

KORG

DP-2000C

Digital Piano

OWNER'S MANUAL

Thank you for purchasing the KORG DP-2000C DIGITAL PIANO.

Designed for professional as well as home use, the DP-2000C MIDI digital piano features a 76 note touch sensitive Keyboard and 30 INTERNAL VOICES. With the special VOICE CARDS you may access up to 60 voices at a time. The LED DISPLAY lets you know "right where you are" at all times.

The DP-2000C two-track SEQUENCER allows you to record your music in real time. Sequencer features include OVERDUB, MERGE, REPEAT, and, via optional RAM Cards external storage capabilities.

As well as piano sustain and damp pedal functions, the DP-2000C allows you to control program changes and the sequencer via foot pedals. A 3 BAND equalizer, and 2 chorus settings provide a variety of sound possibilities, all of which can be outputted through two BUILT-IN SPEAKERS, Headphones, or via the Stereo Line Out jacks to external amplification. All these features, and many more are packaged in an elegantly designed and solidly constructed housing. So whether you make your music at home, on stage, or in the studio, you always SOUND GREAT with KORG!

CONTENTS

FEATURES.....	1
SAFETY NOTE	1
FRONT PANEL DESCRIPTION	2, 3
REAR PANEL DESCRIPTION	2, 3
SOUND SELECT. _ _ _	
VOICE CARD SOUND SELECT	5
PARAMETER SELECT. _ _ _	
TRANPOSE	6
TUNING	7
METRONOME BEAT	7
DP-2000C SEQUENCER. _ _ _	
SINGLE TRACK RECORDING	8
PLAYBACK	9
PUNCH IN	9
OVERDUBBING	9
MERGE	10
LINK	10
FOOTSWITCH START/STOP/RECORD	11
SAVING AND LOADING VIA RAM CARD	12
SAVING SEQUENCES	12
LOADING SEQUENCES	13
MIDI. _ _ _	
CLOCK	14
OMNI, RECEPTION, TRANSMISSION, PROGRAM CHANGE, LOCAL	15
MIDI IMPLEMENTATION. _ _ _	
RECOGNIZED TRANSMITTED DATA	17
RECOGNIZED RECEIVE DATA	18
MIDI IMPLEMENTATION CHART	19
SPECIFICATIONS	20

FEATURES

1. 76 NOTE TOUCH SENSITIVE PIANO KEYBOARD FEATURING FULL MIDI CAPABILITY
2. 30 INTERNAL VOICES PLUS EXTENDED VOICE CAPABILITIES (VIA OPTIONAL ROM VOICE CARDS)
3. 2 TRACK REAL TIME RECORDING SEQUENCER CAPABLE OF STORING UP TO 5,200 NOTES (FEATURING OVERDUB AND MERGE FUNCTIONS)
4. SEQUENCE STORAGE VIA OPTIONAL RAM CARDS
5. LED DISPLAY PANEL
6. 3 BAND E.Q. (BASS \pm 6 dB, MIDDLE AND TREBLE \pm 12 dB)
7. DAMPER, SOFT, START/STOP, AND PROGRAM UP PEDAL FUNCTIONS (USING OPTIONAL PEDAL SWITCHES)
8. STEREO LINE OUT AND MONO LINE IN JACKS
9. 2 BUILT-IN SPEAKERS
10. HEADPHONE JACK
11. BUILT-IN CHORUS WITH 2 SETTINGS
12. ELEGANT DESIGN AND STURDY CONSTRUCTION

SAFETY NOTE

■ **Location**

Do not leave this unit exposed to:

- **direct sunlight**
- **extremes of temperature or humidity**
- **sand or dust**

■ **Power Supply**

- Use only with rated AC voltage. If you will be using this unit in a country with a different voltage, be sure to obtain the proper transformer to convert to rated voltage.
- To help prevent noise and poor sound quality, avoid plugging this unit into the same outlet with other equipment, or branching off extensions shared by other equipment.

■ **Input/Output Jacks and Connection Cords**

Be sure to use standard cables (phone plug and MIDI) for input and output connections to the rear panel of the DP-2000C. Never insert any other kind of plug into these jacks.

■ **Handle Gently**

Knobs and switches are designed to provide positive operation with a gentle touch. Do not use force.

