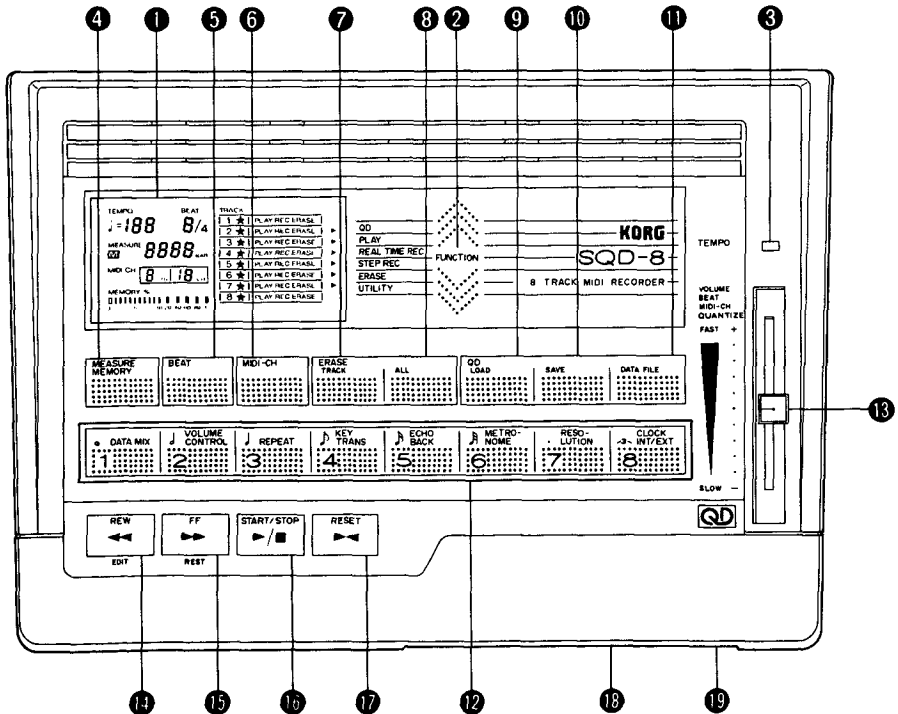


SQD-8

8 TRACK MIDI RECORDER OWNER'S MANUAL



KORG

function indicates that some data is memorized in the track.

- When "PLAY" flashes, it indicates that the track is ready to be played, if START/STOP (▶ / ■) key Ⓢ is pushed. During play, "Play" is lit continuously.
- When "REC" is flashing, it indicates that the track is ready to be recorded. During recording, "REC" is lit continuously, if you begin recording and playing keyboard and "REC" continues to flash it means no MIDI data is being received on that track.

Please check MIDI channel assignment.

- When "ERASE" is flashing, it indicates that the track is ready to be erased.
- The ★ mark besides the track number in utility-function indicates on/off of each mode. (It corresponds with the TRACK KEY number.)

◇ FUNCTION-MARK INDICATION

- It indicates which function is selected. The function indicated by (▶) is the function selected at that time.

..... HOW TO OPERATE THE DISK

1. Never touch the magnetic sheet. It can damage data and make it impossible to read or write to the disk.
2. Do not fold or bend the disk.
3. When the disk is not in use, put it inside the envelope and keep it standing on a shelf. You must keep the disk standing straight,
4. and avoid storing them in a way that makes them fold or bend. If you keep them right under the direct rays of the sun, they may change shape and become unusable.
4. Do not put the disk near magnetism like a loudspeaker. The data written in the disk will be destroyed.

IMPORTANT SAFETY PRECAUTIONS

■ LOCATION

Do not use this unit for extended periods of time where it is exposed to:

- direct sunlight
- extreme of temperature or humidity
- sand or dust

■ POWER SUPPLY

- Use only with rated AC voltage. If you will be using this unit in an area having a different voltage, be sure to use a proper voltage converter.

- To help prevent noise and degraded sound quality, avoid using the same outlet as other equipment or branching off extension cords shared by other equipment.

■ INTERFERENCE

This unit uses microcomputer circuitry. Like all such devices, it is subject to interference from nearby electrical devices like fluorescent lamps, appliances with motors, and so on. If operation becomes erratic or unpredictable, or if there is no response when you press a button on the unit, then interference may be the cause. If this occurs, try turning off the power, then turning it back on again. This resets (initializes) the microcomputer.

■ HANDLE GENTLY!

Don't drop this unit or use more force than necessary to operate switches and keys.

■ CLEANING EXTERIOR SURFACES

Wipe the exterior lightly with a clean, dry soft cloth to remove dust and dirt. Never use strong solvents like benzine, paint thinner, rubbing compound flammable polishing agents.

■ KEEP THIS MANUAL

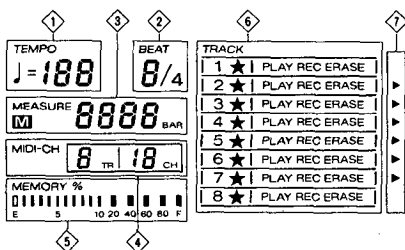
Keep this manual in a safe place for future reference.

- ⑬ **DATA SLIDER**
This is available in many ways in accordance with the mode. This is usually used to change tempo but can also be set to MIDI volume, beat, MIDI Channel, quantization, etc.
- ⑭ **REW (◀◀) KEY**
This is used to rewind a measure.
- ⑮ **FF (▶▶) KEY**
This is used to fast forward a measure and designate a rest in step-recording.
- ⑯ **START/STOP (▶/■) KEY**
This is used to start and stop the music as

well as to start and end the recording.

- ⑰ **RESET (◀▶) KEY**
This is used to return the measure to 0, to cancel the designated track and to end the recording.
- ⑱ **DISK-DRIVE**
QD is inserted here.
- ⑲ **EJECT BUTTON**
Push it to take QD out of drive. Never push this, while QD is in use. (When QD LED is lit.)

