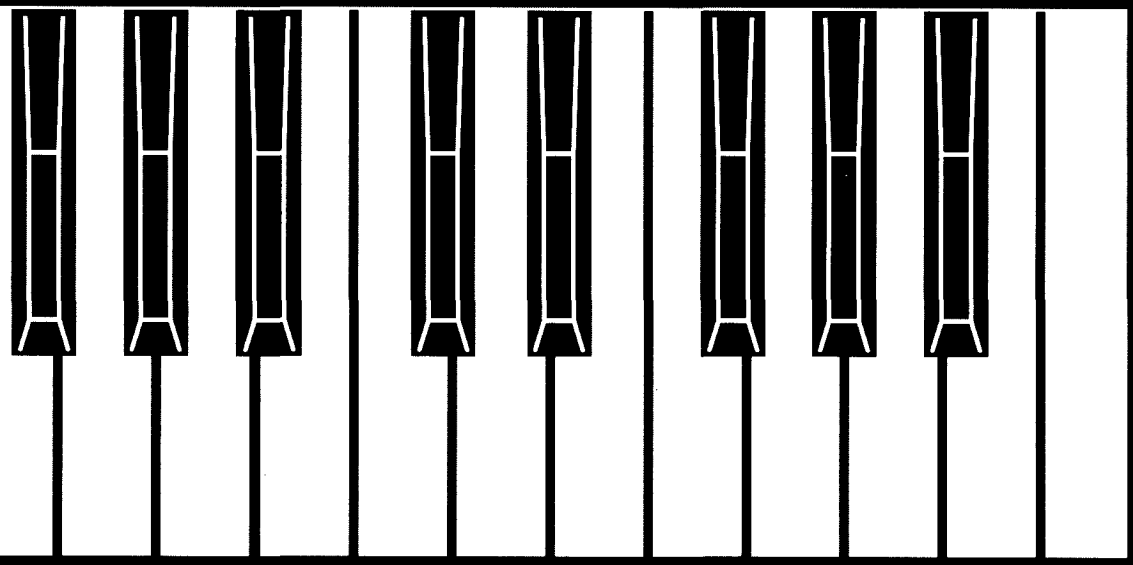
i5S

Interactive Music Workstation



GENERAL MIDI INSTRUMENT

User's Guide

AI² Synthesis System

KORG

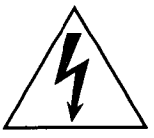
Ⓔ ①

IMPORTANT SAFETY INSTRUCTIONS

WARNING — When using electrical products, basic precautions should be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with the cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may cause permanent hearing loss. Do not operate for a long period 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.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled into the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE INSTRUCTIONS



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

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

GROUNDING INSTRUCTIONS

This product must be grounded (earthed). If it should malfunction or breakdown, grounding a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with the local codes and ordinances.

DANGER – Improper connection of the equipment-grounding conductor can result in a risk of electric shock. Check with a qualified electrician or serviceman if you are in doubt as to whether the product is properly grounded. Do not modify the plug provided with the product – if it will not fit the outlet, have a proper outlet fitted.

THE FCC REGULATION WARNING

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

- Reorientate the receiving antenna.
- Relocate the equipment with respect to the receiver.
- Move the equipment away from the receiver.
- Plug the equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

CANADA

THIS APPARATUS DOES NOT EXCEED THE "CLASS B" LIMITS FOR RADIO NOISE EMISSIONS FROM DIGITAL APPARATUS SET OUT IN THE RADIO INTERFERENCE REGULATION OF THE CANADIAN DEPARTMENT OF COMMUNICATIONS.

LE PRESENT APPAREIL NUMERIQUE N'EMET PAS DE BRUITS RADIOELECTRIQUES DEPASSANT LES LIMITES APPLICABLES AUX APPAREILS NUMERIQUES DE LA "CLASSE B" PRESCRITES DANS LE REGLEMENT SUR LE BROUILLAGE RADIOELECTRIQUE EDICTE PAR LE MINISTERE DES COMMUNICATIONS DU CANADA.

CE mark for European Harmonized Standards

CE mark which is attached to our company's products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC).

Also, CE mark which is attached to our company's products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

IMPORTANT NOTICE FOR THE UNITED KINGDOM

Warning-THIS APPARATUS MUST BE EARTHED

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug,proceed as follows:

- the wire which is coloured green and yellow must be connected to the terminal in the plug which is marked with the letter E or by the earth symbol ⏚,or coloured green or green and yellow.
- the wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black.
- the wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

Back-up Battery

The *i5S* uses a back-up battery to prevent memory loss when the power is turned off. If the display shows "Battery Low", the battery should be replaced. Consult the nearest Korg Service Center or dealer.

Data handling

Unforeseen malfunctions can result in the loss of memory contents. Please be sure to save important data on a floppy disk or an external data filer (storage device). Korg can accept no responsibility for any loss or damage which you may incur as a result of data loss.

Trademarks

MS-DOS is a registered trademark of Microsoft Corporation.

All trademarks or registered trademarks are the property of their respective holders.

Introduction

Thank you for purchasing the Korg *i5S*.

The *i5S* was specially developed to provide the rich functionality of Korg's highly-acclaimed interactive music workstation series in a form that is easier to use than ever before, allowing greater enjoyment by anyone.

The *i5S* provides a full array of functions that make it the ideal interactive music workstation: high quality sound produced by an "ai-Square" synthesis system with two stereo digital multi-effect units; an Arrangement Play function that can create a rich musical accompaniment controlled by pressing simple chords on the keyboard; a backing sequence function that allows you not only to record and playback your own playing and auto accompaniment (including sound program changes and panel operations), but also to use the powerful editing functions to manipulate the data in any way; and a SMF Song Play function that lets you playback commercially available musical data in Standard MIDI File format. In addition, new functions such as interactive composition functions, sustain, sound hold, and fade in/out make the *i5S* a powerful tool for creating and playing music.

The *i5S* can of course be played as a conventional electronic keyboard instrument to enjoy its superb sound. But its new design concept makes it capable of much more than this; you can also use it as an automatic accompaniment system to accompany singing or other instruments, as a sophisticated tool for composing and arranging, or as a powerful live performance instrument that allows realtime modification of the built-in data.

In order to take full advantage of the *i5S*'s capabilities and to ensure years of trouble-free enjoyment, please read this manual carefully and use the *i5S* correctly.

User's Guide

The User's Guide (this manual) explains basic operation of the *i5S*, covering each of the panel keys and providing a "navigation map" of the *i5S*.

Reference Guide

The Reference Guide is like a "dictionary" of the *i5S*'s functions; it covers all the functions and settings of the *i5S* arranged in the order that they appear in the LCD screen.

Performance Notes

The Performance Notes list the sounds and musical data that are provided in the *i5S*'s memory.

Contents

1. Basic operation and front/rear panels

1. Setup

1. Check the included items

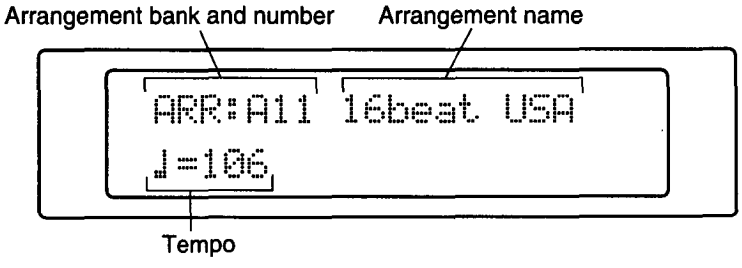
The following items are packaged with the ***i5S***. Make sure that they are all present.

- "User's Guide" (this manual)
- "Reference Guide"
- "Performance Notes"
- Data disk (1) ..... This contains five types of music and sound data for the ***i5S***.
- Parameter sheets (7) ..... These are lists of the two sets of music and sound data provided in the data disk and in the ***i5S*** memory. For details on how to use these, refer to P.1-4 "Parameter sheet slot".
- Power cable (1)
- Music stand (1)

2. Power

First make sure that the ***i5S*** power switch is turned off. Then use the included power cable to connect the ***i5S*** to an AC outlet. The power switch is located immediately above the power socket on the ***i5S***'s rear panel. When the power has been correctly connected, press the power switch to turn on the ***i5S***'s power. The following display will appear for several seconds.

When the following display appears, the ***i5S*** is ready for playing.



☞Reference Guide P.1-3 "Arrangement Play Mode"

To turn the power off, press the power switch once again. If you have connected the *i5S* outputs to an external device such as an audio amp or audio mixer, turn the volume of these devices down to minimum position before turning the *i5S* power on/off.

Be careful to never turn the power off while the disk access indicator is lit, or while the LCD shows a message such as "Loading", "Saving", or "Formatting".

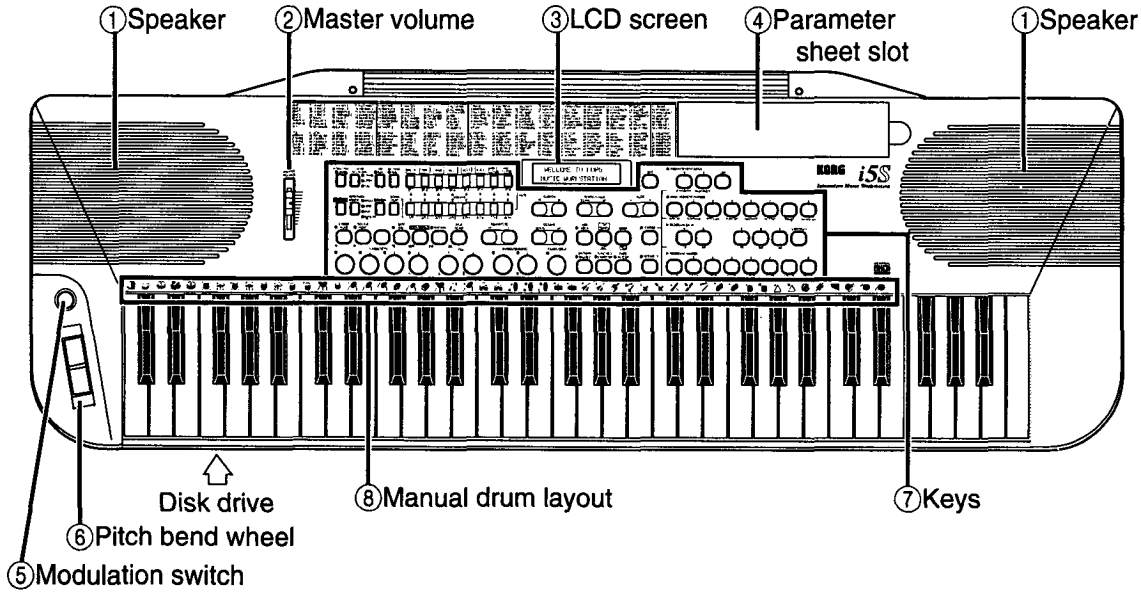
The data of all programs and arrangements is preserved inside the *i5S* memory even when the power is turned off, but song data and backing sequence data is lost when the power is turned off. Be sure to save backing sequence data to a floppy disk before turning off the power.

☞Reference Guide P.5-7 "SAVE"

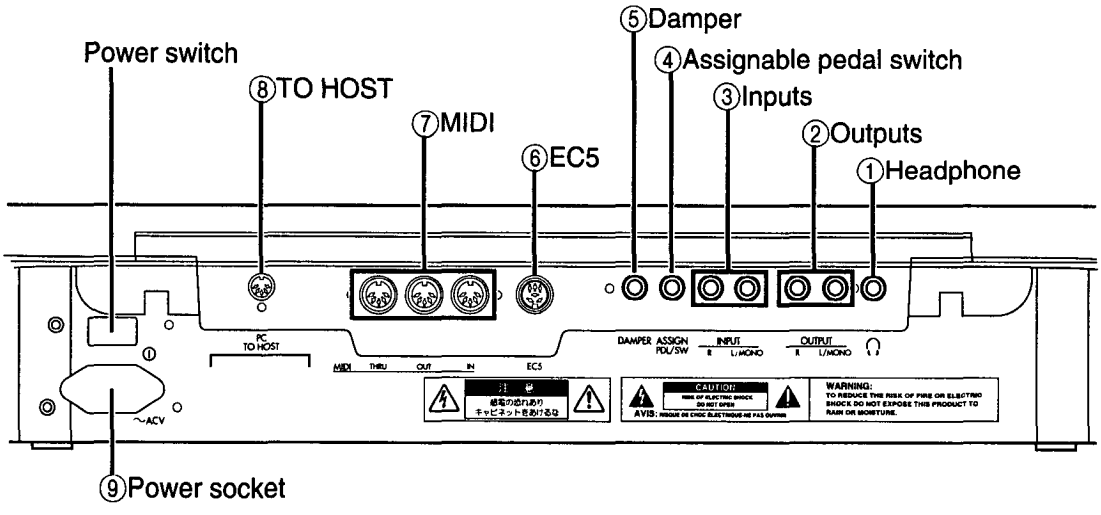
3. Adjusting the volume

Use MASTER VOLUME to adjust an appropriate volume from the speakers. If you have connected a pair of headphones, the MASTER VOLUME will also adjust the headphone volume.

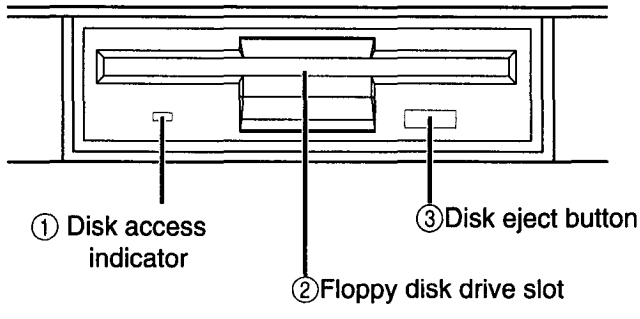
1. Front panel



2. Rear panel



3. Disk drive



2. Front and rear panels

1. Front panel

① Speakers

The built-in speakers let you listen to the sound of the ***i5S*** in stereo. If a set of headphones are connected to the headphone jack, the speakers will be automatically muted.

② MASTER VOLUME

This adjusts the overall volume of the entire ***i5S*** (speakers, headphones, and outputs).

③ LCD screen

This screen displays various messages indicating the status and settings of the ***i5S***. Details on the contents of the display are given in the Reference Guide.

④ Parameter sheet slot

Cards listing the arrangements and programs of the data disk are included with the ***i5S***. When you have loaded arrangements or programs from the included floppy disk, it is convenient to insert the appropriate parameter sheet into this slot so that you can see at a glance the data that is in the user bank.

⑤ Modulation switch

By pressing this switch while you play the ***i5S***, special effects will be added that are different for each sound, such as vibrato or modulation.

⑥ Pitch bend wheel

By moving this wheel while you play the ***i5S***, you can smoothly change the pitch of some sounds. Moving the wheel toward yourself will lower the pitch, and moving it away from yourself will raise the pitch.

⑦ Keys

The front panel of the ***i5S*** contains many keys controlling a variety of functions. Some keys control two or more functions, and for such keys, the names of the different functions are printed in different colors.

Detailed explanations of key functions are found in P.2-1 "What happens when you press ...? List of keys".

⑧ Manual drum layout

When the keyboard assign setting of the ***i5S*** is set to Manual Drums, each key of the keyboard will play a different percussive sound. The instrument graphics in this area indicate the type of instrumental sound that will be played by the key immediately below.

However for some drum programs, these graphics may not match the sounds. For details on each drum program and the sound produced by each note, refer to "Drum Kit Layouts" in the Performance Notes.

2. Rear panel

① Headphones

By connecting a set of stereo headphones to this jack, you can play and listen to the *i5S* without being heard by those around yourself.

② OUTPUT

If you wish to listen to the sound of the *i5S* through an external device such as a keyboard mixer or audio amp, connect the device to these jacks.

If you are connecting the *i5S* in stereo, the left and right signals will be output from the L/MONO and the R jacks respectively. For mono connections, use the L/MONO jack.

③ INPUT

These jacks allow you to input audio signals from an external device such as a tone generator module, cassette recorder or CD player, and listen to it together with the *i5S*'s own sound on the built-in speakers, a set of headphones, or an external audio system.

For stereo connections use the L/MONO and R jacks. For mono connections use the L/MONO jack.

Use the volume control of the external device connected to the INPUT jacks to control its volume.

④ ASSIGN PDL/SW (assignable pedal/switch)

A separately sold Korg XVP-10 or EXP-2 pedal controller or a PS-1 or PS-2 foot switch can be connected here. The function that these pedals will have can be set in Global mode. ☞Reference Guide P.5-16 "Global Mode".

⑤ DAMPER

A separately sold damper pedal such as the Korg DS-1 can be connected here. If you connect a pedal not manufactured by Korg, you may have to set the polarity in Global mode. ☞Reference Guide P.5-19 "DAMPER".

⑥ EC5

A separately sold Korg EC5 external controller can be connected here. In Global mode you can assign a different function to each of the five switches of the EC5.

⑦ MIDI

These connectors are used to communicate with other devices that have a MIDI interface, such as keyboards or computers. You will need separately sold MIDI cables to make connections.

The MIDI IN connector receives MIDI messages from other devices.

The MIDI OUT connector transmits MIDI messages to other devices.

The MIDI THRU connector re-transmits the messages that were received at MIDI IN.

⑧ TO HOST

This connector allows the *i5S* to be directly connected for data interchange to a computer which does not have a MIDI interface. To make connections, you will need a separately sold connection kit that is appropriate for your model of computer.

⑨ Power socket

Connect the included power cable here.

3. Disk drive

① Disk access indicator

When this indicator is lit, the disk drive is operating. Be careful to never remove the floppy disk from the drive while this indicator is lit.

② Floppy disk drive slot

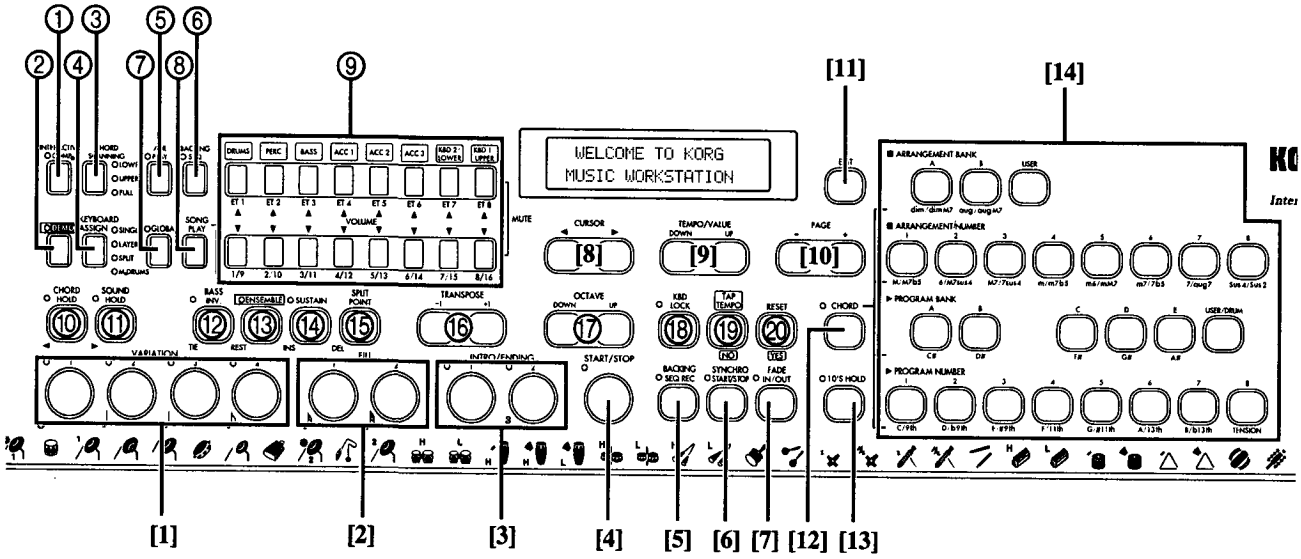
A 3.5 inch double sided, double density (2DD) or a double sided, high density (2HD) floppy disk can be inserted here.

③ Disk eject button

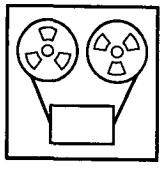
Press this button to remove the floppy disk from the disk drive.