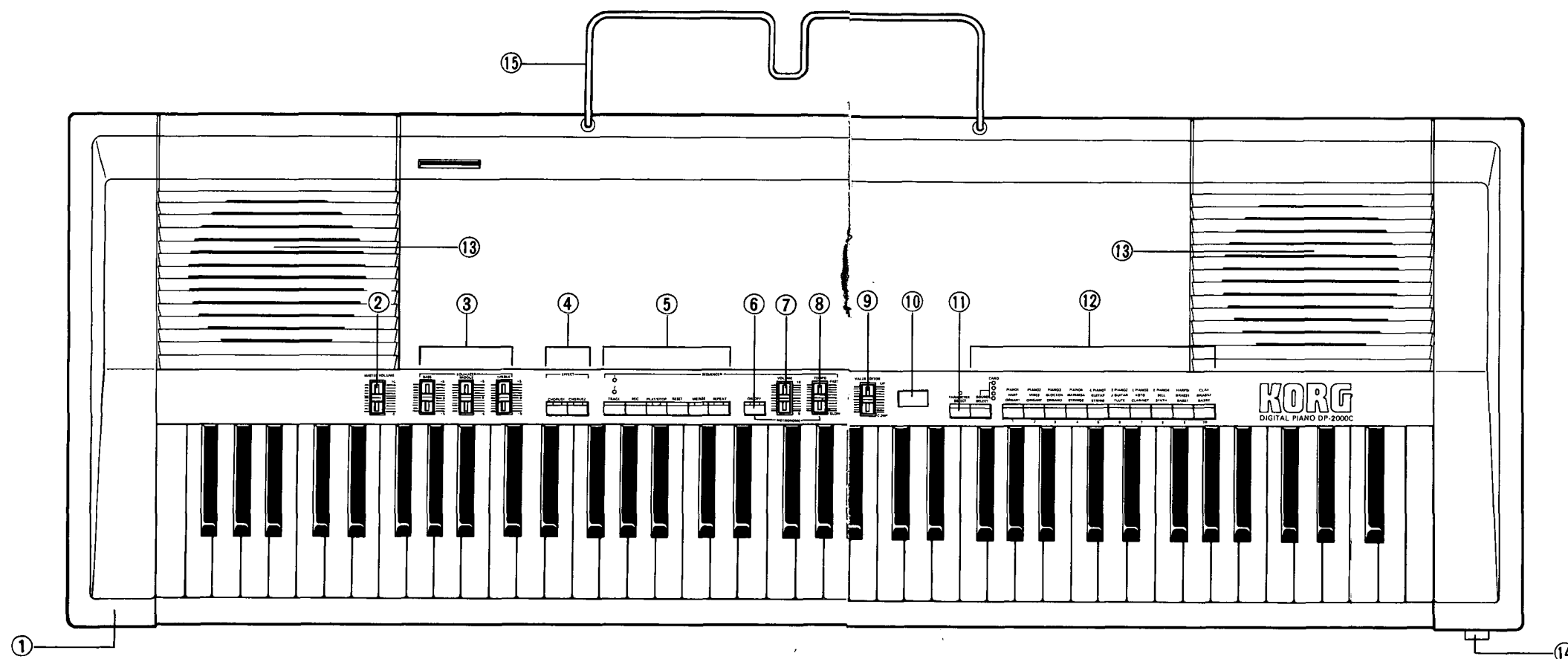
■ **Maintenance**

Wipe the exterior with a soft, dry cloth. Never use paint thinner, benzene or other solvents.

■ **Keep This Manual**

Store this manual in a safe place for future reference.

FRONT PANEL DESCRIPTION...



1. HEADPHONE INPUT jack (When headphones are plugged in, DP-2000C speakers automatically cut out.)
2. VOLUME CONTROL (Controls speaker, headphone, and L.O. volume.)
3. BASS, MIDRANGE, and HIGH EQ Controls
4. CHORUS ON/OFF Switches (Only one chorus setting may be selected at a time.)
5. SEQUENCER Controls
6. METRONOME ON/OFF Control
7. METRONOME VOLUME Control (METRONOME is outputted through speakers and headphones.)

8. METRONOME TEMPO Control
9. VALUE EDITOR
10. LED DISPLAY
11. PARAMETER SELECT switch
12. SOUND SELECT switches
13. BUILT-IN SPEAKERS
14. POWER ON/OFF switch
15. MUSIC SCORE STAND (Detachable)

REAR PANEL DESCRIPTION...



1. AC POWER CORD CONNECTION
2. MIDI THRU, OUT, IN (Use standard MIDI cables only.)
3. DAMPER PEDAL CONNECTION (With pedal connected, works like a piano sustain pedal.)
4. SOFT PEDAL CONNECTION (With pedal connected, works like a piano soft pedal.)
5. START/STOP PEDAL CONNECTION
6. PROGRAM UP PEDAL CONNECTION

7. LINE IN (Use to play another instrument, i.e. guitar, drum machine, etc., through DP-2000C SPEAKERS or LINE OUT.)
8. OUTPUT R(right) (for output to a stereo amplification system.)
9. OUTPUT L/MONO (Use this output when sending signal to a single external amplifier.)
10. SPEAKER ON/OFF Switch (Use to switch off DP-2000C speakers when using an external amplification system. This will prevent DP-2000C speaker feedback.)

SOUND SELECT.....

When first turned on the DP-2000C LED will display:



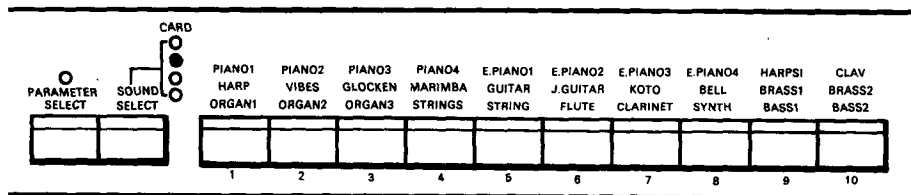
for about 2 seconds. Then the display will read:



(1 = piano 1)

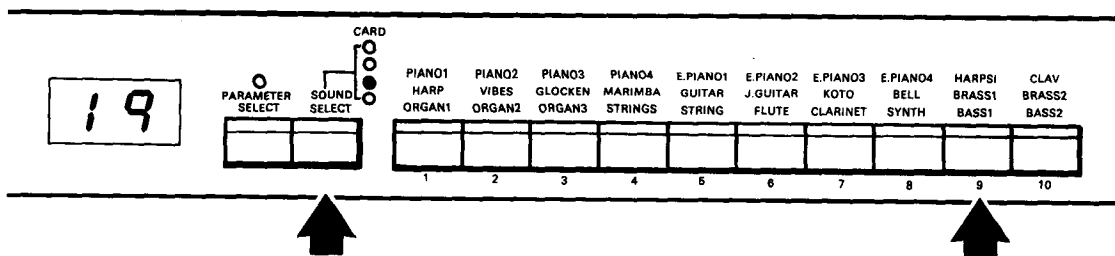
and the red SOUND SELECT LED will light.

The DP-2000C is now in SOUND SELECT Mode, and any of the 30 Internal Voices may be selected using the SOUND SELECT Switch and switches numbered 1-10.



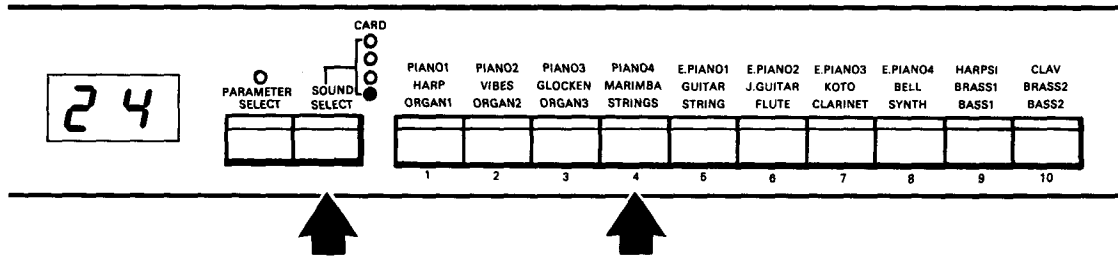
For example, select BRASS 1 (Voice no. 19), by pressing the SOUND SELECT switch once, and switch no. 9.

The LED now reads:



or select strings (24) by pressing SOUND SELECT again and switch no. 4.