DISPLAY



- ◇ **TEMPO INDICATION**
 - Usually tempo is indicated.
 - In case of utility-function, clock displays INT or EXT.
 - "ST" is displayed during step-recording.
- ◇ **BEAT INDICATION**
 - Beat of metronome is displayed.
- ◇ **MEASURE INDICATION**
 - is displayed on the left side, when measure-memory is on.
 - Usually the number of measures is indicated.
 - In case of real time-recording/data-mix, the count off is displayed just after START/STOP (▶/■) key is pushed.
 - Note and number of measures are displayed alternately in step-recording.
- ◇ **MEMORY INDICATION**
 - The remaining percentage of SQD-8 memory is displayed. F (FULL) indicates that almost no memory has been used. Nearer to E (Empty), the remaining volume of memory is less.
- ◇ **TRACK INDICATION**
 - The numbers of 1-8 are track numbers. The one with a mark except in utility-
- The unit of quantization is displayed in quantize-mode.
- "SAVE" is displayed in save.
- "FILE ready" is displayed in data-file (receiving).
- "FILE" is displayed during data receiving. "LOAD" is displayed during load.
- "LOAD" is displayed in data-file (transmission).
- "FILE" is displayed during data transmission. An error in QD function, "Err 1-5" is also displayed here.
- ◇ **MIDI-CH INDICATION**
 - Track number is indicated on the left side and the MIDI-CH of the track is indicated on the right side.

FRONT PANEL

- ① **DISPLAY**
See p. 3.
- ② **FUNCTION SELECT KEY**
Chooses the function with the up and down keys. The right function mark (▶) of the display shows the selected function.
- ③ **TEMPO LED**
In play mode or real time-recording mode, the first beat is shown in red and the other beats are shown in green in accordance with tempo. In QD mode red indicates exclusive data-transmission-time and green indicates the receiving time.
- ④ **MEASURE MEMORY KEY**
This is used to stop play in the middle of the music and designate the measures to be repeated.
- ⑤ **BEAT KEY**
This is used to set the beat of the metronome.
- ⑥ **MIDI-CH KEY**
This is used to set the MIDI channel.
- ⑦ **ERASE TRACK KEY**
This is used for erasure.
- ⑧ **ERASE ALL KEY**
This is used to erase all data in SQD-8.
- ⑨ **LOAD KEY**
In Data File, this is used to transmit the system exclusive-data (tone of synthesizer, etc.), in sequencer mode, data on QD (quick-disk) is put into SQD-8 internal memory.
- ⑩ **SAVE KEY**
This stores internal memory of SQD-8 to the QD.
- ⑪ **DATA FILE KEY**
This is used to receive the system exclusive-data from external MIDI devices. When in the Step Recording Function, it will be used as the Tie Key.
- ⑫ **TRACK KEY (Note Key. Utility Key)**
 1. (□) DATA MIX
This is used to select track (1), to designate whole note in step-recording and for data-mix in utility-function.
 2. (▣) VOLUME CONTROL
This is used to select track (2), to designate half notes in step-recording and to select volume-control in utility function mode.
 3. (▤) REPEAT
This is used to select track (3) and to designate quarter notes in step-recording and to switch repeat on or off in utility-function.
 4. (▥) KEY TRANS
This is used to select track (4), to designate eighth notes in step-recording and to switch key transposition on or off in utility-function.
 5. (▦) ECHO BACK
This is used to select track (5), to designate sixteenth notes in step-recording and to switch echo back on or off in utility-function.
 6. (▧) METRONOME
This is used to select track (6), designate thirty-second notes and to switch metronome on or off in utility-function.
 7. (▨) QUANTIZE
This is used to select track (7), to designate dotted notes in step-recording and for quantization in utility-function.
 8. (▩) CLOCK INT/EXT
This is used to select track (8), designate triplet in step-recording and to set the operation to either internal clock or external clock in utility-function.

CONTENTS

Front Panel	2	Key Transpose	15
Display	3	Echo Back	15
How to Operate the Disk	4	Quantize	16
Important Safety Precautions	4	Clock Internal/External	17
SQD-8 Basic Knowledge	5	Save to Disk	17
Recording	6	Data File (Receiving)	18
Example of Setting	6	Load From Disk	18
Real Time Recording	6	Data File (Transmission)	19
Metronome	7	Error Indication Concerning QD	19
Step Recording	9	Play	19
Erase	10	Example of Setting	19
Single Erase	10	Play	20
All Erase	11	If the sound does not stop	20
Punch In/Out	11	Measure Memory	20
Other Function and Operation	12	About the Data Slider	21
Data Mix	12	About the Memory Indication	21
Volume Control	13	Specs and Options	22
Repeat	14	Rear Panel	23

Before putting on the power switch at the rear panel, be sure to confirm that AC adaptor, MIDI cable, and others are correctly set.

• • • • • SQD-8 BASIC KNOWLEDGE • • • • •

SQD-8 has two input methods, i.e. real time recording and stepwrite recording.

● REAL TIME RECORDING

In real time recording the SQD-8 records much like a tape-recorder. The difference is that on the SQD-8 the pitch is not changed, if the playback speed is varied, and MIDI DATA like control-change and program-change can be memorized along with notes.

● STEP-RECORDING

Step-recording on the SQD-8 inputs pitch and velocity from the keyboard and timing values by selecting a value on the SQD-8. This method resembles data input to a computer. Music which is impossible to play can be played by the SQD-8 by using step-recording.

Note: Once the power supply of the SQD-8 is shut off, all the already recorded data will be completely erased. Don't fail to conduct the save operation (see p. 17) before cutting off the power supply.

To put power supply on, turn the switch on rear panel power supply, after confirming that AC cord, MIDI CABLE, etc. are correctly connected.