If pressing this button does not cause the disk to be ejected, contact your dealer . Never attempt to remove the disk by force.

2. What happens when you press ...? List of keys

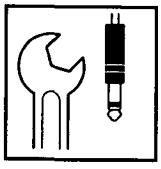


Functions available in Arrangement Play Mode.



Functions available in Backing Play Mode.

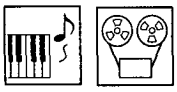
Functions available in Song Play Mode



Functions available in Global Mode

These keys have an LED beside them (usually at the upper left) to indicate their status. In most cases, the LED will alternate between lit and unlit each time the key is pressed, and when the LED is lit, the function of that key is active.
For some keys, the LED will blink to indicate a special situation.

① INTERACTIVE COMP.
Interactive Composition



Apply an automatic accompaniment to the melody

When this key is pressed, the ***i5S*** will analyze the melody played on the keyboard to determine the chords, and will automatically play a bass and accompaniment for those chords.

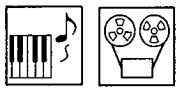
This function can be used in two ways; in Arrangement Play Mode to add an accompaniment at the same time as the keyboard is being played, or in Backing Sequence mode to analyze a previously recorded melody and then add the accompaniment when it is played back. The chords that are produced from a given melody may be different depending on which of these two ways are used.☞P.3-17, P.6-1 "Interactive Composition"

② DEMO
Demo

Hear the demo song

When this key is pressed, a demonstration of the ***i5S*** will playback. The demo can be heard in any mode.

③ CHORD SCANNING
Chord Scanning



Create chords from keyboard notes you play

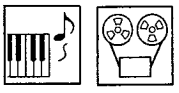
This key determines the area of the keyboard in which chords played on the keyboard will be detected.

You can select one of the following three modes to specify which area of the keyboard will be detected; above (to the right of) the split point (Upper Chord Scanning), below (to the left of) the split point (Lower Chord Scanning), or the entire range of the keyboard (Full Chord Scanning).

For details on the chords that will be produced when you play different combinations of keys, refer to Appendix C, "Recognized chords" in the Reference Guide.

Each time you press the key, the mode will alternate between LOWER, UPPER and FULL (doesn't recognize the chord on the keyboard).
When the function is set in Upper Chord Scanning and Full Chord Scanning you can detect a chord by simultaneously pressing more than three keys on the keyboard.

④ KEYBOARD ASSIGN
Keyboard Assign



Select right and left hand sounds

This key determines how the two keyboard timbres of the ***i5S*** will be arranged on the keyboard. You can have the same sound play for the entire range of the keyboard (Single mode), different sounds play in the left and right hand areas of the keyboard bounded by the split point (Split mode), or two sounds play for each note you press (Layer mode). Alternatively, you can select Manual Drum mode in which each key will play a different percussion instrument.

Each time you press the key, the mode will alternate between SINGLE, LAYER, SPLIT, and M.DRUMS.

⑤ ARR/PLAY
Arrangement Play

The standard mode for playing the *i5S*

When you press this key, the ***i5S*** will enter Arrangement Play Mode.

Select this mode when you wish to play the ***i5S*** keyboard by itself, or to play with an automatic accompaniment. The ***i5S*** will automatically be in Arrangement Play Mode when the power is turned on.

Record and edit in this mode

⑥ BACKING SEQ.
Backing Sequence

When you press this key, the ***i5S*** will enter Backing Sequence mode.

Use this mode when you wish to record your playing on the ***i5S*** along with the accompaniment, or to modify or create new playback data.

When you press this key in Backing Sequence mode, you can use the VOLUME/MUTE key to select the track (KBD, ACC, PERC, DRUMS, and the 8 extra tracks) for which you want to make volume or mute settings.

If an extra track is selected for volume/mute settings, the LED will blink. However it is not possible to make volume or mute settings unless you are in the Realtime Record/Playback page (the first page).

Functions for disk and MIDI, etc.

⑦ GLOBAL
Global

When this key is pressed, the ***i5S*** will enter Global Mode.

Press this key when you wish to save or load ***i5S*** musical data to or from floppy disk, or make various settings that affect the entire ***i5S***, such as tuning, scale, basic functions, foot switch and pedal settings, and MIDI settings.

Listen to SMF disk playback

⑧ SONG PLAY
Song Play

When you press this key, the ***i5S*** will enter Song Play Mode.

Press this key when you wish to load and playback song data in Standard MIDI File (SMF) format directly from disk.

When you press this key in Song Play Mode, you can select either Ch.01—08 or Ch.09—16 as the MIDI channels for which the VOLUME/MUTE keys will make volume and mute settings. If Ch.09—16 are selected for volume/mute settings, the LED will blink.

Specify the part

⑨ TRACK/CHANNEL VOLUME/MUTE



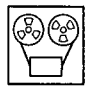
1. Track/Channel

When you wish to specify the volume, type of sound, damper pedal operation, stereo location, and octave, etc. for each of the parts that are played by yourself on the keyboard or automatically played as accompaniment (bass, percussion, drums, etc.), press these keys to select the track (or channel).

For volume settings, refer to the following paragraph "VOLUME/MUTE". For other settings, refer to "Track settings" in Arrangement Play Mode or Backing Sequence Mode of the Reference Guide.

Adjust the volume for each instrument

2. VOLUME/MUTE

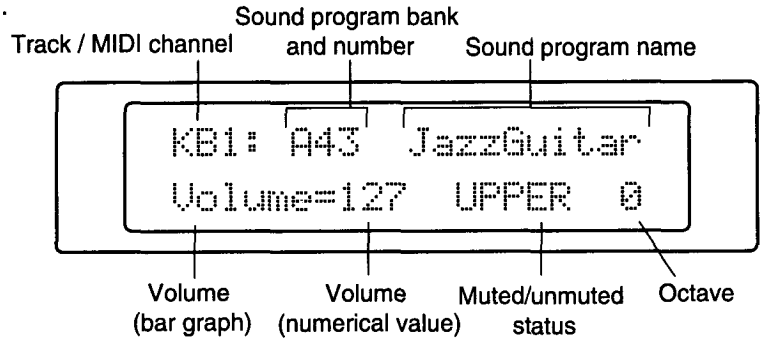

Use these keys to set the volume or muting for the sound program that is assigned to each track (or in Song Play Mode, to each channel). However in Backing Sequence mode, volume and mute settings can be made only if the Realtime Record/Playback page (the first page) is selected.

For any track/channel, pressing the ▲ key will raise the volume of the program, and pressing the ▼ key will decrease the volume. These keys will raise or lower the value continuously if you continue holding them down.

Also, by pressing both ▲ and ▼ keys simultaneously, you can switch between muted and unmuted status.

Changes in volume or muted/unmuted status will be indicated in the LCD as numerical values or bar graphs.

When you press a ▲ or ▼ key, the following information will appear in the LCD.



The top line of the display shows the arrangement track or extra track that corresponds to the key that you pressed, and the sound program assigned to that track. However in Song Play Mode, the display will show the MIDI channel instead of the track, and the sound program assigned to that channel.

The left side of the lower line shows the volume of the track or channel as a number from 000 (minimum) to 127 (maximum), and as a small bar graph.

The right side of the lower line shows whether that track or channel can be played (PLAY) or is currently muted (----), and a number that indicates the octave setting. However if you press the KBD1/UPPER or the KBD2/LOWER key of the arrangement track, the keyboard assign setting (UPPER or LOWER) of that track will be displayed instead of the PLAY indication.

These screen displays will return to the original page display if no keys are operated for approximately seven seconds.

⑩ CHORD HOLD/◀

Remembering the chord you press

1. Chord Hold

When playing an arrangement, pressing this key will make the chord and bass continue to sound until the next key is pressed, even if you take your left hand off the keyboard. This means that you will have more time to change chords on the keyboard, and is especially convenient if you are not accustomed to playing a keyboard.

2. ◀

When you are step recording a backing sequence, the displayed step (the step for editing) will move backward each time you press this key.

⑪ SOUND HOLD/▶

An easy way to add excitement to an introduction or accompaniment

1. Sound Hold

If this key is pressed together with Chord Hold, the note (or chord) that is played in the left hand and the bass sound will continue sounding until the next time you play the keyboard.

Unlike the case when only Chord Hold is on, the left hand sound and the bass sound will continue even if the accompaniment playback stops. This is very effective when you wish to have a dramatic lead-in at the beginning of the song where the rhythm has not yet begun.

When the arrangement playback starts, the bass sound will be replaced by the automatic playback of the accompaniment track, but the sound played by the left hand will continue as is. This helps to add depth to the accompaniment.

The Global Mode Sound Hold parameter allows you to specify whether the keys played in the left hand will sound together with the bass note just as they are, or whether the chord created by the Chord Scanning and Voicing functions will be sounded, or whether only the bass note will be sounded.
☞Reference Guide P.5-20

When using this function...

1. Set Chord Scanning to LOWER.
2. If KBD2/LOWR is muted, simultaneously press the ▲ and ▼ keys to turn off muting.
3. This function cannot be used for INTRO1 or ENDING1, since chord changes are not possible.

2. ▶ 

When you are step recording or event editing a Backing Sequence, pressing this key will move backward to the previously displayed (editable) step.

Independently specify bass notes

⑫ BASS INV./TIE

1. Bass Inversion

If this key has been pressed, specifying a chord on the keyboard will cause the *i5S* to use the lowest pressed note as the bass note, and detect it separately from the expanded chord form.

This allows you to specify chord forms such as Am7/G or F/C, which have an independent bass note.

When Chord Scanning is set to FULL, the immediately previous bass sound will be effective after you release the key until you play another bass key.

2. Tie 

When you are step recording or event editing a Backing Sequence, pressing this key will connect the currently displayed step with the immediately previous step of the last measure to create a single note.

Create harmony just by playing a melody

⑬ ENSEMBLE/REST 

1. Ensemble

If this key has been pressed, harmony as determined by the chord scanning at that time will be sounded with the melody that you play on the keyboard.

2. Rest 

When you are step recording or event editing a Backing Sequence, pressing this key will insert a new note or event after the currently displayed step.

⑭ SUSTAIN/INS

1. SUSTAIN

Notes with sustain

If this key has been pressed, the notes you play will have sustain. The length of sustain varies depending on the Program you are using.

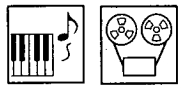
2. INSERT

Pressing this key allows you to insert a character at the cursor location in the file name when you are performing one of the following operations:
☞Reference Guide P.2-22 "Event Edit"

Rename Arrangement (☞Reference Guide P.1-14), Rename Backing Sequence (☞Reference Guide P.2-28), or a Save operation (☞Reference Guide P.5-7).

⑮ SPLIT POINT/DEL

1. Split Point

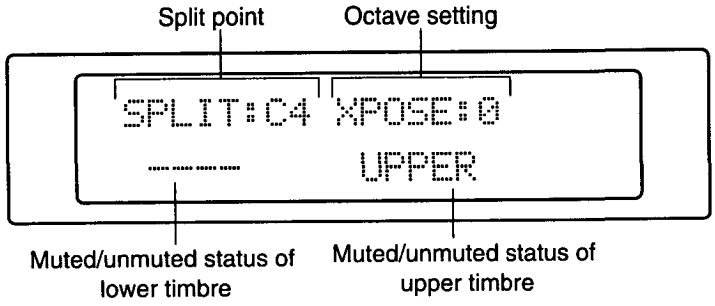


Boundary line between right and left hands

If you hold down this key and press a note on the *i5S*'s keyboard, that note will be specified as the Split Point.

Use this key to set the Split Point that will be the boundary between the left hand (lower) and the right hand (upper) when you wish to divide the two keyboard timbres of the *i5S* to left and right in Split mode, or to set the area for Chord Scanning.

You can check the Split Point setting in the LCD screen. As you hold down this key, the following will appear in the display.



The split point will be displayed as the lowest key in the upper section (i.e., the key you pressed to make the setting).

In the above example, the upper area extends from the C4 note toward the right (high notes), and the lower area extends from the B3 note toward the left (low notes).

2. Delete

When you are step recording or event editing a Backing Sequence, press this key to delete the currently displayed step.

Pressing this key allows you to insert a character at the cursor location in the file name when you are performing one of the following operations:

Rename Arrangement (☞Reference Guide P.1-14), Rename Backing Sequence (☞Reference Guide P.2-28), or a Save operation (☞Reference Guide P.5-7).

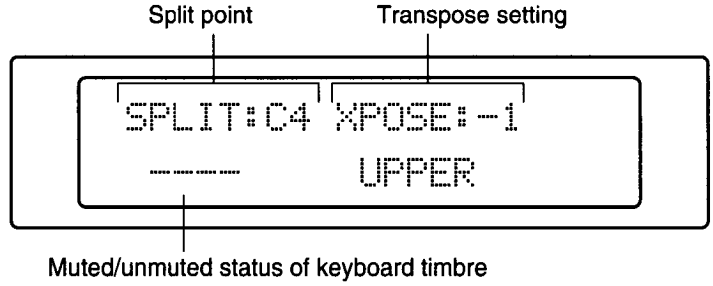
Easy transposition

⑯ TRANSPOSE (-1/+1) Transpose

By pressing these keys you can adjust the pitch of the *i5S* keyboard and automatic accompaniment, in semitone steps over a range of +/–1 octave.

You can check the Transpose setting in the LCD screen. As long as you are pressing the –1 or +1 key, a display such as the following will appear.

Approximately 7 seconds after you release this key, this display will change back to the previous display.



If you simultaneously press the –1 and +1 keys, the Transpose setting will be immediately reset to 0.

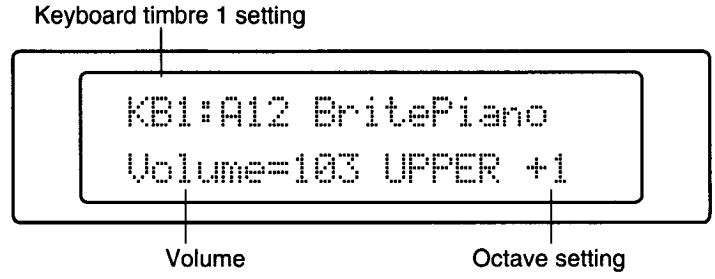
Raising or lowering the pitch

⑰ OCTAVE (DOWN/UP) Octave

By pressing these keys, you can raise or lower the pitch of the *i5S*'s keyboard and automatic accompaniment tracks (Bass, ACC1, ACC2, ACC3) in one octave steps, over a range of +/–2 octaves.

You can check the Octave setting in the LCD screen. As long as you are pressing the UP or DOWN key, a display such as the following will appear.

Approximately 7 seconds after you release this key, this display will change back to the previous display.



Each time you press the UP or DOWN key, the octave setting will rise or fall one octave.

If you simultaneously press the UP and DOWN keys, the Octave setting will be immediately reset to 0.

Keep tempo and sound

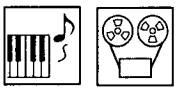
⑱ KBD LOCK Keyboard Lock

If you press this key, the tempo and keyboard sound of the current arrangement will be maintained even if you switch to a different arrangement.

By pressing this key you can lock the following parameters; Tempo, Prog Oct, outsets (PLAY↔MUTE), KBD Assign, SPLIT POINT, TRANSPOSE, CHORD SCAN, VOLUME, PAN and SEND.

☞P.3-9 "Now let's try playing and providing your own accompaniment"

⑲ TAP TEMPO/NO



Set the tempo by tapping

1. Tap Tempo

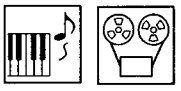
The playback tempo will be set to the tempo (♩ = 40~240) at which you tap this key. If you press the TAP TEMPO key several times in succession, the playback tempo will be automatically set to the timing at which the key is tapped. At this time, the display will indicate the tempo value.

The TAP TEMPO key can be used to set the tempo during playback or when playback is stopped.

2. No

When the LCD asks you to execute or confirm an operation (Yes/No), press this key to select No.

⑳ RESET/YES



Return to the beginning

1. Reset

By pressing this key, you can ...

1. Restore a sound selected during Arrangement Play to the original settings.
2. Immediately return to the first measure of the Backing Sequence.
3. Return to a condition in which no chord is selected (no chord is being played in the Chord Scanning area of the keyboard).

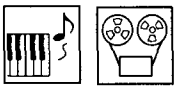
You can also press this key if notes become "stuck" and fail to stop sounding (for example because of a problem with MIDI connections, etc.).

2. Yes

When the LCD asks you to execute or confirm an operation (Yes/No), press this key to select Yes.

In displays where you can select a sub-page, you can also use this key to open the sub-page indicated by the cursor.

[1] VARIATION (1,2,3,4)



Four Variations of performance style

Variation

These keys allow you to select one of the four variations for each of the styles provided in the *i5S*.

If while playing an arrangement, you press one of these keys to select a different variation, the selected variation will begin either immediately or from the next beat or measure, depending on the type of variation.

If you set the Fill parameter in Arrangement Play Mode, the variation will automatically change after the Fill is played, allowing you to add variety to the development of the song. ☞Reference Guide P.1-12 "Variation Change"

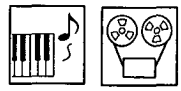
The LED of the selected variation will continue blinking until the playback changes to that variation.

2. Step input 

When step recording in Backing Sequence mode, you can use these keys to directly specify the step (note length).
☞Reference Guide P.2-10 "Step Recording"

VARIATION 1 = 𝅝
VARIATION 2 = 𝅗𝅥
VARIATION 3 = ♩
VARIATION 4 = ♪

Playing a Fill-in during a song

[2] FILL (1,2) 

1. Fill-in

By pressing these keys while playing an arrangement, you can play one of two types of fill-ins. When the Fill begins to play, the LED of the variation that was playing up to that point will blink. Some arrangements have fills that can be used instead of intros.

2. Step input 

When step recording in Backing Sequence mode, you can use these keys to directly specify the step (note length).
☞Reference Guide P.2-10 "Step Recording"

FILL 1 = 𝅘𝅥𝅯
FILL 2 = 𝅘𝅥𝅯

[3] INTRO/ENDING (1,2) 

1. Intro/Ending

Starting a song with a suitable intro

1. By pressing one of these keys before arrangement play begins, you can specify whether or not an intro will be played before the variation begins.

The LED of the selected intro will light up during intro performances, however will immediately turn off when the variation begins. Each style comes with two intro types.

Dramatic ending

2. If you press one of these keys during arrangement play, an ending will be played and then playback will stop automatically. Each style has two types of endings.

The LED of the selected ending will continue blinking until the playback switches to that ending.

2. Step input 

When step recording in Backing Sequence mode, you can use these keys to directly specify the step (note length).
☞Reference Guide P.2-10 "Step Recording"

INTRO/ENDING 1 = dotted ..... the specified note value will be lengthened by 1.5 times

INTRO/ENDING 2 = triplet ..... the specified note value will be changed to 1/3rds

[4] START/STOP
Start/Stop

Start/Stop playback and recording

Use this key to start or stop playback of an arrangement or an SMF song, or to start or stop recording or playback.

When stopped, the LED will blink green in synchronization with the tempo. When playback or recording begins, it will blink in synchronization with the time signature of the style, red on the first beat, and green on other beats.

While SMF Format 1 data is being loaded from floppy disk, this LED will rapidly blink red.

[5] BACKING SEQ.REC
Backing Sequence Recording

Ready to record

When this key is pressed, the ***i5S*** will enter record ready status. This is the same for realtime recording and for step recording.

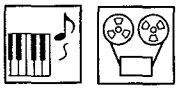
If this is pressed when a User bank is selected in Arrangement mode, data will be written into the selected arrangement.

[6] SYNCHRO START/STOP
Synchronized Start/Stop

Start at the moment you play the keyboard

Instead of pressing the START/STOP key to begin playback, you can press this key so that arrangement play will begin the instant you touch the keyboard, and will stop the instant that you release the keyboard.

[7] FADE IN/OUT
Fade In/Out

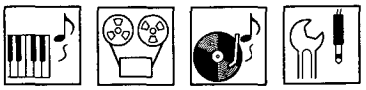


Gradually increase/ decrease the volume

Instead of pressing the START/STOP key to begin playback, you can press this key so that arrangement play will start from silence and gradually increase in volume.