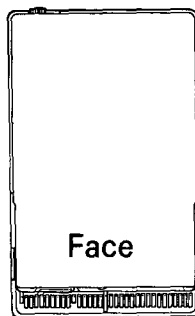
The LED will read:



(The order in which you press the switches makes no difference, i.e. first press SOUND SELECT then 9, or first 9 then SOUND SELECT. In either case BRASS 1 is the inst. voice obtained.)

● VOICE CARD SOUND SELECT

Insert an optional DP-2000C VOICE CARD face up into the CARD SLOT. After the voice bank selections cycle once, the green CARD LED will light. Now you may select any of the 30 voices stored on the VOICE CARD in the same way as voices are selected from the internal voice bank.



NOTE:

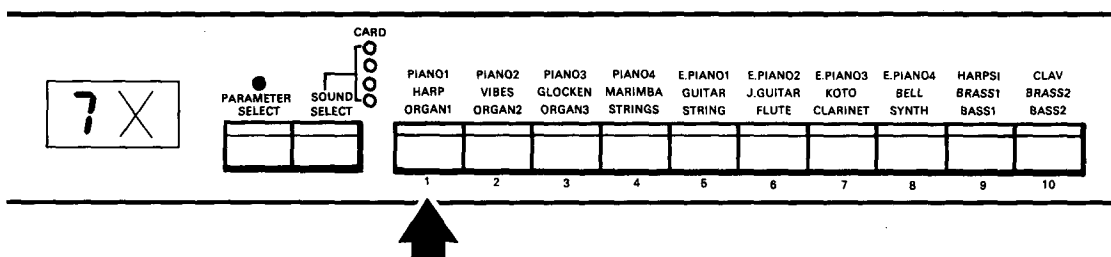
A foot switch connected to PROGRAM UP on the rear panel may be used to cycle through both the internal voices and the external VOICE CARD voices.

PARAMETER SELECT.....

By switching to PARAMETER SELECT, a new set of functions are available by pressing the numbered switches (1-10). The first function available (via switch no. 1) is TRANSPOSE. To access TRANSPOSE, first press PARAMETER SELECT. Then press switch no. 1

● TRANSPOSE

The LED reads:



X = The last key transposed to. Transpose information is stored in memory. At power ON, the DP-2000C will be in the last key transposed to. The LED will display this key.

To TRANSPOSE, use the VALUE EDITOR (shift up to change pitch), or simply press a keyboard key corresponding to the key you wish to transpose to. For example if you wish to transpose up one half step (to C#), either use the VALUE EDITOR or press any C# on the keyboard.

The LED reads:



This decimal point indicates a sharp sign

and C# is the pitch now heard when a C key is played. This is very handy in situations where, for example you wish to play C fingerings but sing in the key of C#. The DP-2000C transposes Up in pitch until F#, at which point it transposes Down in pitch.

NOTE:

No sound is outputted when in TRANSPOSE mode. Transpose may be done repeatedly but remember to switch out of TRANSPOSE before playing (either to PARA. SEL. or SOUND SEL.).

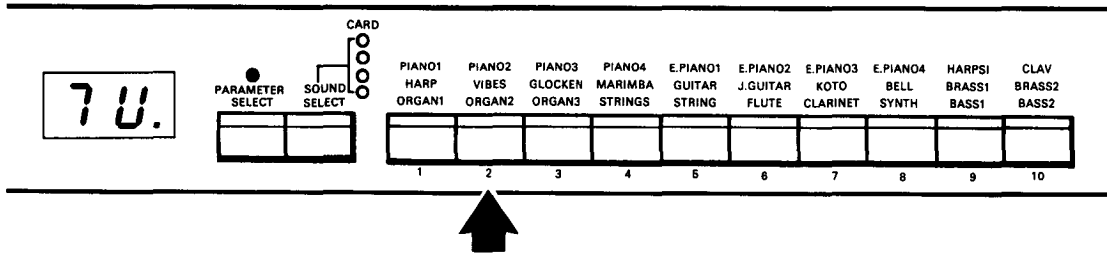
ALSO:

TRANSPOSE affects the DP-2000C keyboard and MIDI OUT data, but does not affect data from MIDI IN or the built-in SEQUENCER PLAY.

● TUNING

From PARAMETER SELECT you can change the DP-2000C keyboard pitch. First press switch no. 2.

The LED reads:

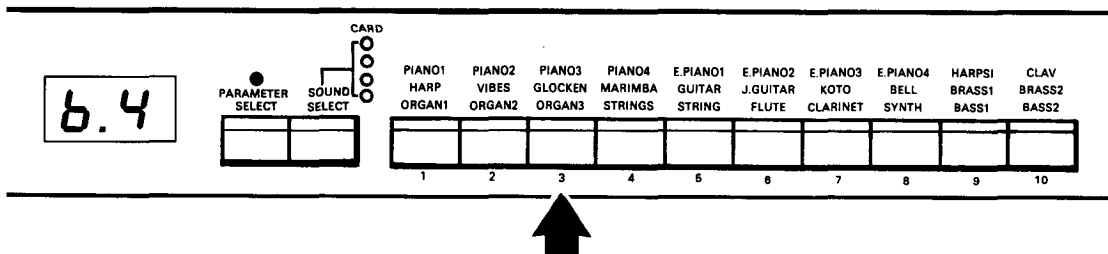


Then use the VALUE EDITOR to adjust the tuning. DOWN = \flat and UP = \sharp . The DP-2000C is tuned to A = 440Hz when the LED is blinking (VALUE EDITOR is set in the middle position). The range is approximately one half step in either direction and sound is outputted during tuning.

● METRONOME BEAT

From PARAMETER SELECT, press switch no. 3 to access BEAT.

The LED reads:



Change the BEAT (0, and 2 to 8 beats per measure) using the VALUE EDITOR (BEAT is always set to 4 when Power is turned On).

NOTE:

Other PARAMETER SELECT functions are explained in SEQUENCER and MIDI sections.

DP-2000C SEQUENCER...

The DP-2000C features a built-in two track sequencer that allows you to record two polyphonic parts in real time. You can record up to 2600 notes on each track. Sequences can be entered via the DP-2000C's keyboard or via another MIDI INST. connected to MIDI IN.

