is different for the ORGAN FLUTES Voices compared to other Voices. For instructions on editing the ORGAN FLUTES Voices, see page 112.

### 2 Press the [6 ▲] (VOICE SET) button to call up the VOICE SET display.

### 3 Use the TAB [◀][▶] buttons to call up the relevant setting display.

For information on the available parameters in each display, see the “Editable Parameters in the VOICE SET Displays” on page 108.



### 4 As necessary, use the [A]/[B] buttons to select the item (parameter) to be edited and edit the Voice by using the [1 ▲▼]–[8 ▲▼] buttons.

By pressing the [D] (COMPARE) button, you can compare the sound of the edited Voice with the original (unedited) Voice.

### 5 Press the [I] (SAVE) button to save your edited Voice as a User Voice.

#### **NOTICE**

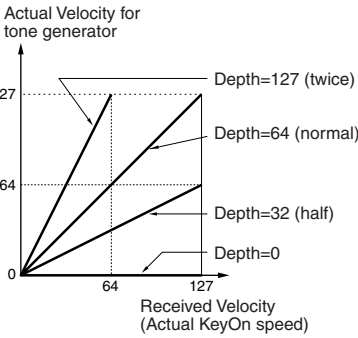
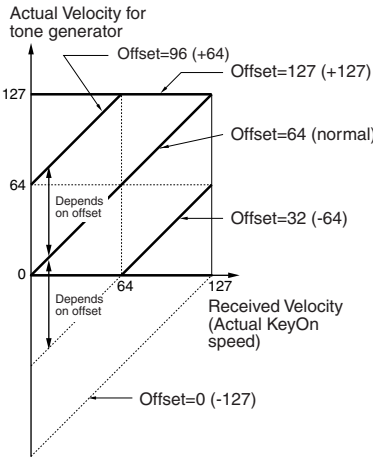
The settings will be lost if you select another Voice or turn the power to the instrument off without executing the Save operation.

# Editable Parameters in the VOICE SET Displays

The Voice Set parameters are organized into five different displays. The parameters in each display are described separately, below.

**NOTE** The available parameters differ depending on the Voice.

## COMMON Page

[1 ▲▼]	VOLUME	Adjusts the volume of the current edited Voice.
[2 ▲▼]/ [3 ▲▼]	TOUCH SENSE	<p>Adjusts the touch sensitivity (velocity sensitivity), or how greatly the volume responds to your playing strength.</p> <div style="display: flex; justify-content: space-around;"> <div data-bbox="659 533 1018 947"> <p><b>TOUCH SENSE DEPTH</b> Changes to velocity curve according to VelDepth (with Offset set to 64)</p>  </div> <div data-bbox="1034 533 1409 1070"> <p><b>TOUCH SENSE OFFSET</b> Changes to velocity curve according to VelOffset (with Depth set to 64)</p>  </div> </div> <p><b>DEPTH</b> Determines the velocity sensitivity, or how much the level of the Voice changes in response to your playing strength (velocity).</p> <p><b>OFFSET</b> Determines the amount by which received velocities are adjusted for the actual velocity effect.</p>
[4 ▲▼]/ [5 ▲▼]	PART OCTAVE	Shifts the octave range of the edited Voice up or down in octaves. When the edited Voice is used as any of the RIGHT 1–2 parts, the R1/R2 parameter is available; when the edited Voice is used as the LEFT part, the LEFT parameter is available.
[6 ▲▼]	MONO/POLY	Determines whether the edited Voice is played monophonically or polyphonically. This setting can also be made from the VOICE CONTROL [MONO] button on the panel.
[7 ▲▼]	PORTAMENTO TIME	<p>Sets the portamento time (pitch transition time) when the edited Voice is set to “MONO” above.</p> <p><b>NOTE</b> The Portamento Time determines the pitch transition time. Portamento is a function that creates a smooth transition in pitch from the first note played on the keyboard to the next.</p>

## ■ CONTROLLER Page

### 1 JOYSTICK +Y, 2 JOYSTICK -Y

The joystick can be used to modulate the parameters below by moving it up or down (away from you or towards you).

Here, you can set the degree to which the joystick modulates each of the following parameters. The degree to which the up and down movements affect the parameter can also be set independently.

[2 ▲▼]	FILTER	Determines the degree to which the joystick modulates the Filter Cutoff Frequency. For details about the filter, see below.
[3 ▲▼]	AMPLITUDE	Determines the degree to which the joystick modulates the amplitude (volume).
[5 ▲▼]	LFO PMOD	Determines the degree to which the joystick modulates the pitch, or the vibrato effect.
[6 ▲▼]	LFO FMOD	Determines the degree to which the joystick modulates the Filter modulation, or the wah effect.
[7 ▲▼]	LFO AMOD	Determines the degree to which the joystick modulates the amplitude, or the tremolo effect.

## ■ SOUND Page

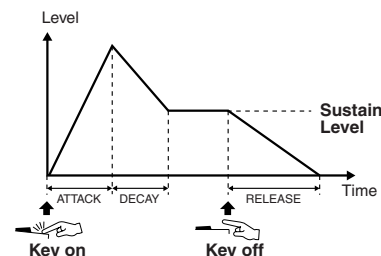
### FILTER

Filter is a processor that changes the timbre or tone of a sound by either blocking or passing a specific frequency range. The parameters below determine the overall timbre of the sound by boosting or cutting a certain frequency range. In addition to making the sound either brighter or mellower, Filter can be used to produce electronic, synthesizer-like effects.

[1 ▲▼]	BRIGHT. (Brightness)	Determines the cutoff frequency or effective frequency range of the filter (see diagram). Higher values result in a brighter sound.	
[2 ▲▼]	HARMO. (Harmonic Content)	Determines the emphasis given to the cutoff frequency (resonance), set in BRIGHT. above (see diagram). Higher values result in a more pronounced effect.	

**EG**

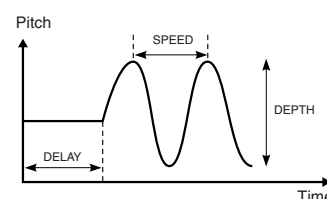
The EG (Envelope Generator) settings determine how the level of the sound changes in time. This lets you reproduce many sound characteristics of natural acoustic instruments—such as the quick attack and decay of percussion sounds, or the long release of a sustained piano tone.



[3 ▲▼]	ATTACK	Determines how quickly the sound reaches its maximum level after the key is played. The lower the value, the quicker the attack.
[4 ▲▼]	DECAY	Determines how quickly the sound reaches its sustain level (a slightly lower level than maximum). The lower the value, the quicker the decay.
[5 ▲▼]	RELES. (Release)	Determines how quickly the sound decays to silence after the key is released. The lower the value, the quicker the decay.

**VIBRATO**

Vibrato is a quavering, vibrating sound effect that is produced by regularly modulating the pitch of the Voice.



[6 ▲▼]	DEPTH	Determines the intensity of the Vibrato effect. Higher settings result in a more pronounced Vibrato.
[7 ▲▼]	SPEED	Determines the speed of the Vibrato effect.
[8 ▲▼]	DELAY	Determines the amount of time that elapses between the playing of a key and the start of the Vibrato effect. Higher settings increase the delay of the Vibrato onset.

**■ EFFECT/EQ Page****1 REVERB DEPTH/CHORUS DEPTH/DSP DEPTH/PANEL SUSTAIN**

[1 ▲▼]/ [2 ▲▼]	REVERB DEPTH	Adjusts the reverb depth.
[3 ▲▼]/ [4 ▲▼]	CHORUS DEPTH	Adjusts the chorus depth.
[5 ▲▼]	DSP ON/OFF	Determines whether the DSP is on or off. This setting can also be made from the VOICE CONTROL [DSP] button on the panel.
[6 ▲▼]	DSP DEPTH	Adjusts the DSP depth. If you want to re-select the DSP type, you can do so in the “2 DSP” menu explained on page 111.
[7 ▲▼]	PANEL SUS- TAIN	Determines the sustain level applied to the edited Voice when the VOICE CONTROL [SUSTAIN] button on the panel is turned on.

## 2 DSP

[1 ▲▼]– [4 ▲▼]	DSP TYPE	Selects the DSP effect category and type. Select a type after selecting a category.
[5 ▲▼]– [8 ▲▼]	VARIATION	Two variations are provided for each DSP type. Here, you can edit the VARIATION on/off status and variation's parameter value setting.
[5 ▲▼]	ON/OFF	Turns the DSP Variation on or off for the selected Voice. This setting can also be made from the VOICE CONTROL [DSP VARI.] button on the panel. (This button is effective only when the [DSP] button is on.)
	PARAMETER	Displays the variation parameter. (This differs depending on the effect type and cannot be changed.)
[6 ▲▼] –[8 ▲▼]	VALUE	Adjusts the value of the DSP variation parameter.

## 3 EQ

Determines the Frequency and Gain of the Low and High EQ bands. For information about EQ, refer to page 173.

### ■ HARMONY Page

Same as in the [FUNCTION] → [G] HARMONY/ECHO display. See “Selecting the Harmony/Echo type” on page 103.

## Disabling Automatic Selection of Voice Sets (Effects, etc.)

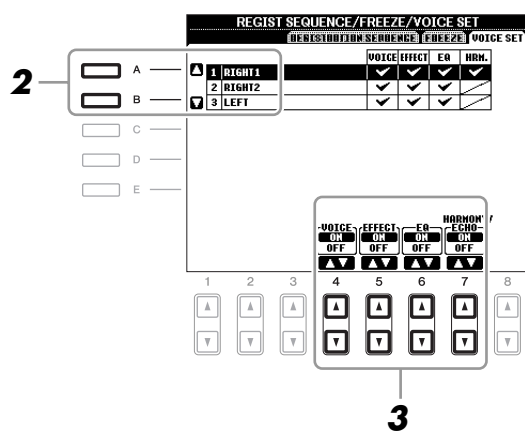
Each Voice is linked to its default VOICE SET parameter settings. Usually these settings are automatically called up when a Voice is selected. However, you can also disable this feature by the operation in the relevant display as explained below.

For example, if you want to change the Voice yet keep the same Harmony effect, set the HARMONY/ECHO parameter to OFF (in the display explained below).

### 1 Call up the operation display.

[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/VOICE SET → TAB [◀][▶] VOICE SET

### 2 Use the [A]/[B] buttons to select a keyboard part.



### 3 Use the [4 ▲▼]–[7 ▲▼] buttons to enable/disable automatic calling up of the settings (ON or OFF) independently for each parameter group.

## Editing Organ Flutes Parameters

The Organ Flute Voices selected from the [ORGAN FLUTES] button can be edited by adjusting the footage levers, adding the attack sound, applying effect and equalizer, etc.

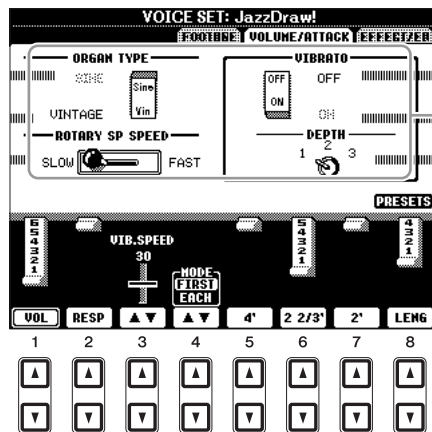
### NOTICE

After editing, go to the Voice Selection display by pressing the [I] (PRESETS) button and save the setting. The settings will be lost if you select another Voice or turn the power to the instrument off without executing the Save operation.

### FOOTAGE Page

Refer to the Basic Operations section (page 45).

### VOLUME/ATTACK Page



Same as the FOOTAGE Page.

[1 ▲▼]	VOL (Volume)	Adjusts the overall volume of the Organ Flutes. The longer the graphic bar, the greater the volume.
[2 ▲▼]	RESP (Response)	Affects both the attack and release (page 110) portion of the sound, increasing or decreasing the response time of the initial swell and release, based on the FOOTAGE controls. The higher the value, the slower the swell and release.
[3 ▲▼]	VIB. SPEED	Determines the speed of the vibrato effect controlled by the Vibrato On/Off ([F]/[G] buttons) and Vibrato Depth ([H] button).
[4 ▲▼]	MODE	The MODE control selects between two modes: FIRST and EACH. In the FIRST mode, attack (percussive sound) is applied only to the first notes played and held simultaneously; while the first notes are held, any subsequently played notes have no attack applied. In the EACH mode, attack is applied equally to all notes.
[5 ▲▼]– [7 ▲▼]	4', 2 2/3', 2'	These determine the attack sound volume of the ORGAN FLUTE Voice. The 4', 2-2/3' and 2' controls increase or reduce the volume of attack sound at the corresponding footages. The longer the graphic bar, the greater the attack sound volume.
[8 ▲▼]	LENG (Length)	Affects the attack portion of the sound producing a longer or shorter decay immediately after the initial attack. The longer the graphic bar, the longer the decay.

### EFFECT/EQ Page

Same parameters as in the VOICE SET “EFFECT/EQ” Page explained on page 110.



# Styles

## – Playing Rhythm and Accompaniment –

### Selecting the Chord Fingering Type

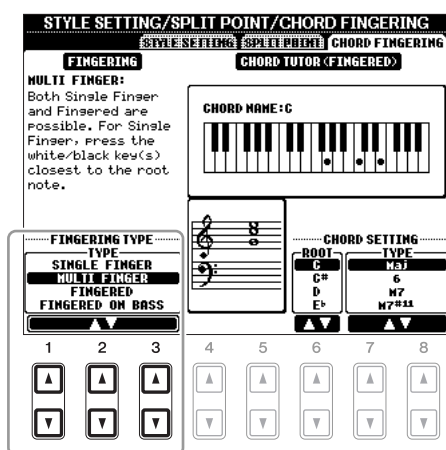
Style playback can be controlled by the chords you play in the chord section of the keyboard. There are seven types of fingering.

#### 1 Call up the operation display.

[FUNCTION] → [C] STYLE SETTING/SPLIT POINT/CHORD FINGERING → TAB [◀][▶] CHORD FINGERING

#### 2 Press the [1 ▲▼]–[3 ▲▼] buttons to select a fingering.

For information on each fingering type, see page 114.



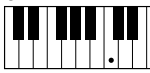



#### Chord Tutor

If you know the name of a chord but don't know how to play, you can have the instrument show you the notes to play. This is the Chord Tutor function.

On the CHORD FINGERING display, specify the Chord Root and Chord Type by using the [6 ▲▼]–[8 ▲▼] button. The notes you need to play are shown in the display.

**NOTE** Depending on the chord, some notes may be omitted.

## Chord Fingering Types

<p>SINGLE FINGER</p>	<p>Makes it simple to produce orchestrated accompaniment using major, seventh, minor and minor-seventh chords by pressing a minimum number of keys on the Chord section of the keyboard. This type is available only for Style playback. The abbreviated chord fingerings described below are used:</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p><b>C</b></p>  <p>For a major chord, press the root key only.</p> </div> <div style="text-align: center;"> <p><b>C7</b></p>  <p>For a seventh chord, simultaneously press the root key and a white key to its left.</p> </div> <div style="text-align: center;"> <p><b>Cm</b></p>  <p>For a minor chord, simultaneously press the root key and a black key to its left.</p> </div> <div style="text-align: center;"> <p><b>Cm7</b></p>  <p>For a minor-seventh chord, simultaneously press the root key and both a white and black key to its left.</p> </div> </div>
<p>MULTI FINGER</p>	<p>Automatically detects Single Finger or Fingered chord fingerings, so you can use either type of fingering without having to switch fingering types.</p>
<p>FINGERED</p>	<p>Lets you finger your own chords on the chord section of the keyboard, while the instrument supplies appropriately orchestrated rhythm, bass, and chord accompaniment in the selected Style. The Fingered type recognizes the various chord types which are listed on the Data List available at the Yamaha website and can be looked up using the Chord Tutor function on page 113.</p>
<p>FINGERED ON BASS</p>	<p>Accepts the same fingerings as Fingered, but the lowest note played in the Chord section of the keyboard is used as the bass note, allowing you to play “on bass” chords. (In the Fingered mode, the root of the chord is always used as the bass note.)</p>
<p>FULL KEYBOARD</p>	<p>Detects chords in the entire key range. Chords are detected in a way similar to Fingered, even if you split the notes between your left and right hands—for example, playing a bass note with your left hand and a chord with your right, or by playing a chord with your left hand and a melody note with your right.</p>
<p>AI FINGERED</p>	<p>Basically the same as Fingered, with the exception that less than three notes can be played to indicate the chords (based on the previously played chord, etc.).</p>
<p>AI FULL KEYBOARD</p>	<p>When this advanced fingering type is engaged, the instrument will automatically create appropriate accompaniment while you play just about anything, anywhere on the keyboard using both hands. You don’t have to worry about specifying the Style chords. Although the AI Full Keyboard type is designed to work with many songs, some arrangements may not be suitable for use with this feature. This type is similar to Full Keyboard, with the exception that less than three notes can be played to indicate the chords (based on the previously played chord, etc.). 9th, 11th and 13th chords cannot be played. This type is available only for Style playback.</p>

**NOTE** “AI” stands for “Artificial Intelligence.”

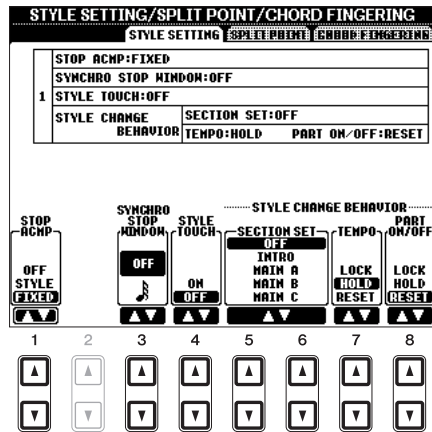
# Style Playback Related Settings

The instrument has a variety of Style playback functions which can be accessed in the display below.

## 1 Call up the operation display.

[FUNCTION] → [C] STYLE SETTING/SPLIT POINT/CHORD FINGERING → TAB [◀][▶] STYLE SETTING

## 2 Use the [1 ▲▼]–[8 ▲▼] buttons for each setting.

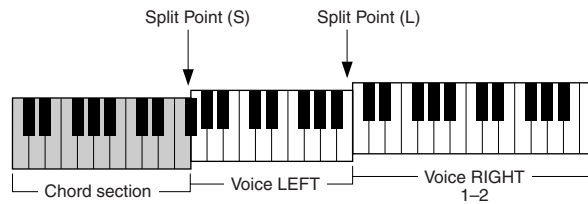


[1 ▲▼]	STOP ACMP	<p>When [ACMP] is turned on and [SYNC START] is off, you can play chords in the chord section of the keyboard with the Style stopped, and still hear the accompaniment chord. In this condition—called “Stop Accompaniment”—any valid chord fingerings are recognized and the chord root/type are shown in the display. Here, you can determine whether the chord played in the chord section will sound or not in the Stop Accompaniment status.</p> <p><b>OFF</b> The chord played in the chord section will not sound.</p> <p><b>STYLE</b> The chord played in the chord section will sound via the Voices for the Pad part and the Bass channel of the selected Style.</p> <p><b>FIXED</b> The chord played in the chord section will sound via the specified Voice, regardless of the selected Style.</p> <p><b>NOTE</b> When the selected Style contains MegaVoices, unexpected sounds may result when this is set to “STYLE.”</p> <p><b>NOTE</b> When you record a song, the chord detected by playing the Stop Accompaniment can be recorded regardless of the setting here. Please note that both the Voice that is sounded and the chord data will be recorded when set to “STYLE,” and only the chord data will be recorded when set to “OFF” or “FIXED.”</p>
[3 ▲▼]	SYNCHRO STOP WINDOW	<p>This determines how long you can hold a chord before the Synchro Stop function is automatically cancelled. When the [SYNC STOP] button is turned on and this is set to a value other than “OFF,” this is automatically cancels the Synchro Stop function if you hold a chord for longer than the time set here. This conveniently resets Style playback control to normal, letting you release the keys and still have the Style play. In other words, if you release the keys sooner than the time set here, the Synchro Stop function works.</p>

[4 ▲▼]	STYLE TOUCH	Turns touch response for the Style playback on/off. When this is set to “ON,” the Style volume changes in response to your playing strength in the chord section of the keyboard.
[5 ▲▼]/ [6 ▲▼]	SECTION SET	Determines the default section that is automatically called up when selecting different Styles (when Style playback is stopped). When set to “OFF” and Style playback is stopped, the active section is maintained even if the different Style is selected. When any of the MAIN A–D sections is not included in the Style data, the nearest section is automatically selected. For example, when MAIN D is not contained in the selected Style, MAIN C will be called up.
[7 ▲▼]	TEMPO	<p>This determines whether the tempo setting of the Style changes or not when you change Styles.</p> <p><b>LOCK</b> The previous tempo setting is always maintained.</p> <p><b>HOLD</b> During Style playback, the previous tempo setting is maintained. When Style playback is stopped, the tempo changes to that of the initial default tempo for the selected Style.</p> <p><b>RESET</b> The tempo always changes to that of the initial default tempo for the selected Style.</p>
[8 ▲▼]	PART ON/OFF	<p>This determines whether the Style Part Channel On/Off status changes or not when you change Styles.</p> <p><b>LOCK</b> The Channel On/Off status of the previous Style is always maintained.</p> <p><b>HOLD</b> During Style playback, the Channel On/Off status of the previous Style is maintained. When Style playback is stopped, all Style Channels are set to On.</p> <p><b>RESET</b> All Style Channels are set to On.</p>

# Split Point Settings

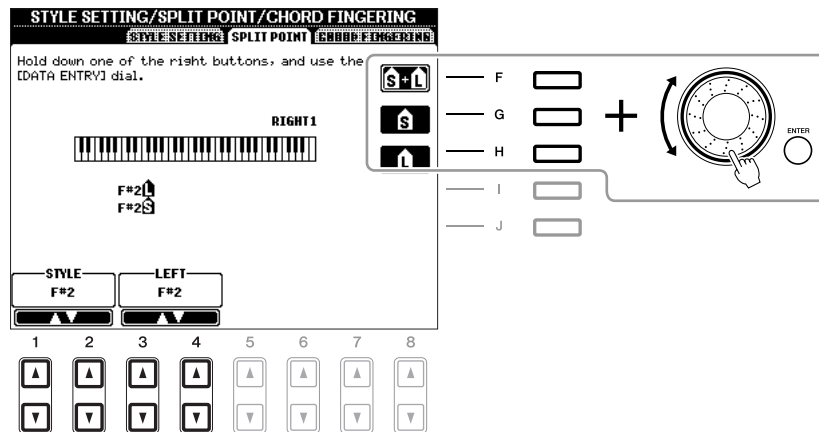
These are the settings (there are two Split Points) that separate the different sections of the keyboard: the Chord section, the LEFT part section and the RIGHT 1 and 2 section. The two Split Point settings (below) are specified as note names.



## 1 Call up the operation display.

[FUNCTION] → [C] STYLE SETTING/SPLIT POINT/CHORD FINGERING → TAB [◀][▶] SPLIT POINT

## 2 Set the Split Point.

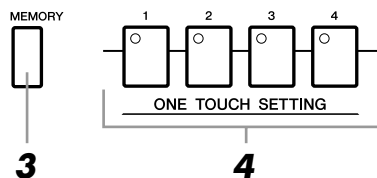


[F]	Split Point (S+L)	Sets the Split Point (S) and Split Point (L) to the same note. Press the [F] button and rotate the [DATA ENTRY] dial. You can also specify the Split Point directly from the keyboard by pressing the desired key on the keyboard while holding the [F] button.
[G]	Split Point (S)	Sets each Split Point. Press one of the desired buttons and rotate the [DATA ENTRY] dial. You can also specify the Split Point directly from the keyboard by pressing the desired key on the keyboard while holding the [G] or [H] button. <b>NOTE</b> Split Point (L) cannot be set lower than Split Point (S).
[H]	Split Point (L)	
[1 ▲▼]/ [2 ▲▼]	STYLE	You can specify each Split Point by note name. “STYLE” indicates Split Point (S) and “LEFT” indicates Split Point (L).
[3 ▲▼]/ [4 ▲▼]	LEFT	

## Memorizing the Original One Touch Setting

You can create your own One Touch Setting setups.

- 1** Select the desired Style to memorize your One Touch Setting.
- 2** Set up the panel controls (such as Voice, effects, and so on) as desired.
- 3** Press the [MEMORY] button.

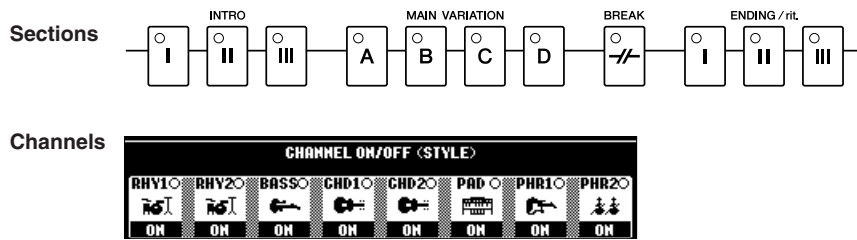


- 4** Press one of the ONE TOUCH SETTING [1]–[4] buttons.  
A message appears in the display prompting you to save the panel settings.
- 5** Press [F] (YES) button to call up the Style Selection display and save the panel settings as a Style file.

### **NOTICE**

The panel settings memorized to each OTS button will be lost if you change the Style or turn the power off without executing the Save operation.

# Creating/Editing Styles (Style Creator)



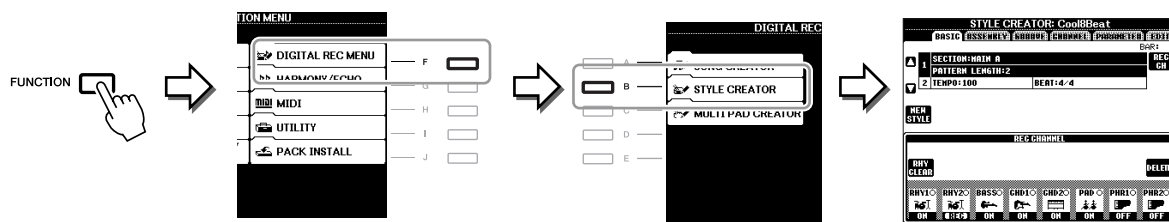
Styles are made up of fifteen different sections (Intro, Main, Ending, etc.) and each section has eight separate channels.

With the Style Creator feature, you can create a Style by separately recording the channels, or by importing pattern data from other existing Styles. You can use one of the three different methods described below to create a Style. The created Style can also be edited.

- **Realtime Recording** This method lets you record the Style by simply playing the keyboard. See page 120.
- **Step Recording** This method lets you to enter each note individually. See page 123.
- **Style Assembly** This method lets you create a composite Style by combining various patterns from the internal preset Styles or Styles you have already created. See page 123.

## Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [B] STYLE CREATOR



**NOTE** The Style files created on the PSR-A2000 can only be played back on instruments which are compatible with SFF GE.

There are six Pages (tabs) in the Style Creator display.

- **BASIC** Creates the basic settings of the Style. You can also record your performance in realtime to create a new Style (Realtime Recording). See page 120.
- **ASSEMBLY** Mixes the various parts (channels) from preset Styles or already created Style to create a new Style. See page 123.
- **GROOVE** Changes the rhythmic feel of your created Style. See page 125.
- **CHANNEL** Edits data for each channel—quantizing, changing velocity, etc. See page 127.
- **PARAMETER** Changes the settings related for Style File Format. See page 128.
- **EDIT** Lets you enter notes one by one to create your Style (Step Recording). See page 123.

# Realtime Recording

In the BASIC Page, you can create a single Style by recording the individual channels one-by-one, using realtime recording.

## Realtime Recording Characteristics—Loop Recording and Overdub Recording

- **Loop Recording**

Style playback repeats the rhythm patterns of several measures in a “loop,” and Style recording is also done using loops. For example, if you start recording with a two-measure MAIN section, the two measures are repeatedly recorded. Notes that you record will play back from the next repetition (loop), letting you record while hearing previously recorded material.

- **Overdub Recording**

This method records new material to a channel already containing recorded data, without deleting the original data. In Style recording, the recorded data is not deleted, except when using functions such as Rhythm Clear (page 122) and Delete (page 121).

For example, if you start recording with a two-measure MAIN section, the two measures are repeated many times. Notes that you record will play back from the next repetition, letting you overdub new material to the loop while hearing previously recorded material.

When creating a Style based on an existing internal Style, overdub recording is applied only to the rhythm channels. For all other channels (except rhythm), you need to delete the original data before recording.

2

Styles – Playing Rhythm and Accompaniment –

**1** When you want to create a Style based on an existing Style, select the desired Style to serve as the basis for recording/editing before call the Style Creator display.

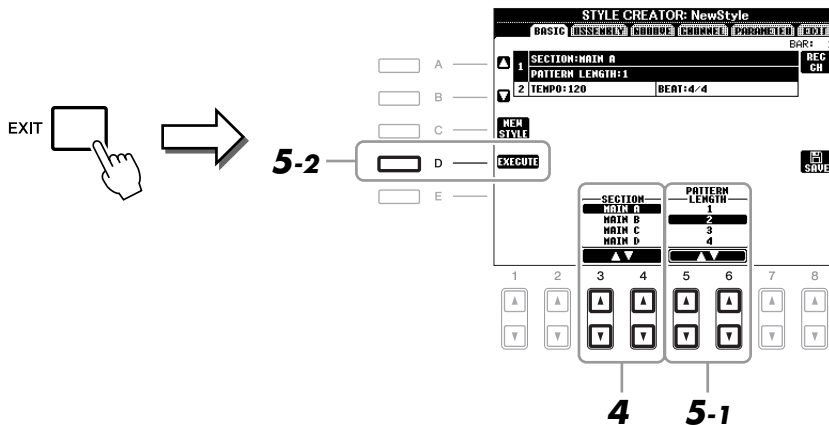
**2** Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [B] STYLE CREATOR  
The BASIC Page is shown.