Instead of pressing the START/STOP key to stop playback, you can press this key so that arrangement playback will gradually fade out.

[8] CURSOR (◄, ►)
Cursor



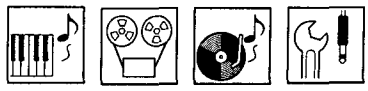
Use these keys to select items by moving the cursor in the LCD screen. When these keys are pressed, the cursor will move successively through the items in the display.

Pressing the ► key will move the cursor from left to right.

Pressing the ◄ key will move the cursor from right to left.

When the cursor reaches the last item in a display, it will "wrap around" to the first item.

[9] TEMPO/VALUE (DOWN, UP)
Tempo/Value



1. When playing in each mode, use these keys to temporarily change the tempo. Pressing the DOWN key will make the tempo slower, and pressing the UP key will make the tempo faster.

Simultaneously pressing the DOWN and UP keys will reset the tempo to the original value.

* By using the KBD LOCK function, you can play at the same tempo even if a different arrangement is selected. ☞P.2-7 "KBD LOCK"

2. Use these keys to increase or decrease the value of the item selected by the cursor, or to display selections.

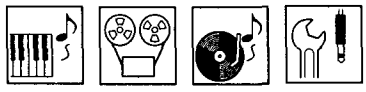
Pressing the DOWN key will decrease the value, or display the previous selection.

Pressing the UP key will increase the value, or display the next selection.

If you press both the DOWN and the UP keys simultaneously, the selected item will be reset to the original value (i.e., the value that it had when the cursor was moved to that item).

Changing the LCD pages

[10] PAGE (–, +)
Page



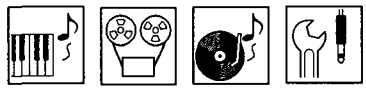
In all pages, use these keys to select the page you wish to see.

Pressing the + key will display the next page.

Pressing the –key will display the previous page.

* By simultaneously pressing the key of the currently selected mode and an ARRANGEMENT NUMBER key or a PROGRAM NUMBER key, you can jump directly to a specific page of that mode.
☞P.2-13 "ARRANGEMENT NUMBER" / "PROGRAM NUMBER".

[11] EXIT
Exit



1. In all modes, you can press this key to return to the first page.
2. In a sub-page of Backing Sequence mode (an editing page) or a sub-page of Global Mode (a disk operation page), you can press this key to return to the highest page.
3. In the setting displays which appear only for a fixed interval of time such as Octave or Transpose, or in displays which show an incomplete arrangement or program setting (e.g., displays that show an incompletely-specified number setting), you can press this key to immediately return to the previous display.

You can also press this key in the middle of an operation to cancel that operation.

If you press this key in the first page of Backing Sequence mode, the currently-used arrangement will be displayed. In approximately 7 seconds, the previous display will reappear. ☞Reference Guide P.2-3

[12] CHORD
Chord

Specify chords at a touch

Instead of specifying chords from the keyboard, you can press this key and specify the root, type and tension of chords using the ARRANGEMENT, PROGRAM BANK and NUMBER keys located at the right side of the front panel.

This is convenient when you know the name of the chord, but do not know how it is played on the keyboard.

The root, type and tension of the available chords are printed in green below each of these keys.

Specify the chord type using the ARRANGEMENT BANK keys and the ARRANGEMENT NUMBER keys.

Two types of chords are assigned to each key, and these two will alternate each time you press the key. Your selection will appear in the LCD.

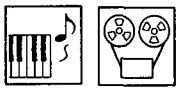
Specify the chord root using the PROGRAM BANK keys and the PROGRAM NUMBER keys 1—7. Your selection will appear in the LCD.

This chord base is specified using the PROGRAM BANK and PROGRAM NUMBER keys 1-7 while pressing the chord key.

To specify the tension, press the PROGRAM NUMBER 8 key.

At this time, you can set the tension using PROGRAM NUMBER keys 1—7. Hold down key 8 and press a second key, 1—7 to specify the tension. The selection will appear in the LCD.
The types of tension that can be specified will depend on the type of chord. For details refer to Appendix C "List of detected chords" in the Reference Guide.

[13] 10'S HOLD
10's hold



Quicker selection of sounds

If this key is pressed when you select arrangements or programs, the first digit of the arrangement or program will remain fixed. This is convenient when you wish to select other programs with the same 10's place as the current program.

For example, suppose that arrangement A12 is currently selected and that you want to select A16. Normally you would need to press the ARRANGEMENT NUMBER keys 1 and then 6 in order to select A16. However if the 10's HOLD key has been pressed, you only need to press 6 in order to switch to A16, or 8 to switch to A18 (i.e., you don't need to press 1 to specify the 10's place).

If you press a BANK key to change the bank, the 10's HOLD LED will go out, and this function will automatically be turned off.

[14] ARRANGEMENT BANK (A,B,USER) ARRANGEMENT NUMBER (1—8)

PROGRAM BANK (A,B,C,D,E,USER/DRUM) PROGRAM NUMBER (1—8)

Selecting an Arrangement or Program

1. Use these buttons to select the bank and number of an arrangement or program.

Whether selecting arrangements or programs, first press a BANK key to specify the bank. Next use the NUMBER keys to specify the 10's and then the 1's place. The arrangement or program will not change if you press only a BANK key or a 10's place NUMBER key. The number will change only when you specify the 1's place. If you are selecting a different number in the same bank, there is no need to press the BANK key again. Simply press a NUMBER key for the 10's and the 1's place.

For example, suppose that arrangement A12 is currently selected and you wish to select B18. First press the ARRANGEMENT BANK B key, and next press the ARRANGEMENT NUMBER keys 1 and then 8 to select B18.

* If you wish to select a different arrangement or program of the same 10's place, it is convenient to press the 10's HOLD key so that you can immediately switch to another arrangement or program by simply pressing the 1's place.

The PROGRAM BANK USER/DRUM key will switch between the User bank and the Drum bank each time it is pressed. Your selection will appear in the LCD.

2. During arrangement play or while recording a backing sequence, you can turn on the CHORD key and use these keys to specify the root, type and tension of the chord. The root, type and tension are printed in green below each of these keys.

Specify the chord type using the ARRANGEMENT BANK keys and the ARRANGEMENT NUMBER keys. Two types of chords are assigned to each key, and these two types will alternate each time you press that key. Your selection will appear in the LCD.

Selecting a chord

Specify the chord root using the PROGRAM BANK keys and PROGRAM NUMBER keys 1—7. Your selection will appear in the LCD.

Selecting a root

Pressing the PROGRAM NUMBER 8 key will allow you to specify the tension using PROGRAM NUMBER keys 1—7. Your selection will appear in the LCD.

Specifying a tension

The types of tension that can be specified will depend on the chosen chord. For details refer to Appendix C "List of detected chords" in the Reference Guide.

If Chord Scanning has been set to "FULL", make sure CHORD HOLD is ON before you start recording in order to enter chords using the CHORD key during step recording.
(The CHORD HOLD ON/OFF setting will be stored on the CTRL track, and will not affect sequence data.)

3. What can the *i5S* do?

This section is a step by step introduction to the basic capabilities of the ***i5S*** for those who are using it for the first time.

Open this manual beside your ***i5S*** and try out the operations as you read each page.

Don't worry if the LCD doesn't match

The numbers or program names that appear in the LCD of the ***i5S*** that you are actually operating may differ somewhat from what is printed in this manual. This is mainly dependent on how your ***i5S*** has been used, and you should continue your operations without worrying about this.

If you get stuck

If your operations get you stuck in a blind alley and you don't know what to do, press the red EXIT key located at the right of the LCD. Or, press the START/STOP key to make the START/STOP key LED light only in green. The place you return to will depend on the current situation, but at least you will be able to continue operations.

In this chapter, there are no operations for which you need to make "careful decisions" before execution. So, let's go ahead and have some fun with the ***i5S***.

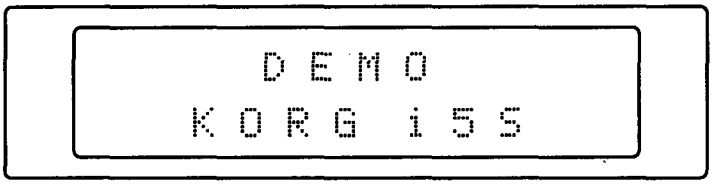
1. First let's listen to the automatic playback of the *i5S*.

Demo

You can hear the demonstration when in any mode. Initially, set the master volume to a setting of 1 or 2. When playback begins, adjust the volume to an appropriate level.

1. Press the DEMO key located in the upper left of the front panel.

→ 1. The DEMO LED will light red.
→ 2. A display like the following will appear in the LCD.



→ 3. The *i5S* demonstration playback will begin.

In synchronization with the time signature of the song, the START/STOP LED will blink red on the first beat and green on other beats. When the automatic playback reaches the end of the song, it will automatically return to the beginning and continue playing.

2. To stop automatic playback, press the DEMO key once again.

Demo playback will also stop if you press the START/STOP key or any one of the mode keys.

Song Play

The *i5S* is able to load Standard MIDI File (SMF) format song data directly from a floppy disk and play it back.

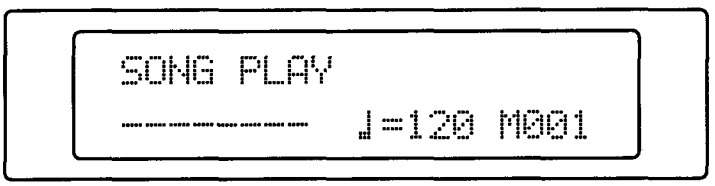
If you have a SMF format data disk, insert it into the *i5S* and enjoy the sequence.

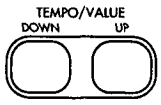
1. Insert the floppy disk containing SMF data into the *i5S* disk drive.

2. The *i5S* will enter SONG PLAY mode.

The SONG PLAY LED will light red to indicate that the *i5S* is in Song Play Mode. If the *i5S* is not in Song Play Mode, press the SONG PLAY key located in the upper left of the front panel.

→ 1. The SONG PLAY LED will light red.
→ 2. The following display appears in the LCD.

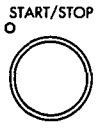




3. Press the TEMPO VALUE UP or DOWN key located below the LCD.

→ 1. The *i5S* will read the names of the data on the disk.
→ 2. When the names have been read, the song names (filenames) on the disk will appear in the LCD.

You can step through the song names by pressing the UP key.



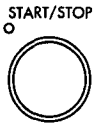
4. When the name of the song that you wish to play appears, press the START/STOP key located in the center of the front panel.

→ 1. The START/STOP LED will rapidly blink red, and the data of the selected song will be loaded into the *i5S*.
→ 2. When the data has been loaded, playback will begin.

The START/STOP LED will blink in time to the time signature of the song, red on the first beat, and green on other beats.

You can adjust the tempo. ☞P.2-11 "TEMPO/VALUE"

You can adjust the volume of each instrument. ☞P.2-3 "VOLUME/MUTE"



5. To stop the automatic playback press the START/STOP key.

2. Play the *i5S* keyboard and try out the sounds.

The *i5S* has a variety of functions that allow you to create songs or perform automatic playback, but you can also enjoy playing it as a conventional keyboard instrument. Start by playing the keyboard to try out the sounds.

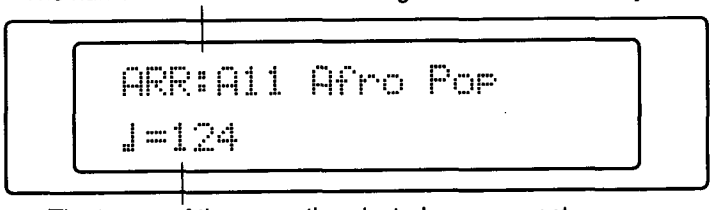
1. Enter ARRANGEMENT PLAY mode

The *i5S* is in Arrangement Play Mode if the ARR PLAY LED is lit red.

If you are not in Arrangement Play Mode, press the ARR PLAY key located in the upper left of the front panel.

→ 1. The ARR PLAY LED will light red.
→ 2. A display like the following will appear.

(a) The number and name of the arrangement that is currently selected



The tempo of the currently selected arrangement

2. Play the keyboard and you will hear a sound (program) suitable for the current arrangement.

Select a different sound

Here's how to temporarily change the sound that is heard when you play the keyboard.

By changing the program number, you can change the sound.

Selecting a program

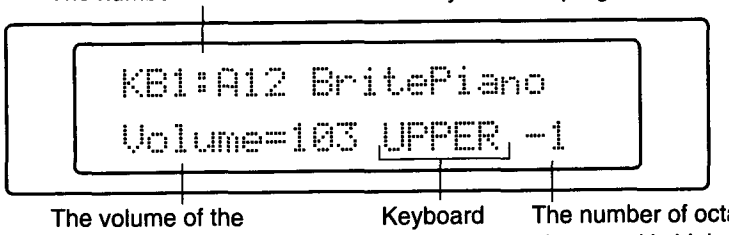
1. Press one of the PROGRAM BANK and PROGRAM NUMBER keys located in the bottom row at the right side of the panel.

For example, if you wish to select bank A program 12 Brite Piano, press the keys in the order of A, 1 and 2. ☞P.2-13

However, if you are selecting a different program in the same bank, there is no need to press the bank key. Simply press the number keys.

→ A display like the following will appear in the LCD.

(b) The number and name of the currently selected program



The volume of the currently selected program

Keyboard assignment

The number of octaves that the sound is higher (lower) than the standard pitch.

When you change the program number (by pressing the two-digit number), this display will return to the previous display (a) approximately 7 seconds later.

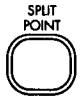
2. Play the keyboard once again and notice that the sound is different than before.

Low notes don't sound

As you play the *i5S* and try out various sounds, you will notice that there is an area in the lower part of the keyboard (left hand side) that does not produce sound when it is played.

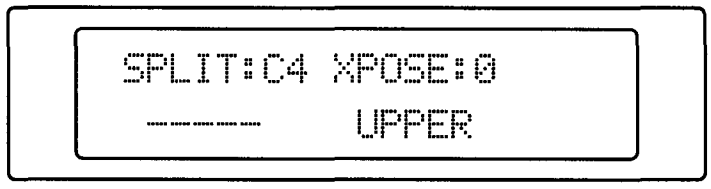
This area will not produce sound when you play it, but is instead used for Chord Scanning. The width of this area depends on the selected arrangement. For some arrangements the entire keyboard will produce sound, and for other arrangements the right and left hand areas will produce different sounds.

You can set these areas to be most suitable for your own playing.



1. Press and hold the SPLIT POINT key located just left of the center of the front panel.

→ As long as you continue holding the key, the following display will appear.



With this screen displayed, if you press a note on the keyboard and then release the SPLIT POINT key, the notes of the keyboard area below the note you pressed will no longer produce sound.

2. While continuing to hold down the SPLIT POINT key, press the lowest note on the keyboard (the note at the far left).

→ The display will change as follows.

3. Release the SPLIT POINT key and play the keyboard once again.

Notice that this time, all notes of the keyboard will sound.

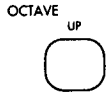
☞P.2-6 "SPLIT POINT"

Transpose to an easier pitch for playing or singing

The *i5S* allows you to make semitone or octave adjustments to the pitch produced by playing the keyboard and by the automatic accompaniment.

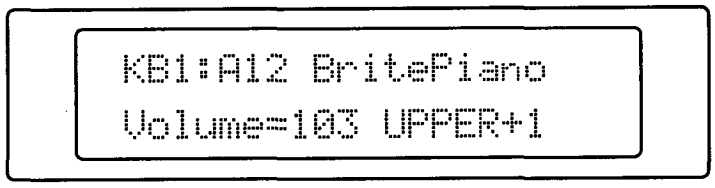
When playing a difficult song that has many notes on the black keys, or a song that is too low or too high for a singer or another instrument to accompany, you can change the pitch to play the song in an easier key.

1. Press the OCTAVE UP key



→ 1. As long as you continue pressing the key, the following type of display will appear.

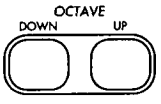
(c)



→ 2. At the same time, the pitch of the entire *i5S* will become an octave higher.

The LCD will return to the previous display (a) if no keys are pressed for approximately 7 seconds.

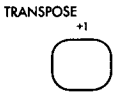
If you repeatedly press the OCTAVE UP or OCTAVE DOWN keys from the (c) display, you will notice that the octave setting



UPPER +1 / UPPER 0 / UPPER -1 ------

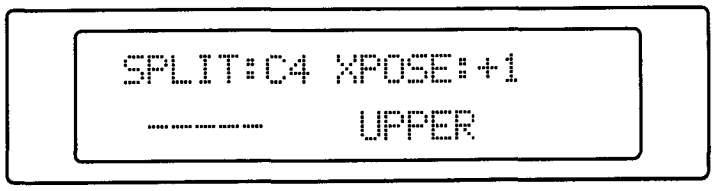
goes up or down.

2. Press the TRANSPOSE +1 key.



→ As long as you continue pressing the key, the following type of display will appear.

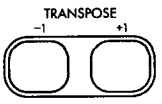
(d)



→ 2. At the same time, the pitch of the entire *i5S* will become a semitone higher.

The LCD will return to the previous display (a) if no keys are pressed for approximately 7 seconds.

If you repeatedly press the TRANSPOSE +1 or TRANSPOSE –1 keys from the (d) display, you will notice that the transpose setting

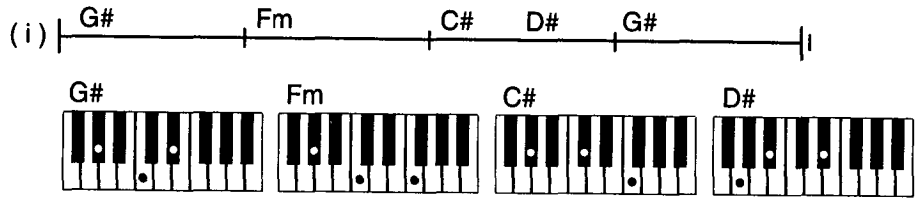


XPOSE: +1 / XPOSE 0 / XPOSE -1 ------

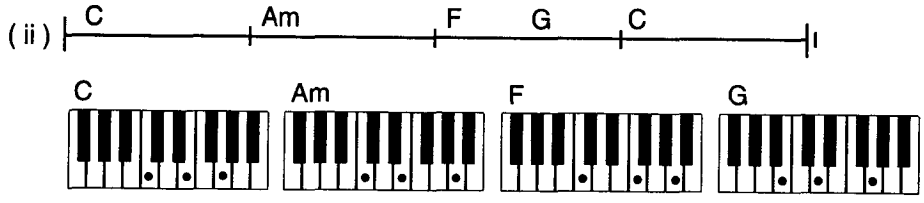
goes up or down.

Example 1)

This song uses the following chords, and you can see that each chord contains many notes on the black keys.



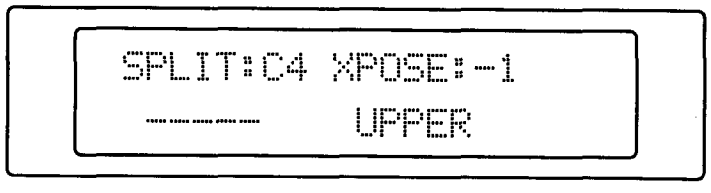
You can use the Transpose function to play this in an easier key. For example, if you raise the entire song four semitone steps, the chords will be as follows.



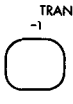
This is much easier to play, but of course the pitch will be higher than the original song.

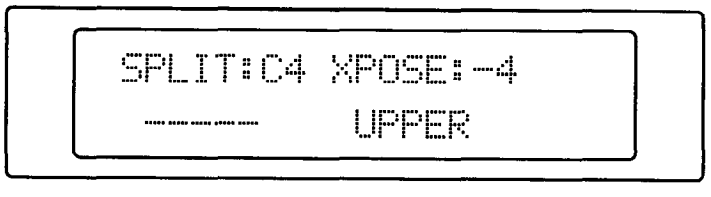
In this case, all you need to do is to lower the pitch produced by the ***i5S*** by four semitone steps.