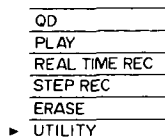
- ④ Setting and changing MIDI channel
- This function is used to select MIDI channels for the tracks so that many MIDI instruments can be controlled simultaneously by the SQD-8 with each unit receiving data on only one MIDI channel. Be sure MIDI channel selection of Devices correspond with MIDI channel setting on SQD-8.
 - Each of the MIDI channels from 1 to 16 on the SQD-8 can be selected for each track. (one channel per track)
 1. Push MIDI-CH key ⑥.
 2. Push Track key (1-8) to select MIDI channel display.
 3. Use Data Slider to change MIDI channel.



4. Push another track key (1-8) to select next MIDI channel display.
 5. Use Data Slider to change MIDI channel. Push MIDI-CH key again after settings or changes are finished.
- ※ In the following cases neither setting nor changing is available.
- During playing (when already started) ... Set or change MIDI channel after pushing START/STOP (▶/■) key ⑩.
 - During recording (when already started) ... The same as above.
 - In utility-function mode ... First push function select key to change to another function.
- ⑤ Push START/STOP (▶/■) key.
- Measure indication shows -8 in case of 4/4 and -6 in case of 3/4. N/4 means that count starts. (before 2 measures).
 - Metronome starts to sound. TEMPO LED ④ flashes with red for the first accent and green for the alternate counts.

- ※ Tone of metronome can be monitored with headphone. (headphone jack ②).
- ※ Please conduct the following operation when metronome is not required.

1. Push Function select key after the operation ② to set function mark (▶) to utility. "REC" display (utility-function) stops flashing.



2. Push metronome key (track key ⑥) and confirm that ★ on track ⑥ display has disappeared.
 3. Push function select key ② to return to real time recording function.
- ⑥ Move data slider ⑮ to get right tempo.
- ⑦ Push START/STOP (▶/■) key ⑩.
- ⑧ Continue to push REW (◀◀) key ⑩ until measure indication returns to 0.
- ☆ Omit operations ⑤, ⑥, ⑦, and ⑧, if no confirmation of tempo is required.
- ⑨ Push START/STOP (▶/■) key ⑩ to start recording.
- Once data is input, "REC" display, which was flashing, remains lit. If you begin recording and play MIDI keyboard and "REC" continuous to flash no data is being received by track. Please check MIDI channel assignment to ensure SQD-8 track and MIDI keyboard are set to the same channel.

2	
3	REC
4	
5	
6	

⑩ Start playing with the metronome after a two measure count-off.

※ Inserting program change in count-off is advisable.

⑪ At the end of recording

1. Push START/STOP (▶/■) key ⑩, and "REC" will begin flashing. (SQD-8 will stop at the end of the next measure during which START/STOP is pushed.
2. Push RESET (◀) key ⑪, and ★ and "PLAY" will start flashing next to the track number which has been recorded. The performance is now stored in the internal memory of SQD-8 and MEASURE will be reset to 0.

2	
3	★ -PLAY-
4	
5	
6	

3. Playback is easily achieved by pushing the START/STOP (▶/■) key ⑩.

4. To record another track, select a new track using track keys and press START/STOP. Be sure to confirm proper MIDI channel selection first.

※ Sometimes, you will want to select which tracks are monitored during playback and recording.

1. Push function select key (Down Key) and set function mark (▶) to PLAY. (play function)

2. Choose track numbers which you want to hear during playback and recording using track keys. Choose from the tracks with a ★ mark in track indication display as recording has been finished on them. You can choose as many as you want if they have a ★ mark.

2	★ -PLAY-
3	★
4	★ -PLAY-
5	
6	

⑫ To stop recording in the middle of the song and REC over again.

1. Push START/STOP (▶/■) key ⑩. "REC" will begin flashing.
2. You can rewind to where you want to record over using REW (◀◀) key ⑬. (The measure number will be shown in the measure indication display) Return to 0, when you want to play over again from the beginning.
3. If START/STOP (▶/■) key ⑩ is pushed, recording of the song will start after playing two measures before where you stopped. (a two measure "Pre-roll" is the studio term.)

⑬ When another track is in "PLAY" ("PLAY" is flashing in display), playback of the track during the two measures count-off is available.

☆ MEASURE indicates the number of beats only during count-off and the number of measures during playing and recording.

※ REW (◀◀) and FF (▶▶) are based on the unit of a measure. The SQD-8 can not be stopped in the middle of a measure.

☆ When you want to erase the data of the track after recording is finished, see p. 10.

☆ If you push REW (◀) key ⑩ and FF (▶▶) key ⑪, when in play or real time recording modes, you can hear the music just like using REW and FF on a professional taperecorder.

- When REPEAT is on, REW and FF are not available. (See p. 14 as to repeat.)
- Sometimes you may not hear the notes of the first beat of the measure, when play or recording starts after REW. However data has been recorded.

STEP RECORDING

※ Please confirm that the SQD-8 and the outside MIDI instrument are correctly connected and the power supply is on.

① Push the FUNCTION select key and set the Function Mark (▶) to STEP REC. (Step Recording Function)

② Select time signature using the Beat Function. Use operation on p. 6 ③.

③ Select the MIDI channel. Use operation on p. 7 ④.

④ Select the track you will use for recording. Conduct operation on p. 6 ②.

⑤ Push START/STOP (▶/■) key

- MEASURE indication on the Display will show $\downarrow \leftrightarrow \square$ alternately \downarrow represent a note, and 0 represent number of bars.