**3** If you want to create a new Style from scratch, press the [C] (NEW STYLE) button to delete all channel's data.

**4** Select the desired section (Intro, Main, Ending, etc.) for your new Style.

First close the RECORD display by pressing the [EXIT] button. Then use the [3 ▲▼]/[4 ▲▼] buttons to select the section to be recorded.



**NOTE** To call up the RECORD display again, press the [F] (REC CH) button.

**NOTE** You can specify the sections to be recorded by using the Section buttons on the panel. Refer to step 3 on page 123.

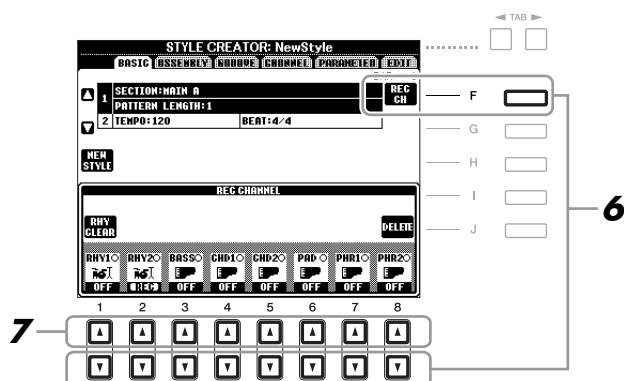
**NOTE** You cannot select INTRO 4 and ENDING 4 sections directly via the panel operation.



**5** Use the [5 ▲▼]/[6 ▲▼] buttons to determine the length (number of measures) of the selected section, then press the [D] (EXECUTE) button to actually enter the specified length.

**6** Specify the channel to be recorded by simultaneously holding down the [F] (REC CH) button and pressing the appropriate numbered button, [1 ▼]–[8 ▼].

To cancel the selection, press the corresponding [1 ▼]–[8 ▼] button again.



**7** Call up the Voice Selection display by using the [1 ▲]–[8 ▲] buttons and select the desired Voice for the corresponding recording channels.

Press the [EXIT] button to close the Voice Selection display.

#### Recordable Voices

- **RHY1 channel**  
Any except your original Organ Flute Voices are recordable.
- **RHY2 channel**  
Only Drum/SFX Kits are recordable.
- **BASS–PHR2 channels**  
Any except your original Organ Flute and Drum/SFX Kit Voices are recordable.

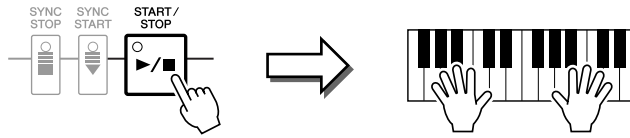
**NOTE** Preset Organ Flute Voice can be recorded to the RHY1 and BASS–PHR2 channels.

**8** If necessary, delete a channel by simultaneously holding down the [J] (DELETE) button and pressing the appropriate numbered button, [1 ▲]–[8 ▲].

You can cancel the deletion by pressing the same numbered button again before releasing your finger from the [J] button.

**NOTE** When recording channels BASS–PHR2 based on the existing Style, you have to delete the original data before recording.

## 9 Start recording by pressing the STYLE CONTROL [START/STOP] button.



Playback of the specified section starts. Since the accompaniment pattern plays back repeatedly in a loop, you can record individual sounds one by one, listening to the previous sounds as they play. For information on recording to channels other than the rhythm channels (RHY1, 2), refer to the section “Rules when recording non-rhythm channels” below.

**NOTE** You can turn off the desired channels by pressing the corresponding [1 ▼]–[8 ▼] buttons.

### Deleting recorded notes in the rhythm channel

When you are recording the rhythm channel (RHY1 or RHY2), you can delete a specific instrument sound by simultaneously holding down the [E] (RHY CLEAR) button and pressing the appropriate key on the keyboard.

## 10 To continue recording with another channel, repeat steps 6 –9.

## 11 Stop recording by pressing the STYLE CONTROL [START/STOP] button.

## 12 Press the [EXIT] button to close the RECORD display.

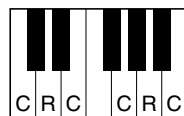
## 13 Press the [I] (SAVE) button to execute the Save operation.

### **NOTICE**

The edited Style will be lost if you change to another Style or turn the power to the instrument off without executing the Save operation.

### Rules when recording non-rhythm channels

- Use only the CM7 scale tones when recording the BASS and PHRASE channels (i.e., C, D, E, G, A, and B).
- Use only the chord tones when recording the CHORD and PAD channels (i.e., C, E, G, and B).



C = Chord note  
C, R = Recommended note

Using the data recorded here, the auto accompaniment (Style playback) is appropriately converted depending on the chord changes you make during your performance. The chord which forms the basis for this note conversion is called the Source Chord, and is set by default to CM7 (as in the example illustration above).

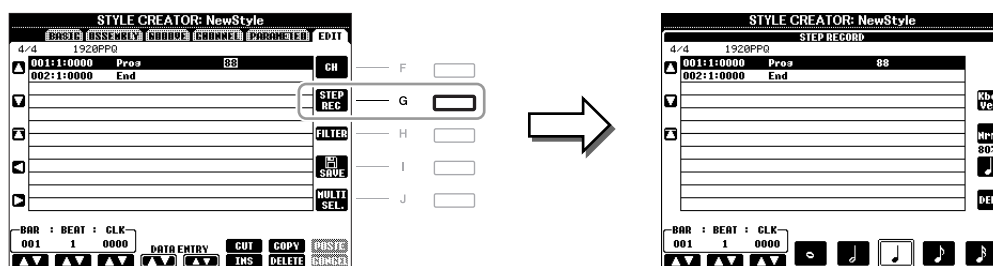
You can change the Source Chord (its root and type) from the PARAMETER display on page 128. Keep in mind that when you change the Source Chord from the default CM7 to another chord, the chord notes and recommended notes will also change. For details on chord notes and recommended notes, see page 129.

**NOTE** For the INTRO and ENDING sections, any appropriate chord or chord progression can be used.

## Step Recording

In the EDIT Page, you can record notes with absolutely precise timing. This Step Recording procedure is essentially the same as that for Song Recording (page 141) with the exception of the points listed below:

- In the Song Creator, the End Mark position can be changed freely; in the Style Creator, it cannot be changed. This is because the length of the Style is automatically fixed, depending on the selected section. For example, if you create a Style based on a section of four measures length, the End Mark position is automatically set to the end of the fourth measure, and cannot be changed in the Step Recording display.
- Recording channels can be changed in the Song Creator 1-16 tab display; however, they cannot be changed in the Style Creator. Select the recording channel in the BASIC tab display.
- In the Style Creator, the channel data can be entered and System Exclusive data can be edited (delete, copy, or move). You can switch between the two by pressing the [F] button. However, Chord, Lyrics, and System Exclusive data cannot be entered.



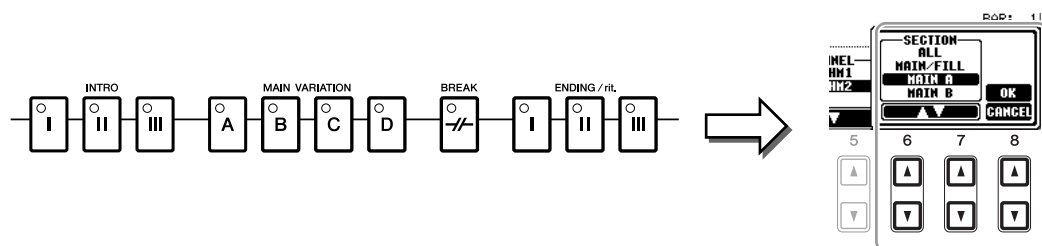
For instructions on Step Recording, refer to pages 141–144. For information on the EDIT display (Event List display), refer to page 154.

## Style Assembly

Style Assembly allows you to create a single Style by mixing the various patterns (channels) from existing internal Styles.

- 1 Select the desired Style to serve as the basis for recording/editing before calling up the Style Creator display.**
- 2 Call up the operation display.**  
[FUNCTION] → [F] DIGITAL REC MENU → [B] STYLE CREATOR → TAB [◀][▶] ASSEMBLY
- 3 Select the desired section (Intro, Main, Ending, etc.) for your new Style.**

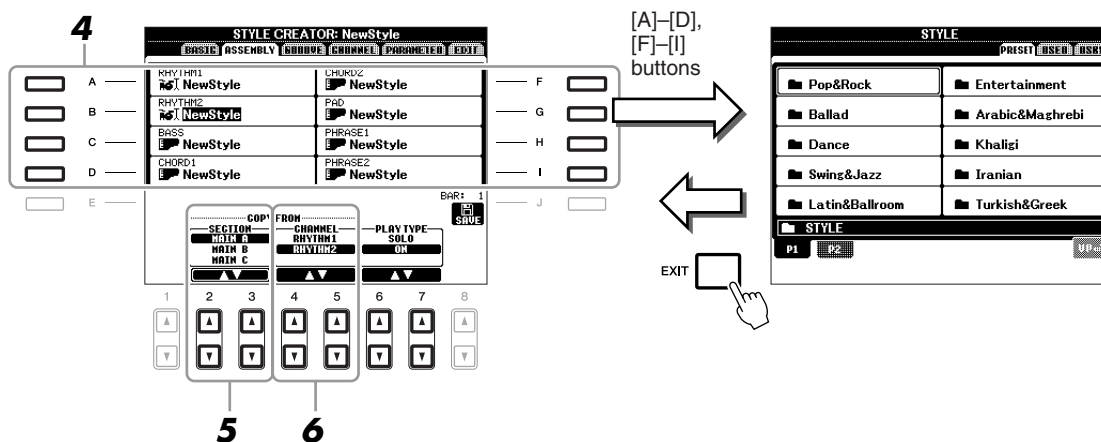
First call up the SECTION Selection display by pressing one of the Section buttons (INTRO, MAIN, ENDING, etc.) on the panel. Then change the section as desired by using the [6 ▲▼]/[7 ▲▼] buttons and actually enter the selection by pressing the [8 ▲] (OK) button.



**NOTE** You cannot select INTRO 4 and ENDING 4 sections directly via the panel operation.

- 4** Select the channel for which you wish to replace the pattern by using the [A]–[D] and [F]–[I] buttons. Call up the Style Selection display by pressing the same button again. Select the Style containing the pattern you want to replace in the Style Selection display.

To return to the previous screen, press the [EXIT] button after selecting the Style.



- 5** Select the desired section of the newly imported Style (chosen in step 4) by using the [2 ▲▼]/[3 ▲▼] (SECTION) buttons.
- 6** Select the desired channel for the section (chosen in step 5) by using the [4 ▲▼]/[5 ▲▼] (CHANNEL) buttons.

Repeat steps 4–6 above to replace the patterns of other channels.

#### Playing the Style During Style Assembly

While you are assembling a Style, you can play back the Style and select the method of playback. Use the [6 ▲▼]/[7 ▲▼] (PLAY TYPE) buttons in the Style Assembly display to select the playback method.

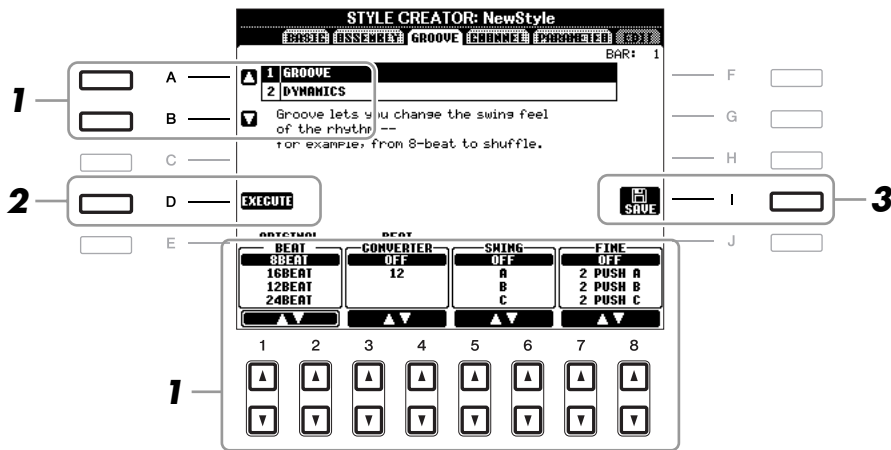
- **SOLO**  
Mutes all but the selected channel in the ASSEMBLY Page. Any channels set to ON in the RECORD display on the BASIC Page are played back simultaneously.
- **ON**  
Plays back the selected channel in the ASSEMBLY Page. Any channels set to other than OFF in the RECORD display on the BASIC Page are played back simultaneously.
- **OFF**  
Mutes the selected channel in the ASSEMBLY Page.

- 7** Press the [J] (SAVE) button to execute the Save operation.

#### **NOTICE**

The edited Style will be lost if you change to another Style or turn the power to the instrument off without executing the Save operation.

# Editing the Rhythmic Feel



**1** In the GROOVE Page, use the [A]/[B] buttons to select the edit menu, then edit the data by using the [1 ▲▼]–[8 ▲▼] buttons.

## 1 GROOVE

This lets you add swing to the music or change the “feel” of the beat by making subtle shifts in the timing (clock) of the Style. The Groove settings are applied to all channels of the selected Style.

[1 ▲▼]/ [2 ▲▼]	ORIGINAL BEAT	Specifies the beats to which Groove timing is to be applied. In other words, if “8 Beat” is selected, Groove timing is applied to the 8th notes; if “12 Beat” is selected, Groove timing is applied to 8th-note triplets.
[3 ▲▼]/ [4 ▲▼]	BEAT CON- VERTER	Actually changes the timing of the beats (specified in the ORIGINAL BEAT parameter above) to the selected value. For example, when ORIGINAL BEAT is set to “8 Beat” and BEAT CONVERTER is set to “12,” all 8th notes in the section are shifted to 8th-note triplet timing. The “16A” and “16B” Beat Converter which appear when ORIGINAL BEAT is set to “12 Beat” are variations on a basic 16th-note setting.
[5 ▲▼]/ [6 ▲▼]	SWING	Produces a “swing” feel by shifting the timing of the back beats, depending on the ORIGINAL BEAT parameter above. For example, if the specified ORIGINAL BEAT value is “8 Beat”, the Swing parameter will selectively delay the 2nd, 4th, 6th, and 8th beats of each measure to create a swing feel. The settings “A” through “E” produce different degrees of swing, with “A” being the most subtle and “E” being the most pronounced.
[7 ▲▼]/ [8 ▲▼]	FINE	Selects a variety of Groove “templates” to be applied to the selected section. The “PUSH” settings cause certain beats to be played early, while “HEAVY” settings delay the timing of certain beats. The numbered settings (2, 3, 4, 5) determine which beats are to be affected. All beats up to the specified beat—but not including the first beat—will be played early or delayed (for example, the 2nd and 3rd beats, if “3” is selected). In all cases, “A” types produce minimum effect, “B” types produce medium effect, and “C” types produce maximum effect.

## 2 DYNAMICS

This changes the velocity/volume (or accent) of certain notes in the Style playback. The Dynamics settings are applied to each channel or all channels of the selected Style.

[1 ▲▼]/ [2 ▲▼]	CHANNEL	Selects the desired channel (part) to which Dynamics is to be applied.
[3 ▲▼]/ [4 ▲▼]	ACCENT TYPE	Determines the type of accent applied—in other words, which notes in the part(s) are emphasized with the Dynamics settings.
[6 ▲▼]	STRENGTH	Determines how strongly the selected Accent Type (above) will be applied. The higher the value, the stronger the effect.
[7 ▲▼]	EXPAND/ COMP.	Expands or compresses the range of velocity values. Values higher than 100% expand the dynamic range, while values lower than 100% compress it.
[8 ▲▼]	BOOST/CUT	Boosts or cuts all velocity values in the selected section/channel. Values above 100% boost the overall velocity, while values below 100% reduce it.

### 2 Press the [D] (EXECUTE) button to actually enter the edits for each display.

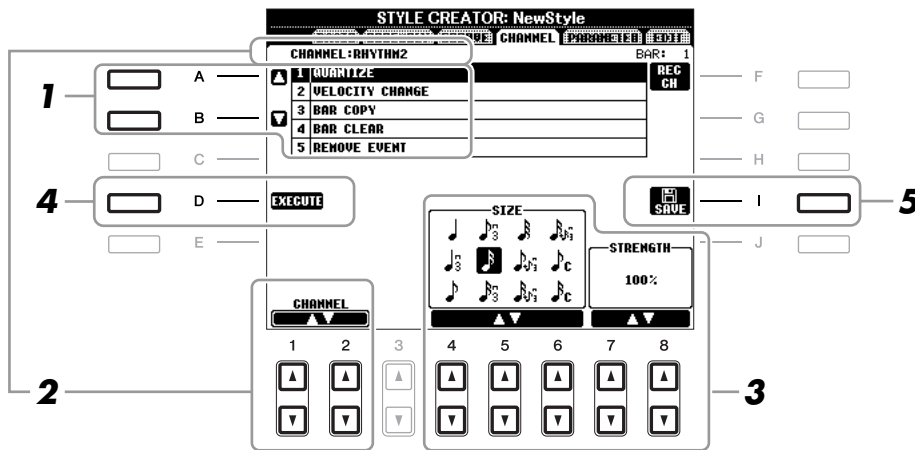
After the operation is completed, this button changes to “UNDO,” letting you restore the original data if you are not satisfied with the Groove or Dynamics results. The Undo function only has one level; only the previous operation can be undone.

### 3 Press the [I] (SAVE) button to execute the Save operation.

#### **NOTICE**

The edited Style will be lost if you change to another Style or turn the power to the instrument off without executing the Save operation.



## Editing Data for Each Channel



### 1 In the CHANNEL Page, use the [A]/[B] buttons to select the edit menu.

#### 1 QUANTIZE

Same as in the Song Creator (page 151), with the exception of the two additional available parameters below.

-  Eighth notes with swing
-  Sixteenth notes with swing

#### 2 VELOCITY CHANGE

Boosts or cuts the velocity of all notes in the specified channel, according to the percentage specified here.

#### 3 BAR COPY

This function allows data to be copied from one measure or group of measures to another location within the specified channel.

[4 ▲▼]	TOP	Specifies the first (TOP) and last (LAST) measures in the region to be copied.
[5 ▲▼]	LAST	
[6 ▲▼]	DEST	Specifies the first measure of the destination location, to which the data is to be copied.

#### 4 BAR CLEAR

This function clears all data from the specified range of measures within the selected channel.

#### 5 REMOVE EVENT

This function lets you remove specific events from the selected channel.

### 2 Use the [1 ▲▼]/[2 ▲▼] (CHANNEL) buttons to select the channel to be edited.

The selected channel is shown at the upper left of the display.

### 3 Use the [4 ▲▼]–[8 ▲▼] buttons to edit the data.

### 4 Press the [D] (EXECUTE) button to actually enter the edits for each display.

After the operation is completed, this button changes to “UNDO,” letting you restore the original data if you are not satisfied with the results of the edit. The Undo function only has one level; only the previous operation can be undone.

### 5 Press the [I] (SAVE) button to execute the Save operation.

#### **NOTICE**

The edited Style will be lost if you change to another Style or turn the power to the instrument off without executing the Save operation.

# Making Style File Format Settings

The Style File Format (SFF) combines all of Yamaha’s auto accompaniment (Style playback) know-how into a single unified format. By using the Style Creator, you can take advantage of the power of the SFF format and freely create your own Styles.

The chart shown below indicates the process by which the Style is played back. (This does not apply to the rhythm track.) These parameters can be set via the Style Creator feature, in the PARAMETER Page.

## Source Pattern settings—SOURCE (PLAY) ROOT/CHORD (page 129)

The Style data is appropriately converted depending on chord changes you make during your performance. You can create the “Source Pattern” with the Style Creator, which determines how the played chord will be converted. Here the “Source Chord” (page 129) can be set, allowing you to record accompaniment channels.



Chord change via the chord section of the keyboard.

## Note Transposition settings—NTR and NTT (page 130)

This parameter group features two parameters that determine how the notes of the Source Pattern are to be converted in response to chord changes.



## Other settings—HIGH KEY, NOTE LIMIT and RTR (page 131)

Using the parameters of this group, you can fine-tune how Style playback responds to the chords you play. For example, the Note Limit parameter allows you to have the Voices of the Style sound as realistic as possible by shifting the pitch to an authentic range—ensuring that no notes sound outside the natural range of the actual instrument (e.g., high bass sounds or low piccolo sounds).



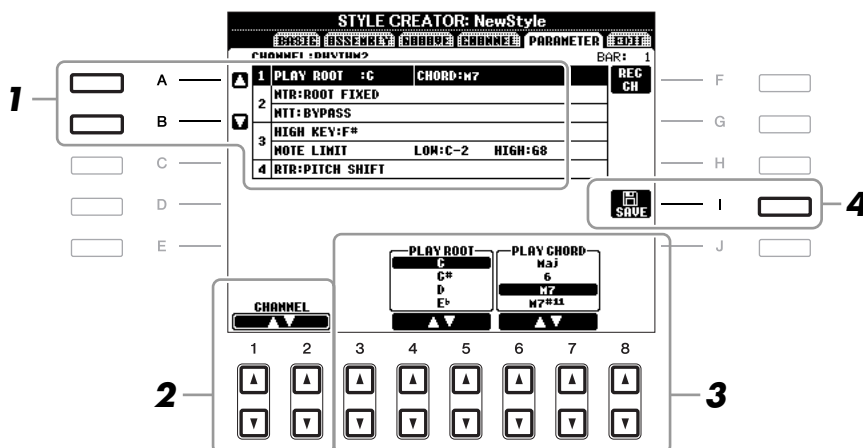
Output

The PSR-A2000’s Styles are compatible with SFF GE—an enhanced format of the original SFF with especially rich, expressive guitar parts.

**NOTE** The Style files created on the PSR-A2000 can only be played back on instruments which are compatible with SFF GE.

## 1 In the PARAMETER Page, use the [A]/[B] buttons to select the edit menu.

For details of the edit menu, see pages 129–132.





## 2 Use the [1 ▲▼]/[2 ▲▼] (CHANNEL) buttons to select the channel to be edited.

The selected channel is shown at the upper left of the display.

## 3 Use the [3 ▲▼]–[8 ▲▼] buttons to edit the data.

For details on editable parameters, see pages 129–132.

## 4 Press the [I] (SAVE) button to execute the Save operation.

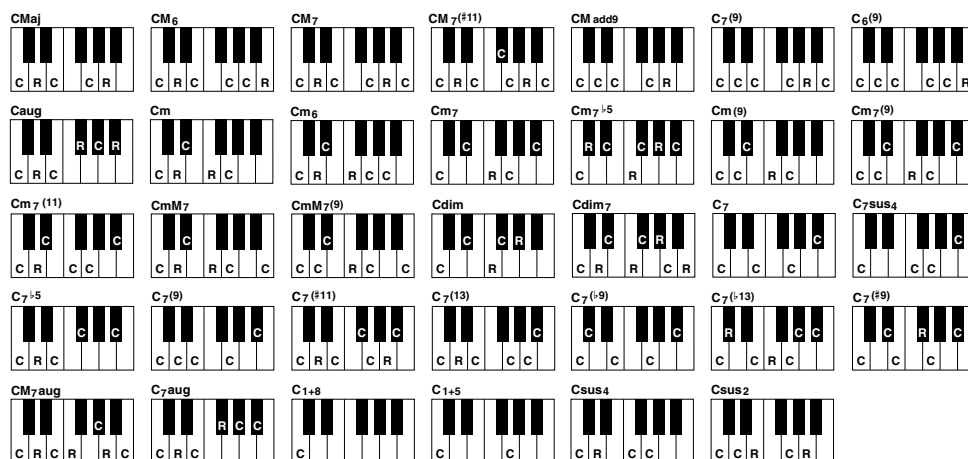
### **NOTICE**

The edited Style will be lost if you change to another Style or turn the power to the instrument off without executing the Save operation.

### 1 SOURCE (PLAY) ROOT/CHORD

These settings determine the original key of the source pattern (i.e., the key used when recording the pattern). The default setting of CM7 (with a Source Root of “C” and a Chord Type of “M7”), is automatically selected whenever the preset data is deleted prior to recording a new Style, regardless of the Source Root and Chord included in the preset data. When you change Source Root/Chord from the default CM7 to another chord, the chord notes and recommended notes will also change, depending on the newly selected chord type.

#### When the Source Root is C:



C = Chord notes  
C, R = Recommended notes

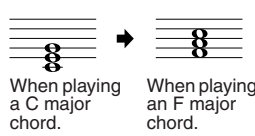
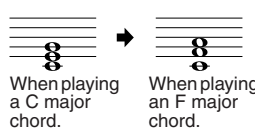
**NOTE** When NTR is set to “Root Fixed,” NTT is set to “Bypass” and NTT BASS is set to “OFF,” the “Source Root” and “Source Chord” parameters are changed to “Play Root” and “Play Chord,” respectively. In this case, you can change chords and hear the resulting sound for all channels.

**NOTE** This is not applied when NTR is set to GUITAR.

## 2 NTR/NTT

[3 ▲▼]/ [4 ▲▼]	NTR (Note Transposition Rule)	Determines the relative position of the root note in the chord, when converted from the Source Pattern in response to chord changes. Refer to the list below.
[5 ▲▼]- [7 ▲▼]	NTT (Note Transposition Table)	Sets the note transposition table for the source pattern. Refer to the list below.
[8 ▲▼]	NTT BASS ON/ OFF	The channel for which this is set to ON will be played back by the bass root note, when the on-bass chord is recognized by the instrument. When NTR is set to GUITAR and this parameter is set to ON, only the note which is assigned to bass will be played back by the bass root note.

### NTR (Note Transposition Rule)

ROOT TRANS (Root Transpose)	When the root note is transposed, the interval between notes is maintained. For example, the notes C3, E3 and G3 in the key of C become F3, A3 and C4 when they are transposed to F. Use this setting for channels that contain melody lines.	 When playing a C major chord. → When playing an F major chord.
ROOT FIXED	The note is kept as close as possible to the previous note range. For example, the notes C3, E3 and G3 in the key of C become C3, F3 and A3 when they are transposed to F. Use this setting for channels that contain chord parts.	 When playing a C major chord. → When playing an F major chord.
GUITAR	This is exclusively for transposing guitar accompaniment. Notes are transposed to approximate the chords played with natural guitar fingering.	

### NTT (Note Transposition Table)

When NTR is set to ROOT TRANS or ROOT FIXED

BYPASS	When NTR is set to ROOT FIXED, the transposition table used does not do any note conversion. When NTR is set to ROOT TRANS, the table used only converts the notes by maintaining the pitch relationship between notes.
MELODY	Suitable for melody line transposition. Use this for melody channels such as Phrase 1 and Phrase 2.
CHORD	Suitable for chordal parts transposition. Use this for the Chord 1 and Chord 2 channels, especially when they contain piano or guitar-like chordal parts.
MELODIC MINOR	When the played chord changes from a major to a minor chord, this table lowers the third interval in the scale by a semitone. When the chord changes from a minor to a major chord, the minor third interval is raised by a semitone. Other notes are not changed. Use this for melody channels of Sections which respond only to major/minor chords, such as Intros and Endings.
MELODIC MINOR 5th	In addition to the Melodic Minor transposition above, augmented and diminished chords affect the 5th note of the Source Pattern.
HARMONIC MINOR	When the played chord changes from a major to a minor chord, this table lowers the third and sixth intervals in the scale by a semitone. When the chord changes from a minor to a major chord, the minor third and flatted sixth intervals are raised by a semitone. Other notes are not changed. Use this for chord channels of Sections which respond only to major/minor chords, such as Intros and Endings.

HARMONIC MINOR 5th	In addition to the Harmonic Minor transposition above, augmented and diminished chords affect the 5th note of the Source pattern.
NATURAL MINOR	When the played chord changes from a major to a minor chord, this table lowers the third, sixth and seventh intervals in the scale by a semitone. When the chord changes from a minor to a major chord, the minor third, flatted sixth and flatted seventh intervals are raised by a semitone. Other notes are not changed. Use this for chord channels of Sections which respond only to a Major/minor chord such as Intros and Endings.
NATURAL MINOR 5th	In addition to the Natural Minor transposition above, augmented and diminished chords affect the 5th note of the Source pattern.
DORIAN	When the played chord changes from a major to a minor chord, this table lowers the third and seventh intervals in the scale by a semitone. When the chord changes from a minor to a major chord, the minor third and flatted seventh intervals are raised by a semitone. Other notes are not changed. Use this for chord channels of Sections which respond only to a Major/minor chord such as Intros and Endings.
DORIAN 5th	In addition to the Dorian transposition above, augmented and diminished chords affect the 5th note of the Source pattern.

When NTR is set to GUITAR

ALL-PURPOSE	This table covers both strummed- and arpeggio-played sound.
STROKE	Suitable for stroke-played sound of the guitar. Some notes may sound as if it is muted—this is normal condition when the chord is played on guitar by stroke.
ARPEGGIO	Suitable for arpeggio-played sound of the guitar. Using this table, four notes arpeggio sounds most beautiful.