1. Press the TRANSPOSE –1 key once.



2. Press the TRANSPOSE –1 key three more times.



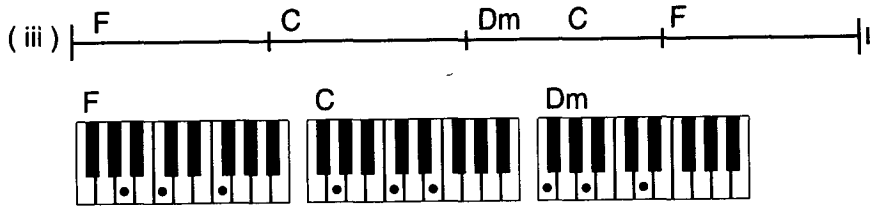


The pitch of the entire ***i5S*** is now four semitones lower than normal.

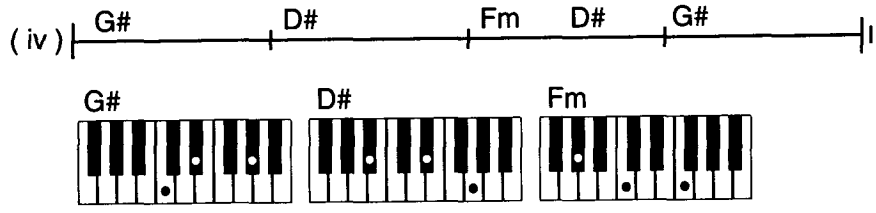
If you now play a chord as in (ii), it will be sounded at the pitch of (i).

Example 2)

What should you do if this song is too low to sing easily, and you want to raise it three semitones so that it will be easier to sing?

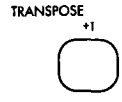


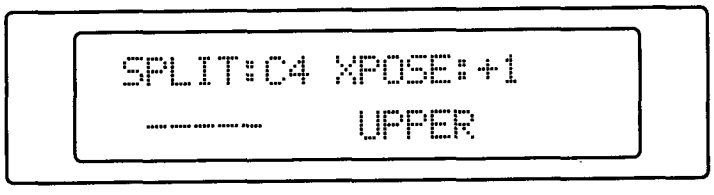
If this song were raised three semitones, the chords would be as follows.



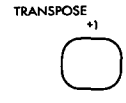
These chords look a bit difficult to play. In this case, use the Transpose function to raise the pitch produced by the ***i5S*** by three semitones.

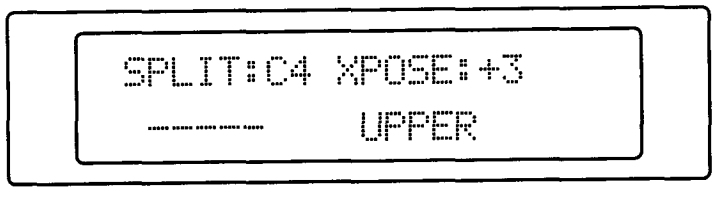
1. Press the TRANSPOSE +1 key once.





2. Press the TRANSPOSE +1 key two more times.





The pitch of the entire ***i5S*** is now three semitones higher than normal.

If you now play a chord as in (iii), it will be sounded at the pitch of (iv).

3. Now let's try playing and providing your own accompaniment.

You will find that it is actually quite easy to provide your own accompaniment.

While listening to the automatic playback (Arrangement Play) of the *i5S*, you can play the keyboard to produce sound at the same time.

You can also make the Arrangement Play change to follow your playing.

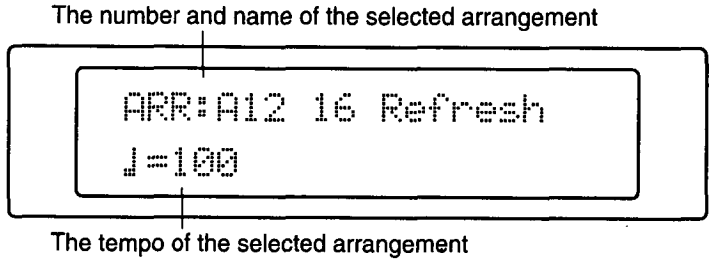
Select an arrangement

1. First select an arrangement.

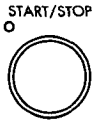
Press the ARRANGEMENT BANK and ARRANGEMENT NUMBER keys located at the right side of the panel. For example, if you want to select bank A arrangement 12, press the keys in the order of A, 1 and 2.
☞P.2-13 "ARRANGEMENT BANK, ARRANGEMENT NUMBER"

However if you are selecting a different arrangement in the same bank, there is no need to press the bank key once again. Simply press the number keys.

→ A display like the following will appear in the LCD.



Start



2. Press the START/STOP key located in the center of the front panel.

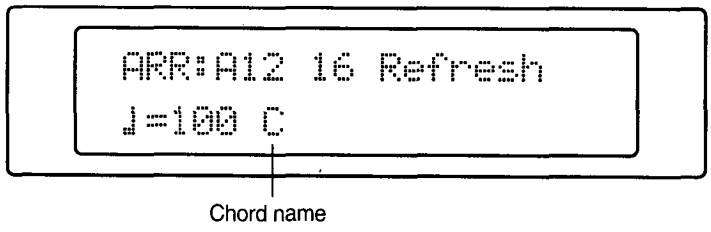
→ 1. Rhythm playback will begin.
→ 2. In synchronization to the time signature of the style, the START/STOP LED will blink red on the first beat and green on other beats.

You can also adjust the tempo. ☞P.2-11 "TEMPO/VALUE"

Use the left hand to control the accompaniment

3. Press notes in the left hand lower part of the keyboard.

→ 1. The bass and accompaniment will begin sounding.
→ 2. The LCD will show the chord name.



The bass and accompaniment that began when you played notes in the left hand are being analyzed by the *i5S* to determine what chord they are, and the accompaniment of the current arrangement is being played automatically based on these chords.

☞P.2-2 "CHORD SCANNING"

The chords that the ***i5S*** will detect when you play the keyboard in various ways are summarized in the Reference Guide, Appendix C "Recognized Chords". Refer to this section. ☞Reference Guide "Appendix C"

Even if you take your left hand off the keyboard, that chord and bass note will continue sounding until you play another note. ☞P.2-4 "CHORD HOLD"

4. While playing various chords in the left hand, play melodically as desired in the right hand.

You can select different instrumental sounds.
☞P.2-13 "PROGRAM BANK, PROGRAM NUMBER"

You can adjust the volume of each instrumental sound.
☞P.2-3 "VOLUME/MUTE"

You can use the front panel keys to specify the type of chord.
☞P.2-13 "Selecting a chord"

This should give you an idea of the enjoyable possibilities of playing the ***i5S*** while it assists you with the accompaniment.

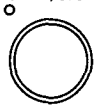
The chords played in the left hand can be abbreviated; for example by playing just one note for a major chord, or two notes for a minor or sus4 chord, etc. It is not necessary to play all the notes of a chord.

Examples of chord abbreviations are given in the Reference Guide, Appendix C "Recognized Chords". Refer to this section. ☞Reference Guide "Appendix C"

5. To stop the performance, press the START/STOP key once again.

START/STOP

Stop



Synchro Start

Instead of pressing the START/STOP button, you can make arrangement play start at the moment that you play a note on the keyboard.

1. When arrangement play is stopped, press the SYNCHRO START/STOP button located in the lower center of the front panel.

→ The SYNCHRO START/STOP LED will light.

2. Play a chord in the lower (left hand) area of the keyboard.

→ 1. At the moment you play the keyboard, arrangement play will begin.
→ 2. When play begins, the SYNCHRO START/STOP LED will go out.

Synchro Stop

You can make the arrangement play stop when you take your hand off the keyboard.

1. Press the SYNCHRO START/STOP key while the arrangement play is continuing.

→ The SYNCHRO START/STOP LED will light, and the music will stop.

2. While the SYNCHRO START/STOP LED is lit, play a chord in the left hand keyboard area.

→ Arrangement play will start according to the chord that you press.

3. Take your hand off the left hand keyboard area.

→ 1. Play will stop immediately.
→ 2. The SYNCHRO START/STOP LED will continue to be lit.

Now if you press the left hand keyboard area, the arrangement play will begin again (Synchro Start). If you take your hand off the left hand keyboard area, the arrangement play will stop again immediately (Synchro Stop).

4. To cancel Synchro Stop, press the SYNCHRO START/STOP key once again.

→ The SYNCHRO START/STOP LED will go out.

Now you can use the START/STOP key to start/stop arrangement play as usual.

Automatic playback at a tapped tempo

Tap Tempo

☞P.2-8

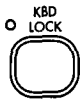
The playback tempo of the arrangement play can be made faster or slower using the TEMPO/VALUE UP and DOWN keys located just below the LCD. However an easier and more direct way is to set the playback tempo by the speed at which you tap the TAP TEMPO key.

Instead of using the TAP TEMPO key, you can also set the tempo by the speed at which you press an assignable pedal/switch or an EC5 external controller.
☞Reference Guide P.5-16 "PEDAL FUNCTION"

Prevent tempo and the sound from changing

Keyboard Lock

☞P.2-7



The instrumental sounds and the tempo used by arrangement play are fixed for each arrangement. This means that if you change the arrangement as you play, the tempo and the sounds played by the keyboard will also change.

If you want to change arrangements as you play without changing the tempo or the keyboard sound, press the KBD LOCK key to make the KBD LOCK LED light.

4. Now let's record your own playing on the *i5S*.

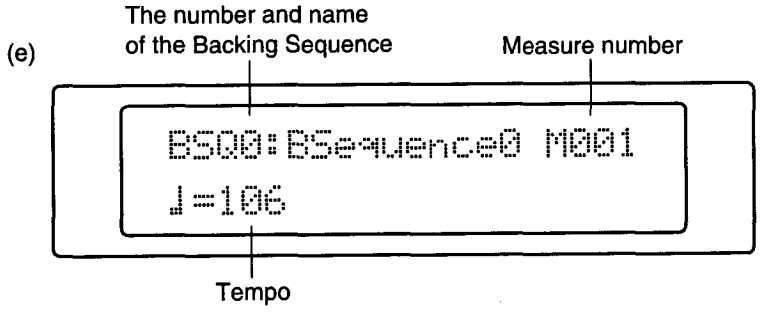
Recording a performance "tape-recorder style"

The *i5S* allows you to record your playing (including the accompaniment, of course) just as if you were using a tape recorder. And it provides many functions that would not be possible for a tape recorder.

1. Enter BACKING SEQ (Backing Sequence) mode.

The *i5S* is in Backing Sequence mode if the BACKING SEQ LED is lit. If the *i5S* is not in Backing Sequence mode, press the BACKING SEQ key located in the upper left of the panel.

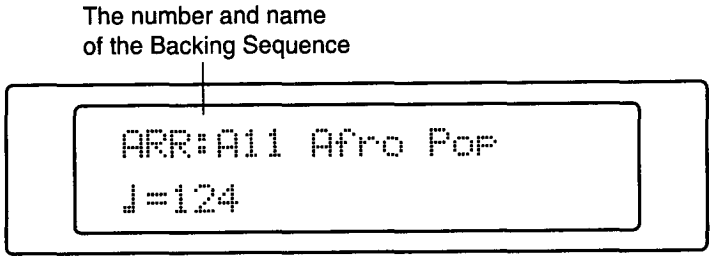
→ 1. The BACKING SEQ LED will light red.
→ 2. A display like the following will appear in the LCD.



2. Use the arrangement bank and arrangement number keys located at the right side of the panel to select the arrangement that you wish to use.

Select an arrangement

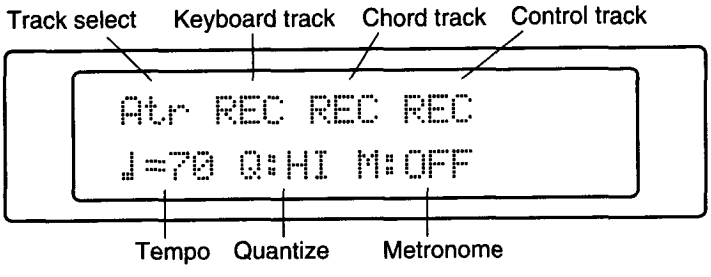
→ The LCD will change, allowing you to select the arrangement.



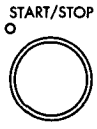
3. Press the red BACKING SEQ.REC key located in the lower center of the panel.

Prepare to record

→ The BACKING SEQ.REC LED will light.
→ A display like the following will appear in the LCD.

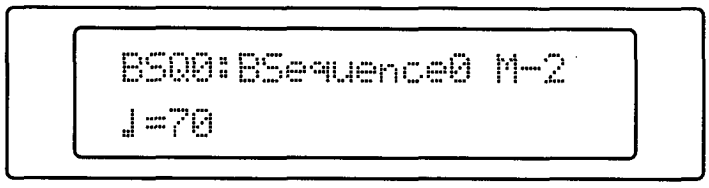


Begin recording



4. Now we are ready to begin recording. Press the START/STOP key.

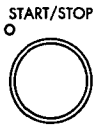
→ A display like the following will appear in the LCD.



→ 2. After the metronome sounds a two-measure count-in, the arrangement will start. Go ahead and play. Your playing will be recorded just as it is.

→ The START/STOP LED will blink in the time signature of the arrangement, red on the first beat and green on the other beats.

Stop recording

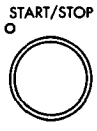


5. When you want to stop recording, press the START/STOP key once again.

→ The BACKING SEQ.REC LED will go out.
→ The measure number will return to 001.

6. Now you can listen to the performance that you just recorded.

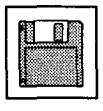
Playback



All you have to do is press the START/STOP key once again, and the recorded performance will be played back from the beginning. When playback reaches the end, it will stop automatically and the measure number will return to 001.

7. If you decide to re-record, press the BACKING SEQ.REC key once again and you will return to making preparations for recording.

Then go to step 4 and continue to re-record as many times as you wish.



If you want to save your performance ...

The performance that you just recorded in Backing Sequence mode will be lost if you turn the *i5S* power off. If you want to keep the performance, you must save the data on a floppy disk. ☞Reference Guide P.5-7 "SAVE"

5. You can polish your musical data to a higher state of completion.

More detailed editing is possible

Musical data recorded on the *i5S* can be edited later as much as you like.

You can even make extremely fine changes in the pitch or timing of an individual note without having to re-play the song. By using functions such as these, you can polish your recording.

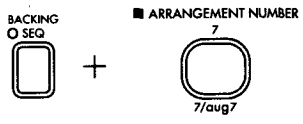
Looking at an event

It may be difficult to master these complex functions all at once. First we will take a look at how each of the notes you record is stored in memory.

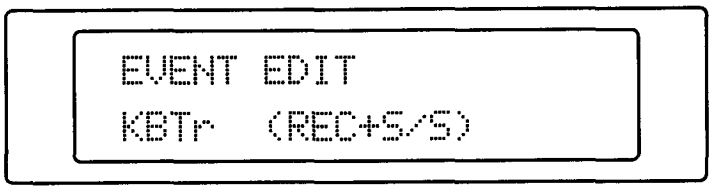
1. In Backing Sequence mode, record musical data into the *i5S*.
☞P.3-12

Of course if the data that you recorded in step 3 is still in memory, this can be used.

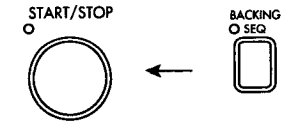
2. Hold down the BACKING SEQ key and press the ARRANGEMENT NUMBER 7 key.



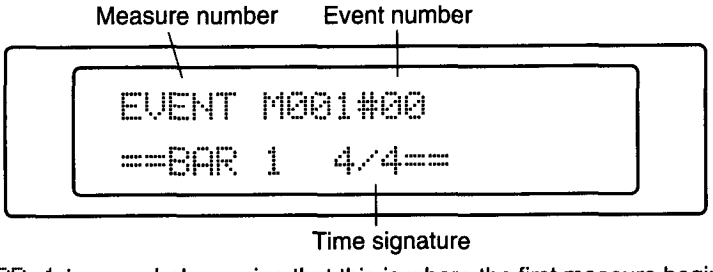
→ A display like the following will appear in the LCD.



3. Press the BACKING SEQ REC key and then press the START/STOP key.

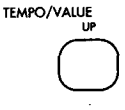


→ A display like the following will appear in the LCD.

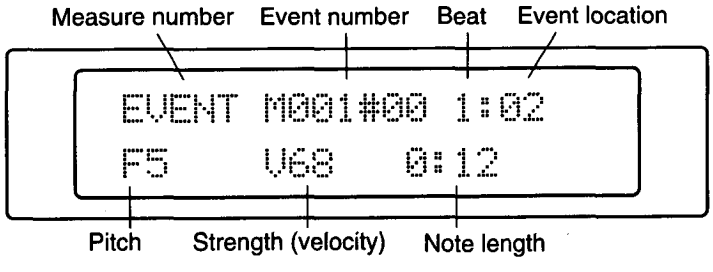


BAR 1 is a symbol meaning that this is where the first measure begins.

4. Press the TEMPO/VALUE UP key once.



→ A display like the following will appear in the LCD.



This is the data of the first-recorded note of your performance.
Each note is recorded in this form, even for notes such as chords that were played simultaneously.
The various values that appear in this display can be changed to make fine adjustments to the pitch, length, and strength of each note.
For details on modifying this data, refer to Reference Guide P.2-22 "Event Edit".

6. You can input notes one by one to create musical data.

Entering notes one by one

Instead of playing notes on the keyboard to record them, you can input notes one by one by specifying their pitch, length, and strength.

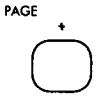
Of course this takes more time than playing the keyboard directly, but it also means that people who are not accustomed to the keyboard can accurately create musical data without worrying about inaccurate timing or wrong notes.

1. Enter BACKING SEQ (Backing Sequence) mode.

Select an arrangement

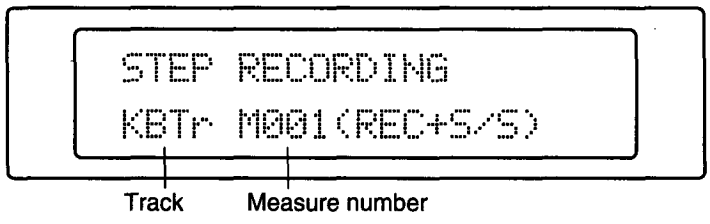
2. Use the arrangement bank and arrangement number keys located at the right side of the front panel to select the arrangement that you wish to use for your playing.

* Up to this point, the procedure is the same as 3. Now let's record your own playing on the *i5S*.



3. Press the PAGE + key to select the Step Recording page. Navigation Map

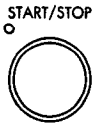
→ A display like the following will appear in the LCD.

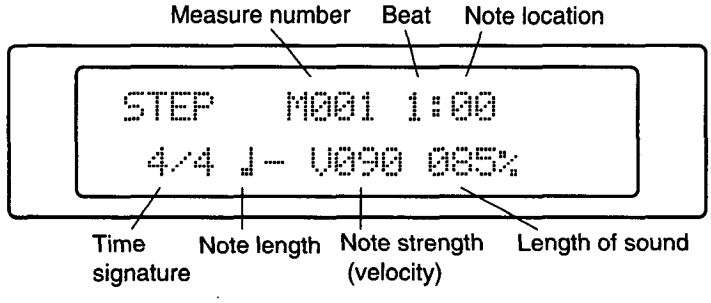


4. Press the BACKING SEQ REC key and then press the START/ STOP key.

→ A display like the following will appear in the LCD.

Input data



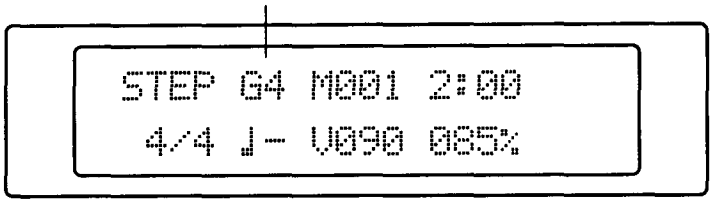


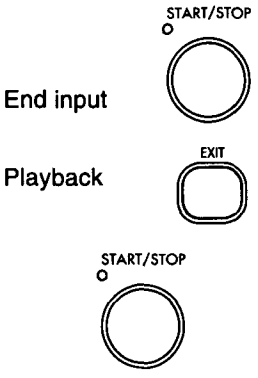
This LCD indicates that you are now at the beginning of the first beat of the first measure, and that you can input a quarter note with a velocity of 90 that will sound for 85% of the length of a quarter note.