\downarrow	a quarter note (a crotchet)	\downarrow ·	a dotted eighth note
\downarrow —	an eighth note (a quaver)	\square	white note, a whole note (a semibreve)
\downarrow —	a sixteenth note (a semiquaver)	\downarrow	a minim, a half note
\downarrow —	a thirty-second note (a demisiquaver)	$\downarrow\downarrow\downarrow$	a sixteenth note triplet

⑥ Let's saw that we will input the following melody. (The Beat is set at 4/4)



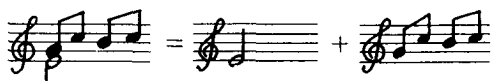
- A: Push TRACK key "3". ($\downarrow \leftrightarrow \square$) And then push do on the keyboard once.
- B: Push key "4" ($\downarrow \leftrightarrow \downarrow$), and push re.
- C: Push "8" after pushing "5" ($\downarrow\downarrow \leftrightarrow \downarrow$), push fa, so and ra.
- D: Push "8" then "7" ($\downarrow \leftrightarrow \downarrow$) and push so.
- E: Push "4". ($\downarrow \leftrightarrow \downarrow$) Push DATA FILE key (used in this case for a tie). "Tie" will be indicated. Push "3" ($\downarrow \leftrightarrow \downarrow$), and push fa.
- F: Push "2". ($\downarrow \leftrightarrow \downarrow$) Push the chord mi and so.
- G: Push "4". ($\downarrow \leftrightarrow \downarrow$) Push FF (▶▶) key.
- H: Push "5". ($\downarrow \leftrightarrow \downarrow$) Then push si and then ra.
- I: Push "2" and then "1". ($\downarrow \leftrightarrow \downarrow$) Push so.
- J: Push "8" and then push DATA FILE key. Push "1" and then push DATA FILE key again. Push "2" and then push the chord mi, so, and do.
- K: Push "2" and then FF (▶▶) key.
- #: In the tie of \downarrow and \downarrow , push in the order of \downarrow , DATA FILE, \downarrow , DATA FILE, , , keyboard.
- #: In the tie of \downarrow and $\downarrow\downarrow\downarrow$, push in the order of \downarrow , DATA FILE, \downarrow , DATA FILE, three group key "8", keyboard.

☆ When playing single notes, use only one finger and try as hard as possible not to repeat or double the sound. Also if you hit the keyboard evenly, re-generated sound will become more natural.

☆ When you make a mistake, push REW (◀) key and go back to the bar where you made the mistake. (It will go back by the unit of a bar) If the MEASURE indication display shows the number 16, it means that it returned to the end of the sixteenth bar. So the next sound you input is the first sound of the seventeenth bar.

※ The minimum unit of Step Recording is a thirty-second note triplet. For smaller notes, express them by making the Tempo twice as fast or by other methods.

※ In order to record music like the following, separate the notes by their rhythmic value and record them on different tracks. And perform by playing them at the same time or by mixing. Look at p. 12 “Data Mix” for mixing.



⑦ Push START/STOP (▶/■) key ⑬ after recording is finished. Indication of TEMPO returns to original and MEASURE shows 0. ★ comes out beside the display number of the track where recording has been done, and “PLAY” flashes. ★ indicates the track, where recording is finished.

2	
3 ★	-PLAY-
4	
5	
6	

⑧ If START/STOP (▶/■) key ⑬ is pushed in the condition of setting II, playback is available. In order to make other tracks ready for “PLAY”, see ※ of ① on p. 8.

⑨ In case of recording on other tracks later, repeat operation ②.

☆ In order to erase the data of the track where recording is finished, see the following.

※ In step recording, the other tracks will not sound, though “PLAY” is flashing in display.

ERASE

There are three methods to erase the track (with ★) where recording has been finished.

SINGLE ERASE

Here we can erase tracks one by one.

① Push FUNCTION select key ② and set function mark (▶) to ERASE. (Erase function)

QD
PLAY
REAL TIME REC
STEP REC
▶ ERASE
UTILITY

② Choose the track number, which you want to erase, from the TRACK keys.
 • “ERASE” flashes in the chosen number TRACK indication display.

2 ★	
3 ★	-ERASE-
4 ★	
5	
6	

• If a mistake is made, push RESET (▶◀) key ⑦ for cancellation and push the key of the right track number.

- ※ In case of “single erase”, there exists only one track which can be designated.
- ③ If ERASE TRACK key ⑦ is pushed, the data of the track is erased.
- ④ In order to erase the data of another track repeat operations ②~③.
- C: Erases both A and B mentioned above at the same time.
- ① First do the operation on p. 20 ①~② and select the track which has the part you want to Punch Out. (At this time, it is convenient to set the instrument to a setting so you can hear the sound. Example: Setting II).

ALL ERASE

Here we can erase all data, which is stored in the internal memory of the SQD-8. This should be done after the data was saved. (See p. 17.)

- ① Push FUNCTION select key ② to set function mark (▶) to ERASE. (Erase function)
- ② If ERASE TRACK key ⑦ and ERASE all key ③ are simultaneously pushed, the data of all tracks will be erased one or two seconds later.
- ③ Push the FUNCTION select key and set the Function Mark (▶) to ERASE. (Erase function)
- ④ Push START/STOP (▶ / ■) key.
- ⑤ When the sound before the mistake comes out:
In the case of A, push the ERASE TRACK key.
※ The instant after the mistake is played take your hand off the key, but continue play until the sound ends.

PUNCH IN/OUT

The Punch In/Out of SQD-8 uses 2 tracks. By doing this, you can erase the errors you noticed after recording and replace them with new data.

There are three ways to Punch Out:

A: Erasing only Note On/Off

In this type of Punch Out, all the data except for Note On/Off will remain in the track. This is used when you want to leave data such as Volume Control, Program Change, Pitch Bend on the track.

B: Erasing all the data except for Note On/Off

In contrast to A, only the Note data remains in the track. This is used when you want to erase data such as Volume Control, Program Change, Pitch Band from the track.

In the case of B, push ERASE ALL key.

※ Push the key just after the last sound before the mistake comes out, and let go as soon as the effect (such as Program Change) finishes.

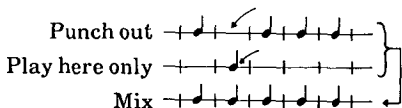
In the case of C, push ERASE TRACK key and ERASE ALL key at the same time.

※ If you do this operation before you push the START/STOP (▶ / ■) key, it will become All Erase, so be very careful.

• If “Pout” is indicated on the Display MEASURE Indication, the sound/message will continue to be erased.