### 3 HIGH KEY / NOTE LIMIT

[4 ▲▼]/ [5 ▲▼]	HIGH KEY	<p>This sets the highest key (upper octave limit) of the note transposition for the chord root change. Any notes calculated to be higher than the highest key are transposed down to the next lowest octave. This setting is available only when the NTR parameter (page 130) is set to “Root Trans.”</p> <p><b>Example—When the highest key is F.</b></p> <p>Root changes → CM      C#M      . . .      FM      F#M      . . .</p> <p>Notes played → C3-E3-G3      C#3-E#3-G#3      F3-A3-C4      F#2-A#2-C#3</p>
[6 ▲▼]	NOTE LIMIT LOW	<p>These set the note range (highest and lowest notes) for Voices recorded to the Style channels. By judicious setting of this range, you can ensure that the Voices sound as realistic as possible—in other words, that no notes outside the natural range are sounded (e.g., high bass sounds or low piccolo sounds).</p> <p><b>Example—When the lowest note is C3 and the highest is D4.</b></p> <p>Root changes → CM      C#M      . . .      FM      . . .</p> <p>Notes played → E3-G3-C4      E#3-G#3-C#4      F3-A3-C4</p>
[7 ▲▼]	NOTE LIMIT HIGH	

#### 4 RTR (Retrigger Rule)

These settings determine whether notes stop sounding or not and how they change pitch in response to chord changes.

STOP	The notes stop sounding.
PITCH SHIFT	The pitch of the note will bend without a new attack to match the type of the new chord.
PITCH SHIFT TO ROOT	The pitch of the note will bend without a new attack to match the root of the new chord.
RETRIGGER	The note is retriggered with a new attack at a new pitch corresponding to the next chord.
RETRIGGER TO ROOT	The note is retriggered with a new attack at the root note of the next chord. However, the octave of the new note remains the same.

# Songs

## – Recording Your Performances and Creating Songs –

### Editing Music Notation Settings

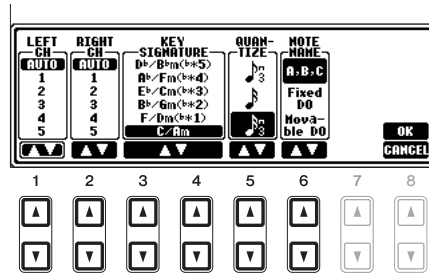
To view the music notation of the selected Song, press the [SCORE] button. You can change the notation display as desired to suit your personal preferences. The settings here are maintained even when the power is turned off.

**NOTE** You can save the setting here as a part of a Song by accessing [FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR → TAB [◀][▶] CHANNEL → [A]/[B] SETUP. See page 153.



[1 ▲▼]	LEFT ON/ OFF	Enables/disables display of the left-hand key range. Depending on other settings, this parameter may be unavailable and may appear grayed out. If this is the case, go to the detailed setting display (on page 134) and set the LEFT CH. parameter to any channel except “AUTO.” Or, go to the display [FUNCTION] → [B] SONG SETTING and set the TRACK 2 parameter to any channel except “OFF” (page 137). RIGHT (next parameter) and LEFT cannot be turned off at the same time.
[2 ▲▼]	RIGHT ON/ OFF	Enables/disables display of the right-hand key range. RIGHT and LEFT (above) cannot be turned off at the same time.
[3 ▲▼]	CHORD ON/ OFF	Enables/disables display of the chords. If the selected Song does not contain chord data, chords are not displayed.
[4 ▲▼]	LYRICS ON/ OFF	Enables/disables display of the lyrics. If the selected Song does not contain lyric data, lyrics are not displayed. When the Song contains Pedal events, pressing these buttons can display the Pedal events, instead of displaying Lyrics.
[5 ▲▼]	NOTE ON/ OFF	Enables/disables display of the note name (pitch). The note name is indicated at the left of the note. When the space between the notes is too small, the indication may be moved to the top left of the note. When the Song contains Fingering events, pressing these buttons can display the fingering, instead of displaying note names.
[7 ▲▼]	SIZE	Determines the display resolution (or zoom level) of the notation.
[8 ▲▼]	SET UP	See below.

Pressing the [8 ▲▼] (SET UP) button calls up the detailed setting display. You can set the view type by using the [1 ▲▼]–[6 ▲▼] buttons, then press the [8 ▲] (OK) button.



[1 ▲▼]	LEFT CH	Determines which MIDI channel in the Song data is used for the left-hand/right-hand part. This setting returns to AUTO when a different Song is selected.
[2 ▲▼]	RIGHT CH	<p><b>AUTO</b> The MIDI channels in the Song data for the right- and left-hand parts are assigned automatically—setting the parts to the same channel as the channel which is specified in the [FUNCTION] → [B] SONG SETTING (page 137).</p> <p><b>1–16</b> Assigns the specified MIDI channel (1–16) to each of the left- and right-hand parts.</p> <p><b>OFF (LEFT CH only)</b> No channel assignment. This disables display of the left-hand key range.</p>
[3 ▲▼]/ [4 ▲▼]	KEY SIG- NATURE	This lets you enter key signature changes in the middle of a Song, at the stopped position. This menu is useful when the selected Song contains no key signature settings for displaying notation.
[5 ▲▼]	QUANTIZE	This gives you control over the note resolution in the notation, letting you shift or correct the timing of all displayed notes so that they line up to a particular note value. Make sure to select the smallest note value used in the Song.
[6 ▲▼]	NOTE NAME	<p>Selects the type of the note name indicated at the left of the note in the notation from among the following three types. The settings here are available when the NOTE ON/OFF parameter above is set to ON.</p> <p><b>A, B, C</b> Note names are indicated as letters (C, D, E, F, G, A, B).</p> <p><b>Fixed DO</b> Note names are indicated in solfeggio and differ depending on the selected language.</p> <p><b>Movable DO</b> Note names are indicated in solfeggio according to the scale intervals, and as such are relative to the key. The root note is indicated as Do. For example, in the key of G major the root note of “Sol” would be indicated as “Do.” As with “Fixed Do,” the indication differs depending on the selected language.</p>

## Editing Lyrics/Text Display Settings

To view the lyrics of the selected Song, press the [LYRICS/TEXT] button. If the selected Song contains lyric data, you can have the lyrics shown in the display. Even if the Song does not contain lyrics data, you can input and show the lyrics, or you can show a text file (created on a computer, .txt file less than 60KB) in the display.

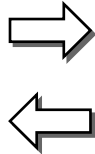
**NOTE** When the lyrics are garbled or unreadable, you may need to change the Lyrics Language setting from the [FUNCTION] → [B] SONG SETTING.

**NOTE** Line feed (or “carriage return”) is not automatically done in the instrument. If a sentence is not displayed in its entirety because of limitations in the screen space, execute the line feed on your computer.

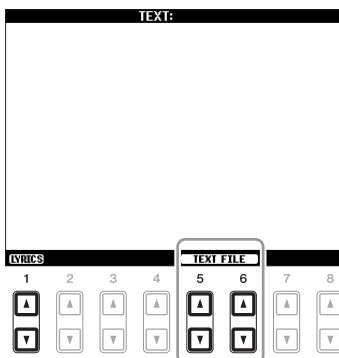
### Lyrics display



Press [1 ▲▼] buttons



### Text display



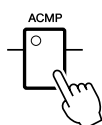
Press the [5 ▲▼]/[6 ▲▼] button to actually call up desired text file.

[1 ▲▼]	TEXT/LYRICS	Switches the screen between the Lyrics display (lyrics data in the Song is shown) and the Text display (a text file created on a computer is shown).
[2 ▲▼]	CLEAR (Text display only)	Clears the text from the screen (the text data itself is not erased).
[3 ▲▼]/ [4 ▲▼]	F-11–P-16 (Text display only)	Determines the text type (fixed or proportional) and font size. Fixed is suitable for displaying lyrics with chord names, since the positions of chord names are “fixed” to the corresponding lyrics. Proportional is suitable for displaying lyrics without chord names or explanatory notes. The numbers 9–20 indicate font sizes. This menu appears only when a text file is selected.
[5 ▲▼]/ [6 ▲▼]	TEXT FILE	Calls up the text File Selection display. After selecting, press the [EXIT] button to return back to the Lyrics/Text display.

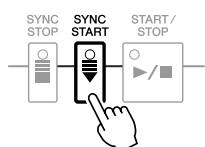
## Using the Auto Accompaniment Features with the Song Playback

When playing back a Song and a Style at the same time, channels 9–16 in the Song data are replaced with style channels—allowing you to play the accompaniment parts of the Song yourself. Try playing chords along with the Song playback as shown in the instructions below.

- 1** Select a Song.
- 2** Select a Style.
- 3** Press the **STYLE CONTROL [ACMP]** button to turn on the Auto Accompaniment function.



- 4** Press the **STYLE CONTROL [SYNC START]** button to enable standby—letting you simultaneously start the accompaniment as soon as you start playing.



- 5** While holding down the **SONG [■] (STOP)** button, press the **[▶/||] (PLAY/PAUSE)** button to enable synchronized start.



- 6** Press the **STYLE CONTROL [START/STOP]** button or play chords with your left hand.

The Song and Style starts playing. When you play chords, pressing the **[SCORE]** button and turning **CHORD** on (page 133) allows you to see the chord information.

**NOTE** When playing back a Song and a Style at the same time, the tempo value set in the Song is automatically used.

When the Song playback is stopped, the Style playback is also stopped at the same time.

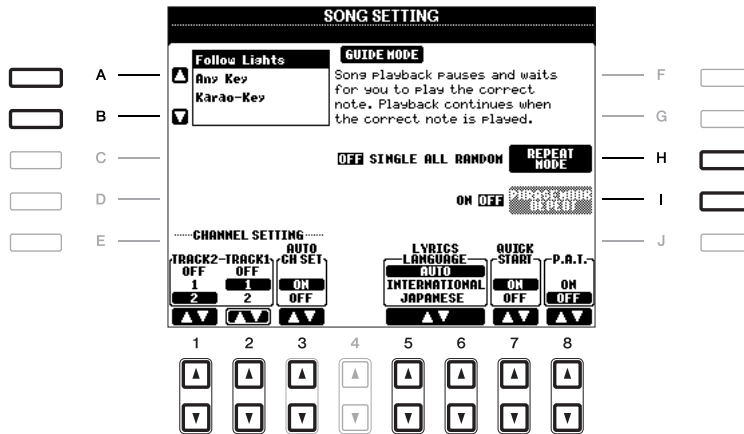


## Song Playback Related Parameters (Repeat settings, Channel settings, Guide Function)

The instrument has a variety of Song playback functions—repeat playback, various guide settings, etc.—which can be accessed in the display below.

### Call up the operation display.

[FUNCTION] → [B] SONG SETTING



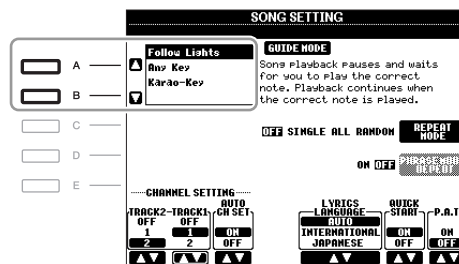
[A]/[B]	GUIDE MODE	See page 138.
[H]	REPEAT MODE	Determines the method of repeat playback.  <b>OFF</b> Plays through the selected Song, then stops.  <b>SINGLE</b> Plays through the selected Song repeatedly.  <b>ALL</b> Continues playback through all the Songs in the specified folder repeatedly.  <b>RANDOM</b> Continues playback at random through all the Songs in the specified folder repeatedly.
[I]	PHRASE MARK REPEAT	Phrase Mark is a pre-programmed part of some Song data, which specifies a certain location (set of measures) in the Song. When this is on, the section corresponding to the specified Phrase Mark number is repeatedly played back.
[1 ▲▼]	TRACK 2	These parameters determine which MIDI channel in the Song data is assigned to the Left- or Right-hand part of the Guide function and the Song Score function.
[2 ▲▼]	TRACK 1	
[3 ▲▼]	AUTO CH SET	When set to “ON,” this automatically sets the proper MIDI channels for the Right- and Left hand parts pre-programmed in the commercially available Song data. Normally, this should be set to “ON.”

[5 ▲▼]/ [6 ▲▼]	LYRICS LANGUAGE	Determines the language of the displayed lyrics.  <b>AUTO</b> When the language is specified in the Song data, the lyrics are displayed accordingly. When the language is not specified in the Song data, the lyrics language is regarded as INTERNATIONAL below.  <b>INTERNATIONAL</b> Handles the displayed lyrics as a western language.  <b>JAPANESE</b> Handles the displayed lyrics as Japanese.
[7 ▲▼]	QUICK START	On some commercially available Song data, certain settings related to the Song (such as Voice selection, volume, etc.) are recorded to the first measure, before the actual note data. When Quick Start is set to “ON,” the instrument reads all initial non-note data of the Song at the highest possible speed, then automatically slows down to the appropriate tempo at the first note. This allows you to start playback as quickly as possible, with a minimum pause for reading of data.
[8 ▲▼]	P.A.T. (Performance Assistant)	See page 140.

## Keyboard and Vocal Practice Using the Guide Function

The Guide functions provide convenient learning and practicing tools to help you master the instrument. By pressing the [SCORE] button, you can have the notation of the Song displayed, showing the notes you should play and when you should play them, for ease in learning.

- 1** Select the desired Song for practicing the keyboard or singing.
- 2** Call up the setting display.  
[FUNCTION] → [B] SONG SETTING
- 3** Use the [A]/[B] buttons to select the desired Guide function type.



## Guide menu for keyboard practice

- **Follow Lights**

When this is selected, Song playback pauses, waiting for you to play the notes correctly. When you play the correct notes, Song playback continues. Follow Lights was developed for the Yamaha Clavinova series. This function is used for practicing purposes, with built-in lamps on the keyboard indicating the notes to be played. Even though the PSR-A2000 does not have these lamps, you can use the same function by following the indications in the displayed notation with the Song Score function.

- **Any Key**

With this function, you can play the melody of a Song just by pressing a single key (any key is OK) in time with the rhythm. Song playback pauses and waits for you to play any key. Simply play a key on the keyboard in time with the music and Song playback continues.

## Guide menu for singing

- **Karao-Key**

This function lets you control the Song playback timing with just one finger, while you sing along. This is useful for singing to your own performance. Song playback pauses, waiting for you to sing. Simply play a key on the keyboard (any key is fine) and Song playback continues.

### 4 Turn the [GUIDE] button on.



### 5 Call up the Score display by pressing the [SCORE] button.

### 6 Press the SONG [▶/II] (PLAY/PAUSE) button to start playback.

Practice playing the keyboard or singing, along with the Guide type selected in step 3.

### 7 Press the [■] (STOP) button to stop playback.

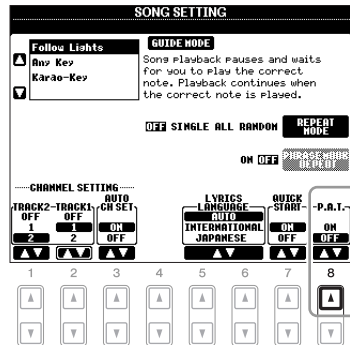
**NOTE** You can save the Guide settings as a part of the Song data (page 153). For Songs to which the Guide settings have been saved, the Guide function will be automatically turned on and the related settings will be recalled when the Song is selected.

# Playing Backing Parts with the Performance Assistant Technology

This feature makes it exceptionally easy to play the backing parts along with Song playback.

**NOTE** To use the performance assistant technology, the Song must contain chord data. If the Song contains this data, the current chord name will be displayed in the Main display during Song playback, letting you easily check whether the Song contains chord data or not.

- 1** Select a Song.
- 2** Call up the operation display.  
[FUNCTION] → [B] SONG SETTING
- 3** Press the [8 ▲] button to turn the “P.A.T.” (performance assistant technology) on.

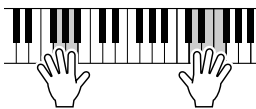


- 4** Press the SONG [▶/II] (PLAY/PAUSE) button to start playback.

- 5** Play the keyboard.

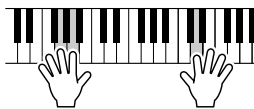
The instrument automatically matches your performance on the keyboard to the Song playback and chords, no matter what keys you play. It even changes the sound according to the way you play. Try playing in the three different ways below.

Playing the left and right hand together (method 1).



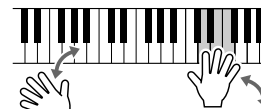
Play three notes at the same time with your right hand.

Playing the left and right hand together (method 2).



Play several notes one after the other with different fingers of your right hand.

Playing the left hand and right hand alternately.



Play three notes at the same time with your right hand.

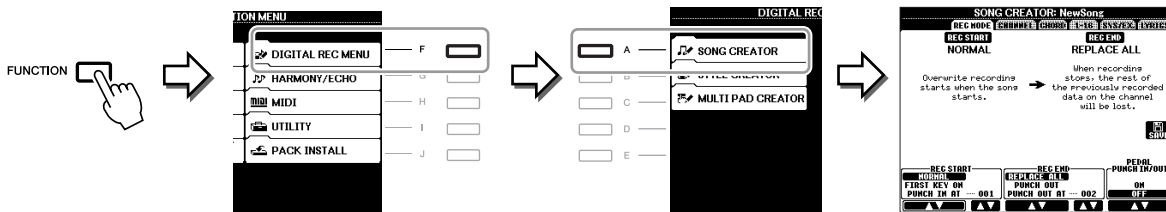
- 6** Press the [■] (STOP) button to stop playback.
- 7** Press the [8 ▲▼] button to turn the “P.A.T.” off.

# Creating/Editing Songs (Song Creator)

To create a Song, you can compose your performance by entering it one event at a time (called “Step Recording”), as well as recording your performance in real time (described in the Basic Operations section, page 64). This section explains operations of Step Recording and re-recording or editing existing Song data.

## Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR



There are six Pages (tabs) in the Song Creator display.

- **REC MODE** Re-records the Song. See page 148.
- **CHANNEL** Edits the Channel events. See page 150.
- **CHORD** Records the Chords and Sections with timing (page 145) or edits them (page 154).
- **1-16** Records the melodies (Step Recording; see below) or edits the recorded melodies (page 154).
- **SYS/EX.** Edits the System Exclusive events (tempo, time signature, etc.). See page 154.
- **LYRICS** Inputs/edits the Song name and lyrics. See page 154.

## Recording Melodies (Step Recording)

### 1 Press the SONG [REC] and SONG [■] (STOP) buttons simultaneously.

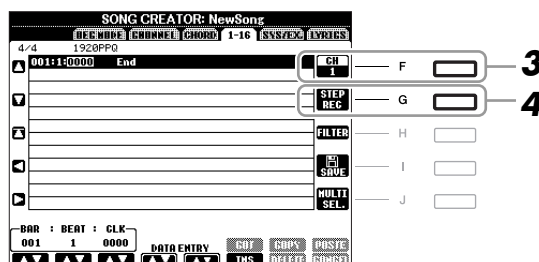
A blank Song (“New Song”) is called up for recording.

**NOTE** Selecting a blank Song initializes the panel settings.

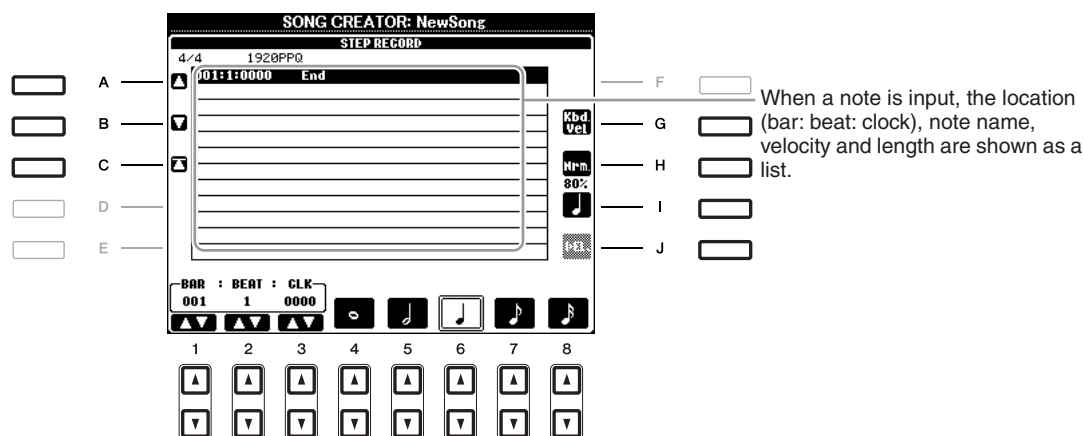





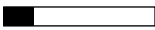
### 2 Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR → TAB [◀][▶] 1-16

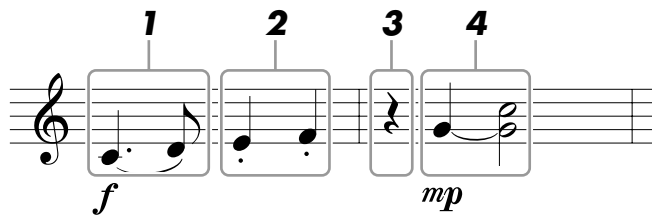


- 3 Press the [F] button to select the channel for recording.
- 4 Press the [G] (STEP REC) button to call up the STEP RECORD display.
- 5 Start Step Recording by using the [A]–[J] buttons and [1 ▲▼]–[8 ▲▼] buttons.  
Refer to the example on page 143 for specific instructions.



[A]/[B]/ [C]		Moves the cursor in the list.
[G]		Determines the velocity (loudness) of the note to be entered. The velocity value can be specified within a range from 1 to 127. The higher the velocity value, the louder the sound becomes.  <b>KBD.VEL:</b> Actual resulting velocity <b>fff:</b> 127 <b>ff:</b> 111 <b>f:</b> 95 <b>mf:</b> 79 <b>mp:</b> 63 <b>p:</b> 47 <b>pp:</b> 31 <b>ppp:</b> 15
[H]		Determines the gate time (note length) of the note to be entered.  <b>Normal:</b> 80%  <b>Tenuto:</b> 99%  <b>Staccato:</b> 40%  <b>Staccatissimo:</b> 20%  <b>Manual:</b> The gate time can be set to any desired percentage by using the [DATA ENTRY] dial.
[I]		Determines the note type to be entered: normal, dotted or triplet.
[J]	DELETE	Deletes the selected data.
[1 ▲▼]	BAR	Sets the position of the note to be entered.
[2 ▲▼]	BEAT	
[3 ▲▼]	CLOCK	
[4 ▲▼]– [8 ▲▼]		Determines the note length to be entered: whole-note, half-note, quarter-note, eighth-note or sixteenth-note.

### Example of Step Recording—Melodies



\* The numbers shown in the illustration correspond to the following operation step numbers.

In this example, keep in mind that one of the steps involves holding down a key on the keyboard while executing the operation.

Select the Voice for recording after calling up the Step Recording display.

**NOTE** Since the music score displayed on the instrument is generated from the recorded MIDI data, it may not appear exactly the same as shown here.

## 1 Enter the first and second notes with a slur.

**1-1** Press the [G] button to select “f.”

**1-2** Press the [H] button to select “Tenuto.”

**1-3** Press the [I] button to select the “dotted” note type.

**1-4** Select the dotted quarter-note by using the [6 ▲▼] buttons.

**1-5** Play the C3 key.

The first note is entered.

**1-6** Press the [I] button to select the “normal” note type.

**1-7** Press the [7 ▲▼] button to select the eighth-note length.

**1-8** Play the D3 key.

The second note is entered.

## 2 Enter the next notes and apply staccato.

**2-1** Press the [H] button to select “Staccato.”

**2-2** Press the [6 ▲▼] button to select the quarter-note length.

**2-3** Play the keys E3 and F3 in order.

The first measure has been completed.

## 3 To enter a quarter-note rest, press the [6 ▲▼] button again.

To enter the rest, use the [4 ▲▼]–[8 ▲▼] buttons. (Press the button once to select the rest value, and once again to actually enter it.) A rest having the specified note length will be entered.

## 4 Enter the next notes and apply a tie.

**4-1** Press the [G] button to select “mp.”

**4-2** Press the [H] button to select “Normal.”

**4-3** While holding G3 key on the keyboard, press the [6 ▲▼] button.

Do not release the G3 key yet. Keep holding it while executing the following steps.

**4-4** While holding the G3 key, press the C4 key.

Do not release the G3 and C4 keys yet. Keep holding the notes while executing the following step.



**4-5** While holding the keys G3 and C4, press the [5 ▲▼] button.

After pressing the button, release the keys.

**5** Press the SONG [■] (STOP) button (or press the [C] button) to return to the top of the Song, then hear the newly entered Song by pressing the [▶/||] (PLAY/PAUSE) button.



**6** Press the [EXIT] button to exit from the Step Recording display.

**7** Press the [I] (SAVE) button to execute the Save operation.

### **NOTICE**

The recorded Song data will be lost if you select another Song or turn the power to the instrument off without executing the Save operation.



# Recording Chords (Step Recording)

You can record Chords and Sections (Intro, Main, Ending, and so on) one at a time with precise timing. These instructions show how to record chord changes using the Step Record function.

## 1 Press the SONG [REC] and SONG [■] (STOP) buttons simultaneously.

A blank Song (“New Song”) is called up for recording.

**NOTE** Selecting a blank Song initializes the panel settings.

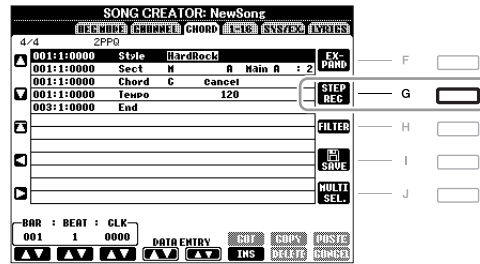


## 2 Select the Style you want to use in the Song.

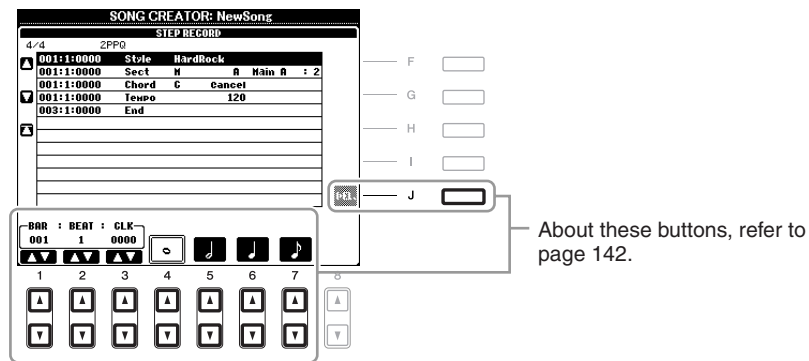
## 3 Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR → TAB [◀][▶] CHORD

## 4 Press the [G] (STEP REC) button to call up the STEP RECORD display.



## 5 Start Step Recording.



### Example of Step Recording—Chords

**NOTE** This example uses a Style in 4/4 time.

\* The numbers shown in the illustration correspond to the following operation step numbers.

Before starting, make sure the [AUTO FILL IN] button is set to off.

## 1 Enter the chords for the Main A section.

**1-1** Press the STYLE CONTROL [MAIN A] button.

**1-2** Press the [5 ▲▼] button to select the half-note length.

**1-3** Play the chord C, F and G in the chord section of the keyboard.

## 2 Enter the chords for the Break section.

**2-1** Press the STYLE CONTROL [BREAK] button.

**2-2** Press the [6 ▲▼] button to select the quarter-note length.

**2-3** Play the chords F, and G7 in the chord section of the keyboard.

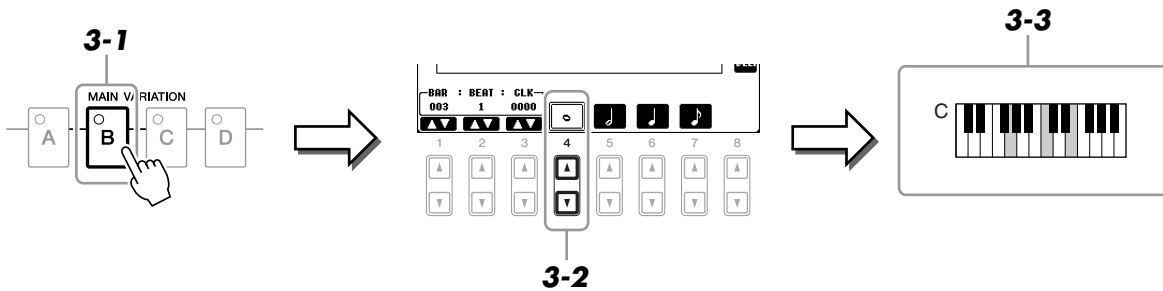
**NOTE** To enter fill-ins, turn the [AUTO FILL IN] button to ON, and simply press the desired MAIN VARIATION [A]–[D] button.

### 3 Enter the chords for the Main B section.

**3-1** Press the STYLE CONTROL [MAIN B] button.

**3-2** Press the [4 ▲▼] button to select the whole-note length.

**3-3** Play the chord C in the chord section of the keyboard.



**4** Press the SONG [■] (STOP) button (or press the [C] button) to return to the top of the Song, then hear the newly entered Song by pressing the [▶/||] (PLAY/PAUSE) button.



**5** Press the [EXIT] button to exit from the Step Recording display.

**6** Press the [F] (EXPAND) button to convert the input chord change data into the Song data.

**7** Press the [I] (SAVE) button to execute the Save operation.

#### **NOTICE**

The recorded Song data will be lost if you select another Song or turn the power to the instrument off without executing the Save operation.