5. Now let's enter the first beat.

Just once, press a note or notes on the keyboard. You can play either a single note or a chord, as long as the note(s) are played in a single action.

→ The LCD will now be similar to the following display.





The name of the note you just played (or if you played a chord, the name of one of the notes) is displayed.

The display above illustrates what you see when the G4 note is played.

Notice also that the beat number has advanced by one. You are now ready to input the next note in beat 2.

6. Continue inputting notes in the same way. Notice that each time you press the keyboard, the beat number will advance by one.

Although this will depend on the time signature of the arrangement that you selected, this example is in 4/4 time, meaning that one measure will contain 4 beats. This means that after you enter the 4th beat, the measure number will advance by one, and you will be at the first beat of the next measure.

You can input more complex melody

7. When you have entered as many notes as you want, press the STOP/START key.

8. Now you can playback what you entered.

Press the EXIT key.

→ The LCD will return to the display of (e).

Press the START/STOP key once again, and playback will start from the beginning. When playback reaches the end, it will automatically stop, and the measure number will return to 001.

In this example, all the notes you entered were quarter notes, and the velocities and note lengths were all the same.

Of course, you are free to change the values of settings such as note length and velocity to different values as you input each note. This allows you to create musical data with changes in dynamics and rhythm that are as complex as you wish.

In the same easy way as when using Arrangement Play, you can input bass and accompaniment chords into the Chord track.

For details on these settings, refer to Reference Guide P.2-10 "Step Recording".

Interactive Composition

7. You can have the *i5S* automatically add an accompaniment while you play.

When the *i5S*'s Interactive Composition function is used, you can play a melody of your own on the keyboard, and the *i5S* will analyze the melody, automatically assign chords, and play a bass and accompaniment based on those chords.

Simply play a melody to add an automatic accompaniment

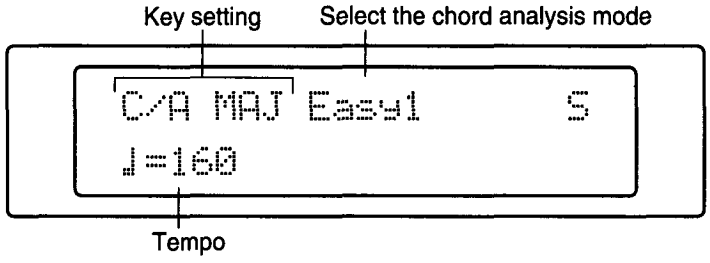
1. Enter ARR PLAY (Arrangement Play) mode.

2. Before you begin playing, select an arrangement. It is also a good idea to set the tempo to a speed that is comfortable to you.

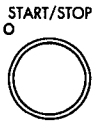
Select an arrangement

3. Press the INTERACTIVE COMP. key located in the upper left of the panel.

→ The INTERACTIVE COMP. LED will light.
→ A display like the following will appear in the LCD.



Start



4. Press the START/STOP key located in the center of the panel.

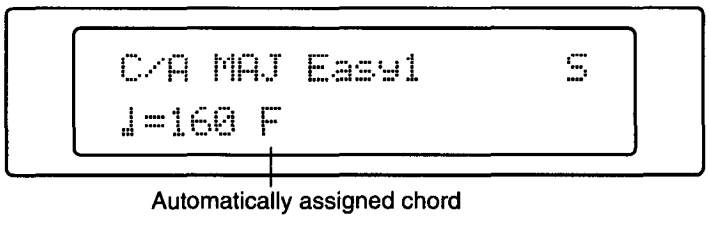
→ Arrangement play will begin.

5. In the right hand area of the keyboard, play any desired melody.

For now, play the melody using only the white keys.

The secret of helping the *i5S* to analyze your melody is to play the notes slightly shorter than usual (cleanly).

→ Chords will automatically be assigned to your playing, and played as accompaniment and bass.
→ The LCD will display the chords assigned by the Interactive Composition function.



By specifying the musical style and the key, you can change the way in which chords are assigned. ☞P.6-2 "Key, Major/Minor"

You can select from several patterns to determine the tendency of the chords that are assigned. ☞P.6-2 "IC type"

By first recording your performance into the *i5S* and analyzing the melody later, you can assign chords with a higher degree of appropriateness.
☞P.6-5 "Backing sequence IC"

This completes your brief introductory tour of the *i5S*.

Now you can continue to read the various pages and sections referred to in this introduction, to become acquainted with the functions offered by the *i5S* and to learn the details of the various operations.

4. Basic concepts

1. Modes and Pages

What is a mode?

You have probably noticed that the term "mode" appears frequently in our explanation of the ***i5S***.

For example, the functions of the ***i5S*** can be broadly divided into Arrangement mode, Backing Sequence mode, and Global Mode.

In addition to these, there are modes such as Split mode or Layer mode, and terms such as "Overwrite mode" or "Overdubbing mode" appear when recording a backing sequence.

What is a mode?

If you consult a dictionary, you will find that the definition of the word "mode" includes meanings such as "form" or "way".

On the ***i5S***, the word "mode" is used to mean "a condition in which you can perform certain operations" or "a condition in which certain functions are active". More simply, it means "condition".

For example, Arrangement mode is the "condition" in which you can play melody and chords on the keyboard of the ***i5S***. Alternatively, Backing Sequence mode is the "condition" in which you can assemble your own songs or accompaniments by specifying instruments, pitches and note lengths. In addition, the Keyboard Assign function allows you to play different sounds in the left and right hand areas of the keyboard or to simultaneously play two sounds with a single key, and these "conditions" are respectively called "Split mode" and "Layer mode".

If the word "mode" is used without qualification, it refers to the four modes that are selected by pressing a mode key; **Arrangement Play Mode**, **Backing Sequence mode**, **Global Mode**, and **Song Play Mode**.

The LED located at the upper left of each mode key will light red, indicating that you are in that mode.

Entering a mode

Pressing a mode key to change to the specified mode (condition) is referred to as "entering" that mode.

Moving from a mode to a different mode (by pressing a different mode key, etc.) is referred to as "exiting" that mode.

What is a page?

Each of the *i5S*'s modes such as Arrangement Play, Backing Sequence, Song Play, and Global Mode contain a variety of functions.

These functions are organized into several LCD screen displays within each mode. And each of these screen displays within a mode are referred to as a "display page".

What is a page?

If you wish to go to a specific function within a mode, you must first select the display page where that function appears. There are two ways to do this.

1. You can move successively through the pages by pressing one of the PAGE+ or PAGE– keys located at the lower right of the LCD.

Using the PAGE keys to change pages

Repeatedly press a PAGE key until the desired page appears.

2. If you know the location of the desired page in that mode, you can specify the page number to jump directly to a specific page in the mode.

Directly specifying the page number

The ARRANGEMENT NUMBER keys 1,2,3,...8 correspond to page numbers 1,2,3,...8.

The PROGRAM NUMBER keys 1,2,3,...8 keys correspond to page numbers 9,10,11,...16.

To jump to a page, simultaneously press the key of that mode together with the ARRANGEMENT NUMBER key or PROGRAM NUMBER key that specifies the desired page.

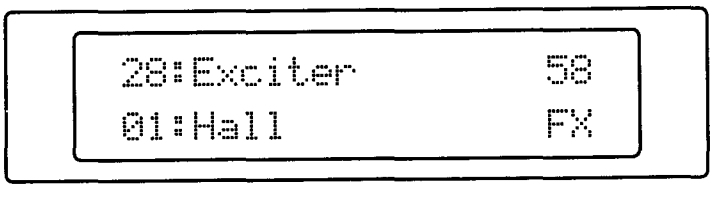
When a certain page is displayed in the screen, that page is said to be "open".

"Opening" a page

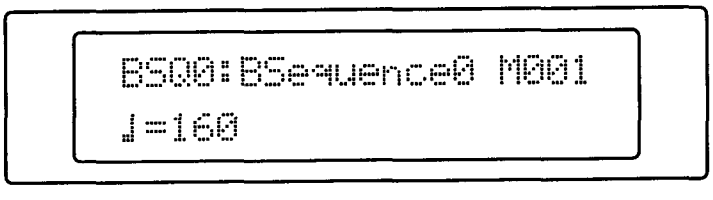
* As long as the *i5S*'s power is not turned off, the page number of the page displayed in a mode will be remembered for each mode even when you move to a different mode.

When you move to a different mode...

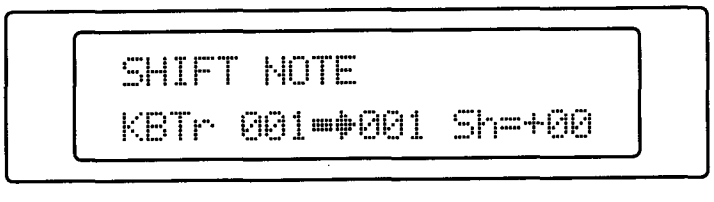
For example, suppose that page 6 of Arrangement Play Mode is displayed.



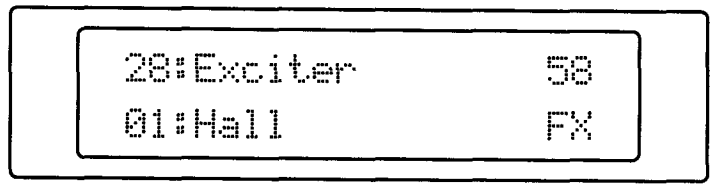
Press the BACKING SEQ. key to move to Backing Sequence Mode.



Open page 7 of Backing Sequence Mode,

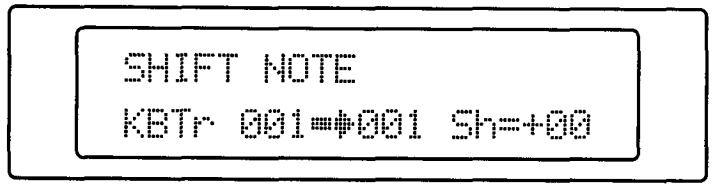


and now press the ARR PLAY key to return to Arrangement Play Mode once again. Notice which page is displayed.



Page 6 is still displayed, just as it was before moving to Backing Sequence mode.

Now return to Backing Sequence mode,



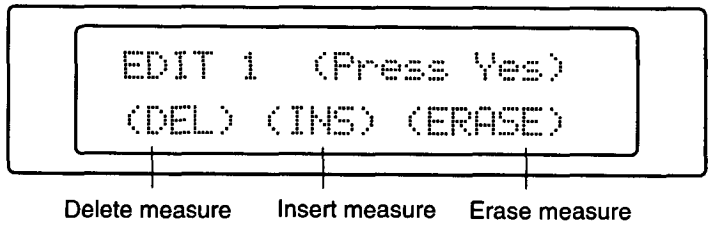
Returning instantly to the first page

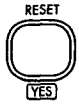
and notice that page 7 is still open. This is an example of how the page numbers in each mode are preserved even when you move to another mode.

* From any page of any mode, you can press the EXIT key located at the right of the LCD to jump instantly to the first page of the mode. ☞P.2-11 "EXIT"

Sub-pages

Some pages include more pages you can access. They are called "sub-pages".





The title of sub-pages appears in parenthesis on the display as shown in the illustration above. To open a sub-page, move the cursor to the title of the sub-page and press the RESET/[YES] key. Press the EXIT key to go back to the previous page.

2. Styles/Arrangements/Programs

What is an arrangement?

Arrangement

The combination of a Style and two keyboard timbre settings (single, layer, split, etc.) is referred to as an Arrangement.

The *i5S* provides 64 arrangements in each of the three banks A, B, and USER.

Each arrangement has a variety of items that can be set, such as the program (the sound of an instrument), volume, pan, effect, tempo, and muting, etc. Of these arrangements, the 64 arrangements in the USER bank can be modified freely as you like, or replaced entirely by new settings loaded from a separately sold Sound/Song Library floppy disk.

Styles

On the *i5S*, the musical ingredients used to put together songs and accompaniments are called "styles".

A style is a collection of representative musical patterns from many types of music from all around the world, past and present; from rock and pop to ethnic music.

Each style has four variations, two intros (introductions), two endings, and two fill-ins.

In other words, a style is not just a fragment of an accompaniment pattern or rhythm pattern; selecting a style provides you with a whole range of musical ingredients with which you can create an entire song.

In addition, styles can receive chord information from the keyboard of the *i5S* and modify their accompaniment patterns to be most suitable for the current chord.

The variations, intros, fill-ins, and endings within each style are called style elements.

Style elements

Styles consist of a total of six playback tracks; drums (a standard type of drum set widely used in all types of popular music), percussion (all percussive instruments other than drums), bass (low-pitched instruments), and accompaniment 1, 2, and 3 (general accompaniment instruments).

Backing tracks

Since these playback tracks provide the accompaniment, they are called backing tracks.

What is a program?

Program

Each of the various instrumental sounds that can be played on the *i5S* is called a program.

The *i5S* has 64 programs in each of the five banks A, B, C, D and E, and 14 programs in bank Dr, providing a total of 334 programs.

Of these, the 64 programs in the USER bank Dr17 and Dr18 can be replaced by program data loaded from a separately sold disk, etc.

5. Watch the screen and operate the *i5S*

You can see that the panel of the ***i5S*** has a variety of keys used to add effects or create changes as you play. In addition to these functions, there are even more functions that can be called up in the LCD screen to make adjustments and settings.

Here's how to make settings or selections that appear in the screen.

1. Moving the cursor

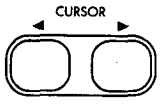
What the cursor does

A single display page in the LCD often displays two or more items (numerical values, on/off settings, etc.) that can be seen.

In such cases, you will notice that a small horizontal bar (cursor) is blinking under one of the items.

The item indicated by this cursor is the item whose setting can currently be modified.

Moving the cursor



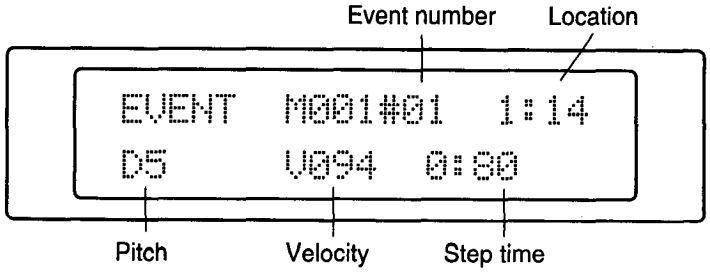
You can move the cursor from one item to another by pressing the cursor keys located in the center of the panel.

Pressing the ▶ cursor key will move the cursor from left to right, or from the upper line to the lower line.

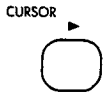
Pressing the ◀ cursor key will move the cursor from right to left, or from the lower line to the upper line.

As an example, let's take a look at the display screen that lets you perform event editing in Backing Sequence mode.

☞P.3-14



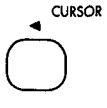
This display screen contains five items that you can change. (For the meaning of each item, refer to the explanation of Event Editing in Backing Sequence mode.)
☞Reference Guide P.2-22



Each time you press the cursor ▶ key, the cursor will move in the following order between the items in the screen;

M001#01 → 1:14 → D5 → V094 → 0:80 → M001#01 → ...

(event number → location → pitch → velocity → step time → event number ...)

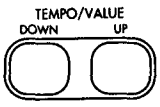


Each time you press the cursor ◀ key, the cursor will move in the following order between the items in the screen;

M001#01 → 0:80 → V094 → D5 → 1:14 → M001:#01 → ...

(event number → step time → velocity → pitch → location → event number ...)

Move the cursor to the item that you wish to change, and press the TEMPO/ VALUE UP or DOWN key located below the LCD. Each time you press one of these keys, the setting of the item selected by the cursor will change successively. ☞P.5-3 "Adjusting "amount" or "speed""



For some items, you can make settings using keys other than the TEMPO/ VALUE keys, or using the keyboard. For these cases, refer to the explanations of each mode or display page.

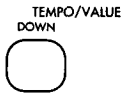
In this way, you can make settings for the ***i5S***'s functions by using the cursor to specify items that appear in the LCD.

2. Adjusting "amount" or "speed"

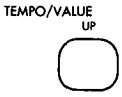
Setting/selecting values and items

Suppose that you want to make an adjustment to a value displayed in the LCD, for example to increase the volume of the drums just a bit, or to slow down the tempo of the automatic accompaniment a little.

Or you might want to choose one of several selections, such as selecting the effect you wish to use in the effect select page, or specifying the track that you wish to record in the recording page.

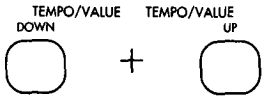


In such cases you will use the TEMPO/VALUE keys. The TEMPO/VALUE keys are used to adjust the playback tempo of the arrangement, or to modify the value indicated by the cursor in the screen.



Each time you press the DOWN key, the value of the selected item will decrease by 1. Or, the previous choice will be displayed successively.

Each time you press the UP key, the value of the selected item will increase by 1. Or, the next choice will be displayed successively.

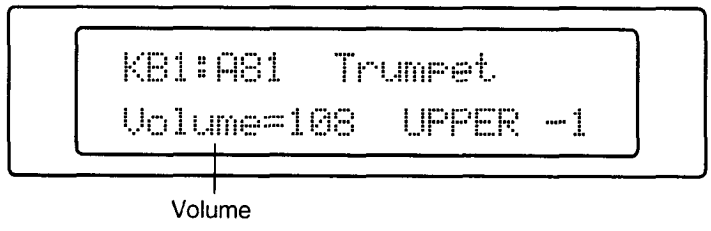


If you simultaneously press both the DOWN and UP keys, the selected item will be reset to the original setting.

Adjusting the volume level

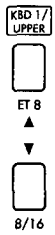
When playing an arrangement, backing sequence, or SMF song data, and you wish to adjust the volume for each track or channel, use the eight pairs of VOLUME/MUTE keys. These allow you to increase/decrease the volume of the corresponding track or channel, and are used in essentially the same way as the TEMPO/VALUE keys.

For example if you press the KB1 ▲ key, the following display will appear.



If you continue holding down the ▲ key, the Volume= value will continue to increase, and the sound of KB1 will become louder.

If you press the ▼ key, the same display will appear. If you continue holding down the ▼ key, the Volume= value will continue to decrease, and the sound of KB1 will become softer.



The operation of the VOLUME/MUTE keys differs from the TEMPO/VALUE keys in what happens when the two keys are pressed together. When the two TEMPO/VALUE keys are pressed simultaneously, the value is reset to its original setting. However when a pair of VOLUME/MUTE keys are pressed together, they will alternately mute or un-mute the corresponding track (or channel).

It is not only the TEMPO/VALUE keys or the VOLUME/MUTE keys that can be used to adjust or change settings. For example in Backing Sequence mode when specifying types of chord or note, you can make settings more quickly by using the Style Element keys, the CHORD keys, or the keyboard. For details on these operations, refer to the explanations for each key in P.2-1 and following, and the explanations of each mode in the Reference Guide.

6. Interactive Composition

To "add chords"

Supposing that you knew nothing in particular about chords, how would you go about adding appropriate chords to a melody that you thought up?

There is a close connection between chords and melody. However there are no hard and fast rules that specify how this should be done.
It is true that there are many rules or forms that indicate for each musical genre or style what types of chords are applied to a given melody or what chords will follow certain chords. However it goes without saying that not all music is created according to such rules. Music is a free and creative thing.

There will of course be those who want to just have fun creating music without worrying about any strict requirement for originality. And there will also be those who want to be more purposeful in creating new music, and for these as well, it will be useful to experience these rules and forms in order to expand their own creative potential.

So what does the **Interactive Composition (IC)** function of the ***i5S*** do?
When you play a melody on the keyboard, this function will;

1. **analyze the melody, and according to the previously-selected style and patterns, determine chords that are "appropriate" for that melody.**
2. **provide an automatic accompaniment to your melody using those chords.**

This accompaniment can be played simultaneously as you play the melody on the keyboard, or you can use Backing Sequence mode to record a melody into the ***i5S*** and then play this back to add the automatic accompaniment. Even if you play the same melody, the chords that are determined for the melody may differ depending on whether they are being added while you play (**Realtime IC**) or being added to a recorded melody (**Backing Sequence IC**).