The sequencer records the following data:

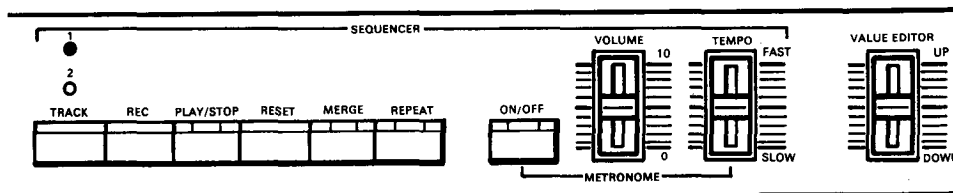
- (1) Key Data (notes played)
- (2) Program/Instrument Change
- (3) Damper
- (4) Soft Pedal

Program Changes include Chorus settings. You can change the instrument settings manually during playback. This does not, however, affect the recorded change data; the modification is only temporary.

● SINGLE TRACK RECORDING

Select the sounds that you think are suited for the music you wish to record.

For now, select track 1 by pressing the TRACK switch.
The LED will light (green).



Now press RESET and REC (TRACK LED is now red).

To cancel the record mode without recording, simply press REC once more (TRACK LED is green again).

Pressing the Metronome ON/OFF switch will start/stop the built-in metronome.

If the metronome is running, that does not necessarily mean that the sequencer is recording.

RECORDING

The sequencer is activated either by pressing PLAY/STOP or by the first note or chord you play. If you press PLAY/STOP, there will be a one measure countdown before the sequencer starts recording. The LED of PLAY/STOP will light to indicate the recording status. Remember to carry out all desired program changes while recording. Press PLAY/STOP as soon as you want to stop. The sequencer will continue until the end of the current bar and then stop. The LED of the recorded track turns to green and the LED of the PLAY/STOP switch turns off. Switch the Metronome off because it will not stop automatically.

● PLAYBACK

Press the PLAY/STOP switch to start playback. Pressing this switch again to stop playback before the end of the sequence is reached equals activating the Pause function on a Tape Recorder, i.e., if you press this switch a third time, the sequencer continues from where it left off.

If you want to playback from the beginning of the song, either wait until the end and simply press PLAY/STOP or, from the middle of a sequence, first press PLAY/STOP then press RESET. Now, press PLAY/STOP again and your sequence will start from the beginning. If you want your sequence to repeat automatically, press the REPEAT switch (LED lights). To cancel the REPEAT function, press the REPEAT switch again and sequence will stop when the end is reached. 0 BEAT setting is useful here because it allows you to create an odd time repeating phrase which can be repeated in playback.

● PUNCH IN

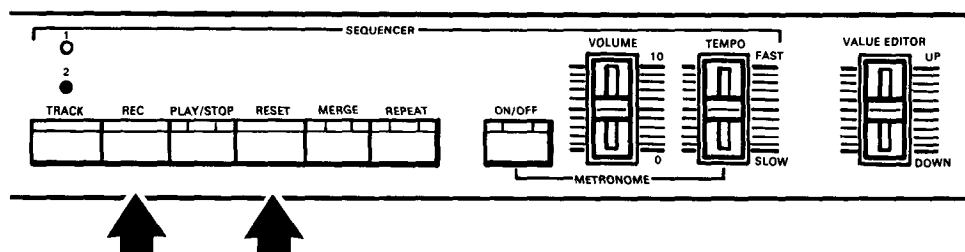
The DP-2000C allows you to correct your recordings without having to re-record an entire track. This function works within certain limits: you can punch in, but you cannot punch out. This means that you must re-play (or lose) everything after the measure where you punch in. An alternate method is to record bar by bar.

If you only want to correct a few notes, bear in mind that the PUNCH IN function affects a whole bar. All the notes of that particular bar have to be played again. (Use the 0 BEAT setting if you wish to punch in beat by beat.)

To punch in, play back the sequence until reaching the bar where you wish to punch in. Press PLAY/STOP. First make sure the desired TRACK LED is red, then press the REC switch. Do not press RESET before punching in because that will take you back to the beginning of the track and erase parts you may want to keep. Start the metronome and continue recording (see the FOOTSWITCH section).

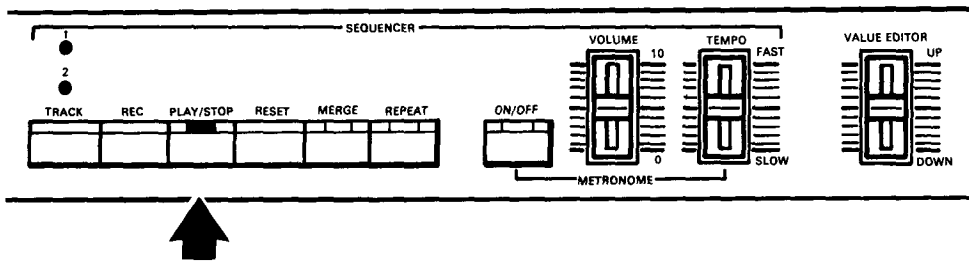
● OVERDUBBING

Select track 2 by pressing the TRACK switch (press it until TRACK 2 LED lights). Then press RESET and REC. To monitor the sequence on track 1, press TRACK again (TRACK 1 LED lights green).



Activate the metronome and start recording.

To playback both sequences, you first have to press TRACK again so that the LED of track 1 lights. Then press PLAY/STOP. You can also carry out PUNCH IN operations when overdubbing.



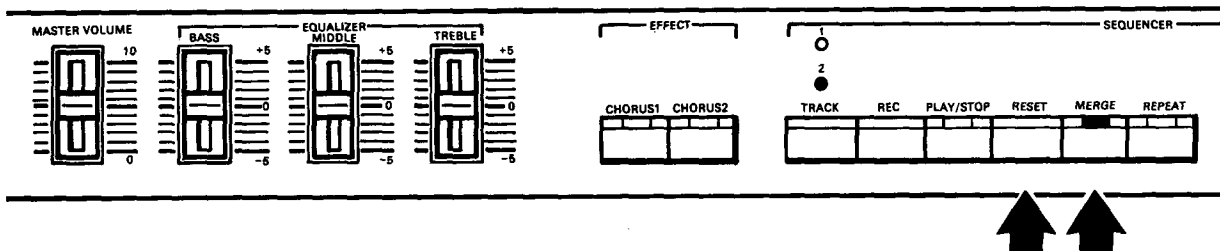
NOTE:

If, after playback of track 1, you switch to the recording mode for track 2 without pressing RESET, the sequencer simply continues; it will not start from bar 1.