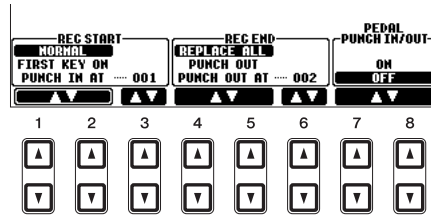
## Re-Recording a Specific Section—Punch In/Out

When re-recording a specific section of an already-recorded Song, use the Punch IN/OUT function. In this method, only the data between the Punch In point and the Punch Out point is overwritten with the newly recorded data. Keep in mind that the notes before and after the Punch In/Out points are not recorded over, although you will hear them play back normally to guide you in the Punch In/Out timing.

### 1 Call up the operation display.

[FUNCTION] → [F] DIGITAL REC MENU → [A] SONG CREATOR → TAB [◀][▶] REC MODE

### 2 Determine the settings for recording.



<p>[1 ▲▼]– [3 ▲▼]</p>	<p>REC START (Punch In)</p>	<p>Determines the Punch In timing.</p> <p><b>NORMAL</b> Overwrite recording starts when pressing the SONG [▶/  ] (PLAY/PAUSE) button or when you play the keyboard in the Synchro Standby mode.</p> <p><b>FIRST KEY ON</b> The Song plays back normally, then starts overwrite recording as soon as you play the keyboard.</p> <p><b>PUNCH IN AT</b> The Song plays back normally up to the beginning of the indicated Punch In measure, then starts overwrite recording at that point. You can set the Punch In measure by pressing the [3 ▲▼] button.</p>
<p>[4 ▲▼]– [6 ▲▼]</p>	<p>REC END (Punch Out)</p>	<p>Determines the Punch Out timing.</p> <p><b>REPLACE ALL</b> This deletes all data after the point at which recording is stopped.</p> <p><b>PUNCH OUT</b> The Song position at which recording is stopped is regarded as the Punch Out point. This setting maintains all data after the point at which recording is stopped.</p> <p><b>PUNCH OUT AT</b> Actual overwrite recording continues until the beginning of the specified Punch Out measure (set with the corresponding display button), at which point recording stops and normal playback continues. This setting maintains all data after the point at which recording is stopped. You can set the Punch Out measure by pressing the [6 ▲▼] buttons.</p>

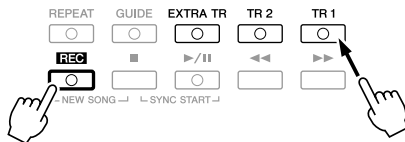
[7 ▲▼]/  
[8 ▲▼]

PEDAL PUNCH  
IN/OUT

When this is set to ON, you can use Foot Pedal 2 to control the Punch In and Punch Out points. While a Song is playing back, pressing (and holding) Foot Pedal 2 instantly enables Punch In recording, while releasing the pedal stops recording (Punch Out). You can press and release Foot Pedal 2 as often as you want during playback to punch in/out of overwrite recording. Note that the current function assignment of the Foot Pedal 2 is cancelled when the Pedal Punch In/Out function is set to ON.

**NOTE** Pedal Punch In/Out operation may be reversed depending on the particular pedal you've connected to the instrument. If necessary, change the pedal polarity to reverse the control (page 176).

### 3 While holding the SONG [REC] button, press the desired track button.



### 4 Press the SONG [▶/||] (PLAY/PAUSE) button to start Punch In/Out recording.

Play the keyboard at the Punch In point and stop recording at the Punch Out point.

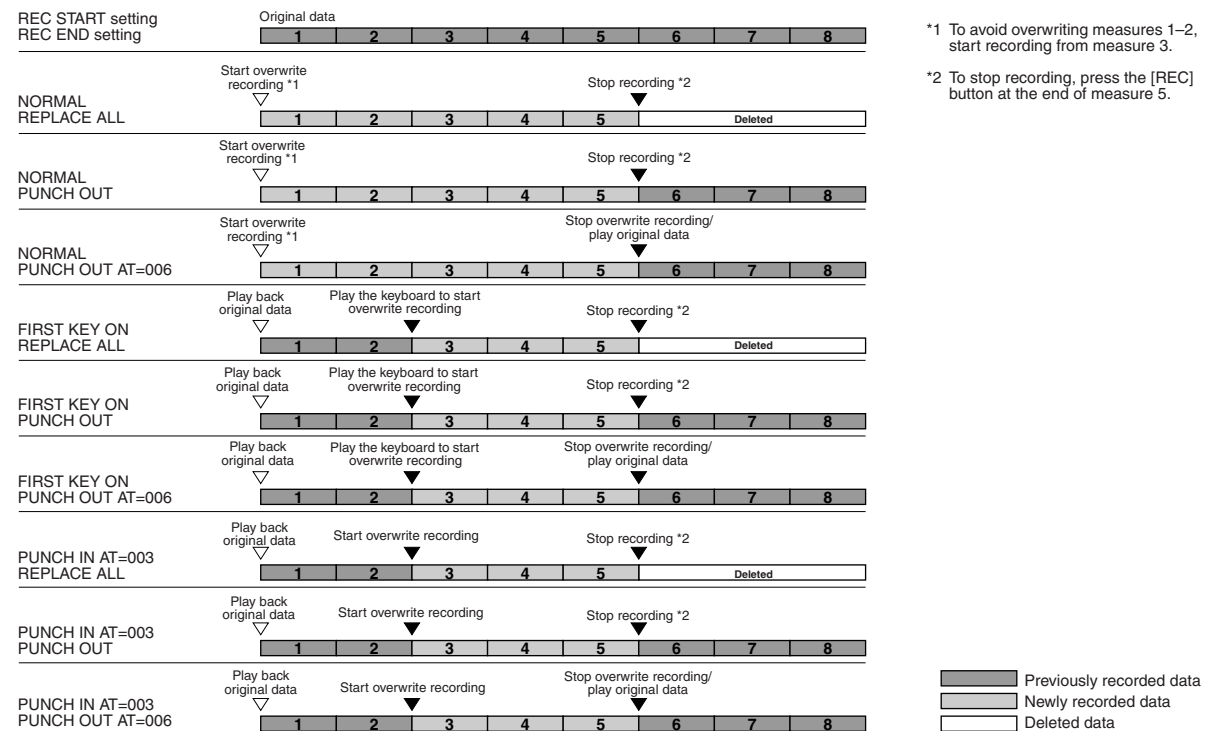
### 5 Press the [I] (SAVE) button to execute the Save operation.

#### NOTICE

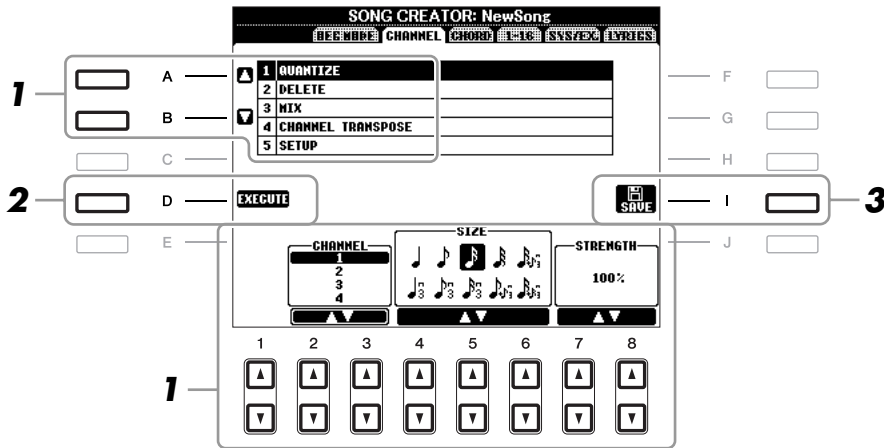
The recorded Song data will be lost if you select another Song or turn the power to the instrument off without executing the Save operation.

#### Examples of re-recording with various Punch In/Out settings

This instrument features several different ways you use the Punch In/Out function. The illustrations below indicate a variety of situations in which selected measures in an eight-measure phrase are re-recorded.



## Editing Channel Events



### 3

- 1** In the CHANNEL Page, use the [A]/[B] buttons to select the edit menu, then edit the data by using the [1 ▲▼]–[8 ▲▼] buttons.

For details of the edit menu and available settings, see page 151.

- 2** Press the [D] (EXECUTE) button to execute the operation for the current display.

After the operation (with the exception of the SETUP menu) is completed, this button changes to “UNDO,” letting you restore the original data if you are not satisfied with the operation results. The Undo function only has one level; only the previous operation can be undone.

- 3** Press the [I] (SAVE) button to execute the Save operation.

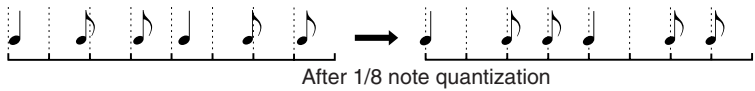
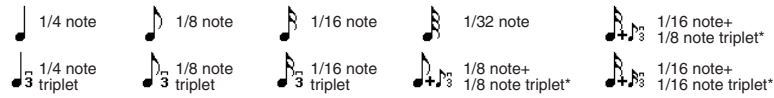
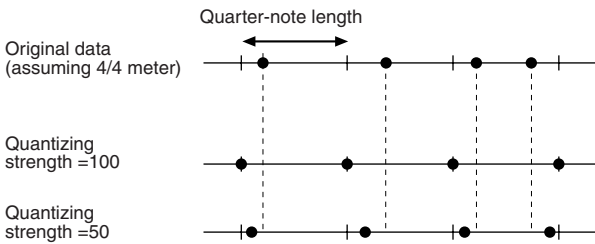
#### **NOTICE**

The recorded Song data will be lost if you select another Song or turn the power to the instrument off without executing the Save operation.

## 1 QUANTIZE

The Quantize function allows you to align the timing of all the notes in a channel. For example, if you record the musical phrase shown at right, you may not play it with absolute precision, and your performance may have been slightly ahead of or behind the precise timing. Quantize is a convenient way of correcting for this.



[2 ▲▼]/ [3 ▲▼]	CHANNEL	Determines which MIDI channel in the Song data is to be quantized.
[4 ▲▼]- [6 ▲▼]	SIZE	<p>Selects the quantize size (resolution). For optimum results, you should set the Quantize size to the shortest note value in the channel. For example, if eighth notes are the shortest in the channel, you should use eighth note as the Quantize size.</p>  <p style="text-align: center;">After 1/8 note quantization</p> <p><b>Settings:</b></p>  <p>The three Quantize settings marked with asterisks (*) are exceptionally convenient, since they allow you to quantize two different note values at the same time. For example, when the straight eighth notes and eighth notes triplet are contained in the same channel, if you quantize by the straight eighth notes, all notes in the channel are quantized to straight eighth notes—completely eliminating any triplet feel. However, if you use the eighth note + eighth note triplet setting, both the straight and triplet notes will be quantized correctly.</p>
[7 ▲▼]/ [8 ▲▼]	STRENGTH	<p>Determines how strongly the notes will be quantized. A setting of 100% produces exact timing. If a value less than 100% is selected, notes will be moved toward the specified quantization beats according to the specified percentage. Applying less than 100% quantization lets you preserve some of the “human” feel in the recording.</p>  <p style="text-align: center;">Quarter-note length</p> <p>Original data (assuming 4/4 meter)</p> <p>Quantizing strength =100</p> <p>Quantizing strength =50</p>

## 2 DELETE

You can delete the data of the specified channel in the Song. Select the channel whose data to be deleted by using the [1 ▲▼]–[8 ▲▼] buttons, then press the [D] (EXECUTE) button to execute the operation.

## 3 MIX

This function lets you mix the data of two channels and place the results in a different channel. It also lets you copy the data from one channel to another.

[2 ▲▼]/ [3 ▲▼]	SOURCE 1	Determines the MIDI channel (1–16) to be mixed. All MIDI events of the channel specified here are copied to the destination channel.
[4 ▲▼]/ [5 ▲▼]	SOURCE 2	Determines the MIDI channel (1–16) to be mixed. Only note events of the channel specified here are copied to the destination channel. Besides the values 1–16, there is a “COPY” setting that allows you to copy the data from Source 1 to the destination channel.
[6 ▲▼]/ [7 ▲▼]	DESTINATION	Determines the channel into which the mix or copy results will be placed.

## 4 CHANNEL TRANSPOSE

This allows you to transpose the recorded data of individual channels up or down by a maximum of two octaves in semitone increments.

**NOTE** Make sure not to transpose channels 9 and 10. In general, Drum Kits are assigned to these channels. If you transpose the channels of Drum Kits, the instruments assigned to each key will be changed.

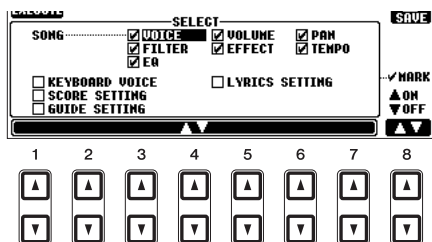
[F]	CH 1–8/CH 9–16	Toggles between the two channel displays: Channels 1–8, and Channels 9–16.
[G]	ALL CH	To simultaneously set all channels to the same value, adjust the Channel Transpose for one of the channels while holding down this button.



## 5 SETUP

The current settings of the Mixing Console display and other panel settings can be recorded to the top position of the Song as the Setup data. The Mixing Console and panel settings recorded here are automatically recalled when the Song starts.

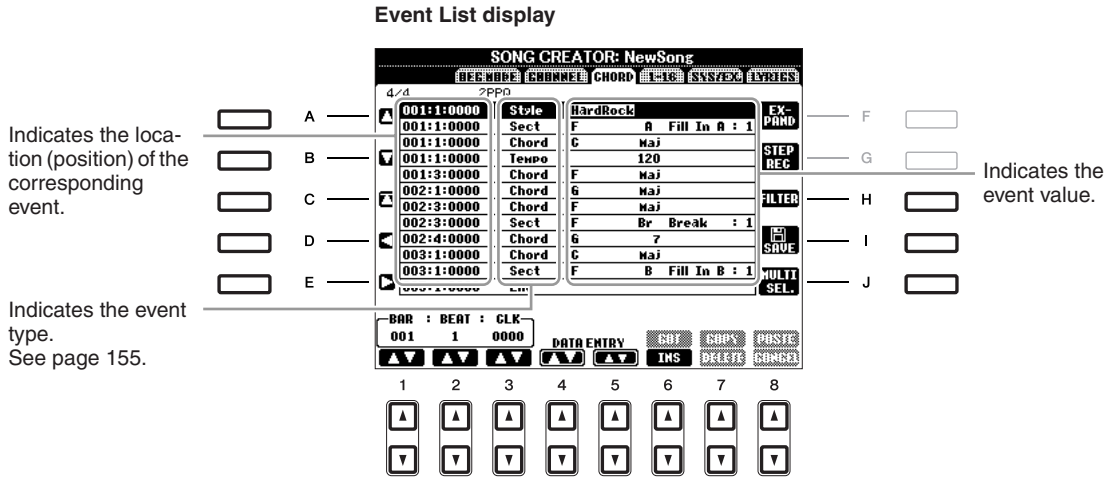
**NOTE** Before executing the Setup operation, move the Song position to the top of the Song by pressing the SONG [■] (STOP) button.



[1 ▲▼]– [7 ▲▼]	SELECT	<p>Determines which playback features and functions will be automatically called up along with the selected Song. The items selected here can be recorded only to the top position of the Song, except for the <b>KEYBOARD VOICE</b>.</p> <p><b>SONG</b> Records the tempo setting and all settings made from the Mixing Console.</p> <p><b>KEYBOARD VOICE</b> Records the panel settings, including the Voice selection of the keyboard parts (RIGHT 1, 2, and LEFT) and their on/off status. Panel settings recorded here are same as the ones memorized to the One Touch Setting. This can be recorded at any point in a Song.</p> <p><b>SCORE SETTING</b> Records the settings in the Score display.</p> <p><b>GUIDE SETTING</b> Records the settings of the Guide functions including the Guide ON/OFF setting.</p> <p><b>LYRICS SETTING</b> Records the settings in the Lyrics display.</p>
[8 ▲]	MARK ON	Add or remove a checkmark to the selected item. Checked items are recorded to the Song.
[8 ▼]	MARK OFF	

# Editing Chord Events, Notes, System Exclusive Events and Lyrics

You can edit the chord events, note events, system exclusive events and lyrics in the same manner on the corresponding display: CHORD, 1-16, SYS/EX and LYRICS. These displays are called “Event List display” because some events are shown in a list view.



[A]/[B]		Moves the cursor up/down and select the desired event.
[C]		Moves the cursor to the top (beginning of the Song).
[D]/[E]		Moves the cursor left/right and select the desired parameter of the highlighted event.
[H]	FILTER	Calls up the Filter display (page 156), letting you select only the events you wish to be shown in the event list.
[I]	SAVE	Press to save the edited Song.
[J]	MULTI SELECT	Holding this button while using the [A]/[B] buttons lets you select multiple events.
[1 ▲▼]	BAR	Determines the position (bar/beat/clock) of the data. One clock is equal to 1/1920th of a quarter note.
[2 ▲▼]	BEAT	
[3 ▲▼]	CLOCK	
[4 ▲▼]/ [5 ▲▼]	DATA ENTRY	Adjusts the event value. For coarse adjustment, use the [4 ▲▼] buttons. For fine adjustment, use the [5 ▲▼] buttons or [DATA ENTRY] dial.
[6 ▲]	CUT	Executes cut/copy/delete/paste operation.
[7 ▲]	COPY	
[7 ▼]	DELETE	
[8 ▲]	PASTE	
[6 ▼]	INS (INSERT)	Adds a new event.
[8 ▼]	CANCEL	Cancels editing and restores the original value.

**NOTE** After you edit events in the CHORD tab display, press the [F] (EXPAND) button to convert the data into Song data.  
**NOTE** Chord section data recorded with Realtime Recording cannot be indicated and edited on this display.

### ■ Chord Events (CHORD Page)

Style	Style
Tempo	Tempo
Chord	Chord root, Chord type, On Bass Chord
Sect	Style Section (Intro, Main, Fill In, Break, Ending)
OnOff	On/off status for each part (channel) of the Accompaniment Style
CH.Vol	Volume for each part (channel) of the Accompaniment Style
S.Vol	Overall volume of the Accompaniment Style

### ■ Note Events (1-16 Page)

Note	An individual note within a Song. Includes the note number which corresponds to the key which was played, plus a velocity value based on how hard the key is played, and the gate time value (the length of a note).
Ctrl (Control Change)	Settings to control the Voice, such as volume, pan, filter and effect depth (edited via the Mixing Console described in chapter 8), etc.
Prog (Program Change)	MIDI program change number for selecting a Voice.
P.Bnd (Pitch Bend)	Data for changing the pitch of a Voice continuously. This event is generated by moving the joystick right or left.
A.T. (Aftertouch)	This event is generated when pressure is applied to a key after the note is played.

### ■ System Exclusive Events (SYS/EX. Page)

ScBar (Score Start Bar)	Determines the top measure of a Song.
Tempo	Determines the tempo value.
Time (Time signature)	Determines the time signature.
Key (Key signature)	Determines the key signature, as well as the major/minor setting, for the music score shown on the display.
XGPrm (XG parameters)	Allows you to make various detailed changes to the XG parameters. Refer to the “MIDI Data Format” in the Data List for details. The Data List is available at the Yamaha website.
SYS/EX. (System Exclusive)	Displays the System Exclusive data in the Song. Keep in mind that you cannot create new data or change the contents of the data here; however, you can delete, cut, copy, and paste the data.
Meta (Meta event)	Displays the SMF meta events in the Song. Keep in mind that you cannot create new data or change the contents of the data here; however, you can delete, cut, copy, and paste the data.

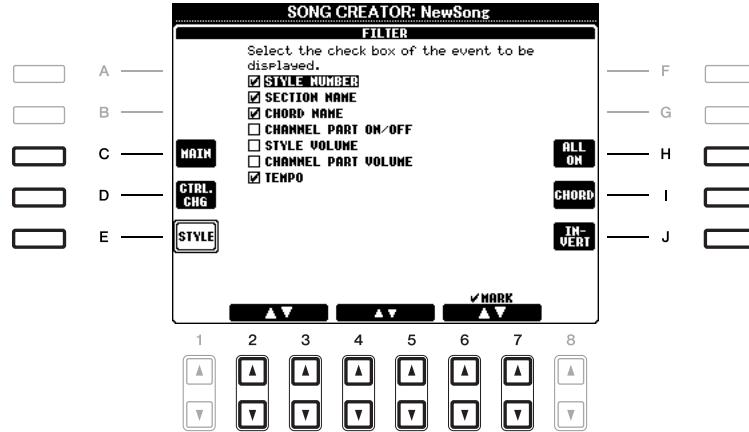
### ■ Lyrics Events (LYRICS Page)

Name	Allows you to enter the Song name.
Lyrics	Allows you to enter lyrics.
Code	<b>CR:</b> Enters a line break in the lyrics text. <b>LF:</b> Clears the currently displayed lyrics and displays the next set of lyrics.

## Displaying Specific Types of Events

In the Event List displays, various types of events are shown. It may sometimes be difficult to pinpoint the ones you want to edit. This is where the Filter function comes in handy. It lets you determine which event types will be shown in the Event List displays.

- 1 Press the [H] (FILTER) button in the CHORD, 1-16, SYS/EX. or LYRICS displays.
- 2 Checkmark the desired item to be displayed.



[C]	MAIN	Displays all main types of events.
[D]	CTRL. CHG	Displays all specific Control Change message events.
[E]	STYLE	Displays all types of Style playback related events.
[H]	ALL ON	Checkmarks all event types.
[I]	NOTE/ALL OFF/ CHORD	“NOTE” or “CHORD” selects only NOTE/CHORD data. “ALL OFF” removes all checkmarks.
[J]	INVERT	Reverses the checkmark settings for all boxes. In other words, this enters checkmarks to all boxes that were previously unchecked and vice versa.
[2 ▲▼]– [5 ▲▼]		Select and event type to be checked or unchecked.
[6 ▲]/ [7 ▲]	MARK ON	Enters/removes the checkmark for the selected event type. The checked event types can be shown on the CHORD, 1-16, SYS/EX or LYRICS Page.
[6 ▼]/ [7 ▼]	MARK OFF	

- 3 Press the [EXIT] button to execute the settings.

# Multi Pads

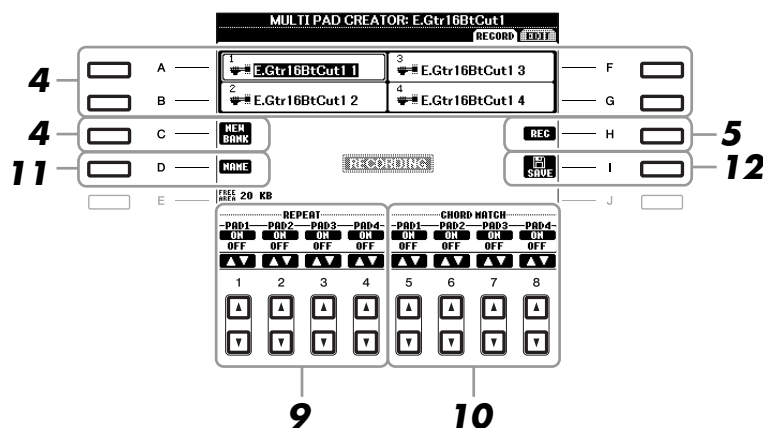
– Adding Musical Phrases to Your Performance –

## Multi Pad Creating (Multi Pad Creator)

This feature let you create your original Multi Pad phrases, and also allows you to edit existing Multi Pad phrases to create your own.

### Multi Pad Realtime Recording

- 1 Select a Multi Pad Bank to be edited or created from the display called up when you press the MULTI PAD CONTROL [SELECT] button.
- 2 Call up the operation display.  
[FUNCTION] → [F] DIGITAL REC MENU → [C] MULTI PAD CREATOR

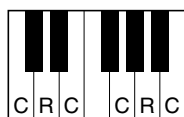


- 3 If necessary, select the desired Voice from VOICE category selection buttons.  
After selection, press the [EXIT] button to return to the previous display.
- 4 Select a particular Multi Pad for recording by pressing any of the [A], [B], [F] and [G] buttons. If you want to create the Multi Pad data from scratch, press the [C] (NEW BANK) button to call up an empty bank.
- 5 Press the [H] (REC) button to enter the recording standby status for the Multi Pad selected in step 4.
- 6 Start recording.

Recording begins automatically as soon as you play on the keyboard.

You can also start recording by pressing the STYLE CONTROL [START/STOP] button. This lets you record as much silence as you want before the start of the Multi Pad phrase.

If Chord Match is set to on for the Multi Pad to be recorded, you should record using the notes of the C major seventh scale (C, D, E, G, A and B).



C = Chord note  
C, R = Recommended note

**NOTE** The Organ Flute Voices cannot be recorded. If one of these Voices is set for RIGHT1 part, it will be replaced with a Piano Voice.

**7 Stop recording.**

Press the [H] (STOP) button or the panel MULTI PAD CONTROL [STOP] button or the STYLE CONTROL [START/STOP] button to stop recording when you've finished playing the phrase.

**8 Listen back to your newly recorded phrase, by pressing the appropriate MULTI PAD button, [1]–[4]. To re-record the phrase, repeat steps 5–7.****9 Turn Repeat of each pad On or Off by using the [1 ▲▼]–[4 ▲▼] buttons.**

If the Repeat parameter is on for the selected pad, playback of the corresponding pad will continue until the MULTI PAD [STOP] button is pressed. When you press the Multi Pads for which Repeat is turned on during Song or Style playback, playback will start and repeat in sync with the beat.

If the Repeat parameter is off for the selected pad, playback will end automatically as soon as the end of the phrase is reached.

**10 Turn Chord Match of each pad On or Off by using the [5 ▲▼]–[8 ▲▼] buttons.**

If the Chord Match parameter is on for the selected pad, the corresponding pad is played back according to the chord specified in the chord section of the keyboard generated by turning [ACMP] on, or specified in the LEFT Voice section of the keyboard generated by turning [LEFT] on (when turning the [ACMP] off).

**NOTE** Multi Pads indicated with the following icon (hand on fretboard) are created with Guitar NTT (page 130) to produce the natural chord voicing of the guitar. Because of this, if the Chord Match setting is set to off, the Multi Pads may not sound appropriately.

**11 Press the [D] (NAME) button, then enter a name for each Multi Pad, as desired.****12 Press the [I] (SAVE) button, then save the Multi Pad data as a Bank containing a set of four Pads.**

## Multi Pad Step Recording (EDIT)

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Step Recording can be executed in the EDIT page. After selecting a Multi Pad in step 4 on page 157, press the TAB [▶] button to select the EDIT Page.

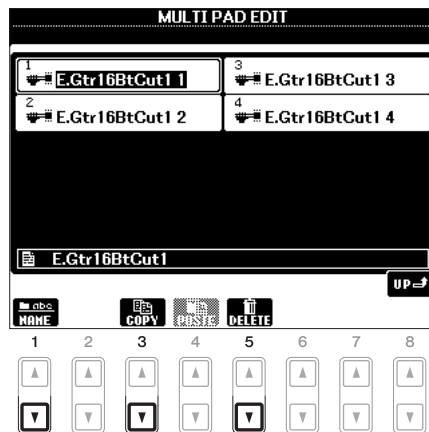
The EDIT page indicates the Event list, which lets you record notes with absolutely precise timing. This Step Recording procedure is essentially the same as that for Song Recording (pages 141–144), with the exception of the points listed below:

- There is no LCD button for switching channels, since Multi Pads contain data for only a single channel.
- In the Multi Pad Creator, only the channel events and System Exclusive messages can be entered. Chord and Lyrics events are not available. You can switch between the two types of Event Lists by pressing the [F] button.

# Multi Pad Editing

From the MULTI PAD EDIT display, you can rename, copy or delete a Multi Pad.

- 1** Press the MULTI PAD CONTROL [SELECT] button to call up the Multi Pad Bank Selection display, then select a Bank to be edited.
- 2** Press the [8 ▼] (EDIT) button to call up the MULTI PAD EDIT display.
- 3** Select a particular Multi Pad to be edited by pressing any of the [A], [B], [F] and [G] buttons.
- 4** Edit the selected Pad as desired.



[1 ▼]	NAME	Changes the name of each Multi Pad.
[3 ▼]	COPY	Copies the Multi Pad(s). See below.
[5 ▼]	DELETE	Deletes the selected Multi Pads.

For details on the naming and deleting procedures, refer to the Basic Operations section (pages 28–29).

### Copying the Multi Pad

- 1** Press the [3 ▼] button in step 4 above.
- 2** Select the Multi Pads to be copied by using the [A], [B], [F] and [G] buttons, then press the [7 ▼] (OK) button.  
The selected Multi Pad(s) is copied to the clipboard.
- 3** Select the destination location by using the [A], [B], [F] and [G] buttons. If you want to copy the selected Pad(s) to another bank, press the [8 ▲] (UP) button to call up the Multi Pad Bank Selection display, select the desired bank, press the [8 ▼] (EDIT) button, then select the destination.
- 4** Press the [4 ▼] (PASTE) button to execute the Copy operation.

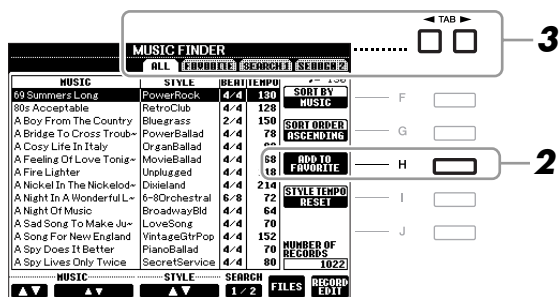
# Music Finder

– Calling Up Ideal Setups (Voice, Style, etc.) for Each Song –

## Creating a Set of Favorite Records

As convenient as the Search function is in exploring the depths of the Music Finder records, you may want to create a custom “folder” of your favorite records—so you can quickly call up the panel settings and song data you use frequently.