More "appropriate" chords will be added if you record the melody.

We have been speaking here about "appropriate" chords, but this simply means that the Interactive Composition function of the ***i5S*** will analyze the melody based on conventional harmonizations and progressions, and determine "appropriate" chords. However as we mentioned above, not all music is created in this formal way.

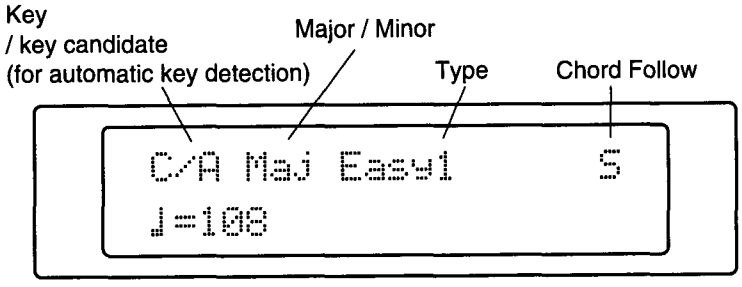
This means that the chords determined by the ***i5S*** as "appropriate" may not necessarily be the "correct" chords for that song.

It is best to think of the Interactive Composition function of the ***i5S*** not as something that reproduces the correct chords of the original song, but rather as a function that provides "hints" as you create and harmonize your own song.

1. First let's look at the various settings you will use to take advantage of the Interactive Composition function.

In Arrangement Play mode, press the INTERACTIVE COMP. key located at the left side of the *i5S*'s front panel.

→1. The INTERACTIVE COMP. LED will light red.
→2. The following display will appear.



Key [ANL, C/A, C#/A#, D/B, ... B/G#]

Specify the key of the song that you wish to play.

The major key is displayed at the left of the / (slash), and the minor key at the right of the slash.

If ANL is selected, the automatic key detect function will operate. If you do not know the key, you can use automatic key detection to detect the key.
☞P.6-4 "Automatic Key Detect function"

Major/Minor [Maj, Mm, min, mM]

Specify whether the song you wish to play is in major or minor.

Maj a major song. Most of the chords will be major.
Mn a major song. Some minor chords will be added.
min a minor song. Most of the chords will be minor.
mM a minor song. Some major chords will be added.

IC type [Easy 1-2, General 1-4, Special 1-2]

When using the Interactive Composition function to add chords, you can select the tendency of the chords that will be produced.

Easy ..... The most conventional and the easiest chords will be added. 2 tends to produce somewhat more complex chords than 1.

General ..... Average chords will be added. The tendency differs slightly as you change from 1 to 4. Try them each out and use the one most suited to your song.

Special ..... This is useful for adding distinctive chords. 1 and 2 will produce somewhat different chords depending on the major/minor settings. Use the one most suited to your song.

Replay type (only for Backing Sequence IC) [1,2,3,4]

This specifies how the melody will be analyzed and processed by the Interactive Composition function when adding an accompaniment to a melody recorded in Backing Sequence mode.

This parameter is not used when chords are added simultaneously to a melody (Arrangement mode).

1. Processing is basically the same as for Arrangement Play, but the melody will be analyzed with corrections made for deviations in timing. Compared with realtime, this method offers more accurate processing even for a performance with unsteady time.
2. This is basically the same processing as 4, but safer and more natural chords will be added.
3. The melody before and after the chord location will be analyzed when assigning a chord. Compared to realtime processing in which only the portion of the melody played up to now can be analyzed, this method provides more accurate processing. However for some melodies, it is possible that unnatural chords may appear.
4. The chord progressions determined by processing method 3 will be analyzed further, in order to generate richer and more natural chord progressions. Note: With this setting, chords may change twice in a single measure even if the Chord Follow parameter is set to 'S'. ☞Chord Follow

Chord Follow [S, F]

This setting determines the frequency with which chords applied to the melody by the Interactive Composition function will change.

Normally there will be no problems with a setting of S. If you are playing a song with many notes at a slow tempo, set this to F.

S ..... Chords will be assigned at the beginning of each measure. i.e., one type of chord will assigned to one measure.

F ..... Chords will be assigned at the beginning and middle of each measure. i.e., up to 2 types of chords will be assigned to one measure.

Adds chords to the melody played.

2. Now let's try using the Interactive Composition function to add chords to a melody that you play

* Realtime IC

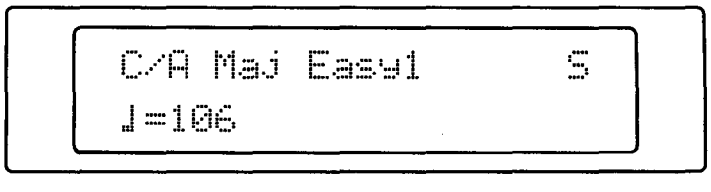
Specify an arrangement

1. First select an arrangement in Arrangement Play mode.

Use the ARRANGEMENT BANK keys and the ARRANGEMENT NUMBER keys to select an arrangement appropriate for the melody that you are going to play.

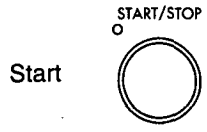
2. Press the INTERACTIVE COMP. key located at the upper left of the front panel.

→The INTERACTIVE COMP. LED will light.
→A display such as the following will appear.



3. As explained in section 0 above, make settings in the LCD for the key, major/minor, IC type, and chord follow parameters. -> Automatic Key Detect function

4. Press the START/STOP key located in the middle of the panel.



If you are using Backing Sequence mode, first press the BACKING SEQ.REC key, and then press the START/STOP key. ☞Backing Sequence IC

→The arrangement playback will begin.

5. In the right hand area of the keyboard, play a melody.

→Chords will automatically be added to the melody, and will be played as an accompaniment and bass.

→The LCD will show the chords added by the Interactive Composition function.

In the case of Realtime IC, the *i5S* will be able to analyze your melody more accurately if you play notes somewhat shorter (briskly and precisely). Conversely when using Backing Sequence IC, the *i5S* assume that very short notes were played by mistake, and sometimes may not be able to analyze your melody correctly.

* Keyboard areas used in Interactive Composition

The keyboard area in which the melody will be analyzed will depend on the Chord Scanning setting.

With a setting of OFF or FULL..... the melody will be analyzed over the entire keyboard.

With a setting of LOWER or UPPER ..... the melody will be analyzed in the keyboard area above (to the right of) the split point.

If three or more notes are being pressed on the keyboard, the chord will not change in Realtime IC.

* Automatic Key Detect function

If you select ANL when specifying the key, the Automatic Key Detect function will operate. If you are not sure of the key of the song you are playing, the Automatic Key Detect function will find the key.

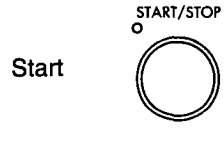
1. In Arrangement Play mode, select the desired arrangement.

2. Press the INTERACTIVE COMP. key located in the upper left of the *i5S*'s front panel.

3. In the LCD, set the key parameter to ANL.

For the other parameters such as major/minor, IC type, and chord follow, make settings as explained on P.6-2.

4. Press the START/STOP key.

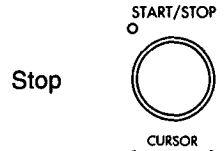


→Playback will begin. However only the rhythm will play automatically.

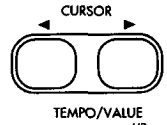
5. In the left hand area of the keyboard, play the melody.

At this time, chord scanning and interactive composition will not yet operate.

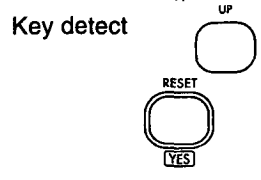
6. When you finish playing, press the START/STOP key once again.



7. Use the CURSOR keys ◄ or ► to move the cursor in the LCD to the Key location.



8. Press the TEMPO/VALUE UP key.



→Each time you press the UP key, the possible keys for the melody you just played will be displayed in the LCD, starting from the most probable choice.

If you press the RESET key while playback is stopped, the detected key display will go back in chromatic order.

9. After determining the key, begin playback once again.

Press the START/STOP key.

→Playback will begin. If you now play the melody, an accompaniment and bass will be played with chords appropriate for the specified key.

Adding chords to a recorded melody

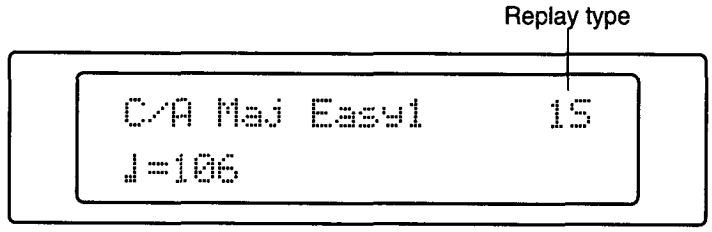
* Backing sequence IC

1. First select a desired arrangement in Backing Sequence mode.

Use the ARRANGEMENT BANK and ARRANGEMENT NUMBER keys to select an arrangement that you think might be appropriate for the melody you are going to play.

2. Press the INTERACTIVE COMP. key located in the upper right of the front panel.

→The INTERACTIVE COMP. LED will light.
→The following display will appear in the LCD.



3. In the LCD, make settings for the key, major/minor, IC type, replay type, and chord follow parameters, as explained on P.6-2.

Start

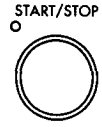
4. Press the BACKING SEQ.REC button, and then press the START/STOP key.

→Playback will begin.

5. Play a melody in the right hand area of the keyboard.

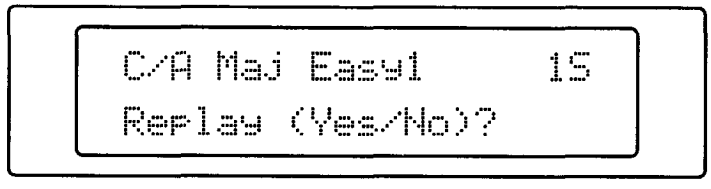
→Chords will automatically be assigned to the melody, and will be played as accompaniment and bass.
→The LCD will indicate the chords that were assigned by the interactive composition function.

Stop

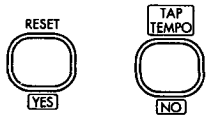


6. When you finish playing, press the START/STOP key once again.

→The LCD will show as follows.



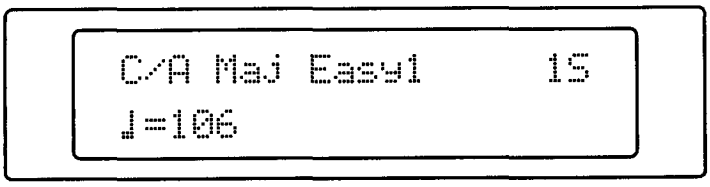
You can change the chord assignments



7. Here you can also modify the key, major/minor, IC type, and chord follow settings.

If you wish to listen once again to the playback with chords, press the RESET/ YES key.

Press the TAP TEMPO/NO button, and the playback will stop once again.



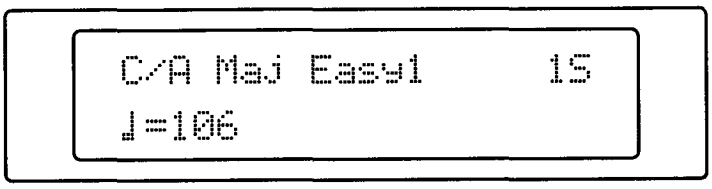
Please note that changing the chords will erase all chord progression recorded, once the RESET/[YES] key is pressed.

Playback will begin with the new chords assigned when changing the key, major/minor, IC type, chord follow settings.

→The chords that are assigned will be displayed in the LCD.

The chord progression recorded will remain as is, by pressing the TAP TEMPO/ NO key.

If you press the TAP TEMPO key, the LCD will return to the following display.



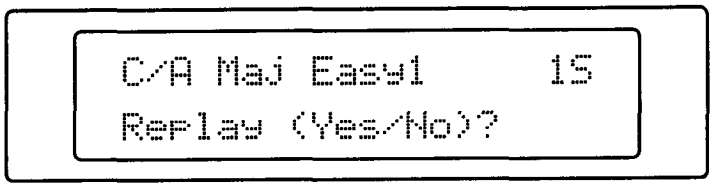
* Adding chords to previously recorded playing

You can use the Interactive Composition function to add chords to what was previously recorded in Backing Sequence mode.

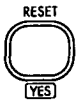
1. In Backing Sequence mode, record your playing into the *i5S*.

2. Press the INTERACTIVE COMP. key located in the upper left of the front panel.

→The INTERACTIVE COMP. LED will light.
→A display like the following will appear.



3. If you wish to hear the performance with chords added, press the RESET/[YES] key.



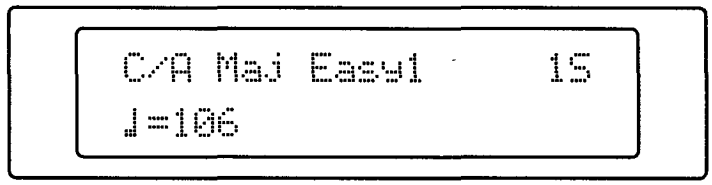
→Playback will begin with the chords assigned by the Interactive Composition function.

4. You can change the settings for key, major/minor, IC type, and chord follow. If you change the settings, playback will begin with the chords that were newly assigned according to the settings you made.

→The LCD will indicate the chords that were assigned.

If ANL is selected, the key of the performance data will be detected. The chord assignment will not be changed.

5. Press the TAP TEMPO/NO button, and the following display will appear.



Comparing different chord assignments

You may sometimes wish to try applying chords in various ways to a single performance, and compare them later.

If you save the backing sequence each time you change settings to change the chord assignments, you can later switch backing sequences to compare them.

To do this, use the backing sequence Copy function.

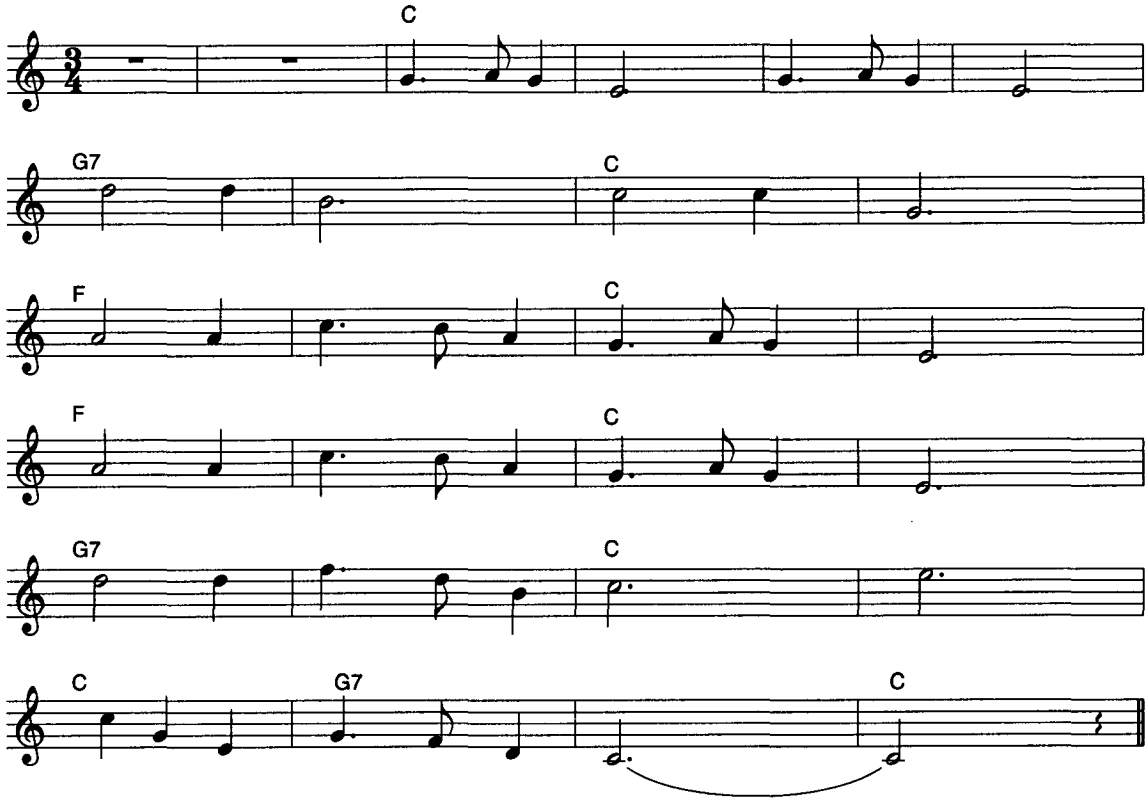
It is also possible for you to copy a backing sequence with chords to a different backing sequence and then re-assign chords, and repeat this to create various possibilities of different chord assignments.
☞Reference Guide P.2-14 "Copying a backing sequence"

The following pages contain several songs as examples to help you better understand how this Interactive Composition function works. They are all simple songs, but they will illustrate how the timing with which you press and release notes affects the way in which chords are assigned and how the *i5S* analyzes your melody. Examples of parameter settings will be given for each song, and you can try out various settings and playing methods at a tempo that is comfortable for you. You will learn playing tips that will let you take full advantage of the Interactive Composition function.

Silent Night

By Gruber

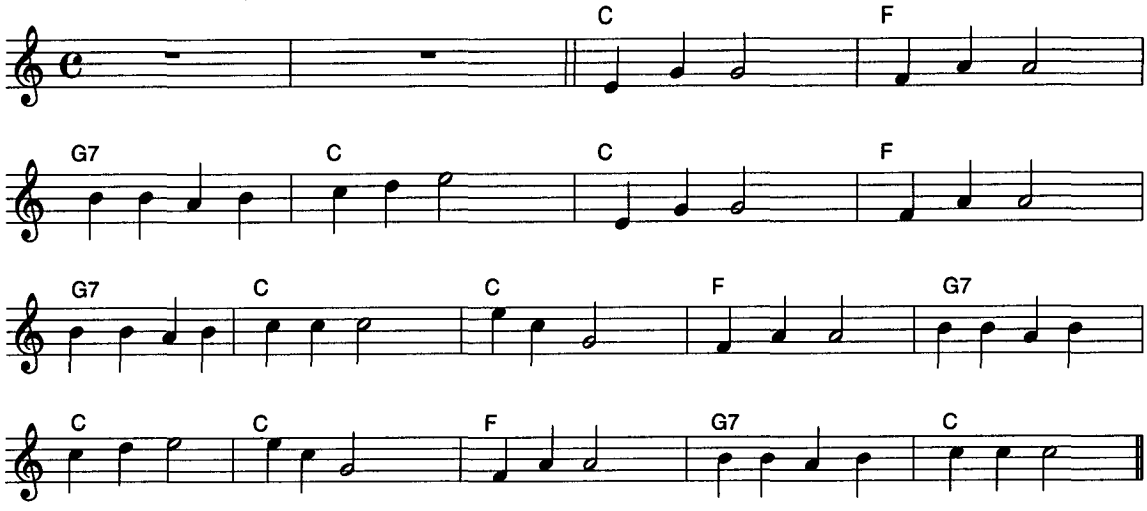
Key	C/A
Major/Minor	MAJ
Chord Follow	S
IC Type	General 1, 2



Little Brown Jug.