● **MERGE**

Let's use an example. Say you recorded chords on track 1. What you need now is a bass line. But you also intend to record a solo line afterwards. That would make three tracks, but there are only two at your disposal. This is where the MERGE function comes in.

Select track 2 (so the LED is green), press RESET and MERGE. The MERGE LED lights. Start the metronome and begin recording.



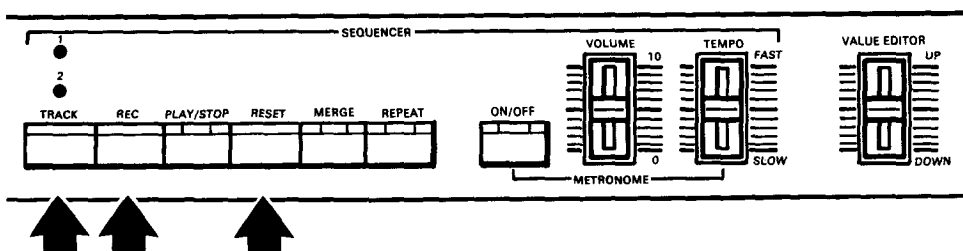
Now, as soon as you start playing, both the chords and the bass line will be recorded on track 2. Punch in is also possible.

If, for example, the chords start before the bass line press PLAY/STOP. This way, after a four beat countdown, the chords start without your playing a note. You can now begin playing at any point in the recording. MERGE can be used repeatedly until memory is full.

● **LINK**

If you want to record a song that is likely to exceed the available memory space of one track, you can link tracks 1 and 2 into a single track approximately twice as long as either track 1 or track 2.

First press the TRACK switch until both TRACK LEDs are green. Next, press RESET and REC (so that both TRACK LEDs light red). Activate the metronome and start playing. Here, too, you can perform punch ins.



NOTE:

Once the LINK mode is selected you have to continue in LINK (i.e. you cannot split tracks 1 and 2 without cancelling your sequence).

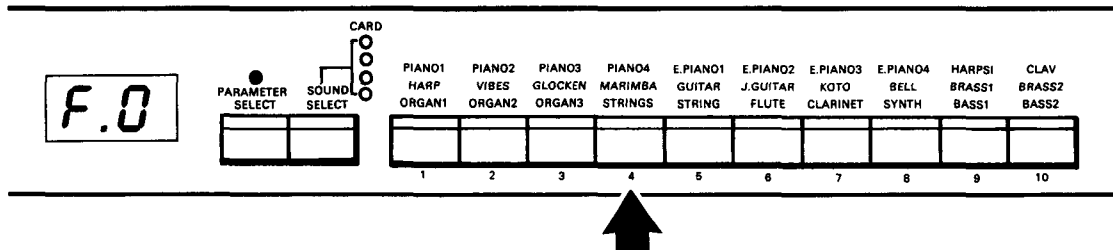
● FOOTSWITCH START/STOP/RECORD

A footswitch connected to the S/S jack can be used to trigger the PLAY/STOP function (bypassing the PLAY/STOP key). Step on the footswitch once to begin playback. Playback may be stopped at any point by stepping on the footswitch once more. When playback is stopped before the end of a track is reached, press RESET to return to the beginning.

FOOTSWITCH RECORDING

The footswitch can also be used to control sequencer recording. In PARAMETER SELECT, press switch 4.

The LED displays:



Use the VALUE EDITOR to select which track(s) you wish to record on. (TRACK, REC, and RESET keys are bypassed when using footswitch.)

Hold down the footswitch. Recording starts as soon as you begin playing. Recording will stop whenever the footswitch is released. The sequence just recorded will automatically repeat (REPEAT LED is on).

To cancel REPEAT press the REPEAT switch. To re-record your sequence, simply press the footswitch again (selected track's LED lights red and ALL PREVIOUS RECORDING is cancelled).

NOTES:

1. This function does not affect whole bars: recording stops whenever you release the footswitch.
2. When in MERGE, REPEAT is not effective. Repeating phrases must be played manually.

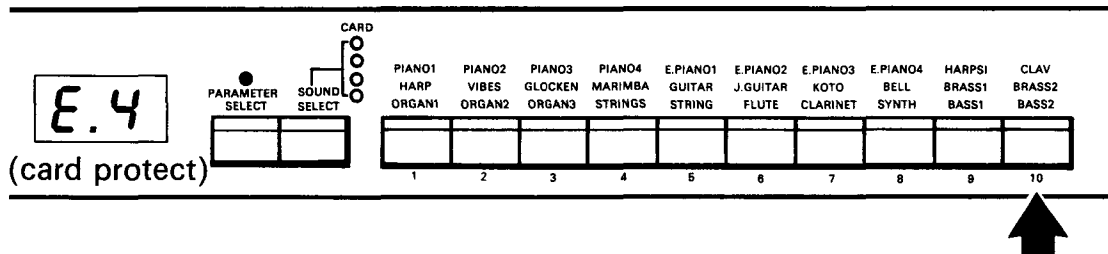
● SAVING AND LOADING VIA RAM CARD

You can save your sequences via optional RAM Card. This way, the internal memory may be used for other sequences. First insert card face up into card slot then press switch no. 10 to access CARD SAVE function.

Data is protected in two ways:

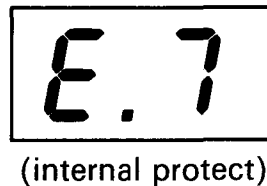
1. by means of the DATA PROTECT switch on the card.

The LED reads:



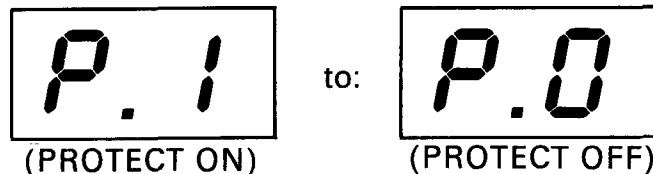
2. by means of the MEMORY PROTECT function (switch no. 8).