- 1 Select the desired record from the MUSIC FINDER display.
- 2 Press the [H] (ADD TO FAVORITE) button to add the selected record to the FAVORITE display, then press the [G] (YES) button to actually add the record.



- 3 Call up the FAVORITE display by using the TAB [◀][▶] buttons, and check to see if the record has been added.

### Deleting Records from the FAVORITE Display

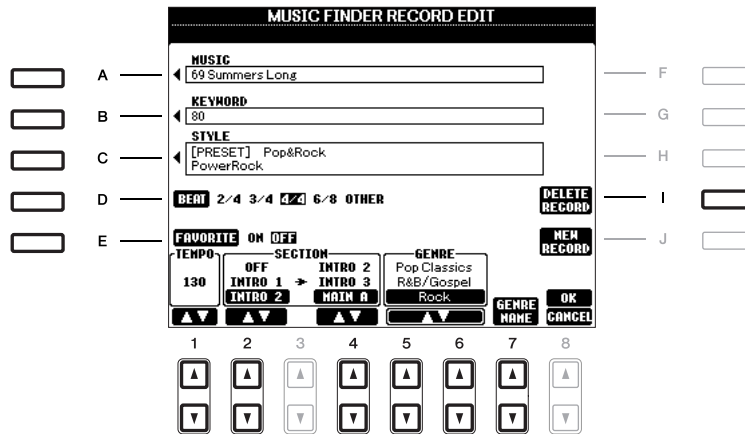
- 1 Select the record you want to delete from the FAVORITE display.
- 2 Press the [H] (DELETE FROM FAVORITE) button, then press the [G] (YES) button to actually delete the record.



# Editing Records

You can create a new record by editing the currently selected record. The newly created records are automatically saved in the internal memory.

- 1** Select the desired record to be edited in the MUSIC FINDER display.
- 2** Press the [8 ▲▼] (RECORD EDIT) button to call up the EDIT display.
- 3** Edit the record as desired.



[A]	MUSIC	Edits the song name. Pressing the [A] button calls up the pop-up window to enter the song name.
[B]	KEYWORD	Edits the keyword. Pressing the [B] button calls up the pop-up window to enter the keyword.
[C]	STYLE/SONG/AUDIO	Changes the Style in case of STYLE record (panel settings). Pressing the [C] button calls up the Style Selection display. After selecting the desired Style, press the [EXIT] button to return back to the Edit display. For SONG or AUDIO records, this field cannot be edited.
[D]	BEAT	Changes the beat (time signature) of the record for search purposes. For SONG or AUDIO records, this field cannot be edited. <b>NOTE</b> Keep in mind that the Beat setting made here is only for the Music Finder search function; this does not affect the actual Beat setting of the Style itself.
[E]	FAVORITE	Selects whether the edited record is entered to the FAVORITE display or not.
[1 ▲▼]	TEMPO	Changes the Tempo. For SONG or AUDIO records, this field cannot be changed.
[2 ▲▼]	SECTIONS	Selects the section that will automatically be called up set when the record is selected. This is useful, for example, when you want to have a selected Style automatically be set up to start with an Intro section. For SONG or AUDIO records, this field cannot be changed.
[4 ▲▼]		
[5 ▲▼]/ [6 ▲▼]	GENRE	Selects the desired genre.
[7 ▲▼]	GENRE NAME	Creates a new genre.
[I]	DELETE RECORD	Deletes the currently selected record.

## 4 Enter the edits you've made to the record as described below.

### Creating a new record

Press the [J] (NEW RECORD) button. The record is added to the ALL display. If you've entered the record to the FAVORITE display in step 3, the record is added to both the ALL display and the FAVORITE display.

### Overwriting an existing record

Press the [8 ▲] (OK) button. If you set the record as a Favorite in step 3, the record is added to the FAVORITE display. When you edit the record in the FAVORITE display, the record is overwritten.

To cancel and quit the Edit operation, press the [8 ▼] (CANCEL) button.

## Saving the Record as a Single File

The Music Finder feature handles all the Records including the presets and additionally created records as a single file. Keep in mind that individual records (panel settings and song data) cannot be handled as separate files.

### 1 Call up the Save display.

[MUSIC FINDER] → [7 ▲▼] FILES

### 2 Press the TAB [◀][▶] buttons to select the location for saving (USER/USB).

### 3 Press the [6 ▼] (SAVE) button to save the file.

All records are saved together as a single file.

## Calling Up Music Finder Records Saved to USER/USB

### 1 Call up the File Selection display.

[MUSIC FINDER] → [7 ▲▼] FILES

### 2 Use the TAB [◀][▶] buttons to select USER/USB.

### 3 Press the [A]–[J] buttons to select the desired Music Finder file.

When the file is selected, a message is displayed according to the content of the file. Press the desired button.

[F]	REPLACE	All Music Finder records currently in the instrument are deleted and replaced with the records of the selected file. <b><u>NOTICE</u></b> Selecting "REPLACE" automatically deletes all your original records from internal memory. Make sure that all important data has been archived to another location beforehand.
[G]	APPEND	The records called up are added to the record currently in the instrument.
[H]	CANCEL	Selecting this button aborts the operation (the selected file is not called up).

# Registration Memory

## – Saving and Recalling Custom Panel Setups –

### Disabling Recall of Specific Items (Freeze)

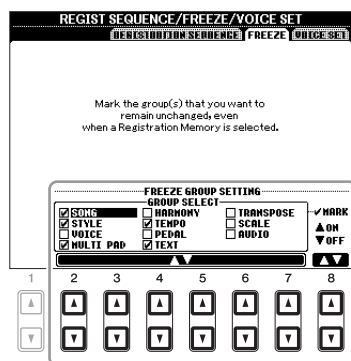
Registration Memory lets you recall all the panel setups you made with a single button press. However, there may be times that you want certain items to remain the same, even when switching Registration Memory setups. For example, you may want to switch Voices or effect settings while keeping the same accompaniment Style. This is where the Freeze function comes in handy. It lets you maintain the settings of certain items and leave them unchanged, even when selecting other Registration Memory buttons.

#### 1 Call up the operation display.

[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/VOICE SET → TAB [◀][▶] FREEZE

#### 2 Determine the items to be “frozen.”

Select the desired item by using the [2 ▲▼]–[7 ▲▼] buttons, then enter or remove the checkmark by using the [8 ▲] (MARK ON)/[8 ▼] (MARK OFF) buttons.



#### 3 Press the [EXIT] button to exit from the operation display.

##### **NOTICE**

Settings in the REGISTRATION FREEZE display are automatically saved to the instrument when you exit from this display. However, if you turn the power off without exiting from this display, the settings will be lost.

#### 4 Press the [FREEZE] button on the panel to turn the Freeze function on.

## Calling Up Registration Memory Numbers in Order (Registration Sequence)

As convenient as the Registration Memory buttons are, there may be times during a performance when you want to quickly switch between settings—without having to take your hands from the keyboard. The convenient Registration Sequence function lets you call up the eight setups in any order you specify, by simply using the TAB [◀][▶] buttons or the pedal as you play.

**1** Select the desired Registration Memory bank to program a sequence.

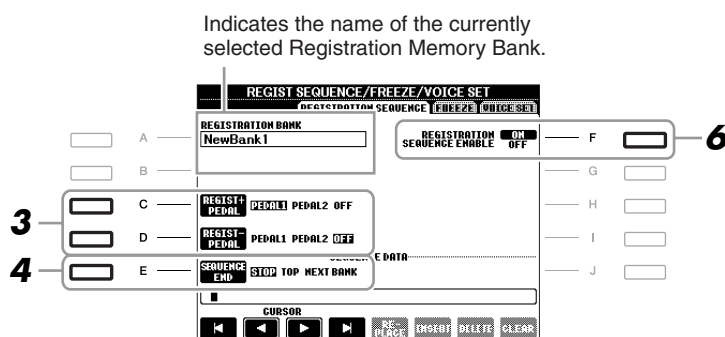
**2** Call up the operation display.

[FUNCTION] → [E] REGIST SEQUENCE/FREEZE/VOICE SET → TAB [◀][▶] REGISTRATION SEQUENCE

**3** If you intend to use a pedal to switch Registration Memory settings, specify here how the pedal will be used—to advance or to reverse through the sequence.

Use the [C] (REGIST+ PEDAL) button to select the pedal for advancing through the sequence.

Use the [D] (REGIST- PEDAL) button to select the pedal for reversing through the sequence.



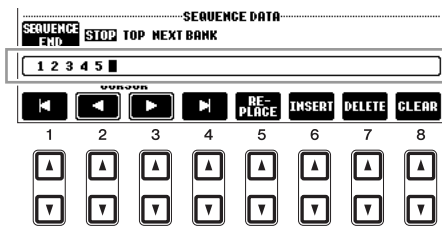
**NOTE** If you assign the function to a pedal here, the other function set in the Foot Pedal display (page 175) becomes invalid.

**4** Use the [E] (SEQUENCE END) button to determine how Registration Sequence behaves when reaching the end of the sequence.

- **STOP** Pressing the TAB [▶] button or the “advance” pedal has no effect. The sequence is “stopped.”
- **TOP** The sequence starts again at the beginning.
- **NEXT BANK** The sequence automatically moves to the beginning of the next Registration Memory Bank in the same folder.

## 5 Program the Sequence order, from left to right.

Press one of the REGISTRATION MEMORY [1]–[8] buttons on the panel, then press the [6 ▲▼] (INSERT) button to input the number.



Indicates the Registration Memory numbers, in the order of the current Registration Sequence.

[1 ▲▼]– [4 ▲▼]	CURSOR	Moves the cursor.
[5 ▲▼]	REPLACE	Replaces the number at the cursor position with the currently selected Registration Memory number.
[6 ▲▼]	INSERT	Inserts the number of the currently selected Registration Memory number before the cursor position.
[7 ▲▼]	DELETE	Deletes the number at the cursor position.
[8 ▲▼]	CLEAR	Deletes all numbers in the sequence.

## 6 Press the [F] button to turn the Registration Sequence function on.

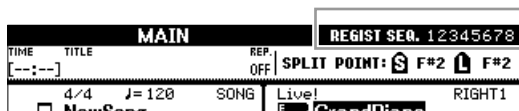
## 7 Press the [EXIT] button to exit from the operation display.

### NOTICE

Settings in the REGISTRATION SEQUENCE display are automatically saved to the instrument when you exit from this display. However, if you turn the power off without exiting from this display, the settings will be lost.

## Confirming the Registration Sequence Setting in the Main Display

In the Main display, you can confirm whether the Registration Memory numbers are called up according to the sequence programmed above.



The Registration Sequence is indicated at the top right of the Main display, letting you confirm the currently selected number.

To shift the Registration Memory numbers, use the TAB [◀][▶] buttons when the Main display is shown. When pedal operation has been set in step 3 on page 164, you can also use a pedal to select the Registration Memory numbers in order.

To return to the first Sequence, press the TAB [◀] and [▶] buttons simultaneously when the Main display is shown. This cancels the currently selected Sequence number (the box indicator at the top right goes out). The first Sequence will be selected by pressing one of the TAB [◀][▶] buttons or by pressing the pedal.

**NOTE** The pedal can be used for Registration Sequence no matter which display is called up (except for the display in step 3 on page 164).

## Saving the Registration Sequence Settings

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The settings for the Sequence order and how Registration Sequence behaves when reaching the end of the sequence (SEQUENCE END) are included as part of the Registration Memory Bank file. To store your newly programmed Registration Sequence, save the current Registration Memory Bank file.

### **NOTICE**

Keep in mind that all Registration Sequence data is lost when changing Registration Memory Banks, unless you've saved it with the Registration Memory Bank file.

- 1** Press the REGIST BANK [+] and [-] buttons simultaneously to call up the REGISTRATION BANK Selection display.
- 2** Press the [6 ▼] (SAVE) button to save the Bank file.

# USB Audio

## – Playback and Recording Audio Files –

This function is fully explained in the Basic Operations section. Refer to page 79.

# Mixing Console

## – Editing the Volume and Tonal Balance –

### Editing VOL/VOICE Parameters

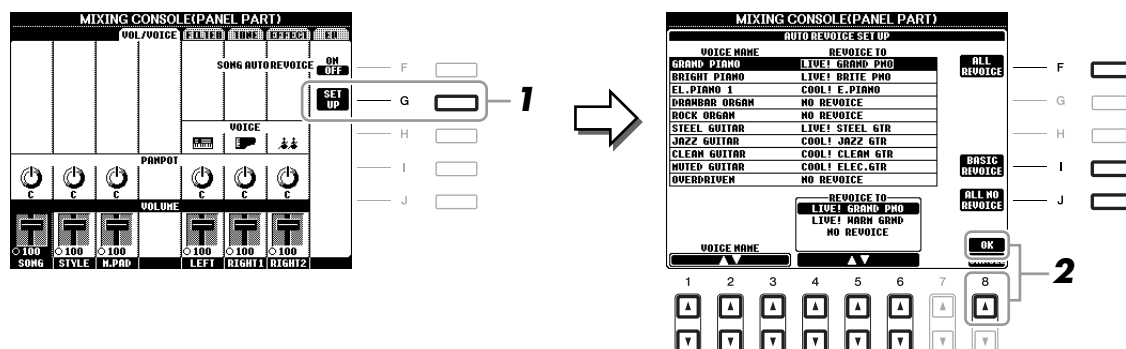
#### Song Auto Revoice

This feature lets you use the high-quality sounds of the instrument to full advantage with XG-compatible song data. When you play back any commercially available XG song data or that created on other instruments, you can use Auto Revoice to automatically assign the specially created Voices of the instrument (Live!, Cool!, etc.) instead of the conventional XG Voices of the same type.

**NOTE** Depending on the particular Song data, there are some instances where Song Auto Revoice has no effect.

#### 1 Press the [G] (SETUP) button in the VOL/VOICE Page of the Mixing Console display.

The Auto Revoice Setup display is called up. On this display, you can specify the Voice which you wish to replace with the PSR-A2000 Voice.



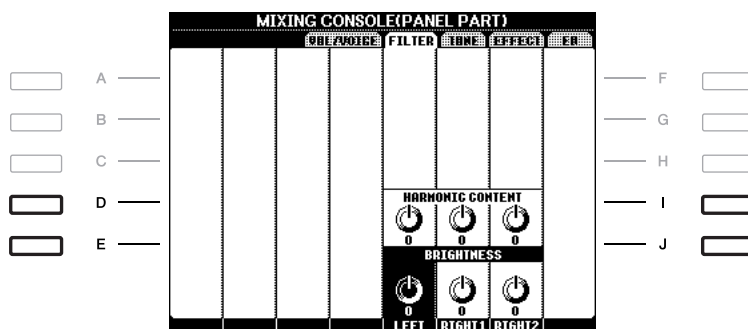
[1 ▲▼]– [3 ▲▼]	VOICE NAME	Selects the XG Voices to be replaced (Voices usually used when playing back).
[4 ▲▼]– [6 ▲▼]	REVOICE TO	Selects the Voices used to replace the XG Voices (when SONG AUTO REVOICE is set to ON).
[F]	ALL REVOICE	Replaces all of the replaceable XG Voices with the rich and authentic Voices of the PSR-A2000.
[I]	BASIC REVOICE	Replaces only the recommended Voices that are suitable for playing back the song.
[J]	ALL NO REVOICE	All the Voices are returned to the original XG Voices.

**2** Press the [8 ▲] (OK) button to apply your Revoice settings.

**NOTE** To cancel the Revoice operation, press the [8 ▼] (CANCEL) button.

**3** In the VOL/VOICE Page, press the [F] button to set the SONG AUTO REVOICE to ON.

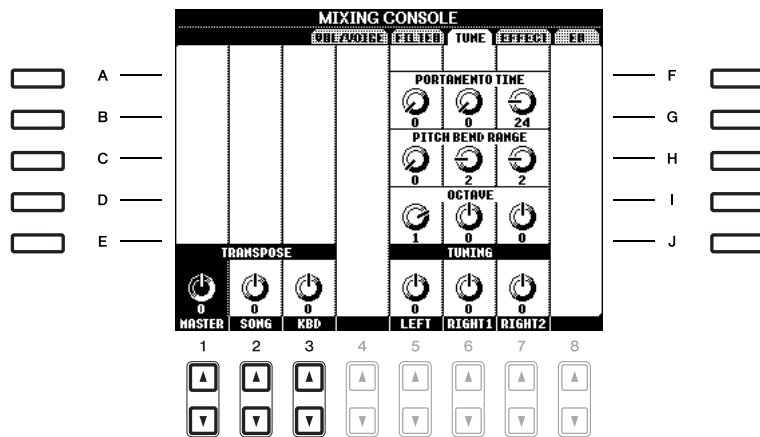
## Editing FILTER Parameters



[D]/[I]	HARMONIC CONTENT	Allows you to adjust the resonance effect (page 109) for each part.
[E]/[J]	BRIGHTNESS	Determines the brightness of the sound for each part by adjusting the cut-off frequency (page 109).



## Editing TUNE Parameters

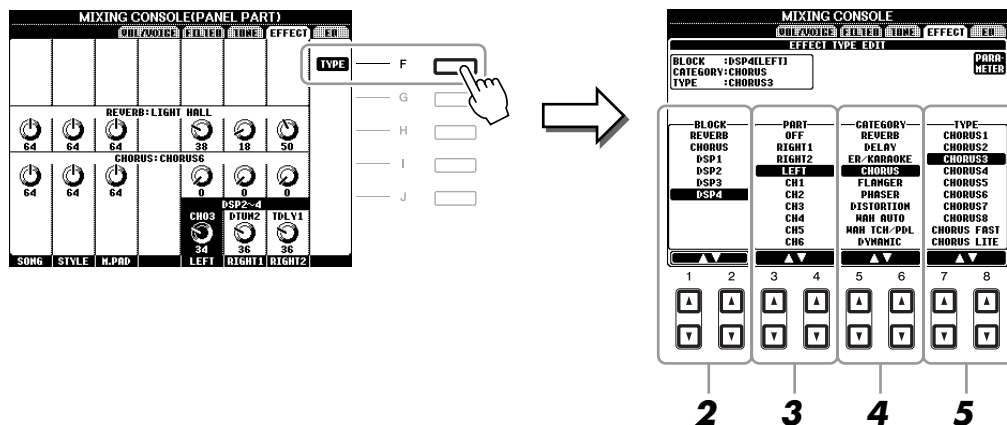


[A]/[B] [F]/[G]	PORTAMENTO TIME	Portamento is a function that creates a smooth transition in pitch from the first note played on the keyboard to the next. The Portamento Time determines the pitch transition time. Higher values result in a longer pitch change time. Setting this to “0” results in no effect. This parameter is available when the selected keyboard part is set to Mono.
[C]/[H]	PITCH BEND RANGE	Determines the pitch bend range for each keyboard part which is affected by controlling the joystick. The range is from “0” to “12” with each step corresponding to one semitone.
[D]/[I]	OCTAVE	Determines the range of the pitch change in octaves, over two octaves up or down for each keyboard part. The value set here is added to the setting via the UPPER OCTAVE [-]/[+] buttons.
[E]/[J]	TUNING	Determines the pitch of each keyboard part.
[1 ▲▼]– [3 ▲▼]	TRANSPOSE	Allows you to set transposition for overall sound of the instrument (MASTER), Song playback (SONG), or the keyboard pitch (KEYBOARD), respectively. Please note that the “KEYBOARD” also transposes the keyboard pitch of Style playback and the Multi Pads (since these are also affected by keyboard play in the left-hand section).

# Editing EFFECT Parameters

## Selecting an Effect type

- 1 Press the [F] (TYPE) button in the EFFECT Page of the Mixing Console display. The Effect Type Selection display is called up.



- 2 Use the [1 ▲▼]/[2 ▲▼] buttons to select the effect BLOCK.

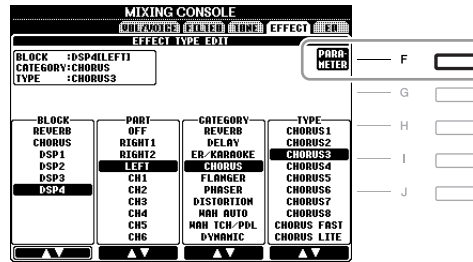
Effect Block	Effect-applicable parts	Effect characteristics
REVERB	All parts	Reproduces the warm ambience of playing in a concert hall or jazz club.
CHORUS	All parts	Produces a rich, “fat” sound as if several parts are being played simultaneously. In addition, other type effects (such as reverb, delay, etc.) can also be selected in this effect block.
DSP1	STYLE PART, SONG CHANNEL 1–16	This effect is applied only to Style/Song parts.
DSP2, DSP3, DSP4	RIGHT 1, RIGHT 2, LEFT, SONG CHANNEL 1–16	Any unused DSP blocks are automatically assigned to the appropriate parts (channels) as needed. One DSP block is available only for one of the keyboard parts or Song parts.

**NOTE** When the “Connection” parameter of the DSP1 (selected on step 3 of “Editing and Saving the effect” section on page 171) is set to “System,” the DSP1 effect will be applied overall to the Style and Song. When it is set to “Insertion,” the DSP1 effect will behave as same as other DSP blocks and be applied to only the part(s) selected in step 3.

- 3 Use the [3 ▲▼]/[4 ▲▼] buttons to select the part to which you want to apply the effect.  
Please note that a part cannot be selected if the selected block is REVERB, CHORUS or DSP1.
- 4 Use the [5 ▲▼]/[6 ▲▼] buttons to select the effect CATEGORY.
- 5 Use the [7 ▲▼]/[8 ▲▼] buttons to select the effect TYPE.  
If you want to edit the effect parameters, go on to the next operation.

# Editing and Saving the effect

**1** Press the [F] button to call up the display for editing the effect parameters.

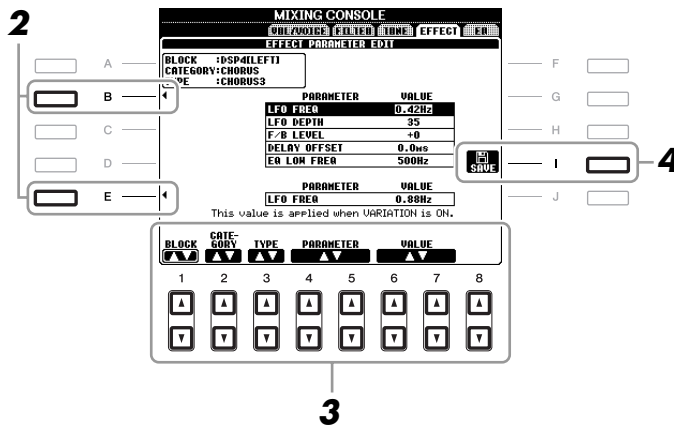


**2** If you have selected one of the DSP2–4 effect blocks in “Selecting an Effect type,” step 2:

You can edit its standard parameters as well as its variation parameter.

To select the standard type of parameters, press the [B] button. To select its variation parameter, press the [E] button.

**NOTE** “Variation parameter” is the one which can be turned on/off by pressing the [VARIATION] button on the panel.



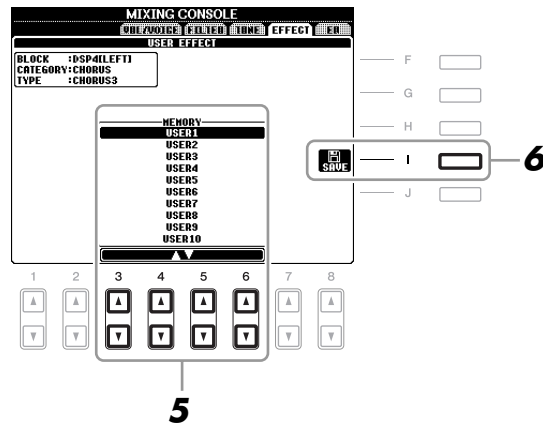
**3** Select one of the parameters you want to edit by using the [4 ▲▼]/[5 ▲▼] buttons, then adjust the value by using the [6 ▲▼]/[7 ▲▼] buttons.

If you have selected the REVERB, CHORUS or DSP1 effect block in step 2, you can adjust the Effect Return Level by pressing [8 ▲▼] button.

To re-select the Effect block, category and type, use the [1 ▲▼]–[3 ▲▼] buttons. The re-selected effect configuration is displayed at the upper left side box in the display.

**NOTE** Keep in mind that in some cases noise may result if you adjust the effect parameters while playing the instrument.

- 4** Press the [I] (SAVE) button to call up the display for saving your original effect.



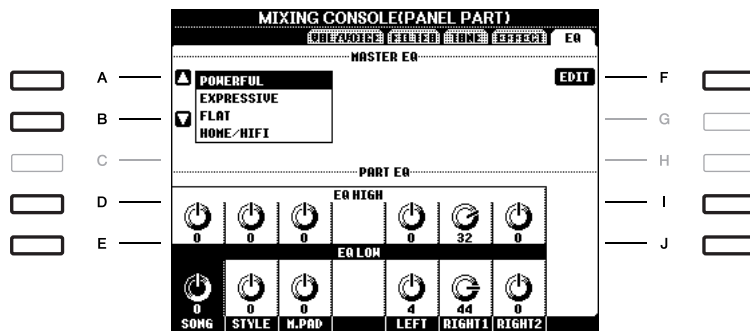
- 5** Use the [3 ▲▼]–[6 ▲▼] buttons to select the destination for saving the effect.

The maximum number for effects that can be saved differs depending on the effect block.

- 6** Press the [I] (SAVE) button to save the effect.

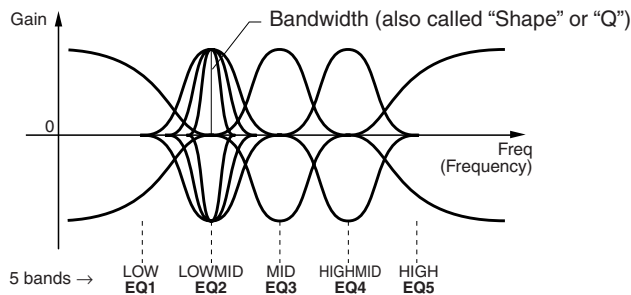
When recalling the saved effect, use the same procedure as in steps 4–5 of “Selecting an Effect Type.”

# Editing EQ Parameters



[A]/[B]	TYPE	Selects the desired Master EQ type. This affects the overall sound of the instrument.
[F]	EDIT	For editing the Master EQ. See page 174.
[D]/[I]	EQ HIGH	Boosts or attenuates the high EQ band for each part.
[E]/[J]	EQ LOW	Boosts or attenuates the low EQ band for each part.

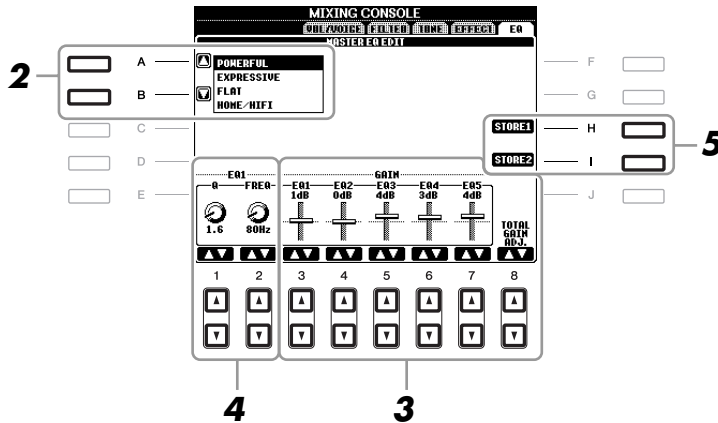
Equalizer (also called “EQ”) is a sound processor that divides the frequency spectrum into multiple bands that can be boosted or cut as required to tailor the overall frequency response. Usually an equalizer is used to correct the sound from speakers to match the special character of the room. For example, you can cut some of the low range frequencies when playing in large spaces where the sound is too “boomy,” or boost the high frequencies in rooms and close spaces where the sound is relatively “dead” and free of echoes. The instrument possesses a high grade five-band digital EQ. With this function, a final effect—tone control—can be added to the output of your instrument. You can select one of the five preset EQ settings in the EQ display. You can even create your own custom EQ settings by adjusting the frequency bands, and save the settings to one of two User Master EQ types.



## Editing and Saving the Selected Master EQ

### 1 Press the [F] (EDIT) button in the EQ Page of the Mixing Console display.

The MASTER EQ EDIT display is called up.



### 2 Use the [A]/[B] buttons to select a preset EQ type.

The set parameters of the selected EQ type are automatically shown at the bottom of the display.

### 3 Use the [3 ▲▼]–[7 ▲▼] buttons to boost or cut each of the five bands.

Use the [8 ▲▼] buttons to boost or cut all the five bands at the same time.

### 4 Adjust the Q (bandwidth) and the FREQ (center frequency) of the band selected in step 3.

To adjust the bandwidth (also called “Shape” or “Q”), use the [1 ▲▼] buttons. The higher the value of Q, the narrower the band width.

To adjust the FREQ (center frequency), use the [2 ▲▼] buttons. The available FREQ range is different for each band.

### 5 Press the [H] or [I] (STORE 1 or 2) button to save the edited EQ type.

Up to two types of EQ can be created and saved. The saved EQ can be recalled from the EQ tab display by using the [A]/[B] buttons.

# Oriental Scales

## – Setting Original Scales –

This function is fully explained in the Basic Operations section. Refer to page 88.