Traditional

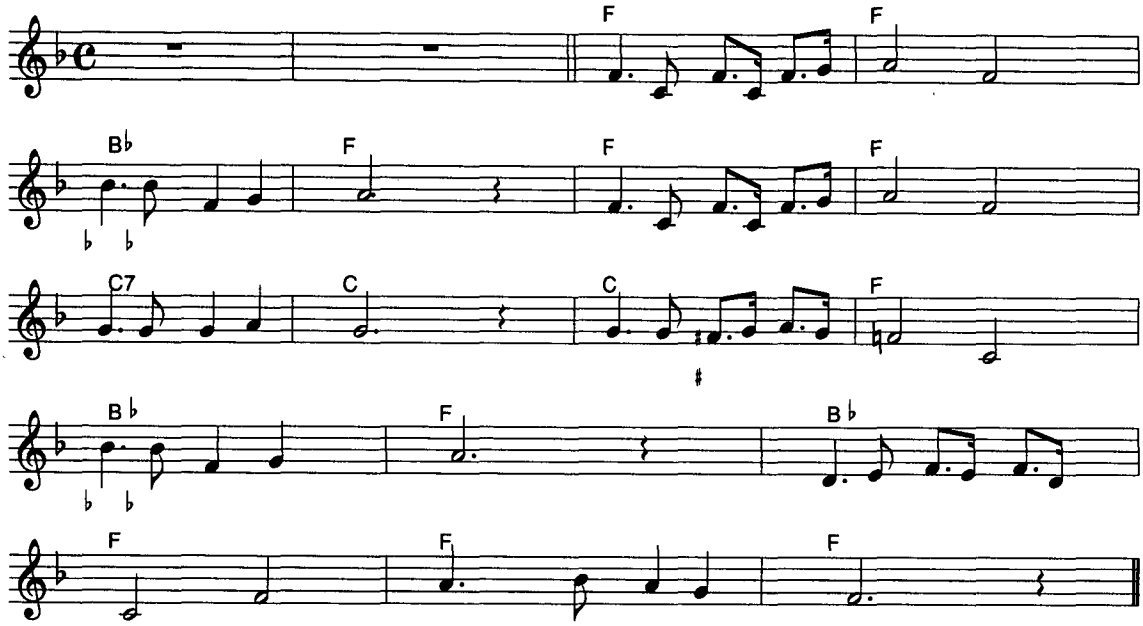
Key	C/A
Major/Minor	MAJ
Chord Follow	S
IC Type	General 1, 2, 3



I've Been Working On The Railroad

Traditional

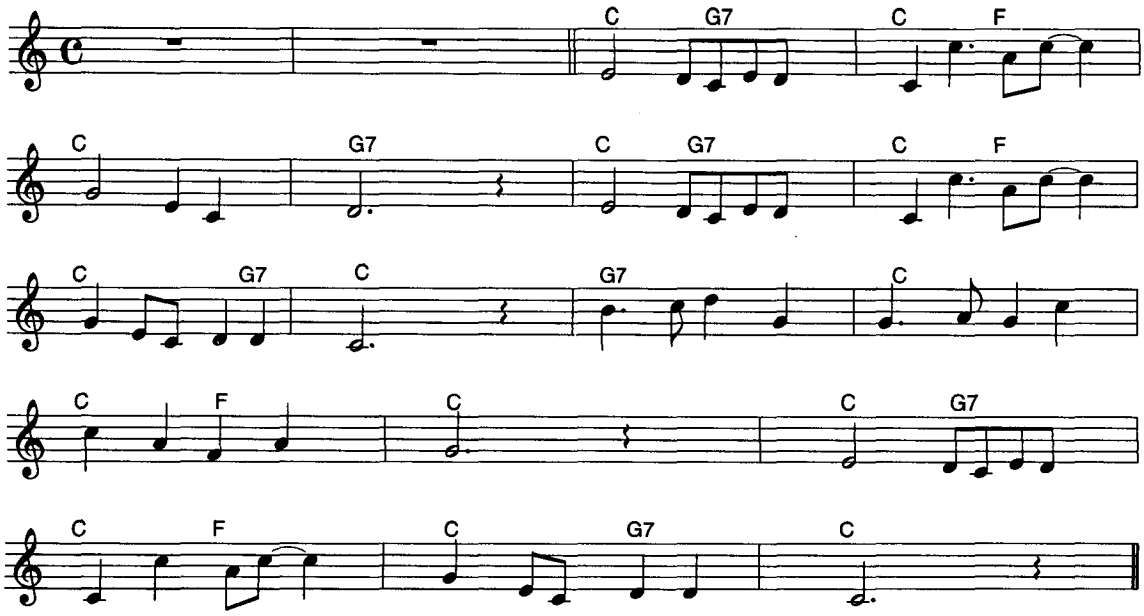
Key	F/D
Major/Minor	MAJ
Chord Follow	S
IC Type	Easy 1, 2 General 1, 2, 3



Swanee River

Traditional

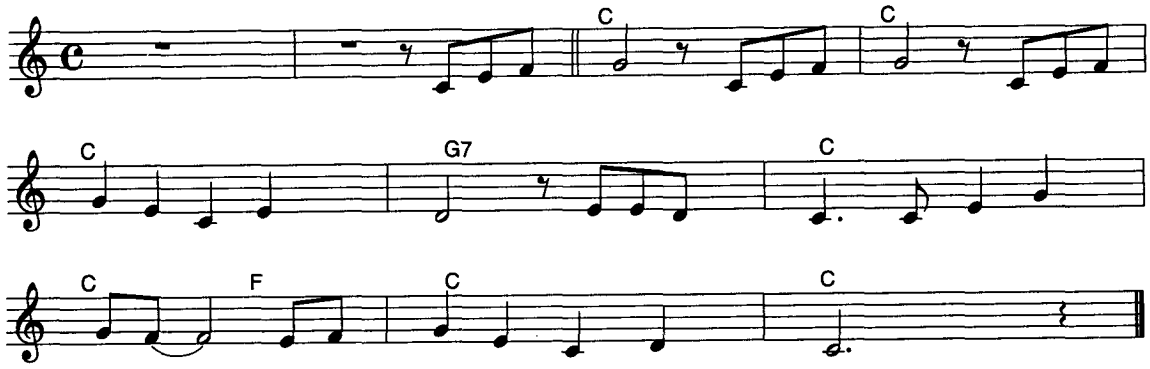
Key	C/A
Major/Minor	MAJ
Chord Follow	F
IC Type	General 1, 2



When The Saints Go Marchin' In

Traditional

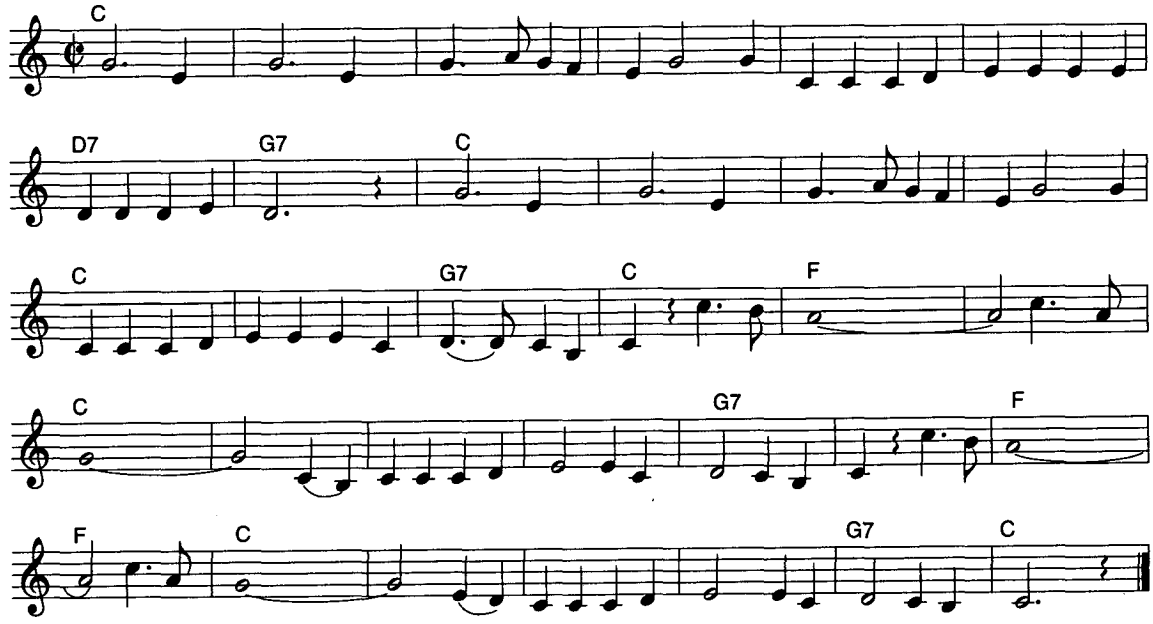
Key	C/A
Major/Minor	MAJ
Chord Follow	F
IC Type	General 1, 2, 3



She Wore A Yellow Ribbon

Traditional: Western Song

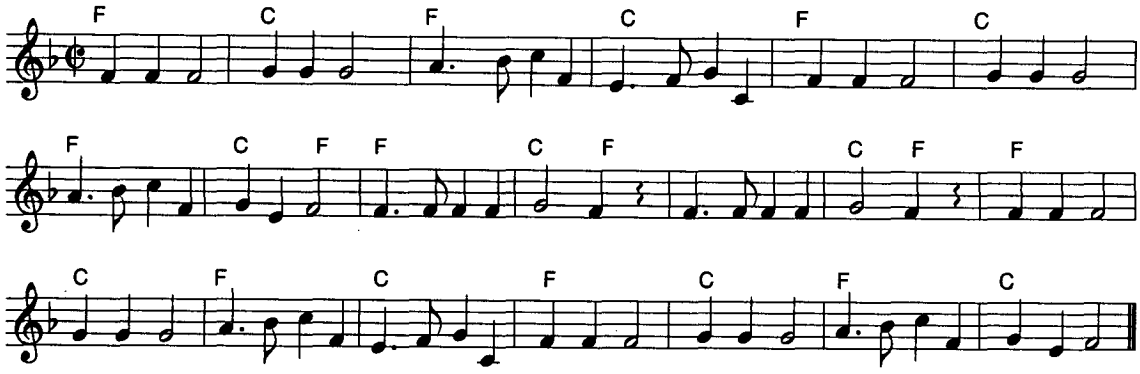
Key	C/A
Major/Minor	MAJ
Chord Follow	S
IC Type	General 1, 2, 3



Sur Le Pont D'avignon

Traditional

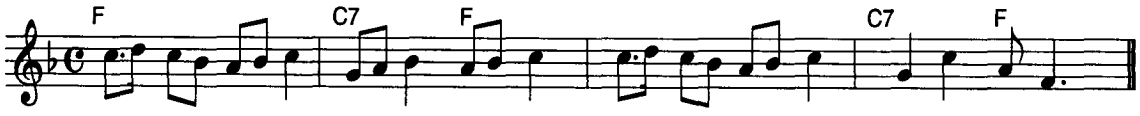
Key	F/D
Major/Minor	MAJ
Chord Follow	F
IC Type	Easy 1, 2



London Bridge

Traditional

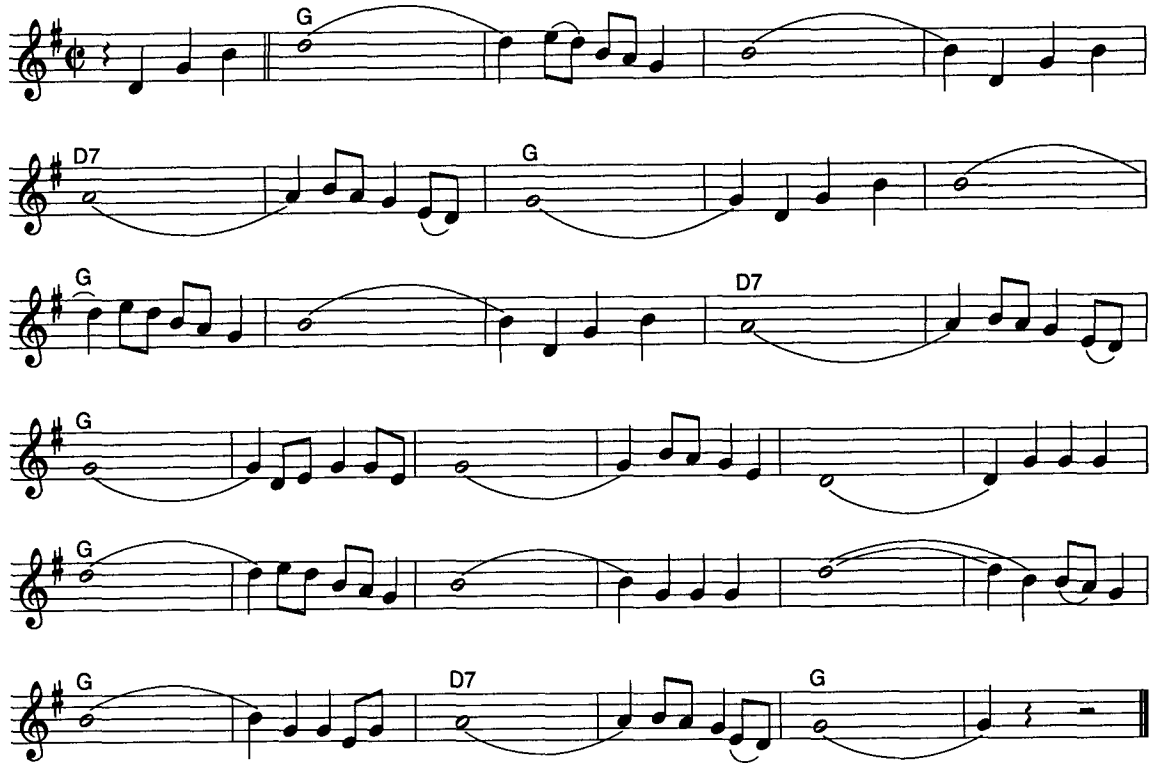
Key	F/D
Major/Minor	MAJ
Chord Follow	F
IC Type	General 1, 2, 3, 4



Oh Bury Me Not On The Lone Prairie

American Folk Song

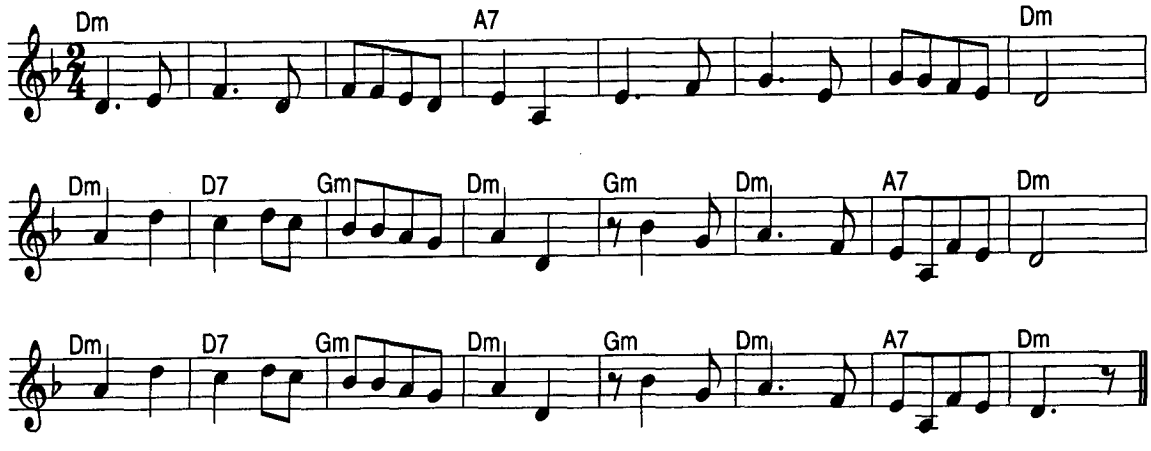
Key	G/E
Major/Minor	MAJ
Chord Follow	S
IC Type	General 1, 2, 3, 4



КАТЮША

Russian Air

Key	F/D
Major/Minor	MIN
Chord Follow	F
IC Type	General 1, 2, 3



7. Floppy Disks

What Type of Floppy Disk?

Use only 3.5 inch 2DD or 2HD floppy disks.

The disk format is the same as that used on MS-DOS 720kB disks for 2DD, MS-DOS 1.4Mbytes for 2HD.

Handling Floppy Disks

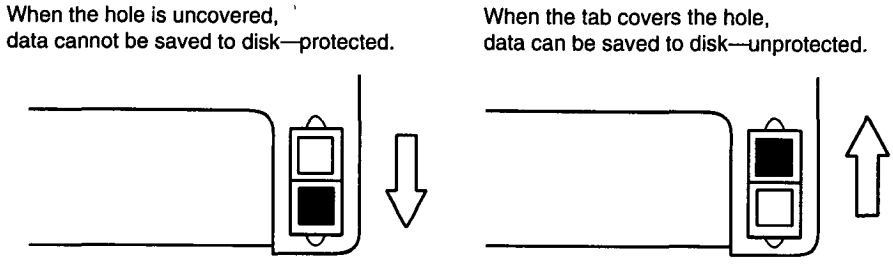
Observe the following precautions when handling floppy disks.

- Do not open the shutter or touch the surface of a disk
- Do not transport the *i5S* with a floppy disk in the disk drive. Vibration may cause the disk drive head to scratch the disk, making it unusable.
- Do not store or place floppy disks near to a television, computer monitor, loudspeaker, power transformer, or any other device that generates a magnetic field. Doing so may render the disk unusable.
- Do not store or place floppy disks in locations subject to extremes of temperature and humidity, direct sunlight, or excessive dust and dirt.
- Do not place objects on top of a floppy disk.
- Always return disks to their protective cases after use.

Write Protect Tab

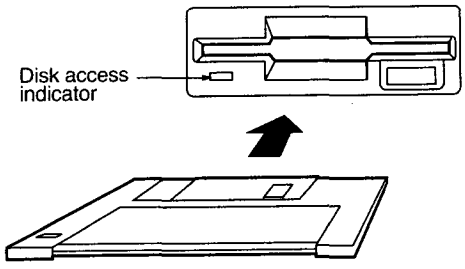
A disk's write protect tab allows you to protect valuable data from being accidentally overwritten.

Use a pen or other pointed object to set the tab as shown below.



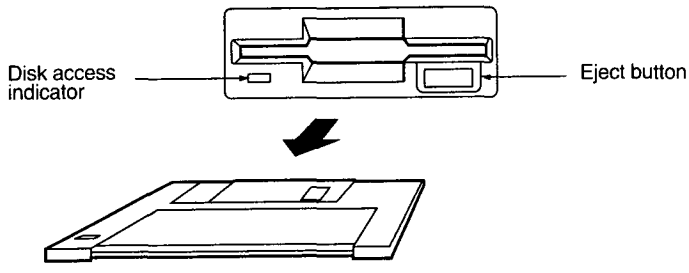
Inserting a Floppy Disk

Insert the disk into the disk drive label side up, shutter first. Push it in until it clicks into place. Do not force disks into the drive. Make sure that you hold the disk straight while inserting it.



Ejecting a Floppy Disk

Before ejecting a disk, make sure that the disk drive busy light is off, and that no "Loading" or "Saving" messages are shown on the LCD. Then press the eject button, and remove the disk.



Disk Drive Head Cleaning

If after a prolonged period of use, disk save and load errors become frequent, the disk drive head may need cleaning. This can be done using a good-quality fluid-type head cleaning kit for 3.5 inch DD (double-sided) disk drives. Do not use a cleaning kit intended for single- sided disk drives.

1) Moisten the cleaning disk with cleaning fluid.
2) Insert the cleaning disk into the disk drive.
3) Execute any type of load function. An error message will appear. This is normal.
4) After approximately 10 seconds, eject the disk.

Do not use the disk drive for about 5 minutes.

8. MIDI Applications

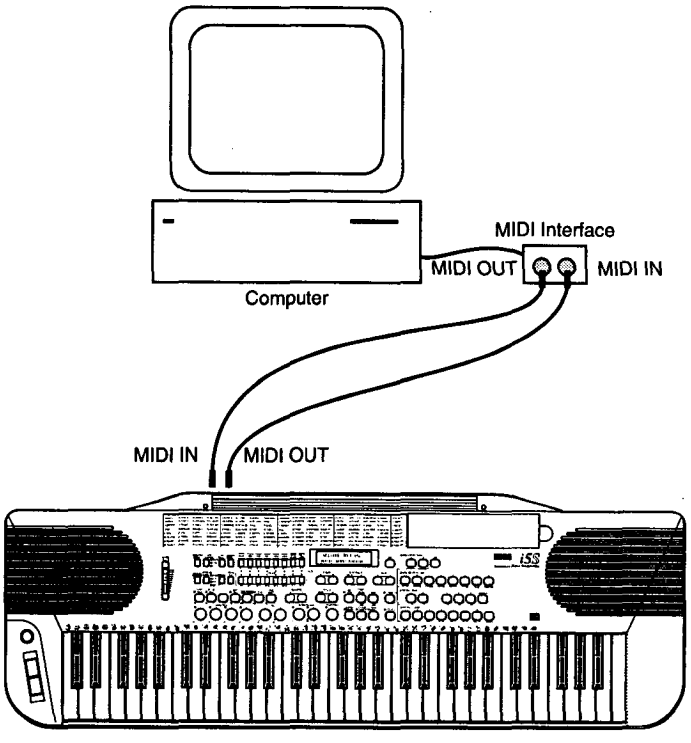
MIDI (Musical Instrument Digital Interface) is the standard interface used to link electronic musical instruments together. In the beginning, people used MIDI mainly to play two (or more) synthesizers from one keyboard. Since then, an extremely broad range of applications has emerged, from using a computer for multitrack sequencing and instrument parameter editing, to MIDI control of effects processors, mixers, and lighting systems.