The LED reads:

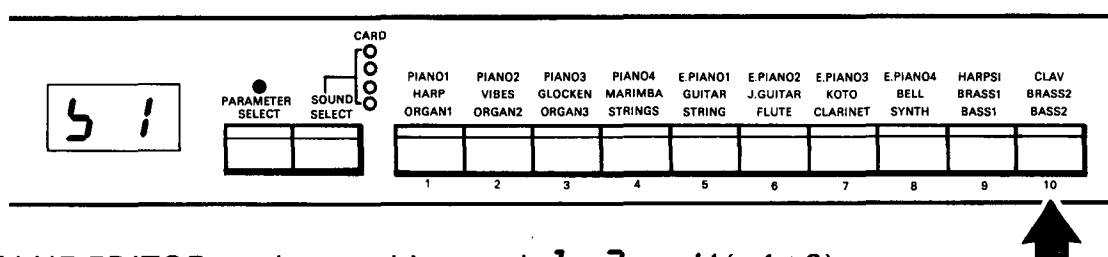


To be able to save your sequences, you have to:

1. Flip the card switch to DATA PROTECT OFF
2. Press switch 8 and use the VALUE EDITOR to change the display from:



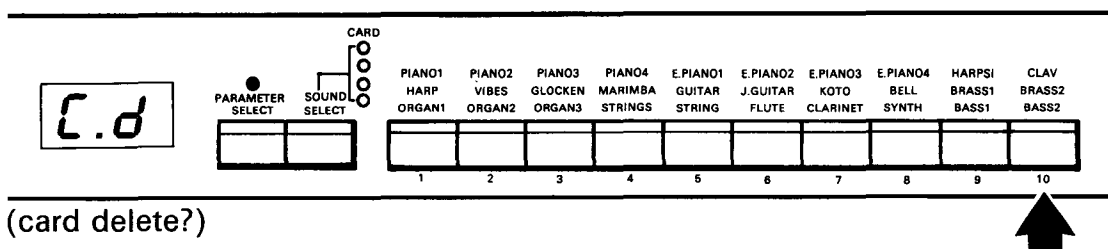
Press switch no. 10. The LED displays:



Use VALUE EDITOR to choose either track 1, 2, or 4 (=1+2).

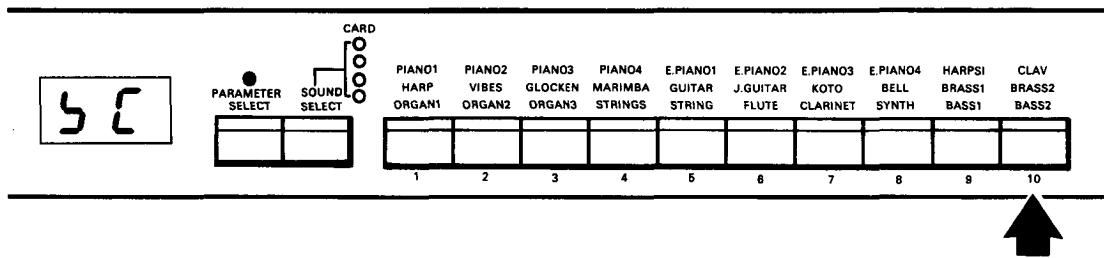
● SAVING SEQUENCES

Press switch no. 10. The display now reads:



To save, press no. 10 again.

The LED reads:



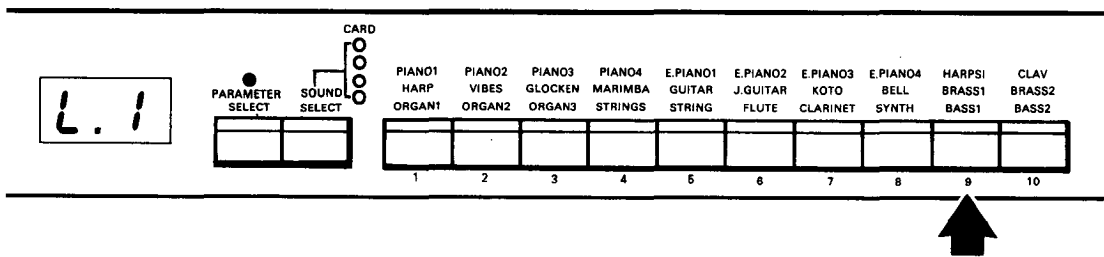
And sequence is now stored on RAM Card.

NOTES:

1. If you do not wish to save, simply press any other switch.
2. If you recorded a sequence in LINK MODE, the track setting (Record 1+2) is carried out automatically.

● LOADING SEQUENCES

Press switch no. 9. The display now reads:



Use the VALUE EDITOR to select the track(s) you want to load, 1, 2, or 8 (=1+2). Press switch no. 9 again.

The desired sequence will load, and LED reads: 1 (= track 1)

NOTE:

- If you save a LINK MODE sequence, the track setting (Load 1+2) is carried out automatically.

When RAM Card battery is depleted, LED displays:



SAVE/LOAD ERROR message list (with explanations)

<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.1</div> <p>No card inserted</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.2</div> <p>No data in seq.</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.3</div> <p>Data to be loaded is not seq. data</p>
<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.4</div> <p>Wrong card is inserted</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.5</div> <p>Not enough memory left on card</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.6</div> <p>No data on card</p>
<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.7</div> <p>Flip card protect switch</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.8</div> <p>Turn seq. off</p>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">E.9</div> <p>Save procedure was incorrectly carried out</p>

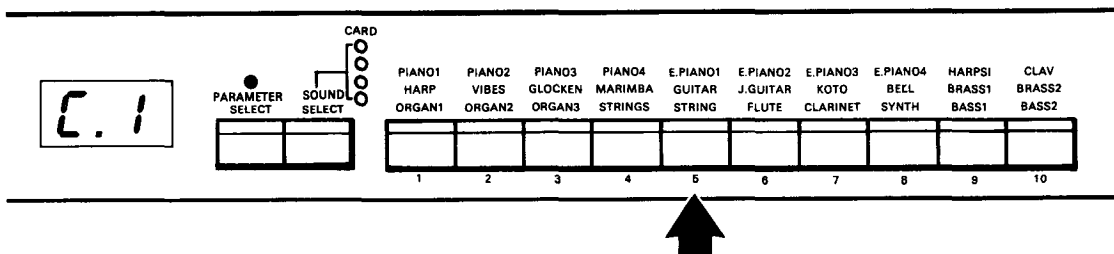
MIDI

This manual assumes that you understand MIDI functions. If more information concerning MIDI is needed, please consult an appropriate source.

● CLOCK

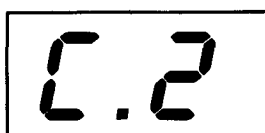
From PARAMETER SELECT, press switch no. 5.