# Connections

## – Using Your Instrument with Other Devices –

### Footswitch/Foot Controller Settings

#### Assigning Specific Functions to Each Foot Pedal

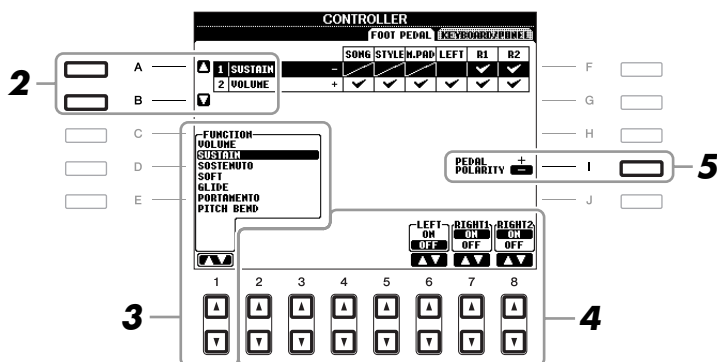
The functions assigned by default to the connected footswitch or foot controller can be changed—for example, letting you use the footswitch to start/stop Style playback, or use the foot controller to produce pitch bends.

**NOTE** For information on how to connect a foot pedal or what kinds of pedals can be connected, refer to the Basic Operations section (page 92).

#### 1 Call up the operation display.

[FUNCTION] → [D] CONTROLLER → TAB [◀][▶] FOOT PEDAL

#### 2 Use the [A]/[B] buttons to select one of two foot pedals to which the function is to be assigned.



### 3 Use the [1 ▲▼] buttons to select the function to be assigned to the pedal specified in step 2.

For information on available parameters, see pages 176–178.

**NOTE** You can also assign the other functions to the pedal—punch in/out of Song (page 148) and Registration Sequence (page 164). If you assign multiple functions to the pedal, the priority is: Punch in/out of Song → Registration Sequence → Functions assigned here.

### 4 Use the [2 ▲▼]–[8 ▲▼] buttons to set the details of the selected functions (the part for which the function is applied, etc.).

The available parameters differ depending on the function selected in step 3.

### 5 If necessary, set the polarity of the pedal by using the [I] button.

Pedal on/off operation may differ depending on the particular pedal you've connected to the instrument. For example, pressing down on one pedal may turn the selected function on, while pressing a different make/brand of pedal may turn the function off. If necessary, use this setting to reverse the operation.

#### ■ Assignable Pedal Functions

For functions indicated with “\*”, use only the foot controller; proper operation cannot be done with a footswitch.

VOLUME*	Allows you to use a foot controller to control the volume. You can turn this pedal function on or off for each part on this display.
SUSTAIN	Allows you to use a pedal to control the sustain. When you press and hold the pedal, all notes played on the keyboard have a longer sustain. Releasing the pedal immediately stops (damps) any sustained notes. You can turn this pedal function on or off for each keyboard part on this display.
SOSTENUTO	Allows you to use a pedal to control the Sostenuto effect. If you play a note or chord on the keyboard and press the pedal while holding the note(s), the notes will sustain as long as the pedal is held. However, all subsequent notes will not sustain. This makes it possible to sustain a chord, for example, while other notes are played staccato. You can turn this pedal function on or off for each keyboard part on this display.  <b>NOTE</b> This function will not affect any of the Organ Flutes Voices, even if this has been assigned to the Foot Pedals.
SOFT	Allows you to use a pedal to control the Soft effect. Pressing this pedal reduces the volume and changes the timbre of the notes you play. This is effective only for certain appropriate Voices. You can turn this pedal function on or off for each keyboard part on this display.
GLIDE	When the pedal is pressed, the pitch changes, and then returns to normal pitch when the pedal is released. The following parameters can be set for this function on this display.  <b>UP/DOWN</b> Determines whether the pitch change goes up (is raised) or down (is lowered).  <b>RANGE</b> Determines the range of the pitch change, in semitones.  <b>ON SPEED</b> Determines the speed of the pitch change when the pedal is pressed.  <b>OFF SPEED</b> Determines the speed of the pitch change when the pedal is released.  <b>LEFT, RIGHT 1, 2</b> Turns this pedal function on or off for each keyboard part.



PORTAMENTO	<p>The portamento effect (a smooth slide between notes) can be produced while the pedal is pressed. Portamento is produced when notes are played legato style (i.e., a note is played while the preceding note is still held). The portamento time can also be adjusted from the Mixing Console display (page 169). You can turn this pedal function on or off for each keyboard part on this display.</p> <p><b>NOTE</b> This function will not affect any of the Organ Flutes Voices, even if this has been assigned to the Foot Pedals.</p>
PITCH BEND*	<p>Allows you to bend the pitch of notes up or down by using the pedal. The following parameters can be set for this function on this display.</p> <p><b>UP/DOWN</b> Determines whether the pitch change goes up (is raised) or down (is lowered).</p> <p><b>RANGE</b> Determines the range of the pitch change, in semitones.</p> <p><b>LEFT, RIGHT 1, 2</b> Turns this pedal function on or off for each keyboard part.</p>
JOYSTICK +Y/-Y*	<p>Applies modulation effects, such as vibrato, to notes played on the keyboard. You can turn this pedal function on or off for each keyboard part on this display.</p>
DSP VARIATION	Same as the [DSP VARI.] button on the panel.
HARMONY/ECHO	Same as the [HARMONY/ECHO] button.
SCORE PAGE +/-	While the Song is stopped, you can turn to the next/previous score page (one page at a time).
LYRICS PAGE +/-	While the Song is stopped, you can turn to the next/previous lyrics page (one page at a time).
TEXT PAGE +/-	You can turn to the next/previous text page (one page at a time).
SONG PLAY/PAUSE	Same as the SONG [▶/  ] (PLAY/PAUSE) button.
STYLE START/STOP	Same as the STYLE CONTROL [START/STOP] button.
TAP TEMPO	Same as the [TAP TEMPO] button.
SYNCHRO START	Same as the [SYNC START] button.
SYNCHRO STOP	Same as the [SYNC STOP] button.
INTRO 1–3	Same as the INTRO [I]–[III] buttons.
MAIN A–D	Same as the MAIN VARIATION [A]–[D] buttons.
FILL DOWN	Plays a fill-in, which is automatically followed by the Main section of the button on the immediate left.
FILL SELF	Plays a fill-in.
FILL BREAK	Plays a break.
FILL UP	Plays a fill-in, which is automatically followed by the Main section of the button on the immediate right.
ENDING1–3	Same as the ENDING/rit. [I]–[III] buttons.
FADE IN/OUT	Same as the [FADE IN/OUT] button.
FINGERD/FING ON BASS	The pedal alternately switches between the Fingered and On Bass modes (page 114).

BASS HOLD	While the pedal is pressed, the Accompaniment Style bass note will be held even if the chord is changed during Style playback. If the fingering is set to “AI FULL KEYBOARD,” the function does not work.
PERCUSSION	The pedal plays a percussion instrument selected by the [4 ▲▼]–[8 ▲▼] buttons. You can use the keyboard to select the desired percussion instrument. <b>NOTE</b> When you select the percussion instrument by pressing a key on the keyboard, the velocity with which you press the key determines the percussion volume.
RIGHT 1 ON/OFF	Same as the PART ON/OFF [RIGHT 1] button.
RIGHT 2 ON/OFF	Same as the PART ON/OFF [RIGHT 2] button.
LEFT ON/OFF	Same as the PART ON/OFF [LEFT] button.
OTS +/-	Calls up the next/previous One Touch Setting.

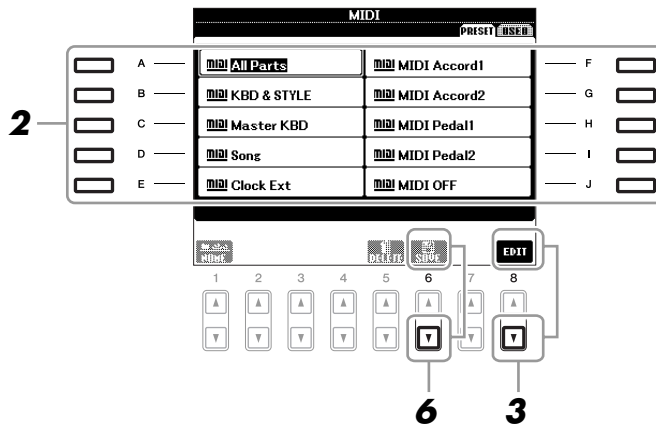
# MIDI Settings

In this section, you can make MIDI-related settings for the instrument. The PSR-A2000 gives you a set of ten pre-programmed templates that let you instantly and easily reconfigure the instrument to match your particular MIDI application or external device. Also, you can edit the pre-programmed templates and save up to ten of your original templates to the USER Page.

**NOTE** You can save all your original templates as a single file to a USB storage device: [FUNCTION] → [I] UTILITY → TAB [◀][▶] SYSTEM RESET → [G] MIDI SETUP FILES. See page 190.

## 1 Call up the operation display.

[FUNCTION] → [H] MIDI



## 2 Select a pre-programmed template from the PRESET Page (page 180).

If you have already created your original template and saved it to the USER Page, you can also select the template from the USER Page.

## 3 Press the [8 ▼] (EDIT) button to call up the MIDI display to edit the selected template.

## 4 Use the TAB [◀][▶] buttons to call up the relevant setting display.

- **SYSTEM** MIDI System Settings (page 181)
- **TRANSMIT** MIDI Transmission Settings (page 182)
- **RECEIVE** MIDI Reception Settings (page 183)
- **BASS** Settings for the bass note of chord for Style playback via MIDI reception data (page 184)
- **CHORD DETECT** Settings for the chord type for Style playback via MIDI reception data (page 184)

## 5 When you've finished editing, press the [EXIT] button to return to the MIDI template Selection display.

## 6 Select USER tab display by using the TAB [◀][▶] buttons, then press the [6 ▼] (SAVE) button to save the edited template.

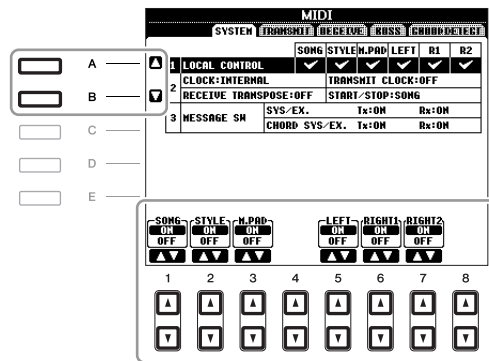
## ■ Pre-programmed MIDI Templates

ALL Parts	Transmits all parts including the keyboard parts (RIGHT 1, 2, and LEFT), with the exception of Song parts.
KBD & STYLE	Basically the same as “ALL PARTS” with the exception of how keyboard parts are managed. The right-hand parts are handled as a “UPPER” instead of RIGHT 1 and 2 and the left-hand part is handled as a “LOWER.”
Master KBD	In this setting, the instrument functions as a “master” keyboard, playing and controlling one or more connected tone generators or other devices (such as a computer/sequencer).
Song	All transmit channels are set to correspond to Song channels 1–16. This is used to play Song data with an external tone generator and to record Song data to an external sequencer.
Clock Ext	Playback or recording (Song, Style, Multi Pad, etc.) synchronizes with an external MIDI clock instead of the instrument’s internal clock. This template should be used when you wish to set the tempo on the MIDI device connected to the instrument.
MIDI Accord 1	MIDI accordions allow you to transmit MIDI data and play connected tone generators from the keyboard and bass/chord buttons of the accordion. This template lets you play melodies from the keyboard and control Style playback on the instrument with the left-hand buttons.
MIDI Accord 2	Basically the same as “MIDI Accord1” above, with the exception that the chord/bass notes you play with your left hand on the MIDI Accordion are recognized also as MIDI note events.
MIDI Pedal 1	MIDI pedal units allow you play connected tone generators with your feet (especially convenient for playing single note bass parts). This template lets you play/control the chord root in Style playback with a MIDI pedal unit.
MIDI Pedal 2	This template lets you play the bass part for Style playback by using a MIDI pedal unit.
MIDI OFF	No MIDI signals are sent or received.

# MIDI System Settings

The explanations here apply to the SYSTEM Page in step 4 on page 179.

Use the [A]/[B] buttons to select the parameters (below), then set the ON/OFF status by using the [1 ▲▼]–[8 ▲▼] buttons.



## 1 Local Control

Turns the Local Control for each part on or off. When Local Control is set to “ON,” the keyboard of the instrument controls its own (local) internal tone generator, allowing the internal Voices to be played directly from the keyboard. If you set Local to “OFF,” the keyboard and controllers are internally disconnected from the instrument’s tone generator section so that no sound is output when you play the keyboard or use the controllers. For example, this allows you to use an external MIDI sequencer to play the instrument’s internal Voices, and use the instrument keyboard to record notes to the external sequencer and/or play an external tone generator.

## 2 Clock setting, etc.

### ■ CLOCK

Determines whether the instrument is controlled by its own internal clock or a MIDI clock signal received from an external device. INTERNAL is the normal Clock setting when the instrument is being used alone or as a master keyboard to control external devices. If you are using the instrument with an external sequencer, MIDI computer, or other MIDI device, and you want to synchronize it to that device, set this parameter to the appropriate setting: MIDI, USB 1, or USB 2. In this case, make sure that the external device is connected properly (e.g., to the instrument’s MIDI IN terminal), and that it is properly transmitting a MIDI clock signal.

**NOTE** If the Clock is set other than INTERNAL, the Style, Song or Multi Pad cannot be played from the panel buttons.

### ■ TRANSMIT CLOCK

Turns MIDI clock (F8) transmission on or off. When set to OFF, no MIDI clock or Start/Stop data is transmitted even if a Song or Style is played back.

### ■ RECEIVE TRANSDPOSE

Determines whether or not the instrument’s transpose setting is applied to the note events received by the instrument via MIDI.

### ■ START/STOP

Determines whether incoming FA (start) and FC (stop) messages affect Song or Style playback.

## 3 MESSAGE SW (Message Switch)

### ■ SYS/EX.

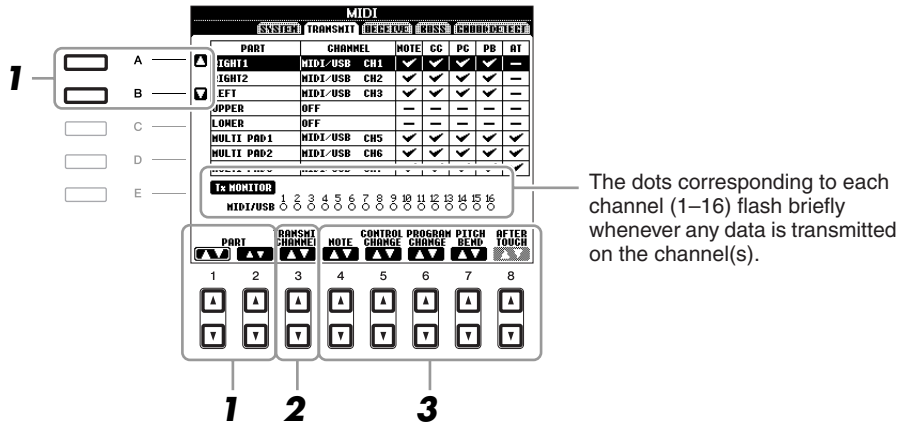
The “Tx” setting turns MIDI transmission of MIDI System Exclusive messages on or off. The “Rx” setting turns MIDI reception and recognition of MIDI System Exclusive messages generated by external equipment on or off.

### ■ CHORD SYS/EX.

The “Tx” setting turns MIDI transmission of MIDI chord exclusive data (chord detect. root and type) on or off. The “Rx” setting turns MIDI reception and recognition of MIDI chord exclusive data generated by external equipment on or off.

# MIDI Transmit Settings

The explanations here apply to the TRANSMIT Page in step 4 on page 179. This determines which parts will be sent as MIDI data and over which MIDI channel the data will be sent.



## 1 Use the [A]/[B] buttons or [1 ▲▼]/[2 ▲▼] buttons to select the part for changing transmit settings.

With the exception of the two parts below, the configuration of the parts is the same as those already explained elsewhere in the Basic Operations section.

### UPPER

A keyboard part played on the right side of the keyboard from the Split Point for the Voices (RIGHT 1 and/or 2).

### LOWER

A keyboard part played on the left side of the keyboard from the Split Point for the Voices. This is not affected by the on/off status of the [ACMP] button.

## 2 Use the [3 ▲▼] buttons to select a channel via which the selected part will be transmitted.

**NOTE** If the same transmit channel is assigned to several different parts, the transmitted MIDI messages are merged to a single channel—resulting in unexpected sounds and possible glitches in the connected MIDI device.

**NOTE** Protected Songs cannot be transmitted even if the proper Song channels 1–16 are set to be transmitted.

## 3 Use the [4 ▲▼]–[8 ▲▼] button to determine the types of data to be sent.

The following MIDI messages can be set on the TRANSMIT/RECEIVE display.

NOTE (Note events) ..... page 155

CC (Control Change) ..... page 155

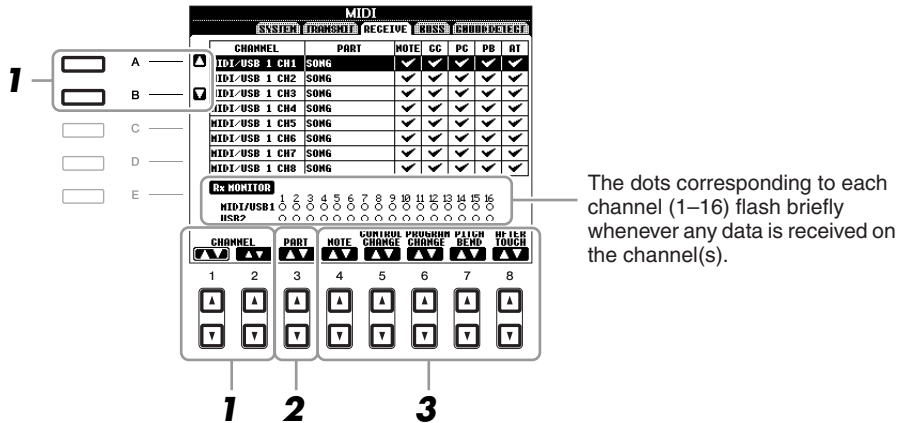
PC (Program Change) ..... page 155

PB (Pitch Bend) ..... page 155

AT (Aftertouch) ..... page 155

# MIDI Receive Settings

The explanations here apply to the RECEIVE Page in step 4 on page 179. This determines which parts will receive MIDI data and over which MIDI channels the data will be received.



**1** Use the [A]/[B] buttons or [1 ▲▼]/[2 ▲▼] buttons to select the channel to be received. The PSR-A2000 can receive MIDI messages over 32 channels (16 channels x 2 ports) by USB connection.

**2** Use the [3 ▲▼] buttons to select the part via which the selected channel will be received.

With the exception of the two parts below, the configuration of the parts is the same as those already explained elsewhere in the Basic Operations section.

### KEYBOARD

The received note messages control the instrument's keyboard performance.

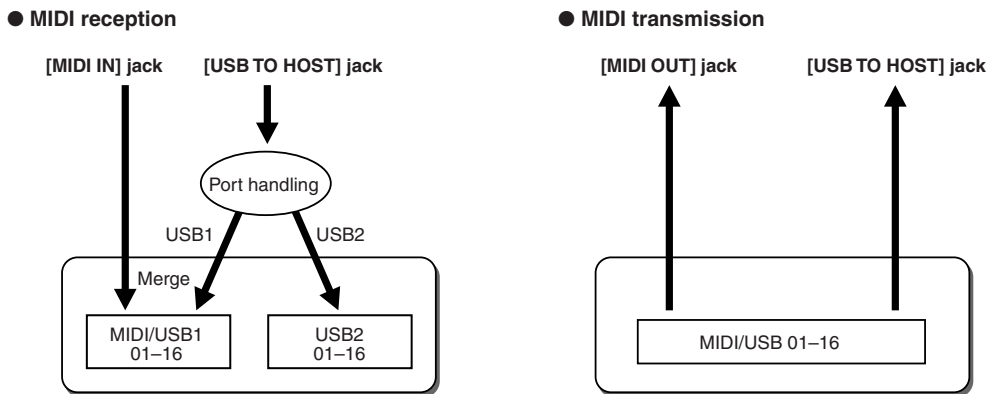
### EXTRA PART 1-5

There are five parts specially reserved for receiving and playing MIDI data. Normally, these parts are not used by the instrument itself. The PSR-A2000 can be used as a 32-channel multi-timbral tone generator by using these five parts in addition to the parts.

**3** Use the [4 ▲▼]-[8 ▲▼] button to determine the types of data to be received.

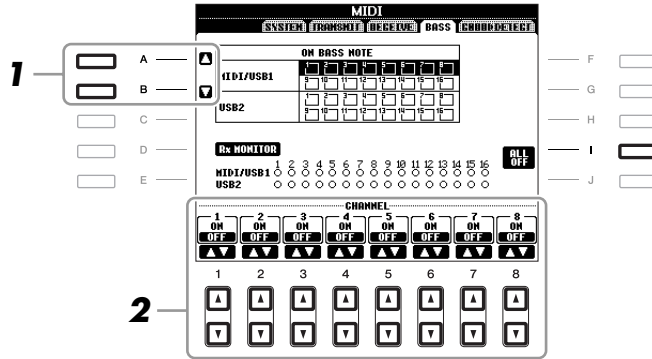
### MIDI transmission/reception via the USB terminal and MIDI terminals

The relationship between the [MIDI] terminals and the [USB] terminal which can be used for transmitting/receiving 32 channels (16 channels x 2 ports) of the MIDI messages is as follows:



## Setting the Bass Note for Style Playback via MIDI Receive

The explanations here apply to the BASS Page in step 4 on page 179. These settings let you determine the bass note for Style playback, based on the note messages received via MIDI. The note on/off messages received at the channel(s) set to “ON” are recognized as the bass note of the chord of Style playback. The bass note will be detected regardless of the [ACMP] or split point settings. When several channels are simultaneously set to “ON,” the bass note is detected from merged MIDI data received over the channels.



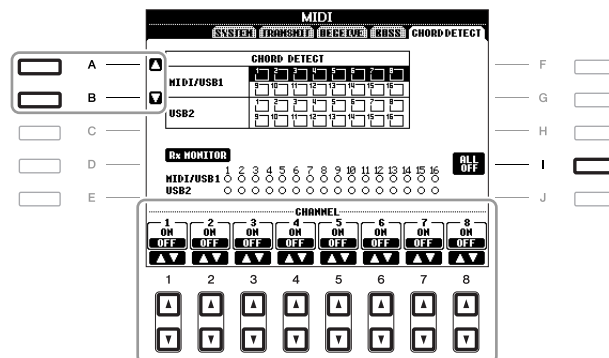
**1** Use the [A]/[B] buttons to select the channel.

**2** Use the [1 ▲▼]–[8 ▲▼] button to set the desired channel to ON or OFF.

You can also set all channels to OFF by pressing the [I] (ALL OFF) button.

## Setting the Chord Type for Style Playback via MIDI Receive

The explanations here apply to the CHORD DETECT Page in step 4 on page 179. These settings let you determine the chord type for Style playback, based on the note messages received via MIDI. The note on/off messages received at the channel(s) set to “ON” are recognized as the notes for detecting chords in Style playback. The chords to be detected depend on the fingering type. The chord types will be detected regardless of the [ACMP] or split point settings. When several channels are simultaneously set to “ON,” the chord type is detected from merged MIDI data received over the channels.



The operation procedure is basically the same as that of the BASS display above.



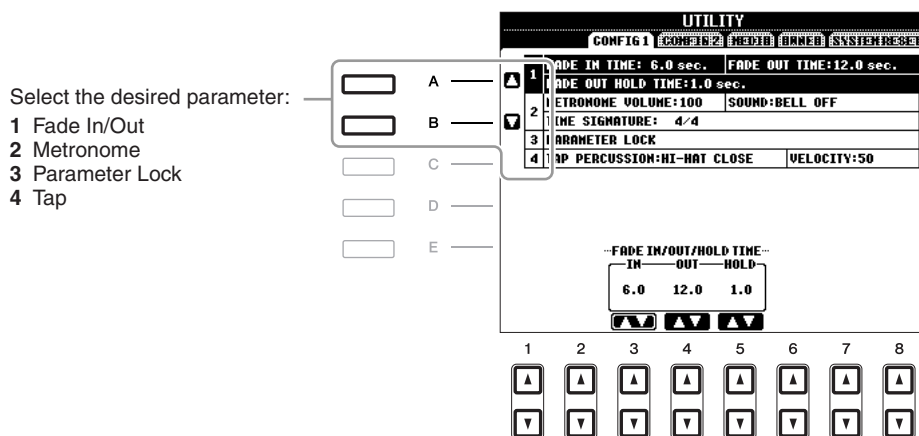
# Utility

## – Making Global Settings –

### CONFIG 1

Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] CONFIG 1



#### 1 Fade In/Out

These parameters determine the behavior when the Style or Song playback is faded in/out by the [FADE IN/OUT] button.

[3 ▲▼]	FADE IN TIME	Determines the time it takes for the volume to fade in, or go from minimum to maximum (range of 0–20.0 seconds).
[4 ▲▼]	FADE OUT TIME	Determines the time it takes for the volume to fade out, or go from maximum to minimum (range of 0–20.0 seconds).
[5 ▲▼]	FADE OUT HOLD TIME	Determines the time the volume is held at 0 following the fade out (range of 0–5.0 seconds).

#### 2 Metronome

[2 ▲▼]	VOLUME	Determines the level of the metronome sound.
[3 ▲▼]– [5 ▲▼]	SOUND	Determines whether a bell accent will be sounded or not at the first beat of each measure.
[6 ▲▼]/ [7 ▲▼]	TIME SIGNATURE	Determines the time signature of the metronome sound.

#### 3 Parameter Lock

This function is used to “lock” specific parameters (effect, split point, etc.) to make them selectable only via the panel control—in other words, instead of being changed via Registration Memory, One Touch Setting, Music Finder, or Song and sequence data.

Use the [1 ▲▼]–[7 ▲▼] buttons to select the desired parameter, then lock it with the [8 ▲] (MARK ON) button. Press the [8 ▼] (MARK OFF) button to unlock.

#### 4 Tap

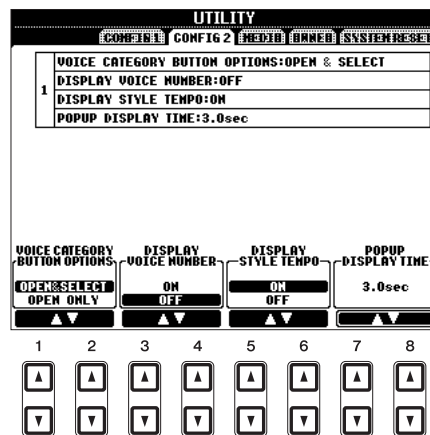
This allows you to set the drum sound and the velocity which will sound when the Tap function is used.

[2 ▲▼]– [4 ▲▼]	PERCUSSION	Selects the instrument.
[5 ▲▼]/ [6 ▲▼]	VELOCITY	Sets the velocity.

## CONFIG 2

Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] CONFIG 2



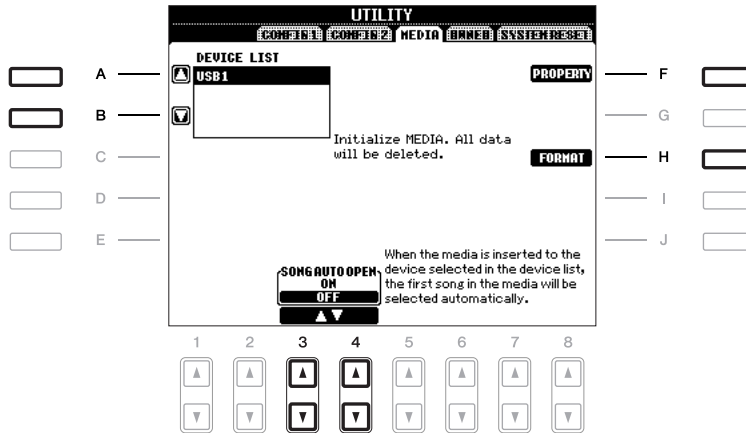
[1 ▲▼]/ [2 ▲▼]	VOICE CATE- GORY BUT- TON OPTIONS	Determines how the Voice Selection display is opened when one of the VOICE buttons is pressed.  <b>OPEN &amp; SELECT</b> Opens the Voice Selection display with the previously selected Voice in the Voice category automatically selected (when one of the VOICE buttons is pressed).  <b>OPEN ONLY</b> Opens the Voice Selection display with the currently selected Voice (when one of the VOICE buttons is pressed).
[3 ▲▼]/ [4 ▲▼]	DISPLAY VOICE NUM- BER	Determines whether or not the Voice bank and number are shown in the Voice Selection display. This is useful when you want to check which bank select MSB/LSB values and program change number you need to specify when selecting the Voice from an external MIDI device.  <b>NOTE</b> The numbers displayed here start from "1." Accordingly the actual MIDI program change numbers are one lower, since that number system starts from "0." <b>NOTE</b> For the GS Voices, the Display Voice Number is not available (the program change numbers are not shown).
[5 ▲▼]/ [6 ▲▼]	DISPLAY STYLE TEMPO	Selects whether the default tempo of each Style is displayed above the Style name or not in the Style Selection display.
[7 ▲▼]/ [8 ▲▼]	POPUP DIS- PLAY TIME	Determines the time in which the pop-up windows close. (Pop-up windows are displayed when you press buttons such as TEMPO, TRANSPOSE or UPPER OCTAVE, etc.)