- ☆ If you make the Tempo slower than the original, it is easier to conduct accurate Punch Out.
- ☆ If you copy the same data as the one that will be erased to a different track, you can avoid erasing important data by mistake.
- ☆ In order to Punch Out at the beginning of the music, push the ERASE TRACK key before pushing START/STOP (▶ / ■) key. But this does not stand for case 0.
- ※ If there is no data to be erased on the track, "Pout" will not be indicated even though you are pushing ERASE TRACK/ALL key.
- ※ In the case of A and C, if you push ERASE TRACK key between Note On and Note Off, Punch Out will be conducted from the next Note ON.
- ※ Remaining amount of memory does not change by conducting Punch Out. When you have punched out a lot of notes, by copying this track to another track (look at "Data Mix" of this page right, and "Quantize HI" of p. 17), and erasing the original one, the punched out memory will return.

- ⑥ To input new performance to the Punch Out part:
1. Do the operation on p. 20 left column ①~②, and select some tracks that you want to playback while recording new performance under the Play Function. (make "Play" flash)
 2. With the operation on p. 6 ①~② (Realtime Recording Function) or p. 9 ①~② (Step Recording Function), select the track to input the new performance.

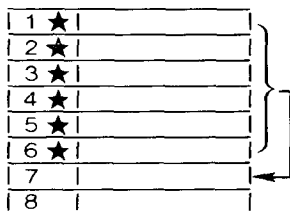


3. Push the START/STOP (▶ / ■) key and start recording. Forward the track to the part, just before the punched out part, with FF. And perform or step input only the part punched out.
4. When the brief recording/step input is finished, push START/STOP (▶ / ■) key.
5. After these operation you must mix these two tracks. For details, look at the next "Data Mix" section.

OTHER FUNCTION AND OPERATION

DATA MIX

Data mix on the SQD-8 means the ability to transfer the data of several tracks to another track (Pin-Pong). It can be used like an 8 track multitrack recorder. An added feature is that if volume or tempo is changed by moving the DATA slider up and down during data mix, this data will be memorized. For example effects like fade-in/out or retardando can be easily obtained.



- ① Choose several previously recorded tracks by operations ①~② of p. 20 left column. Then set it so as to be able to hear the tracks. (EX: Setting II)

- ② Push “FUNCTION” select key ② to set function mark (▶) to UTILITY. (utility function)

QD
PLAY
REAL TIME REC
STEP REC
ERASE
▶ UTILITY

- ③ Push “DATA MIX” key (track 1 key) ⑩.
 · ★ is displayed in the TRACK 1 indication displays.

1 ★
2
3
4
5

- ④ Conduct operations ①~② of p. 6. (real time recording function) and designate the track where data will be mixed.

2 ★ -PLAY-
3 ★
4 ★ -PLAY-
5 -REC-
6

- ⑤ Conduct operation ④ of p. 7 and coordinate all the MIDI channels of the tracks, which you want to mix and the tracks that data is mixed to. (Coordinate sound sources, too.)
- ⑥ Push START/STOP (▶ / ■) key ⑬.
 · Count comes out in MEASURE indication display (see ⑤ of p. 7.) and data mix starts.
- ⑦ Push START/STOP (▶ / ■) key ⑬ immediately after the end of the music. You must go to the end of the performance.

- ⑧ When RESET (◀) key ⑰ is pushed, “REC” will be changed into “PLAY” in display.

- ☆ If keyboard, etc. connected with MIDI IN is played during data mix, this performance will be recorded.
- ☆ If the tempo is changed by moving the data slider up and down during data mix, the change (data of timing clock) will also be memorized. That is to say that the playback of the track, where data is mixed, will have tempo changes recorded.
- ※ To change both tempo and volume, mix volume first then add tempo change.
- ☆ See the note of p. 16 in case of data mix without changing either tempo or volume.
- ※ The play of another track is not available in the two measure count in data mix. Neither FF nor REW is available.

VOLUME CONTROL

The MIDI volume at the time of MIDI transmission can be controlled in the SQD-8 by moving DATA slider up and down like a fader on a mixer.

- ① Conduct operations ①~② of p. 20 left column (play function) to choose several tracks where you want to change volume. Volume of the chosen tracks can be changed in the same way. Set it so as to be able to hear the tone. Ex: Setting II.
- ② Push FUNCTION select key ② to set function mark (▶) to UTILITY. (utility function)

- ③ Push “VOLUME CONTROL”(Track 2 key) ⑫.
 ★ will be displayed in TRACK 2 indication display.

1	
2 ★	
3	
4	
5	

- ④ Set MIDI channel for volume control.

- ※ Volume control is conducted for each MIDI channels, so conduct operation ④ of p. 7 to confirm the previous MIDI channel for which control is conducted.

1. Set MIDI channel to use DATA slider pushing MIDI-CH key ⑬.

- ※ This operation cannot be conducted when volume control is off.



- ⑤ Push FUNCTION select key ② to set function mark (▶) to PLAY. (play function)

- ⑥ Push START/STOP (▶/■) key ⑩ to start playing. If DATA slider is moved during playing, volume can be changed.

- ☆ The effect of fade-in/out, etc. can be memorized in another track if this operation is conducted during data mix. If ★ comes out in Track 2 display, it always means that it is in volume control. Then control of tempo is not available.

- This is done after MIDI channel to be used for recording is set.
- When data mix is finished, volume control will be automatically off.

- ※ If several tracks have the same MIDI channel, you can control the volume of those tracks with the volume control data of one track. In this case, input the volume control data to the track which has the smallest number. (Especially when using the Fade In)

- ☆ If keyboard does not accept MIDI volume, this function is unavailable. (See MIDI implementation chart of synthesizer)

REPEAT

When repeat is selected.

Play is repeated from beginning to end. When measure memory (See p. 20.) is set, play is repeated, from the beginning to the measure memory bar.

- ① Push FUNCTION select key ② to set Function mark (▶) to UTILITY. (utility function)

- ② Push “REPEAT” of (Track 3 key) ⑬.
 · ★ is displayed in the TRACK 3 indication display.