The LED displays:



1 = INTERNAL, 2 = MIDI

Use the VALUE EDITOR if you wish to change the CLOCK setting from INTERNAL to MIDI (2). When set to INTERNAL (which is always the setting at power on), START CONTINUE, and STOP messages are sent to MIDI OUT and will be received by any MIDI device connected to MIDI OUT. When set to MIDI:



The DP-2000C will receive START, CONTINUE, and STOP messages from an external MIDI device connected to MIDI IN.

NOTE:

In CLOCK MIDI setting only a STOP message can be accessed via the DP-2000C control panel. You can, however, record by playing the keyboard. Also, when a STOP message is sent to the DP-2000C MIDI IN, play stops instantly instead of continuing to the end of the bar.

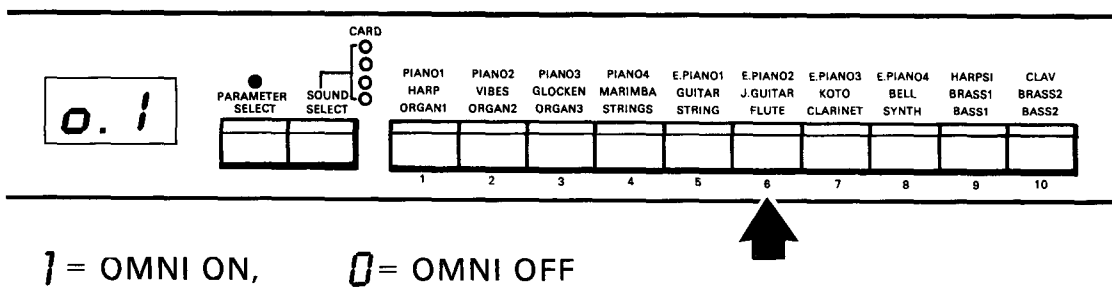
If, in CLOCK: MIDI setting, you press PLAY/STOP and the sequencer continues playing, switch CLOCK setting to CLOCK: INTERNAL and press PLAY/STOP again.

● **OMNI, RECEPTION, TRANSMISSION, PROGRAM CHANGE, LOCAL**

1 OMNI:

From PARAMETER SELECT, press switch no. 6.

The LED reads:

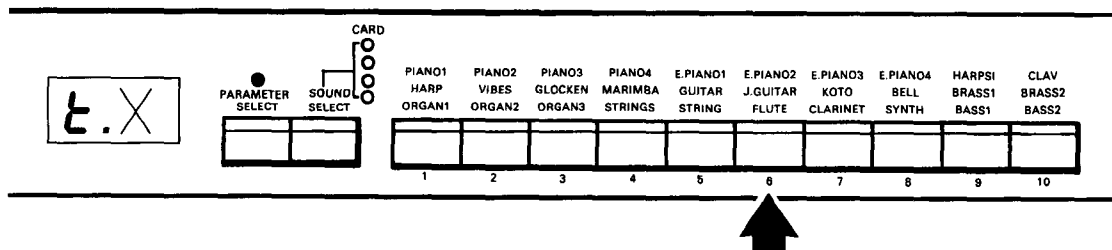


When On, all MIDI data (excepting pitch bend and velocity) are received. When OMNI OFF (0) is selected (Via VALUE EDITOR), only NOTE ON/OFF messages are received.

2 TRANSMIT CHANNEL:

Press switch no. 6 again.

The LED reads:



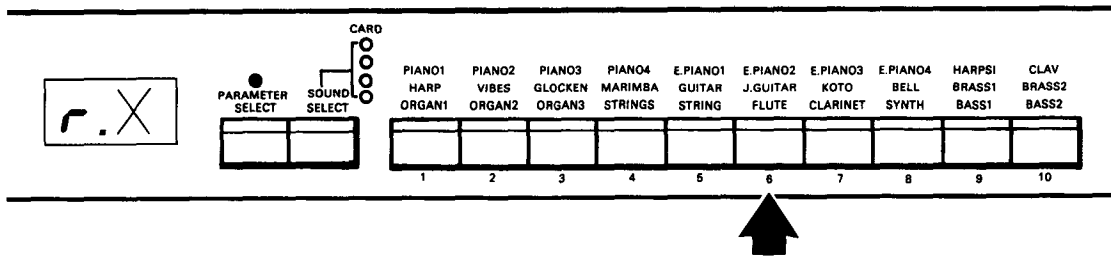
X = Whatever was previously stored.

Use VALUE EDITOR to select desired trans. channel (MIDI OUT). Channels 1-16 are available. Channels 10-16 are displayed with a decimal point as follows:

0.=10, 1.=11, 2.=12, 3.=13, 4.=14, 5.=15, and 6.=16.

3 RECEIVE CHANNEL:
Again, press switch no. 6.

The LED displays:

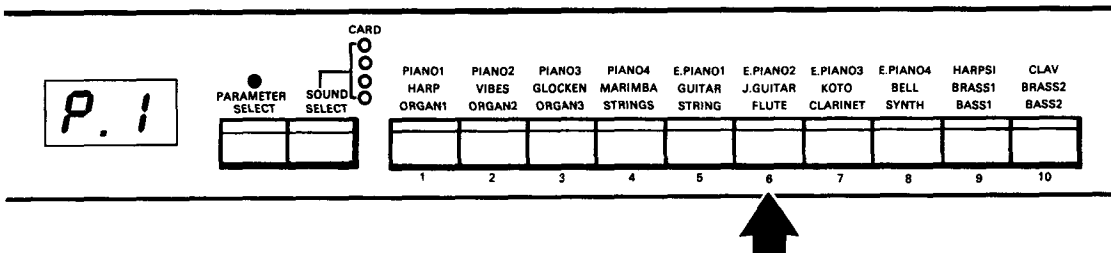


X = Whatever was previously stored.

Use VALUE EDITOR to select desired reception channel (MIDI IN). Channels 1-16 are available, and are displayed as in transmission.