# MEDIA

You can set or execute important media-related operations for the instrument. The word “media” refers to the connected USB storage device.

## Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] MEDIA

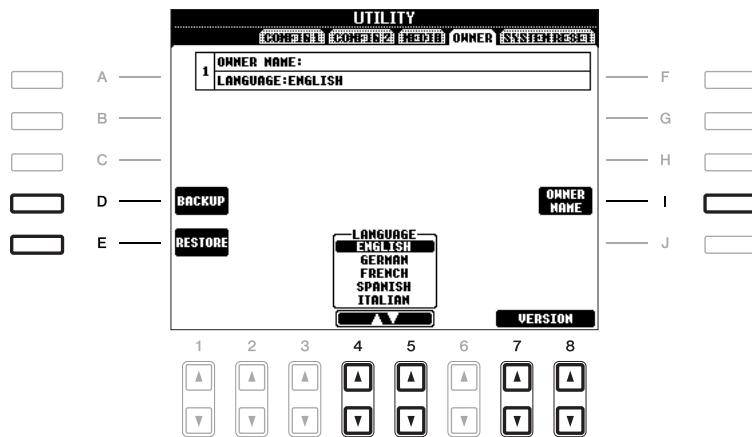


[A]/[B]	DEVICE LIST	Selects the desired media which you want to check the remaining memory (see “PROPERTY” below) or format the media (see the Basic Operations section, page 94).
[F]	PROPERTY	Opens the Property display of the media selected by [A]/[B] buttons. You can check the amount of remaining memory on the media. <b>NOTE</b> The displayed remaining memory value is an approximate value.
[H]	FORMAT	Formats the media selected by [A]/[B] buttons. Refer to the Basic Operations section (page 94).
[3 ▲▼]/ [4 ▲▼]	SONG AUTO OPEN	Turns the Song Auto Open function on or off. When this is set to “ON” and the media selected in the Device List above is inserted, the instrument automatically calls up the first Song in the media.

# OWNER

Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] OWNER



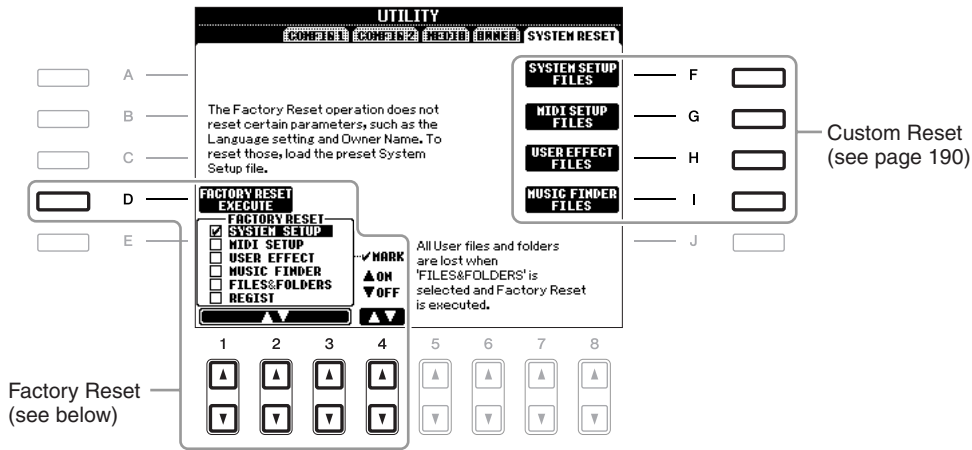
[D]	BACKUP	Lets you backup all data on the instrument to a USB storage device. Refer to the Basic Operations section (page 32).
[E]	RESTORE	Loads the backup file from the USB storage device.
[I]	OWNER NAME	Lets you enter your name as the owner. The Owner name is indicated on the opening display when you turn the power on. Refer to the Basic Operations section (page 17).
[4 ▲▼]/ [5 ▲▼]	LANGUAGE	Determines the language used for the display messages. Once you change this setting, all messages will be shown in the selected language.
[7 ▲▼]/ [8 ▲▼]	VERSION	Displays the version number of this instrument.

# SYSTEM RESET

There are two reset methods in the SYSTEM RESET display: Factory Reset and Custom Reset.

## Call up the operation display.

[FUNCTION] → [I] UTILITY → TAB [◀][▶] SYSTEM RESET



## Factory Reset—Restoring the Factory Programmed Settings

This function lets you restore the status of the instrument to the original factory settings.

- 1 Select the desired item to be restored by using [1 ▲▼]–[3 ▲▼] buttons and add a checkmark to it by pressing the [4 ▲] (MARK ON) button.

To remove the checkmark, press the [4 ▼] (MARK OFF) button.

SYSTEM SETUP	Restores the System Setup parameters to the original factory settings. Refer to the Data List for details about which parameters belong to the System Setup.
MIDI SETUP	Restores the MIDI settings including the MIDI templates on the USER tab display to the original factory status.
USER EFFECT	Restores the User Effect settings including the User Effect types and User Master EQ types created via the Mixing Console display to the original factory settings.
MUSIC FINDER	Restores the Music Finder data (all records) to the original factory settings.
FILES & FOLDERS	Deletes all files and folders including the Expansion folder stored in the USER tab display.
REGIST	Temporarily deletes the current Registration Memory settings of the selected Bank. The same can be done also by turning the [⏻] (Standby/On) switch on while holding the B5 key (right-most B key on the keyboard).

- 2 Press the [D] (FACTORY RESET) button to execute the Factory Reset operation for all checkmarked items.

## Custom Reset—Saving and Recalling Your Original Settings as a Single File

For the items below, you can save your Original Settings as a Single File for future recall.

- 1 Make all desired settings on the instrument.**
- 2 Call up the operation display.**  
[FUNCTION] → [I] UTILITY → TAB [◀][▶] SYSTEM RESET
- 3 Press one of the [F]–[I] buttons to call up the relevant display for saving your data.**

[F]	SYSTEM SETUP FILES	Parameters set on the various displays such as the [FUNCTION] → [I] UTILITY are handled as a single System Setup file. Refer to the Data List for details on which parameters belong to the System Setup.
[G]	MIDI SETUP FILES	The MIDI settings including the MIDI templates on the USER tab display are handled as a single file.
[H]	USER EFFECT FILES	The User Effect settings including the User Effect types and User Master EQ types created via the Mixing Console displays are managed as a single file.
[I]	MUSIC FINDER FILES	All the preset and created records of the Music Finder are handled as a single file.

- 4 Use the TAB [◀][▶] buttons to select one of the tabs (other than the PRESET) to which your settings will be saved.**
- 5 Press the [6 ▼] (SAVE) button to save your file.**
- 6 To recall your file, press the desired [F]–[I] buttons in the SYSTEM RESET display, then select the desired file.**

# Troubleshooting

Overall	
A click or pop is heard when the power is turned on or off.	Electrical current is being applied to the instrument. This is normal.
Noise is heard from the instrument's speakers.	Noise may be heard if a mobile phone is used near the instrument or if the phone is ringing. Turn off the mobile phone, or use it further away from the instrument.
There is a slight difference in sound quality among different notes played on the keyboard.	This is normal and is a result of the instrument's sampling system.
Some Voices have a looping sound.	
Some noise or vibrato is noticeable at higher pitches, depending upon the Voice.	
The overall volume is too low, or, no sound is heard.	The master volume may be set too low. Set it to an appropriate level with the [MASTER VOLUME] dial.
	All keyboard parts are set to off. Use the PART ON/OFF [RIGHT 1]/[RIGHT 2]/[LEFT] button to turn it on.
	The volume of the individual parts may be set too low. Raise the volume in the BALANCE display (page 56).
	Make sure the desired channel is set to ON (pages 55, 62).
	Headphones are connected, disabling the speaker output. Unplug the headphones.
The sound is distorted or noisy.	The [FADE IN/OUT] button is on, muting the sound. Press the [FADE IN/OUT] button to turn the function off.
	The volume may be turned up too high. Make sure all relevant volume settings are appropriate.
Not all simultaneously played notes sound.	This may be caused by certain effects or filter resonance settings. Check the effect or filter settings and change them accordingly (pages 168, 170).
	You are probably exceeding the maximum polyphony (page 196) of the instrument. When the maximum polyphony is exceeded, the earliest played notes will stop sounding, letting the latest played notes sound.
The keyboard volume is lower than the Song/Style playback volume.	The volume of the keyboard parts may be set too low. Raise the volume in the BALANCE display (page 56).
The Main display does not appear even when turning the power on.	This may occur if a USB storage device has been installed to the instrument. Installation of some USB storage device may result a long interval between turning the power on and appearance of the Main display. To avoid this, turn the power on after disconnecting the device.
Some characters of the file/folder name are garbled.	The language settings have been changed. Set the appropriate language for the file/folder name (page 16).
An existing file is not shown.	The file extension (.MID, etc.) may have been changed or deleted. Manually rename the file, adding the appropriate extension, on a computer.
	Data files with names of more than 50 characters cannot be handled by the instrument. Rename the file, reducing the number of characters to 50 or less.
When the power is turned on, the message "The USB storage devices cannot be authenticated." appears.	If a protected Expansion Pack is installed to the instrument, in order to use the Voices or Styles contained in the Expansion Pack you need to connect the USB storage device which was used for installing. Connect the proper USB storage device to the instrument and turn the power to the instrument on again.

Voice	
The Voice selected from the Voice Selection display does not sound.	Check whether or not the selected part is turned on (page 37). To select the Voice for the right-hand key range, press the PART SELECT [RIGHT 1] button. For the Voice to be layered in the right-hand range, press the PART SELECT [RIGHT 2] button. To select the Voice for the left-hand key range, press the PART SELECT [LEFT] button.
A strange “flanging” or “doubling” sound occurs. The sound is slightly different each time the keys are played.	The RIGHT 1 and RIGHT 2 parts are set to “ON,” and both parts are set to play the same Voice. Turn off the RIGHT 2 part or change the Voice of one of the parts.
Some Voices will jump an octave in pitch when played in the upper or lower registers.	This is normal. Some voices have a pitch limit which, when reached, causes this type of pitch shift.
Style	
The Style does not start even when the [START/STOP] button is pressed.	The Rhythm channel of the selected Style may not contain any data. Turn the [ACMP] button on and play left-hand section on the keyboard to sound the accompaniment part of the Style.
Only the rhythm channel plays.	Make sure the Auto Accompaniment function is turned on; press the [ACMP] button. You may be playing keys in the right hand range of the keyboard. Make sure to play keys in the chord range of the keyboard.
Styles in a USB storage device cannot be selected.	If the size of the Style data is large (about 120 KB or greater), the Style cannot be selected because the data is too large to be ready by the instrument.
Song	
Songs cannot be selected.	This may be because the language settings have been changed. Set the appropriate language for the Song file name. If the size of the Song data is large (about 300 KB or greater), the Song cannot be selected because the data is too large to be read by the instrument.
Song playback does not start.	The Song has been stopped at the end of the Song data. Return to the beginning of the Song by pressing the SONG [■] (STOP) button. In the case a Song to which write-protect has been applied (“Prot. 2 Edit” is shown at the upper left of the Song name), the original file may not be in the same folder. It cannot be played back unless the original file (showing “Prot.2 Orig” at the upper left of the Song name) is in the same folder. In case of a Song to which write-protect has been applied (“Prot. 2 Edit” is shown at the upper left of the Song name), the original file name may have been changed. Rename the file with the original file name (so that “Prot.2 Orig” is shown at the upper left of the Song name). In case of a Song to which write-protect has been applied (“Prot. 2 Edit” is shown at the upper left of the Song name), the file icon may have been changed. Songs to which write-protect has been applied cannot be played back when the file icon of the original has been changed.
Song playback stops before the Song is finished.	The Guide function is turned on. (In this case, playback is “waiting” for the correct key to be played.) Press the [GUIDE] button to turn off the guide function.
The measure number is different from that of the score in the Song Position display, shown by pressing the [◀◀] (REW)/[▶▶] (FF) buttons.	This happens when playing back music data for which a specific, fixed tempo is set.
When playing back a Song, some channels do not play.	Playback of these channels may be set to “OFF.” Turn playback on for those channels that are set to “OFF” (page 62).
The tempo, beat, measure and music notation is not displayed correctly.	Some Song data for the instrument has been recorded with special “free tempo” settings. For such Song data, the tempo, beat, measure and music notation will not be displayed correctly.




<b>USB Audio function</b>	
The message "This drive is busy now." appeared, and then the recording was aborted.	Make sure to use a compatible USB storage device (page 93).
	Make sure that the USB storage device has enough memory (page 81).
	If you are using a USB memory device to which data has already been recorded, check first that no important data remains on the device, then format it (page 94) and try recording again.
Audio files cannot be selected.	The file format may not be compatible with the instrument. Only WAV format files are compatible. The DRM protected files cannot be played back.
Recorded file is played back at a different volume compared to when it was recorded.	The audio playback volume has been changed. Setting the volume value to 100 plays back the file as the same volume when it was recorded (page 81).
<b>Mixing Console</b>	
The sound seems strange or different than expected when changing a rhythm Voice (Drum Kit, etc.) of the Style or Song from the Mixer.	When changing the rhythm/percussion Voices (Drum Kits, etc.) of the Style and Song from the VOICE parameter, the detailed settings related to the drum voice are reset, and in some cases you may be unable to restore the original sound. In the case of Song playback, you can restore the original sound by returning to the beginning of the Song and playing back from that point. In the case of Style play, you can restore the original sound by selecting the same Style again.
<b>Foot Pedal</b>	
The on/off setting of the footswitch connected to the FOOT PEDAL jack is reversed.	Turn the instrument's power off, then turn on again without pressing the footswitch.

# Panel Button Chart

**No.** ..... Corresponds to the number in the “Panel Controls” on page 12.

**Button/Control** ..... Indicates the button/controller that you should use at first for entering the corresponding function.

**Display** ..... Indicates the display title (and tab title) called up by operating the button/controller.

No.	Button/Control	Display	Page		
			Basic Operations	Advanced Features	
1	MASTER VOLUME control	—	15	—	
2	[  ] (Standby/On)	Opening display	14	—	
3	[DEMO]	Demo display	18	—	
4	SCALE SETTING buttons	—	88	—	
5	<b>SCALE MEMORY</b> [MEMORY], [1]–[5], [RESET]	—	89	—	
6	Joystick	—	42	—	
7	PHONES jack	—	16	—	
8	<b>SONG</b>	[SELECT]	Song Selection display	57	—
		[SCORE]	SCORE display	60	133
		[LYRICS/TEXT]	LYRICS or TEXT display	61	135
		[REPEAT]	—	63	—
		[GUIDE]	—	62	138
		[EXTRA TR]	—	62	—
		[TR 2]	—	62	—
		[TR 1]	—	62	—
		[REC]	CHANNEL ON/OFF (SONG) (pop-up)	64	—
		[■] (STOP)	—	58	—
		[▶/  ] (PLAY/PAUSE)	—	58	—
[◀◀] (REW) / [▶▶] (FF)	SONG POSITION (pop-up)	59	—		
9	<b>STYLE</b>	[POP & ROCK]–[WORLD]	Style Selection display (PRESET)	47	—
		[EXPANSION/USER]	Style Selection display (USER)	47	—
		[FADE IN/OUT]	—	52	—
11	<b>STYLE CONTROL</b>	[ACMP]	—	47	—
		[OTS LINK]	—	53	—
		[AUTO FILL IN]	—	51	—
		INTRO [I]–[III]	—	50	—
		MAIN VARIATION [A]–[D]	—	51	—
		[BREAK]	—	51	—
		ENDING/rit. [I]–[III]	—	50	—
		[SYNC STOP]	—	50	—
		[SYNC START]	—	50	—
		[START/STOP]	—	50	—
12	TRANSPOSE [-]/[+]	TRANSPOSE (pop-up)	41	—	
13	[METRONOME]	—	64	—	
14	<b>(TEMPO)</b>	[TAP TEMPO]	—	51	—
		TEMPO [-]/[+]	TEMPO (pop-up)	51	—
15	[LCD CONTRAST] knob	—	17	—	
16	<b>(LCD related controls)</b>	TAB [◀][▶]	—	20	—
		[A]–[J]	—	19	—
		[DIRECT ACCESS]	(message)	22	—
		[EXIT]	—	22	—
		[1 ▲▼]–[8 ▲▼] buttons	—	20	—
		DATA ENTRY dial	—	21	—
17	[ENTER]	—	21	—	
17	[BALANCE]	BALANCE (pop-up)	56	—	

No.	Button/Control	Display	Page			
			Basic Operations	Advanced Features		
18	[MIXING CONSOLE]	MIXING CONSOLE display	VOL/VOICE	85, 86	167	
			FILTER	83	168	
			TUNE	83	169	
			EFFECT	87	170, 171	
			EQ	83	173, 174	
19	[CHANNEL ON/OFF]	CHANNEL ON/OFF (pop-up)	SONG	62	—	
			STYLE	55	—	
20	[FUNCTION]	MASTER TUNE/SCALE TUNE	MASTER TUNE	—	105	
			SCALE TUNE	—	105	
		SONG SETTING		—	137	
		STYLE SETTING/SPLIT POINT/ CHORD FINGERING	STYLE SETTING	—	115	
			SPLIT POINT	—	117	
			CHORD FINGERING	49	113	
		CONTROLLER	FOOT PEDAL	—	175	
			KEYBOARD/PANEL	42	102	
		REGIST SEQUENCE/FREEZE/ VOICE SET	REGISTRATION SEQUENCE	—	164	
			FREEZE	—	163	
			VOICE SET	—	111	
		DIGITAL REC MENU	SONG CREATOR	—	141	
			STYLE CREATOR	—	119	
			MULTI PAD CREATOR	—	157	
		HARMONY/ECHO		44	103	
		MIDI	MIDI template selection display	—	179	
		UTILITY	CONFIG 1	98	185	
			CONFIG 2	98	186	
			MEDIA	94	187	
			OWNER	16, 17, 32	188	
SYSTEM RESET	98		189, 190			
EXPANSION PACK INSTALLATION	Expansion Pack Selection display	39, 40	—			
21	[USB]	USB/AUDIO PLAYER display		79	—	
22	[SCALE TUNE]	SCALE TUNE display		88	105	
23	REGISTRATION MEMORY	REGIST BANK [-]/[+]	REGISTRATION BANK (pop-up)	77	—	
		[FREEZE]	—	77	163	
		[MEMORY]	REGISTRATION MEMORY CONTENTS display	75	—	
		[1]–[8]	—	76	—	
24	MULTI PAD CONTROL	[SELECT]	Multi Pad Selection display	68	159	
		[1]–[4]	—	68	—	
		[STOP]	—	68	—	
25	[MUSIC FINDER]	MUSIC FINDER display	ALL	71	—	
			FAVORITE	—	160	
			SEARCH 1	71	—	
			SEARCH 2	71	—	
26	PART SELECT	[LEFT]–[RIGHT 2]	—	37	—	
27	PART ON/OFF	[LEFT HOLD]	—	37	—	
		[LEFT]–[RIGHT 2]	—	37	—	
28	VOICE	[PIANO]–[SYNTH. & FX], [ORIENTAL], [PERC. & DRUM KIT]	Voice Selection display (PRESET)	34	—	
		[ORGAN FLUTES]	Organ Flutes VOICE SET display	FOOTAGE	45	—
				VOLUME/ATTACK	—	112
				EFFECT/EQ	—	112
		[EXPANSION/USER]	Voice Selection display (USER)	38	—	
29	ONE TOUCH SETTING	[1]–[4]	—	53	118	
30	VOICE CONTROL	[HARMONY/ECHO]	—	43	—	
		[TOUCH]	—	43	—	
		[SUSTAIN]	—	43	—	
		[MONO]	—	43	—	
		[DSP]	—	43	—	
		[VARI.]	—	43	—	
31		UPPER OCTAVE [-]/[+]	UPPER OCTAVE (pop-up)	41	—	

# Specifications






Size/Weight	Dimensions	Width	1,003 mm (39 5/8")
		Height	148 mm (5 7/8")
		Depth	433 mm (17 1/8")
	Weight	Weight	11 kg (24 lbs., 4 oz.)
Control Interface	Keyboard	Number of Keys	61
		Type	Organ
		Touch Response	Hard2/Hard1/Normal/Soft1/Soft2
	Other Controllers	Joystick	Yes
		Multi Pads	Yes
	Display	Type	B/W QVGA LCD
		Contrast	Yes
		Score Display Function	Yes
		Lyrics Display Function	Yes
		Text Viewer Function	Yes
Panel	Language	English, German, French, Spanish, Italian	
Voices	Tone Generation	Tone Generating Technology	AWM Stereo Sampling
	Polyphony	Number of Polyphony (Max.)	128
	Preset	Number of Voices	565 Voices + 33 Drum/SFX Kits + 480 XG Voices + GM2 + GS (for GS Song Playback)
		Featured Voices	15 MegaVoices, 23 Sweet! Voices, 33 Cool! Voices, 19 Live! Voices, 10 Organ Flutes!
	Custom	Voice Set	Yes
	Expansion	Expansion Pack Installation	Yes (Wave amount: approx. 64 MB max.)
	Compatibility	XG	Yes
		XF	Yes
		GS	Yes
		GM	Yes
GM2		Yes	
Effects	Types	Reverb	42 Preset + 3 User
		Chorus	71 Preset + 3 User
		DSP	DSP 1: 271 Preset + 3 User, DSP 2-4: 128 Preset + 10 User
		Master EQ	5 Preset
		Part EQ	28 Parts (Right 1, Right 2, Left, Multi Pad, Style x 8, Song x 16)
	Voice Controls	Voice Layer (Right-hand parts)	Yes (Right 1, Right 2)
		Split (Left-hand part)	Yes (Left)
		Panel Sustain	Yes
		Mono/Poly	Yes
Accompaniment Styles	Preset	Number of Styles	351
		Featured Styles	339 Pro Styles, 12 Session Styles
		File Format	Style File Format GE
		Fingering	Single Finger, Fingered, Fingered On Bass, Multi Finger, AI Fingered, Full Keyboard, AI Full Keyboard
		Style Control	INTRO x 3, MAIN VARIATION x 4, FILL x 4, BREAK, ENDING x 3
	Custom	Style Creator	Yes
	Expansion	Expansion Pack Installation	Yes
	Other Features	Music Finder	1,200 Records (maximum)
One Touch Setting (OTS)		4 for each Style	

Songs	Preset	Number of Preset Songs	5 Sample Songs	
	Recording	Number of Songs	Unlimited (depending on the storage media's capacity)	
		Number of Tracks	16	
		Data Capacity	300 KB	
		Recording Function	Quick Recording/Multi Recording/Step Recording	
Compatible Data Format	Playback	SMF (Format 0 & 1), ESEQ, XF		
	Recording	SMF (Format 0)		
Functions	Registration Memory	Number of Buttons	8 x unlimited banks (depending on the storage media's capacity)	
		Control	Regist. Sequence, Freeze	
	Lesson/Guide	Lesson/Guide	Follow Lights, Any Key, Karao-Key	
		Performance Assistant Technology (P.A.T.)	Yes	
	Demo	Demonstration	Yes	
	USB Audio	Playback	.wav	
		Recording	.wav	
	Overall Controls	Metronome	Yes	
		Tempo Range	5 – 500, Tap Tempo	
		Transpose	-12 – 0 – +12	
		Tuning	414.8 – 440 – 466.8 Hz	
		Octave Button	Yes	
		Scale Setting	Yes	
		Scale Memory	Yes	
Miscellaneous	Number of Preset Scale Type	9		
	Direct Access	Yes		
Storage and Connectivity	Storage	Internal Memory	3.4 MB (Up to 2 MB is used for an Expansion Pack)	
		External Drives	USB Flash Memory, etc. (via USB to DEVICE)	
	Connectivity	DC IN	16 V	
		Headphones	Yes	
		MIDI	In/Out	
		AUX IN	(R, L/L+R)	
		FOOT PEDAL	(optional) Switch or Volume x 2	
		OUTPUT	(R, L/L+R)	
		USB TO DEVICE	Yes	
		USB TO HOST	Yes	
Amplifiers and Speakers	Amplifiers	12 W x 2		
	Speakers	(12 cm + 5 cm) x 2		
Pedals	Assignable Functions	VOLUME, SUSTAIN, SOSTENUTO, SOFT, GLIDE, SONG PLAY/PAUSE, STYLE START/STOP, etc.		
Power Supply	AC Power Adaptor	PA-300C or an equivalent recommended by Yamaha		
Included Accessories		<ul style="list-style-type: none"> <li>• Music Rest</li> <li>• AC Power Adaptor <ul style="list-style-type: none"> <li>* May not be included depending on your particular area. Please check with your Yamaha dealer.</li> </ul> </li> <li>• Owner's Manual</li> <li>• My Yamaha Product User Registration <ul style="list-style-type: none"> <li>* The PRODUCT ID on the sheet will be needed when you fill out the User Registration form.</li> </ul> </li> </ul>		
Optional Accessories	Footswitches	FC4/FC5		
	Foot controller	FC7		
	Headphones	HPE-150		
	AC Power Adaptor	PA-300C or an equivalent recommended by Yamaha		
	Keyboard stand	L-6/L-7 (The exterior size of the PSR-A2000 is beyond the limits as described in the L-6 Assembly Instructions. However, we have determined through tests that the stand can be safely used for the instrument.)		

\* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. Since specifications, equipment or options may not be the same in every locale, please check with your Yamaha dealer.