1	
2	
3 ★	
4	
5	

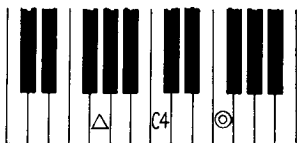
- ☆ In order to stop the repeat function, conduct ② operation in utility function. Then ★ disappears from TRACK 3 indication display and the repeat function is stopped.

- ※ The repeat function stops automatically when you transfer to the recording function.

KEY TRANSPOSE

This function transposes the data of already recorded play with note number from an outside MIDI keyboard, etc. Connect keyboard, etc. with MIDI IN.

- ① Push FUNCTION select key ② to set function mark (▶) display to UTILITY. (utility function)
- ② Push "KEY TRANS" TRACK 4 key ④.
 - ★ comes out in the TRACK 4 indication display.
- ③ When a key is pushed in a range of one octave high or low from C4 (Do in the center) of the keyboard in a stop condition of play function (See p. 20.), the tone is transposed by the degree of the key.



· For example, when the keyboard of ⊙ is pushed in the music of F (F major), it is transposed to Bb (B major). When the keyboard Δ is pushed in the music of Am (A minor), it is transposed to Em (E minor).

In other words the key is transposed in relation to C.

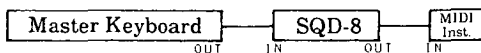
- ☆ If a keyboard is pushed before the music returns to the beginning, when repeat is on, the music repeated next will be transposed.
- ☆ Please take care, as tone will always be transposed, if a key is pushed, while key transpose is on (★ comes out in TRACK 4 indication display in utility function). In

order to stop this function push "KEY TRANS" TRACK 4 key in utility function.

- ☆ It is impossible to transpose during real time or step recording.

ECHO BACK

If echo back is on, a mix of the MIDI signal input from MIDI IN and the MIDI signal output from the memory of SQD-8 will be output from MIDI OUT terminal of SQD-8.



For example, while hearing tracks on SQD-8, you can play and record with master keyboard.

- ① Push FUNCTION select key ② to set function mark (▶) display to UTILITY. (utility function)
- ② Push "ECHO BACK" key TRACK 5 key.
 - ★ is displayed in the track 5 indication display.

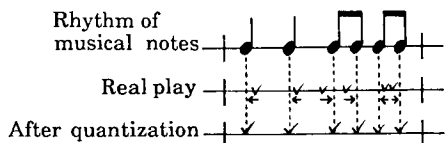
- ☆ In order to stop the function of echo back, conduct operation ② in utility function. ★ disappears from the TRACK 5 indication display and the function of echo back ceases.
 - When clock is external, it is always off, not on.

.....

- ☆ See p. 7 ⑤ as to the function of metronome.
 - If track is set to recording function, metronome is automatically on. It is automatically off, when recording is finished or cancelled.

QUANTIZE

This function is for correcting rhythmic errors made in real time recording.



- ① Push FUNCTION select key ② to set function mark (▶) display to PLAY. (play function)
 - ② Choose one already recorded track to be corrected by track keys.
 - ③ Push FUNCTION select key ② to set function mark (▶) of display to REAL TIME REC. (real time recording function)
 - ④ Choose one track, where corrected track will go by track keys.
- ☆ To perform quantize function one more vacant track is required to record what was quantized.
- ⑤ Conduct operation ④ to coordinate MIDI channels of track to be corrected and track where it will go.
 - ⑥ Push FUNCTION select key ② to set function mark (▶) display to UTILITY. (utility function)
 - ⑦ Push "QUANTIZE" key (track key ⑦).
 - ⑧ Indicate unit of QUANTIZE, which is now set, in MEASURE indication display.

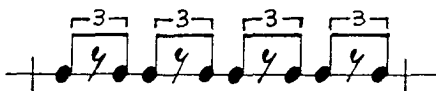
minimum unit	minimum unit
┆	┆┆┆
┆┆	┆┆┆┆
┆┆┆	┆┆┆┆┆
┆┆┆┆	H I

- Designate unit to be set, moving DATA slider up and down.
- ※ Designate minimum unit used in the music. If not, it may happen that completely different music will come out.
- ⑨ Push START/STOP (▶ / ■) key ⑩.
- TEMPO indication display indicates "qant" and QUANTIZE starts.
- Duration of QUANTIZE depends upon length of music.
- ⑩ The "qant" indication disappears and QUANTIZE ends, changing automatically into play function.
- ☆ It may happen that tones double each other, if track is quantized after data mix. It is advisable to refrain from this.

Note: "HI" is used in the following cases.
 QUANTIZE is virtually unavailable, if "HI" is chosen. It is used for data mix without changing volume and tempo and for erasure of tempo data from track with tempo data.
 If QUANTIZE unit is set at "H1" after choosing several tracks to be mixed in ② and operation ⑨ is conducted, instantaneous data mix will be available.

- Memo...
- If QUANTIZE is applied with unit different from minimum unit of actual musical note, the following effect may be obtained.
1. Prepare real time recording with eighth note as minimum unit.
 2. QUANTIZE is applied with eighth note as minimum unit.
 3. QUANTIZE is again applied with quarter note as unit.

☆ Thus it will be changed into the music of the following rhythm.



※ Otherwise it will be changed into unexpected music with different QUANTIZE.

CLOCK INTERNAL/EXTERNAL

① Push FUNCTION select key ② to set function mark (▶) display to UTILITY. (utility function)

· Tempo indication of display will be Inc or Ec.

Inc → internal clock

: It operates the clock in the SQD-8.

Ec → external clock

: It operates the clock from outside (drum machine, etc.)

· In this case echo back is unavailable.

② If "CLOCK INT/EXT" key (TRACK ③ key) is pushed, indication alternates.

☆ When power supply is turned on, it is always set to internal clock.

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☆ As to function of measure memory, see p.