4 P-CHG ENA (PROGRAM CHANGE ENABLE)
PRESS SWITCH no. 6.

The LED reads:

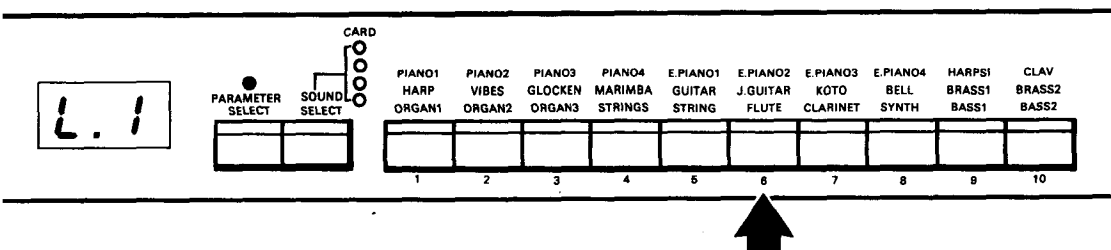


1 = enable

USE VALUE EDITOR to select DISABLE (0) if you wish the DP-2000C to be unaffected by any program changes received via MIDI IN.

5 LOCAL ON:
PRESS SWITCH no. 6.

The LED reads:



1 = ON

Use VALUE EDITOR to choose LOCAL OFF (0). When in LOCAL OFF, the DP-2000C keyboard is deactivated, and the internal voices will be triggered Via an external device connected to MIDI IN.

MIDI IMPLEMENTATION

1. RECOGNIZED TRANSMITTED DATA

1-1 CHANNEL MESSAGES

STATUS	SECOND	THIRD	DESCRIPTION	
1000 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1001 nnnn	0kkk kkkk	0vvv vvvv	Note On (0vvv vvvv > 0)	NOTE1
1101 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1011 nnnn	0000 0111	0vvv vvvv	Volume	
	0100 0000	0000 0000	Damper Pedal Off	
		0111 1111	Damper Pedal On	
	0100 0011	0000 0000	Soft Pedal Off	
		0111 1111	Soft Pedal On	
1100 nnnn	0ppp pppp		Program Change	

NOTES

1. DP-2000C : 21 =< 0kkk kkkk =< 108
2. DP-2000C : 0ppp pppp < 30 (No Sound Card)
0ppp pppp < 60 (Sound Card Inserted)

1-2 SYSTEM REALTIME MESSAGE

STATUS	DESCRIPTION
1111 1000	Timing Clock
1111 1010	Start
1111 1011	Continue
1111 1100	Stop
1111 1110	Active Sensing

2. RECOGNIZED RECEIVE DATA

2-1 CHANNEL MESSAGES

STATUS	SECOND	THIRD	DESCRIPTION	
1000 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1001 nnnn	0kkk kkkk	0vvv vvvv	Note On (0vvv vvvv > 0)	NOTE1
1001 nnnn	0kkk kkkk	0000 0000	Note Off	NOTE1
1011 nnnn	0000 0111	0vvv vvvv	Volume	
	0100 0000	0000 0000	Damper Pedal Off	
		0111 1111	Damper Pedal On	
	0100 0011	0000 0000	Soft Pedal Off	
		0111 1111	Soft Pedal On	
1011 nnnn	0111 1010	0000 0000	Local Off	
	0111 1010	0111 1111	Local On	
	0111 1011	0000 0000	All Notes Off	
	0111 1100	0000 0000	Omni Mode Off	
	0111 1101	0000 0000	Omni Mode On	
	0111 1110	0000 0000	All Notes Off	
	0111 1111	0000 0000	All Notes Off	
1100 nnnn	0ppp pppp	-----	Program Change	NOTE2

NOTES

1. DP-2000C : 21 =< 0kkk kkkk =< 108
2. DP-2000C : 0ppp pppp < 30 (No Sound Card)
0ppp pppp < 60 (Sound Card Inserted)

2-2 SYSTEM REALTIME MESSAGES

STATUS	DESCRIPTION
1111 1000	Timing Clock
1111 1010	Start
1111 1011	Continue
1111 1100	Stop
1111 1110	Active Sensing

3. MIDI IMPLEMENTATION CHART

[Electronic Piano] Date: Oct 14, 1986
 Model DP-2000C MIDI Implementation Chart Version: 1.0

Function . . .	Transmitted:	Recognized:	Remarks
Basic Default	: 1-16	: 1-16	
Channel Changed	: 1-16	: 1-16	: Memorized
Mode Default	: 1	: 1	
Messages	: X	: OMNI ON/OFF	
Altered	: *****	: 1 or 3	
Note Number : True voice	: 21-108 : *****	: 0-127 : 21-108	
Velocity Note ON	: 1-127	: 1-127	
Note OFF	: X	: X	
After Key's	: X	: X	
Touch Ch's	: X	: X	
Pitch Bender	: X	: O	: 12 Semitones
Control	7 : O 64 : O 67 : O	: O : O : O	: Volume : Damper Pedal : Soft Pedal
Change			
Prog Change : true #	: O 0-129	: O 0-127 : 0- 29	: 0=1. 1=2.. 30=1
System Exclusive	: X	: X	
System : Song Pos.	: X	: X	
: Song Sel.	: X	: X	
Common : Tune	: X	: X	
System : Clock	: O	: O	
Real Time : Commands	: O	: O	
Aux : Local ON/OFF	: X	: O	
: All Notes OFF	: O	: O	: 123-127
Mes- : Active sense	: O	: O	
sages : Reset	: X	: X	

Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO O: YES
 Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO X: NO

SPECIFICATIONS

Keyboard	: 76 keys
Output	: Polyphonic, 16 notes (Normal) 8 notes x 2
Preset Voices	: 30
Effect	: Chorus, 2 settings
Display Panel	: 2 lines LED
Sequencer	: 2 tracks, 2600 notes/track
Speaker	: 16 cm x 2 (Full range)
Power Amp.	: Max. 20W x 2
Foot Switch	: DAMPER : SOFT : START/STOP : PROG. UP
Equalizer	: Bass, Middle, Treble Control slider
MIDI terminal	: IN, OUT, THRU
Power	: U.S. & CANADA 120V 50/60 Hz GENERAL 110-120/220-240V 50/60 Hz
Power Consumption	: 60W
Dimensions (W x D x H)	: 1225.8(W) x 456(D) x 118(H)
Weight	: 31.3 kg
Standard Accessories	: Music score stand (Detach)
Optional Accessories	: ROM VOICE Card, RAM I.C. Card (32 Kbyte) : Foot pedal

(Specifications subject to change without notice)

NOTICE

Korg products are manufactured under strict specifications and voltages required by each country. These products are warranted by the Korg distributor only in each country. Any Korg product not sold with a warranty card or not carrying a serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

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