# Index

## Symbols

[  ] (Standby/On)..... 14
[  ] (PLAY/PAUSE)..... 58
[  ] (REW)..... 59
[  ] (FF)..... 59
[  ] (STOP)..... 58

## Numerics

[1   ] – [8   ] buttons ..... 20
1–16 ..... 141

## A

[A] – [J]..... 19
A-B Repeat ..... 63
ACCENT TYPE ..... 126
ACMP ..... 47
ADD TO FAVORITE..... 160
ADD TO MF ..... 73
AI FINGERED ..... 114
AI FULL KEYBOARD ..... 114
ALL-PURPOSE ..... 131
AMPLITUDE ..... 109
Any Key..... 139
APPEND ..... 162
ARPEGGIO ..... 131
ASSEMBLY..... 119, 123
ASSIGN (Harmony/Echo) ..... 104
ATTACK..... 110
AUDIO PLAYER ..... 79
Audio Record (Music Finder) ..... 70
Auto Accompaniment ..... 47, 136
AUTO CH SET ..... 137
AUTO FILL IN ..... 51
AUX IN ..... 91

## B

Backup ..... 32
BALANCE ..... 56
BAR CLEAR..... 127
BAR COPY ..... 127
BASIC ..... 119, 120
BASS ..... 55, 179, 184

BAYAT ..... 105
BEAT CONVERTER..... 125
BOOST/CUT..... 126
BREAK ..... 51
BRIGHT. (Brightness)..... 109
BRIGHTNESS ..... 168
BYPASS ..... 130

## C

CHANNEL (Song Creator)..... 141, 150
CHANNEL (Style Creator) ..... 119, 127
CHANNEL ON/OFF..... 55, 62
CHANNEL TRANSPOSE ..... 152
Character entry..... 30
CHD1/2 (Chord 1/ 2)..... 55
Chord..... 49
CHORD (Song Creator)..... 141, 145
CHORD (Style Creator) ..... 129, 130
CHORD DETECT ..... 179, 184
Chord Events..... 155
CHORD FINGERING ..... 49, 113
Chord Match..... 69
CHORD NOTE ONLY..... 104
CHORD SYS/EX. .... 181
Chord Tutor ..... 113
CHORUS ..... 87, 110, 170
CHORUS DEPTH (Voice Set) ..... 110
CLOCK ..... 181
COMMON..... 108
COMPARE ..... 107
Computer..... 95
CONFIG 1..... 98, 185
CONFIG 2..... 98, 186
Connection ..... 91
Contrast..... 17
CONTROLLER..... 102, 106, 175
CONTROLLER (Voice Set) ..... 109
Cool! ..... 100
COPY ..... 28
Custom Reset..... 190
CUT ..... 28

## D

DATA ENTRY dial..... 21
Data List..... 3
DC IN terminal ..... 14
DECAY ..... 110
DELETE ..... 29
DELETE (Song Creator) ..... 152
DELETE (Style Creator)..... 121
DEMO ..... 18
DEMO (Voice)..... 35
Dial (Data Entry) ..... 21
DIGITAL REC MENU..... 119, 141, 157
DIRECT ACCESS..... 22
DORIAN ..... 131
Drum Voice ..... 38
Drums ..... 100
DSP..... 43, 87, 110, 170
DYNAMICS ..... 126

## E

Echo Type..... 103
EDIT ..... 119, 123
EFFECT ..... 83, 170
EFFECT/EQ..... 110
EG..... 110
ENDING/rit. .... 50
ENTER..... 21
Entering Characters ..... 30
Envelope Generator..... 110
EQ..... 83, 111, 173
EQUAL..... 105
Equalizer ..... 173
Event List display ..... 123, 154
EXIT ..... 22
EXPAND/COMP. .... 126
EXPANSION PACK ..... 39, 40
Expansion Pack ..... 39, 40
Expansion Style ..... 47
Expansion Voice ..... 38
EXTRA TR ..... 62

<b>F</b>		<b>H</b>		<b>M</b>	
Factory Reset .....	31, 189	HARMO. (Harmonic Content) .....	109	Main Display .....	23
FADE IN/OUT .....	52, 185	HARMONIC CONTENT .....	168	Main section .....	51
Fade In/Out .....	52, 185	HARMONIC MINOR .....	130	MAIN VARIATION .....	51
Fast Forward .....	59	HARMONY .....	111	MASTER (Transpose) .....	106
FAVORITE .....	160	Harmony Type .....	103	Master EQ .....	173
Favorite .....	160	HARMONY/ECHO .....	43, 103	MASTER TUNE .....	105
File .....	25	Headphones .....	16	MASTER VOLUME .....	15
File Selection Display .....	25	HIGH KEY .....	131	MEAN-TONE .....	105
Fill-in section .....	51			MEDIA .....	94, 187
FILTER (Mixing Console) .....	83, 168	<b>I</b>		MegaVoice .....	38
FILTER (Song/Style Creator) .....	156	INFO. (Expansion Pack) .....	39	MELODIC MINOR .....	130
FILTER (Voice Set) .....	109	INFO. (Registration Memory) .....	78	MELODY .....	130
FINE .....	125	INITIAL TOUCH .....	102	MEMORY (OTS) .....	118
Fine-tuning .....	105	Initial Touch (TOUCH) .....	43	MEMORY (Registration Memory) .....	75
FINGERED .....	114	Initialize (Factory Reset) .....	31	MEMORY (SCALE) .....	89
FINGERED ON BASS .....	114	INSTALL .....	39	Message .....	22
Fixed DO .....	134	INTRO .....	50	MESSAGE SW (Message Switch) ..	181
Folder .....	26			Metronome .....	185
FOLDER (File Selection Display) .....	27	<b>J</b>		MIDI Basics .....	3
Follow Lights .....	139	Joystick .....	42	MIDI IN .....	97
Foot Controller .....	92, 175	JOYSTICK (Pedal) .....	177	MIDI OUT .....	97
FOOT PEDAL .....	175	JOYSTICK (Voice Set) .....	109	MIDI Settings .....	179
FOOT PEDAL jacks .....	92			MIDI SETUP FILES .....	190
FOOTAGE .....	45, 112	<b>K</b>		MIDI Templates .....	180
Footage .....	45	Karao-Key .....	139	MIX .....	152
Footswitch .....	92, 175	KEY SIGNATURE .....	134	MIXING CONSOLE .....	83
FORMAT .....	94	KEYBOARD (Transpose) .....	106	Mixing Console .....	83, 167
FREEZE .....	163	Keyboard Part .....	37	MODE (Organ Flutes) .....	112
Freeze .....	163	KEYBOARD/PANEL .....	102, 106	Modulation .....	42
Frequency .....	173	KIRNBERGER .....	105	MONO .....	43
FULL KEYBOARD .....	114			MONO/POLY .....	108
		<b>L</b>		Movable DO .....	134
<b>G</b>		Language .....	16	Multi Assign Type .....	103
Gain .....	173	LCD .....	12	MULTI FINGER .....	114
GLIDE .....	176	LEFT .....	37	Multi Pad .....	68, 157
GM .....	9, 101	Left Hold .....	37	MULTI PAD CONTROL .....	68
GROOVE .....	119, 125	LENG (Length) .....	112	MULTI PAD CREATOR .....	157
GS .....	9	LFO .....	109	Multi Pad Creator .....	157
GUIDE .....	62	Live! .....	100	MULTI PAD EDIT .....	159
Guide .....	62, 138	Local Control .....	181	Multi Track Recording .....	65
GUIDE MODE .....	63	Loop Recording .....	120	MUSIC FINDER .....	70
GUITAR .....	130	Lyrics .....	61, 135	Music Finder .....	70, 160
		LYRICS (Song Creator) .....	141, 154	MUSIC FINDER FILES .....	190
		Lyrics Events .....	155	Music Notation .....	60, 133
		LYRICS LANGUAGE .....	138	Music Rest .....	15
		LYRICS/ TEXT .....	61		

- N**
- NAME..... 28
  - NATURAL MINOR ..... 131
  - NEW BANK..... 157
  - NEW RECORD ..... 162
  - NEW STYLE ..... 120
  - NEXT (Song Playback) ..... 58
  - NEXT CANCEL..... 58
  - Note Events ..... 155
  - NOTE LIMIT..... 131
  - NOTE NAME..... 134
  - Note Transposition ..... 130
  - NTR..... 130
  - NTT ..... 130
- O**
- OCTAVE ..... 169
  - ON BASS ..... 114
  - ONE TOUCH SETTING ..... 53
  - One Touch Setting ..... 53, 118
  - ORGAN FLUTES ..... 45
  - Organ Flutes ..... 45, 112
  - Organ Flutes! ..... 100
  - ORGAN TYPE ..... 45
  - ORIGINAL BEAT ..... 125
  - OTS INFO. .... 54
  - OTS LINK..... 53
  - OUTPUT ..... 91
  - Overdub Recording..... 120
  - OWNER ..... 16, 17, 32, 188
  - OWNER NAME ..... 188
  - Owner Name..... 17
- P**
- P.A.T. .... 140
  - PAD..... 55
  - Panel Button Chart..... 194
  - PANEL SUSTAIN..... 110
  - PANPOT ..... 86
  - PARAMETER (Style Creator) . 119, 128
  - Parameter Lock..... 185
  - PART OCTAVE..... 108
  - PART ON/OFF ..... 37
  - PART ON/OFF (Style Setting) ..... 116
  - PART SELECT ..... 37
  - PASTE ..... 29
  - Pause..... 58
  - Pedal Polarity..... 176
  - PEDAL PUNCH IN/OUT ..... 149
  - Percussion Voice..... 38
  - Performance Assistant ..... 140
  - PHONES ..... 16
  - PHR1/2 (Phrase1/2) ..... 55
  - Phrase Mark ..... 59
  - PHRASE MARK REPEAT ..... 137
  - Pitch Bend ..... 42, 169
  - PITCH BEND (Pedal) ..... 177
  - PITCH BEND RANGE ..... 169
  - Pitch setting..... 41, 105
  - PITCH SHIFT ..... 132
  - PITCH SHIFT TO ROOT ..... 132
  - PLAY ROOT ..... 129
  - PORTAMENTO (Pedal)..... 177
  - PORTAMENTO TIME..... 108, 169
  - Powered speaker..... 91
  - PRESET (File Selection Display) ..... 25
  - Preset Voice ..... 38
  - PRESETS (Organ Flutes)..... 45
  - Pro..... 48
  - Prot..... 60
  - Protected Song..... 60
  - Punch In/Out..... 148
  - PURE MAJOR ..... 105
  - PURE MINOR..... 105
  - PYTHAGOREAN ..... 105
- Q**
- QUANTIZE ..... 127, 151
  - QUANTIZE (Score)..... 134
  - Quick Recording..... 64
  - QUICK START ..... 138
- R**
- RAST ..... 105
  - Realtime Recording (Multi Pad)..... 157
  - Realtime Recording (Style)..... 120
  - REC ..... 64
  - REC END ..... 148
  - REC MODE ..... 141, 148
  - REC START ..... 148
  - RECEIVE..... 179, 183
  - RECEIVE TRANSPOSE..... 181
  - Record (Music Finder) ..... 70
  - RECORD display..... 120
  - RECORD EDIT..... 161
  - Recording (Audio)..... 81
  - Recording (Song) ..... 64, 141, 145
  - REGIST BANK ..... 76
  - REGIST SEQUENCE/  
FREEZE/VOICE SET ...111, 163, 164
  - REGISTRATION MEMORY.....76
  - Registration Memory.....76, 163
  - REGISTRATION SEQUENCE.....164
  - Registration Sequence.....164
  - RELES. (Release).....110
  - REMOVE EVENT .....127
  - REPEAT (Audio playback).....80
  - REPEAT (Song).....63
  - REPEAT MODE.....137
  - REPertoire.....52
  - REPLACE .....162
  - RESP (Response).....112
  - RESTORE.....32
  - RETRIGGER.....132
  - RETRIGGER TO ROOT .....132
  - REVERB .....87, 170
  - REVERB DEPTH (Voice Set) .....110
  - Rewind .....59
  - RHY CLEAR .....122
  - RHY1/2 (Rhythm 1/2).....55
  - RIGHT 1-2.....37
  - ROOT FIXED .....130
  - ROOT TRANS .....130
  - ROTARY SP SPEED .....45
  - RTR.....132
- S**
- SAVE .....66
  - SCALE MEMORY .....89
  - Scale Memory .....88
  - Scale Setting.....88, 105
  - SCALE TUNE .....88, 105
  - SCALE TUNE BANK.....90
  - SCORE .....60, 133
  - SEARCH (Music Finder) .....71
  - Section .....51
  - SECTION SET .....116
  - SELECT (Multi Pad).....68
  - SELECT (Song) .....57
  - SEQUENCE END .....164
  - Session .....48
  - SET UP (Score) .....133
  - SETUP (Mixing Console).....167
  - SETUP (Song Creator) .....153
  - SFF .....9
  - SFF GE .....48, 128
  - SFX.....100
  - SINGLE FINGER .....114



SOFT .....	176	System Exclusive Events.....	155	VIBRATO (Organ Flutes) .....	45
SONG .....	57	SYSTEM RESET .....	31, 98, 189	VOICE .....	34
Song .....	57, 133	SYSTEM SETUP FILES .....	190	Voice .....	34, 100
SONG (Transpose).....	106	<b>T</b>		Voice Effect .....	43
Song Auto Revoice.....	167	TAB .....	20	VOICE SET .....	107, 111
SONG CREATOR .....	141	Tap.....	185	Voice Set.....	107, 111
Song Creator .....	141	TAP TEMPO .....	51	Voice Type .....	38, 100
Song Record (Music Finder).....	70	TEMPO .....	51	VOL (Organ Flutes).....	112
SONG SETTING .....	137	TEMPO (Style Setting).....	116	VOL/VOICE .....	83, 167
SOSTENUTO .....	176	Text .....	61	Volume .....	56
SOUND .....	109	Text display.....	135	Volume (Audio playback) .....	81
SOURCE ROOT .....	129	TOUCH .....	43	VOLUME (Harmony/Echo) .....	104
Specifications .....	196	TOUCH LIMIT .....	104	VOLUME (Voice Set) .....	108
SPEED (Harmony/Echo) .....	104	Touch response .....	102	VOLUME/ATTACK .....	112
SPLIT POINT .....	117	TOUCH SENSE (Voice Set) .....	108	<b>W</b>	
Split Point .....	37, 117	Touch Sensitivity.....	102	WAV .....	79
START/STOP .....	48, 50	TR1, TR2 .....	62	WERCKMEISTER.....	105
START/STOP (MIDI) .....	181	TRANSMIT.....	179, 182	<b>X</b>	
STEP REC (Song/Style Creator)....	141, 145	TRANSMIT CLOCK .....	181	XF.....	9
Step Recording (Multi Pad) .....	158	TRANSPOSE.....	41, 169	XG .....	9, 101
Step Recording (Song) .....	141, 145	TRANSPOSE ASSIGN .....	106		
Step Recording (Style) .....	123	Troubleshooting .....	191		
STOP (Multi Pad) .....	68	TUNE .....	83, 169		
STOP (RTR).....	132	TUNING .....	169		
STOP ACMP .....	115	Tuning.....	105		
STRENGTH.....	126	<b>U</b>			
STROKE.....	131	UNINSTALL .....	40		
STYLE .....	47	UP .....	26		
Style .....	47, 113	UPPER OCTAVE.....	41		
Style Assembly .....	123	USB (File Selection Display).....	25		
STYLE CREATOR .....	119	USB Audio .....	79		
Style Creator .....	119	USB AUDIO RECORDER.....	81		
Style File Format .....	9, 128	USB button.....	79		
STYLE SETTING .....	115	USB Storage Device .....	93		
STYLE SETTING/SPLIT POINT/ CHORD FINGERING ...	113, 115, 117	USB TO DEVICE .....	93		
STYLE TOUCH .....	116	USB TO HOST.....	95		
SUSTAIN .....	43	USER (File Selection Display) .....	25		
Sweet! .....	100	USER EFFECT FILES .....	190		
SWING .....	125	Utility .....	98, 185		
SYNC START.....	47, 50	<b>V</b>			
SYNC STOP .....	50	VARI.....	43		
Synchro Start (Multi Pad) .....	69	VARIATION (DSP).....	111		
Synchro Start (Song) .....	58	VELOCITY CHANGE.....	127		
Synchro Start (Style) .....	47	VERSION.....	17		
SYNCHRO STOP WINDOW .....	115	VIB. SPEED .....	112		
SYS/EX. (MIDI).....	181	VIBRATO .....	110		
SYS/EX. (Song Creator).....	141				
SYSTEM.....	179, 181				



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<b>Aviso importante: información sobre la garantía para los clientes del EEE* y Suiza</b> Para una información detallada sobre este producto Yamaha y sobre el soporte de garantía en la zona EEE* y Suiza, visite la dirección web que se incluye más abajo (la versión del archivo para imprimir está disponible en nuestro sitio web) o póngase en contacto con el representante de Yamaha en su país. * EEE: Espacio Económico Europeo	<b>Español</b>
<b>Avviso importante: informazioni sulla garanzia per i clienti residenti nell'EEA* e in Svizzera</b> Per informazioni dettagliate sulla garanzia relativa a questo prodotto Yamaha e l'assistenza in garanzia nei paesi EEA* e in Svizzera, potete consultare il sito Web all'indirizzo riportato di seguito (è disponibile il file in formato stampabile) oppure contattate l'ufficio di rappresentanza locale della Yamaha. * EEA: Area Economica Europea	<b>Italiano</b>
<b>Aviso importante: informações sobre as garantias para clientes da AEE* e da Suíça</b> Para obter uma informação pormenorizada sobre este produto da Yamaha e sobre o serviço de garantia na AEE* e na Suíça, visite o site a seguir (o arquivo para impressão está disponível no nosso site) ou entre em contato com o escritório de representação da Yamaha no seu país. * AEE: Área Económica Europeia	<b>Português</b>
<b>Σημαντική σημείωση: Πληροφορίες εγγύησης για τους πελάτες στον ΕΟΧ* και Ελλάδα</b> Για λεπτομερείς πληροφορίες εγγύησης σχετικά με το παρόν προϊόν της Yamaha και την κάλυψη εγγύησης σε όλες τις χώρες του ΕΟΧ και την Ελλάδα, επισκεφτείτε την παρακάτω ιστοσελίδα (Εκτυρίσιμη μορφή είναι διαθέσιμη στην ιστοσελίδα μας) ή απευθυνθείτε στην αντιπροσωπεία της Yamaha στη χώρα σας. * ΕΟΧ: Ευρωπαϊκός Οικονομικός Χώρος	<b>Ελληνικά</b>
<b>Viktigt: Garantiinformation för kunder i EES-området* och Schweiz</b> För detaljerad information om denna Yamahaprodukt samt garantireservice i hela EES-området* och Schweiz kan du antingen besöka nedanstående webbadress (en utskriftsvänlig fil finns på webbplatsen) eller kontakta Yamahas officiella representant i ditt land. * EES: Europeiska Ekonomiska Samarbetsområdet	<b>Svenska</b>
<b>Viktig merknad: Garantiinformasjon for kunder i EØS* og Sveits</b> Detaljeret garantiinformasjon om dette Yamaha-produktet og garantireservice for hele EØS-området* og Sveits kan fås enten ved å besøke nettstedene nedenfor (utskriftsversjon finnes på våre nettsider) eller kontakte kontakta Yamahas kontoret i landet der du bor. *EØS: Det europeiske økonomiske samarbeidsområdet	<b>Norsk</b>
<b>Vigtig oplysning: Garantioplysninger til kunder i EØO* og Schweiz</b> De kan finde detaljerede garantioplysninger om dette Yamaha-produkt og den fælles garantireserviceordning for EØO* (og Schweiz) ved at besøge det websted, der er angivet nedenfor (der findes en fil, som kan udskrives, på vores websted), eller ved at kontakte Yamahas nationale repræsentationskontor i det land, hvor De bor. * EØO: Det Europæiske Økonomiske Område	<b>Dansk</b>

<b>Tärkeä ilmoitus: Takuutiedot Euroopan talousalueen (ETA)* ja Sveitsin asiakkaille</b> Tämän Yamaha-tuotteen sekä ETA-alueen ja Sveitsin takuuta koskevat yksityiskohtaiset tiedot saatte alla olevasta netti-sivustosta. (Tulostettava tiedosto saatavissa sivustollamme.) Voititte myös ottaa yhteyttä paikalliseen Yamaha-edustajaan. *ETA: Euroopan talousalue	<b>Suomi</b>
<b>Ważne: Warunki gwarancyjne obowiązujące w EOG* i Szwajcarii</b> Aby dowiedzieć się więcej na temat warunków gwarancyjnych tego produktu firmy Yamaha i serwisu gwarancyjnego w całym EOG* i Szwajcarii, należy odwiedzić wskazaną poniżej stronę internetową (plik gotowy do wydruku znajduje się na naszej stronie internetowej) lub skontaktować się z przedstawicielstwem firmy Yamaha w swoim kraju. * EOG — Europejski Obszar Gospodarczy	<b>Polski</b>
<b>Důležité oznámení: Zásadní informace pro zákazníky v EHS* a ve Švýcarsku</b> Podrobné záruční informace o tomto produktu Yamaha a záručním servisu v celém EHS* a ve Švýcarsku naleznete na níže uvedené webové adrese (soubor k tisku je dostupný na našich webových stránkách) nebo se můžete obrátit na zastoupení firmy Yamaha ve své zemi. * EHS: Evropský hospodářský prostor	<b>Česky</b>
<b>Fontos figyelmeztetés: Garancia-információk az EGT* területén és Svájcban élő vásárlók számára</b> A jelen Yamaha termékre vonatkozó részletes garancia-információk, valamint az EGT*-re és Svájcra kiterjedő garanciális szolgáltatás tekintetében keressék fel webhelyünket az alábbi címen (a webhelyen nyomtatható fájl is található), vagy pedig lépjen kapcsolatba az országában működő Yamaha képviselői iróddal. * EGT: Európai Gazdasági Térség	<b>Magyar</b>
<b>Ouline märkus: Garantiiteave Euroopa Majanduspiirkonna (EMP)* ja Šveitsi klientidele</b> Täpsema teabe saamiseks selle Yamaha toote garantii ning kogu Euroopa Majanduspiirkonna ja Šveitsi garantiteeninduse kohta, külastage palun veebisaiti alljärgneval aadressil (meie saidil on saadaval printitav fail) või pöörduge Teie regiooni Yamaha esinduse poole. * EMP: Euroopa Majanduspiirkond	<b>Eesti keel</b>
<b>Svarīgs paziņojums: garantijas informācija klientiem EEZ* un Šveicē</b> Lai saņemtu detalizētu garantijas informāciju par šo Yamaha produktu, kā arī garantijas apkalpošanu EEZ* un Šveicē, lūdzam apmeklētiet zemāk norādīto tīmekļa vietnes adresi (tīmekļa vietnē ir pieejams drukājams fails) vai sazinieties ar jūsu valstī apkalpojošo Yamaha pārstāvniecību. * EEZ: Eiropas Ekonomikas zona	<b>Latviešu</b>
<b>Dėmesio: informacija dėl garantijos pirkejams EEE* ir Šveicarijoje</b> Jei reikite išsamios informacijos apie šį „Yamaha“ produktą ir jo techninę priežiūrą visoje EEE* ir Šveicarijoje, apsilankykite mūsų svetainėje toliau nurodytu adresu (svetainėje yra spausdinamas failas) arba kreipkitės į „Yamaha“ atstovybę savo šalyje. *EEE – Europos ekonominė erdvė	<b>Lietuvių kalba</b>
<b>Dôležité upozornenie: Informácie o záruke pre zákazníkov v EHP* a Švajčiarsku</b> Podrobné informácie o záruke týkajúce sa tohto produktu od spoločnosti Yamaha a garancijnom servise v EHP* a Švajčiarsku nájdete na webovej stránke uvedenej nižšie (na našej webovej stránke je k dispozícii súbor na tlač) alebo sa obráťte na zástupcu spoločnosti Yamaha vo svojej krajine. * EHP: Európsky hospodársky priestor	<b>Slovenčina</b>
<b>Pomembno obvestilo: Informacije o garanciji za kupce v EGP* in Švici</b> Za podrobnejše informacije o tem Yamahinem izdelku ter garancijskem servisu v celotnem EGP in Švici, obiščite spletno mesto, ki je navedeno spodaj (natisljiva datoteka je na voljo na našem spletnem mestu), ali se obrnite na Yamahinega predstavnik v svoji državi. * EGP: Evropski gospodarski prostor	<b>Slovenščina</b>
<b>Важно съобщение: Информация за гаранцията за клиенти в ЕИП* и Швейцария</b> За подробна информация за гаранцията за този продукт на Yamaha и гаранционното обслужване в паневропейската зона на ЕИП* и Швейцария или посетете посочения по-долу уеб сайт (на нашия уеб сайт има файл за печат), или се свържете с представителния офис на Yamaha във вашата страна. * ЕИП: Европейско икономическо пространство	<b>Български език</b>
<b>Notificarea importantă: Informații despre garanție pentru clienții din SEE* și Elveția</b> Pentru informații detaliate privind acest produs Yamaha și serviciul de garanție Pan-SEE* și Elveția, vizitați site-ul la adresa de mai jos (fișierul imprimabil este disponibil pe site-ul nostru) sau contactați biroul reprezentanței Yamaha din țara dumneavoastră. * SEE: Spațiul Economic European	<b>Limba română</b>

<http://europe.yamaha.com/warranty/>

# FCC INFORMATION (U.S.A.)

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

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

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

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

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

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

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

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

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you 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.

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

(class B)

## OBSERVERA!

Apparaten kopplas inte ur växelströmskällan (nätet) så länge som den är ansluten till vägguttaget, även om själva apparaten har stängts av.

**ADVARSEL:** Netspændingen til dette apparat er IKKE afbrudt, så længe netledningen sidder i en stikkontakt, som er tændt — også selvom der er slukket på apparatets afbryder.

**VAROITUS:** Laitteen toisiopiiriin kytketty käyttökytin ei irroita koko laitetta verkosta.

(standby)

The name plate of this product may be found on the bottom of the unit. The serial number of this product may be found on or near the name plate. 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)

## COMPLIANCE INFORMATION STATEMENT (DECLARATION OF CONFORMITY PROCEDURE)

Responsible Party : Yamaha Corporation of America

Address : 6600 Orangethorpe Ave., Buena Park,  
Calif. 90620

Telephone : 714-522-9011

Type of Equipment : Digital Keyboard

Model Name : PSR-A2000

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

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

See user manual instructions if interference to radio reception is suspected.

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

(FCC DoC)

## Information for Users on Collection and Disposal of Old Equipment



This symbol on the products, packaging, and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste.

For proper treatment, recovery and recycling of old products, please take them to applicable collection points, in accordance with your national legislation and the Directives 2002/96/EC.

By disposing of these products 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, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

### [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.

### [Information on Disposal in other Countries outside the European Union]

This symbol is only valid in the European Union. If you wish to discard these items, please contact your local authorities or dealer and ask for the correct method of disposal.

(weee\_eu)



For details of products, please contact your nearest Yamaha representative or the authorized distributor listed below.

Pour plus de détails sur les produits, veuillez-vous adresser à Yamaha ou au distributeur le plus proche de vous figurant dans la liste suivante.

Die Einzelheiten zu Produkten sind bei Ihrer unten aufgeführten Niederlassung und bei Yamaha Vertragshändlern in den jeweiligen Bestimmungsländern erhältlich.

Para detalles sobre productos, contacte su tienda Yamaha más cercana o el distribuidor autorizado que se lista debajo.

## NORTH AMERICA

### CANADA

**Yamaha Canada Music Ltd.**  
135 Milner Avenue, Scarborough, Ontario,  
M1S 3R1, Canada  
Tel: 416-298-1311

### U.S.A.

**Yamaha Corporation of America**  
6600 Orangethorpe Ave., Buena Park, Calif. 90620,  
U.S.A.  
Tel: 714-522-9011

## CENTRAL & SOUTH AMERICA

### MEXICO

**Yamaha de México S.A. de C.V.**  
Calz. Javier Rojo Gómez #1149,  
Col. Guadalupe del Moral  
C.P. 09300, México, D.F., México  
Tel: 55-5804-0600

### BRAZIL

**Yamaha Musical do Brasil Ltda.**  
Rua Joaquim Floriano, 913 - 4º andar, Itaim Bibi,  
CEP 04534-013 Sao Paulo, SP. BRAZIL  
Tel: 011-3704-1377

### ARGENTINA

**Yamaha Music Latin America, S.A.**  
**Sucursal de Argentina**  
Olga Cossettini 1553, Piso 4 Norte  
Madero Este-C1107CEK  
Buenos Aires, Argentina  
Tel: 011-4119-7000

### PANAMA AND OTHER LATIN AMERICAN COUNTRIES/ CARIBBEAN COUNTRIES

**Yamaha Music Latin America, S.A.**  
Torre Banco General, Piso 7, Urbanización Marbella,  
Calle 47 y Aquilino de la Guardia,  
Ciudad de Panamá, Panamá  
Tel: +507-269-5311

## EUROPE

### THE UNITED KINGDOM/IRELAND

**Yamaha Music Europe GmbH (UK)**  
Sherbourne Drive, Tilbrook, Milton Keynes,  
MK7 8BL, England  
Tel: 01908-366700

### GERMANY

**Yamaha Music Europe GmbH**  
Siemensstraße 22-34, 25462 Rellingen, Germany  
Tel: 04101-3030

### SWITZERLAND/LIECHTENSTEIN

**Yamaha Music Europe GmbH**  
**Branch Switzerland in Zürich**  
Seefeldstrasse 94, 8008 Zürich, Switzerland  
Tel: 044-387-8080

### AUSTRIA

**Yamaha Music Europe GmbH Branch Austria**  
Schleiergasse 20, A-1100 Wien, Austria  
Tel: 01-60203900

### CZECH REPUBLIC/HUNGARY/ ROMANIA/SLOVAKIA/SLOVENIA

**Yamaha Music Europe GmbH**  
**Branch Austria (Central Eastern Europe Office)**  
Schleiergasse 20, A-1100 Wien, Austria  
Tel: 01-602039025

### POLAND/LITHUANIA/LATVIA/ESTONIA

**Yamaha Music Europe GmbH**  
**Branch Sp.z o.o. Oddział w Polsce**  
ul. 17 Stycznia 56, PL-02-146 Warszawa, Poland  
Tel: 022-500-2925

### BULGARIA

**Dinacord Bulgaria LTD.**  
Bul.Iskarsko Schose 7 Targowski Zentar Ewropa  
1528 Sofia, Bulgaria  
Tel: 02-978-20-25

### MARTA

**Olimpus Music Ltd.**  
The Emporium, Level 3, St. Louis Street Msida  
MSD06  
Tel: 02133-2144

### THE NETHERLANDS/ BELGIUM/LUXEMBOURG

**Yamaha Music Europe Branch Benelux**  
Clarissenhof 5-b, 4133 AB Vianen, The Netherlands  
Tel: 0347-358 040

### FRANCE

**Yamaha Music Europe**  
7 rue Ambroise Croizat, Zone d'activités Pariest,  
77183 Croissy-Beaubourg, France  
Tel: 01-64-61-4000

### ITALY

**Yamaha Music Europe GmbH, Branch Italy**  
Viale Italia 88, 20020 Lainate (Milano), Italy  
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### SPAIN/PORTUGAL

**Yamaha Music Europe GmbH Ibérica, Sucursal  
en España**  
Ctra. de la Coruna km. 17, 200, 28230  
Las Rozas (Madrid), Spain  
Tel: 91-639-8888

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**Philippos Nakas S.A. The Music House**  
147 Skiathou Street, 112-55 Athens, Greece  
Tel: 01-228 2160

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**Yamaha Music Europe GmbH Germany filial  
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J. A. Wettergrens Gata 1, Box 30053  
S-400 43 Göteborg, Sweden  
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### DENMARK

**Yamaha Music Europe GmbH, Tyskland – filial  
Denmark**  
Generatorvej 6A, DK-2730 Herlev, Denmark  
Tel: 44 92 49 00

### FINLAND

**F-Musiikki Oy**  
Kluuvikatu 6, P.O. Box 260,  
SF-00101 Helsinki, Finland  
Tel: 09 618511

### NORWAY

**Yamaha Music Europe GmbH Germany -  
Norwegian Branch**  
Grini Næringspark 1, N-1345 Østerås, Norway  
Tel: 67 16 77 70

### ICELAND

**Skifan HF**  
Skeifan 17 P.O. Box 8120, IS-128 Reykjavik, Iceland  
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Room 37, bld. 7, Kievskaya street, Moscow,  
121059, Russia  
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## MIDDLE EAST

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Tel: 021-6247-2211

### HONG KONG

**Tom Lee Music Co., Ltd.**  
11/F., Silvercord Tower 1, 30 Canton Road,  
Tsimshatsui, Kowloon, Hong Kong  
Tel: 2737-7688

### INDIA

**Yamaha Music India Pvt. Ltd.**  
5F Ambience Corporate Tower Ambience Mall Complex  
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Tel: 0124-466-5551

### INDONESIA

**PT. Yamaha Musik Indonesia (Distributor)  
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Gedung Yamaha Music Center, Jalan Jend. Gatot  
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Tel: 021-520-2577

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Tel: 819-7551

### SINGAPORE

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#03-11 A-Z Building  
140 Paya Lebor Road, Singapore 409015  
Tel: 6747-4374

### TAIWAN

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Taiwan 104, R.O.C.  
Tel: 02-2511-8688

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**Siam Music Yamaha Co., Ltd.**  
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891/1 Rama 1 Road, Wangmai,  
Pathumwan, Bangkok 10330, Thailand  
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