SAVE TO DISK

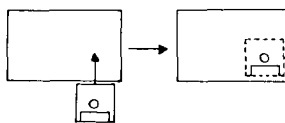
The operations described so far were stored in the internal memory. Once power supply is cut off, however, all data will be erased. But data can be stored by copying the data to a QD (quick

disk). (this is called save.) So don't fail to save before the power supply is cut off.

○ Disk to be used in SQD-8 is QD (quick disk). Use KORG QD-10, etc.

☆ Confirm that nail to protect QD is not broken before SAVE. Take care as all original data memorized on QD will disappear by SAVE.

① Push QD into disk drive ⑩ so that it clicks in place.



② Push FUNCTION ② select key to set function mark (▶) display to QD. (QD function)

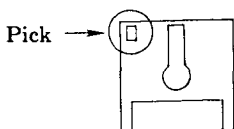
▶ QD
PLAY
REAL TIME REC
STEP REC
ERASE
UTILITY

③ When SAVE key ⑩ is pushed, SAVE starts. "SAVE" is indicated in MEASURE indication display.

· SAVE will finish about ⑭ to ⑯ seconds later: When finished, "SAVE" will disappear.

④ Push eject button ⑪ to take out QD.

☆ Break nail for data-protect, which is attached to QD, not to erase saved data by mistake, so that nothing can be written again on the disk. QD with important data should be kept this way.



DATA FILE (RECEIVING)

SQD-8 can save special tone color data of various kinds of instruments such as synthesizer, etc. (exclusive data). Memory volume is 32 K byte. Within this limit it can memorize as many units as required one by one. (about 7.5K byte for DS-8 and about 7.5 K byte for 707)

① Conduct operation ①~② of p. 17 right column.

② Push DATA FILE key ⑩.
· "FILE READY" is indicated in MEASURE indication display.

③ Transmit MIDI with synthesizer, etc. connected with MIDI IN of SQD-8. There are different names and commands for different instruments. See manual concerning MIDI to handle various kinds of instruments.
· "FILE" is indicated in MEASURE indication display and green flashes in TEMPO LED ③.
· When SAVE finishes, both indication disappears.

☆ It is advisable to put tone color data on A side and play data on B side of QD.

☆ See p. 19 concerning error indication.

☆ After using the data file function (either transmission or receiving), return to the sequence function by pushing RESET (▶◀) key ⑪ or by loading play data.

☆ If QD, where data is already input, has more room for memory, it can continue to save

new system exclusive data.

☆ When data of several instruments of the same kind are written on one side of QD, change MIDI channel of each instrument. (But if FORMAT ID of exclusive message is fixed, no difference will be made, though it is written on the same side of QD.)

※ As data can be transmitted to SQD-8 by only pushing function key in case of KORG DS-8 or 707, first put synthesizer in a condition to be able to transmit data and put SQD-8 in the condition to receive it.

☆ In the case of data of DDD-1/5 being stored with other instruments on one side of QD store DDD-1/5 data first.

LOAD FROM DISK

Performance data saved on QD is put in the internal memory of SQD-8. (This is called load.)

☆ Take care, as all original data stored in the internal memory of SQD-8 will be erased by load.

☆ If QD is set in SQD-8, when power supply is off, load is automatically available, when power supply is turned on.

① Conduct operations ①~② of p. 17 right column.

② LOAD starts, when LOAD key ⑫ is pushed. "LOAD" is indicated in MEASURE indication of display.
· LOAD finishes about 7 to 8 seconds later. When finished, LOAD indication disappears.

③ Push eject button ⑬ to take out QD.

DATA FILE (TRANSMISSION)

Exclusive data saved in QD is again loaded in sound sources such as synthesizer, etc. If it is connected in a line through THRU, data can be loaded without connecting the various kinds of instruments one by one with the SQD-8.

☆ Confirm that power supply of connected sound source is also on.

① Conduct operations ①~② of p. 17 right column.

② Put synthesizer in the condition to be able to receive it. (See explanatory note to handle various kinds of instruments.)

③ LOAD starts when LOAD key **9** is pushed.

- MEASURE indication of display changes, LOAD→FILE. Red is lit in TEMPO LED **3**.
- When LOAD finishes, both indication disappears.

ERROR INDICATION CONCERNING QD

The following indication shown in MEASURE indication display means error.

Err 1: QD is not set in the body. Please set QD.

Err 2: SAVE is unavailable as nail for protection is broken. Please prepare QD, the nail of which is not broken.

Err 3: LOAD is unavailable as data in QD is damaged. (or disk is bad).

Err 4: SAVE is unavailable as disk is bad.

Err 5: QD volume is insufficient. Please prepare new QD.

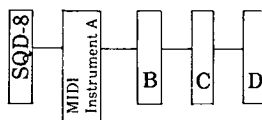
※ When these indications appear in data file (transmission/receiving), conduct operation of data file after pushing RESET (**7**) key **7**.

PLAY

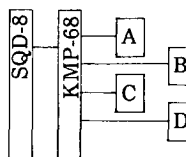
EXAMPLE OF SETTING

(As to audio output see text of MIDI MINI.)

III Sound source of synthesizer, etc.

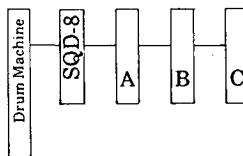


IV



V Setting to coordinate tempo (clock) of drum-machine, etc.

(Set clock of SQD-8 at external. See p. 17.)



PLAY

This function has already been used for the playback function of recording, but please confirm again.

- ① Set the function mark (▶) display to PLAY by pushing FUNCTION select key ②. (Play-function)
- ② Select the track which you want to play from the tracks with ★ mark on the track indication display, and push the TRACK key ⑫ you selected and make the PLAY display flash.

2	★	-PLAY-
3	★	-PLAY-
4	★	
5	★	-PLAY-
6		

- ③ The performance will start by pushing the START/STOP (▶ / ■) key ⑩. (There is no count meter)
 - PLAY display will change from flashing to constant.

2	★	PLAY
3	★	PLAY
4	★	
5	★	PLAY
6		

- ④ Push the START/STOP (▶ / ■) key to stop during the performance. Push this key again in order to start the performance where it stopped. If you want to return to the beginning of the music, push RESET (◀▶) key ⑪.
 - ⑤ If you want to cancel the PLAY of the selected track, push this TRACK key ⑫ when the performance is stopped.
- ☆ The bar will be reset to 0 with this cancellation.

— When the sound does not stop —

When the sound does not stop even though you stopped your performance (it happens when there is a tie over two bars with more than 17 sounds), push the top and the bottom of the FUNCTION select key at the same time.

The effect such as Bender, Modulation, After Touch, Portament will still be on when you stop your performance at a part with those effects. When this happens, push the top and the bottom of the FUNCTION select key to put them back to their original condition.

After you performed music with a fade-out, the volume will stop at 0 so push the top and the bottom of the FUNCTION select key at the same time, or select the play track again in order to return them to their original condition.

- ※ If you set the measure-memory on a certain bar, you can stop the performance and the fast forward at the end of that bar. If the repeat is on, the performance will stop at that bar and go back to the beginning and play it again.

- ① Set the function mark (▶) display to PLAY by pushing FUNCTION select key ②. (Play-function)
- ② Push START/STOP (▶ / ■) key ⑩ or FF (▶▶) key ⑬ to indicate the bar which you want to set the measure-memory on the MEASURE indication.
- ③ By Pushing the MEASURE MEMORY key ④, you can set the measure-memory.

· will be indicated on the display for MEASURE indication.



MEASURE



REAR PANEL

- ⑳ Power switch
- ㉑ DC-IN terminal
Be sure to use the adaptor attached as accessory.
- ㉒ MIDI THRU terminal
This terminal transmits the data received by MIDI IN.
- ㉓ MIDI OUT terminal
This terminal transmits the data from SQD-8.
- ㉔ MIDI IN terminal
This terminal receives the data from the outside MIDI device.
- ㉕ Headphone-jack
By connecting the headphone with the mini-play (8.5φ), you can monitor the metronome sound.

ADDITIONS

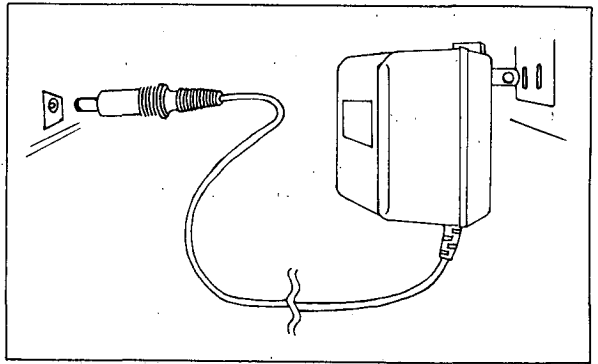
- Data File (Receiving)
If you have a disk containing system exclusive information on it, then you must reload the data from the disk to the internal memory before attempting to save new data on the disk. If you do not, new data will overwrite the data previously stored.
- When using tie function and you make a mistake, it is easy to correct. For example, you want to input \downarrow -tie- \downarrow but instead you select a \downarrow -tie- \downarrow simply reenter correct timing data before inputting new notes from the MIDI keyboard.
- Basic Precautions
Transport
To protect the disk drive while transporting this unit, ALWAYS insert the supplied head protection sheet before moving this unit.

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 carrying a serial number disqualifies the product sold from the manufacture's/distributor's warranty and liability. This requirement is for your own protection and safety.

SPECS & OPTIONS

◇ The number of tracks:	8 tracks
◇ The memory capacity of the main body:	6,500 sounds (about 32 Kbyte as the data filer)
◇ The capacity of 2.8 inch quick disk:	13,000 sounds (both sides)
◇ The entry method:	Realtime recording (Resolution ♪ = 1/48, quantize ○ ~ 角) Step recording (0 ~ ♪ ~ 角)
◇ Metronome:	Tempo (♪ = 40 ~ 192), Beat (2/4 ~ 6/4), Volume (MIN ~ MAX)
◇ MIDI Channel:	Transmitting and receiving 1ch ~ 16ch
◇ MIDI Clock:	Internal, External
◇ Display:	LCD
◇ Input and Output Terminal:	MIDI IN/OUT/THRU, DC 9V, Metronome out
◇ Power Supply:	AC adaptor (DC 9V 1A)
◇ Size:	242 (W) × 170 (D) × 50 (H) mm
◇ Weight:	960 g
◇ Accessory:	AC Adaptor (KAC-9A1)



- ☆ The measure-memory will be released by pushing the MEASURE MEMORY key ④ again.

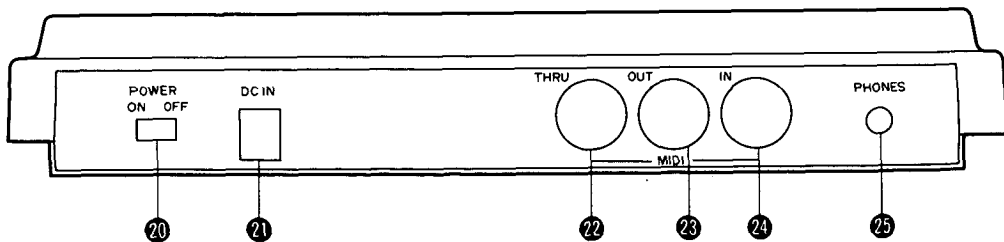
ABOUT THE DATA SLIDER

- How to return the slider to tempo control:
 - When it is set on volume control → Push the "VOLUME CONTROL" TRACK key ⑫ "2" again.
 - When it is set on quantize → It will return automatically after quantize finishes.
 - When it is set on beat → Push the BEAT key again.
 - When it is set on MIDI channel → Push the MIDI-CH key again.

ABOUT THE MEMORY INDICATION

MEMORY indication on the display board shows the remaining percentage of SQD-8 memory capacity.





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