This chapter deals with possible applications of MIDI and the ***i5S***. For those interested in the details of MIDI, there are many well-written books available on the subject.

Using the *i5S* with an external sequencer

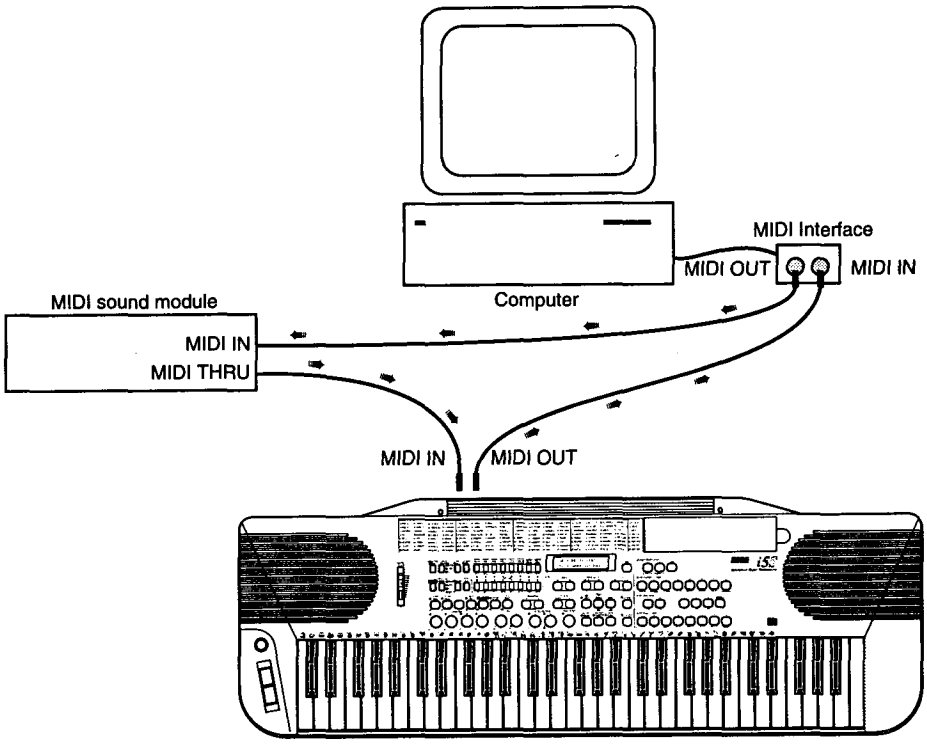
As you know, you can use the ***i5S*** Backing Sequence mode for recording sequences, and the Song Play mode to play back Standard MIDI File sequences. However, you may want to use a computer software sequencer to record your compositions. Usually, these sequencers offer advanced editing capabilities, but no interactive functions.

If you will be using the ***i5S*** keyboard to enter note data into the computer sequencer, make the following connections:



In this setup, data from the ***i5S*** keyboard is sent from the ***i5S*** MIDI OUT jack, and is received by the MIDI IN jack of the computer's MIDI interface. When playing back sequences, MIDI data from the computer is sent via the MIDI interface's MIDI OUT jack, and is received by the ***i5S*** MIDI IN jack.

If you want to use additional keyboards or sound modules:



In this setup, data from the ***i5S*** keyboard is sent from the ***i5S*** MIDI OUT jack, and is received by the MIDI IN jack of the computer's MIDI interface. When playing back sequences, MIDI data from the computer is sent via the MIDI interface's MIDI OUT jack, and is received by the sound module's MIDI IN jack. This data is then passed on from the sound module's MIDI THRU jack to the ***i5S*** MIDI IN jack.

(If the sound module has no MIDI THRU jack, connect the MIDI interface's MIDI OUT jack to the ***i5S*** MIDI IN jack, and the ***i5S*** MIDI THRU jack to the sound module's MIDI IN jack.)

Use Song Play mode for setting up the ***i5S*** MIDI channel configuration. You can specify initial program, volume, panpot, and effect send values in the song itself, or you can send these messages from the computer via MIDI.

When sending program change messages, use a MIDI bank change message of 0 to select ***i5S*** banks A and B, 1 to select ***i5S*** banks C and D, and 2 to select the ***i5S*** DRUM PROG bank.

MIDI bank number	MIDI program number	*i5S* program numbers
0	0–63	A11–A88
	64–127	B11–B88
1	0–63	C11–C88
	64–127	U11–U88
2	0–127	Dr11–Dr28
3	0–63	D11–88
	64–127	E11–D88

When using the setup above, it is recommended to set the ***i5S*** Local Control parameter to OFF. (This parameter can be found in Global mode.) Set the computer sequencer to echo the data it receives from the MIDI IN jack, back to the MIDI OUT jack. The parameter that controls this function has a different name depending on the software you use. Some common names are echo back, patch thru, echo on, etc.

By turning Local Control off, you break the connection between the ***i5S*** keyboard and its tone generator. This way, the ***i5S*** acts as a separate MIDI keyboard and independent tone generator. The sequencer's echoing function allows you to play the ***i5S*** tone generator, as well as the MIDI sound module's tone generator, from the ***i5S*** keyboard. If the sequencer's echoing function is turned on, and the ***i5S*** Local Control parameter is also set to ON, two notes will be played by the ***i5S*** tone generator for every one note sent out from its keyboard.

Using the *i5S* to control other MIDI instruments

You can use other MIDI instruments to play the ***i5S*** arrangements and backing sequences. Just make sure to match the MIDI channels to the correct tracks. Also, use the Track Status parameter of each mode to determine whether the ***i5S*** will play its own sounds in addition to those of the other MIDI device.

You can find the Track Status parameter on Page 2-2 of Arrangement Play mode and Backing Sequence mode. (In the case of backing sequences, this parameter can only be set for the extra tracks. Settings for the backing tracks are made in the individual arrangements.)

When this parameter is set to OFF, the corresponding track will not play at all. When set to INT, only internal ***i5S*** sounds will be played. When set to EXT, signals will be sent to external MIDI instruments only. When set to BOTH, both internal ***i5S*** and external MIDI instrument sounds will play.

Be aware that playback results will vary depending on the MIDI instruments used. For example, the ***i5S*** drum mapping feature may not produce the sounds you expect if the external MIDI instrument does not have the same drum kit layout.

What is General MIDI?

General MIDI, or GM, is an addition to the MIDI specification that makes it easier to play sequences on a wide variety of MIDI instruments, without much preparation.

Before the existence of General MIDI, there were no rules governing what kinds of sounds a MIDI instrument should include, or what order they should be placed in memory. Trying to play back sequence data using a different MIDI instrument could produce unpredictable results. For example, the hi-hat part could be played by a snare drum, the bass drum by a crash cymbal, and the piano part by a synth brass patch.

To make it sound right, you would have to look for programs that match those of the original instrument, make a list of each program number, and then edit the sequence data so that these new programs would be called up at appropriate volume levels.

General MIDI makes it possible for sequences written for GM-compatible instruments to sound relatively the same no matter what General MIDI instrument is used for playback. The piano track will play a piano sound, the drum parts will be played by the correct drum sounds, and the overall mix will be correct. Plus, there is no tedious editing, sound searching, or level matching required.

GM specifies a list of programs which includes all major musical instrument groups, assigned to specific program numbers. Also specified are the relative volume levels for each program, as well as guidelines for envelope settings (attack, release, etc.) and velocity response (touch sensitivity). In addition, a drum kit map is included which specifies the layout of drum sounds across the keyboard.

This opens up many new possibilities for MIDI applications. Sequences that conform to the GM specification can be traded on computer bulletin board systems, ready to play without any major preparations. Computer software and video game programmers can write music for GM instruments to accompany their software with high-quality sound and sound effects. Third party sequence vendors can offer pre-recorded music, in sequence form, for use in multimedia presentations. And the list goes on...

Playing GM sequence data

You can use Song Play mode to play GM sequences directly from the *i5S* disk drive, as long as the sequences have been saved as format 0 Standard MIDI Files.

You can also use the *i5S* Song Play mode to play GM sequence data from an external sequencer.

About Standard MIDI Files

The Standard MIDI File format was created to allow sequence data to be transferred between computers and keyboards that support this format.

Standard MIDI files come in three formats. The *i5S* conforms to format 0.

Standard MIDI files do not necessarily conform to the GM standard, however, they provide a useful way of transferring song data between GM compatible music systems. ☞Reference Guide P.3-1 "Song Play Mode"

Use the Song Play mode to play a standard MIDI file. Use the Convert to SMF function to convert and save a backing sequence into a format 0 Standard MIDI File. ☞Reference Guide P.2-29 "Standard MIDI File"

9. Connecting a Computer

By connecting a computer to the ***i5S*** using a special cable, you can play the ***i5S*** sound from the computer, or record your keyboard performance on the ***i5S*** to the computer. In addition, you can control other connected MIDI devices from the computer using the ***i5S*** as a MIDI interface.

You may connect the following types of computers to the ***i5S*** using a dedicated cable (☞P.9-3).

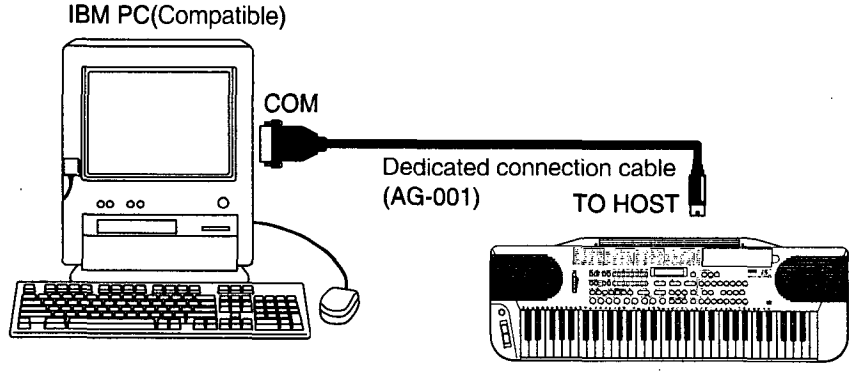
IBM PC (compatible): Optional connection kit AG-001 (Cables, Software "KORG MIDI Driver")

Apple Macintosh series: Optional connection kit AG-002 (Cables, Software "KORG MIDI Driver")

- You may not be able to use these connections depending on the model of the computer or the type of application software used on the computer.
- Do not connect the ***i5S*** to a single external device via both MIDI OUT and TO HOST at the same time. Be sure to use only one of these connectors.

Connecting an IBM PC (Compatible) Computer

Connect the serial port (COM port) of the IBM PC (compatible) computer to the TO HOST connector on the ***i5S*** using a special cable (optional AG-001).



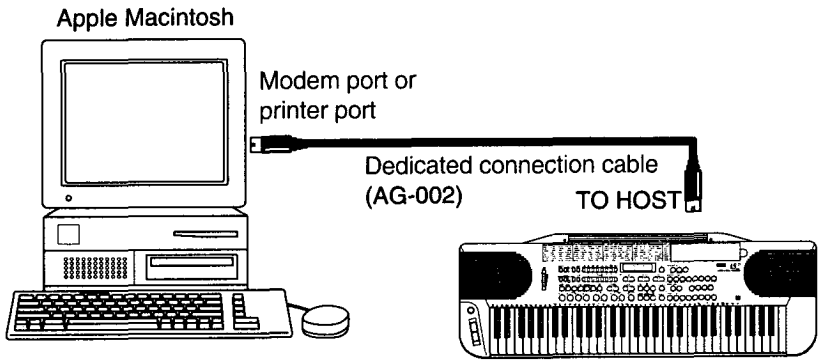
- You may not be able to use this connection, depending on the model of the computer or the type of sequencer software. Application software that is not compatible with Windows MME (Multimedia Extensions) or Windows 3.1 (except for those specifically supporting the ***i5S***) cannot be used with this connection.
- If the computer has a 25-pin serial port, use an optional AG-004 9-to-25-pin adapter.

Set HOST BR of the Global mode to "38.4kBPS" ☞Reference Guide P.5-12.

If you use this connection with Windows MME or Windows 3.1, you need to install the Korg MIDI Driver. Refer to P.9-4 for installation information.

Connecting an Apple Macintosh Computer

Connect the modem port or printer port of the Apple Macintosh computer to the TO HOST connector of the *i5S* using a special cable (optional AG-002).



- This connection might not be used, depending on the model of the computer or the type of sequencer software.
- If your sequencer software has a clock setting, set the clock to 1MHz.

Set HOST BR of the Global mode to "31.25k" ☞Reference Guide P.5-12

MIDI File Translator

MIDI File Translator is an Apple File Exchange translation program that allows Macintosh MIDI application programs to recognize an MS-DOS standard MIDI file as an SMF (Standard MIDI File).

- You do not need this application program to operate the KORG MIDI driver.

Make a copy of MIDI file translator in the folder that contains Apple File Exchange. Select "MIDI File Translation" in the "MS-DOS → Mac" menu that is displayed when you activate Apple File Exchange and insert an MS-DOS disk. If "MIDI File Translation" is not displayed, first select "Other Conversion Program," then add "MIDI File Translation".

- For details, see the Apple File Exchange documentation in your Apple manual.

Setting Computer Select

1 Press the GLOBAL key to enter Global mode.

2 Press the PAGE+/– key to select Local/Clock/Host BR.

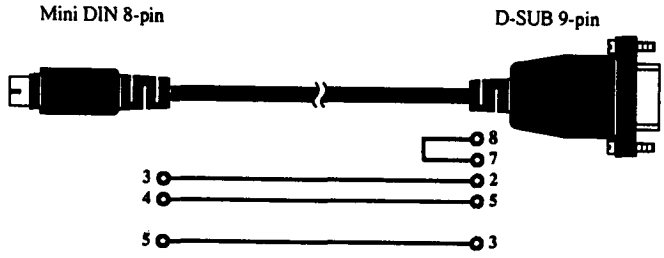
3 Press the ◄/► key to display Host BR.

4 Use the VALUE UP/DOWN key to assign the function.

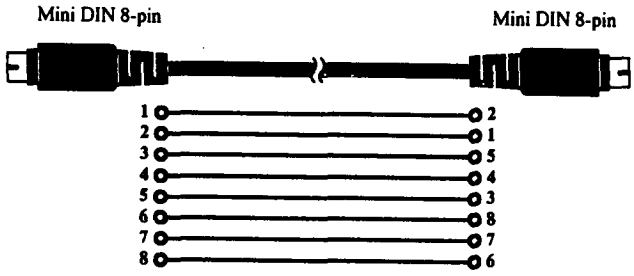
If you connect the *i5S* to the IBM PC compatible computer, set this parameter to 38.4k. If you connect the *i5S* to the Apple Macintosh computer, select 31.25k.

Wiring Diagram of Dedicated Connecting Cables

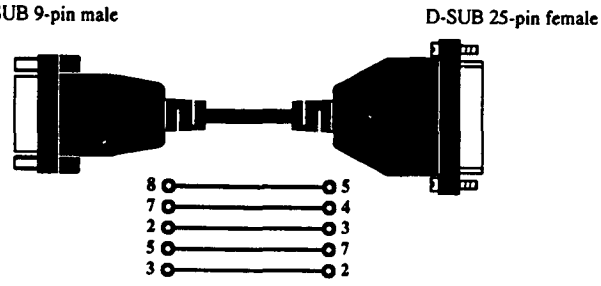
(1) AG-001 (for IBM PC or Compatible)



(2) AG-002 (for Macintosh)



(3) AG-004 (Adapter for IBM PC or Compatible)



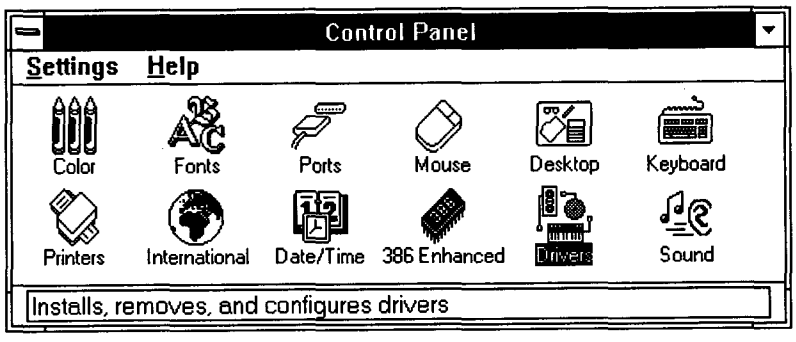
Installing and Setting Up the KORG MIDI Driver

Installing the KORG MIDI Driver in MS Windows

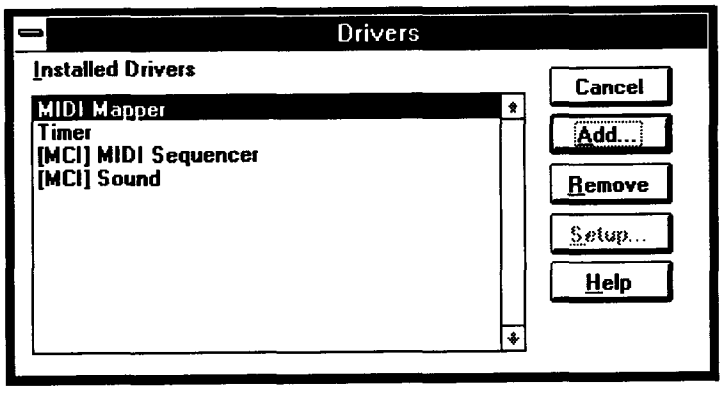
If the application (sequencer, etc.) being used supports Windows MME (Multimedia Extensions), the KORG MIDI Driver program, provided as an accessory, can be used to drive the *i5S* connected to the serial port (COM port) as a MIDI device.

- MIDI In data may not be received correctly if the processing speed of your computer is inadequate.

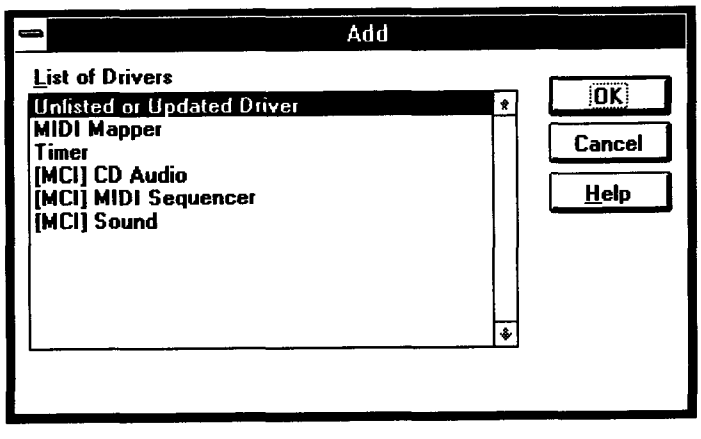
1. Double-click on the Driver icon in the Control Panel.



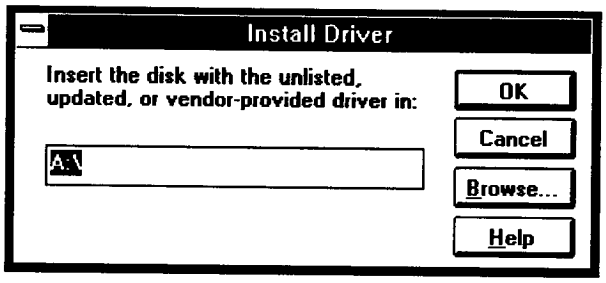
2. Select "Add".



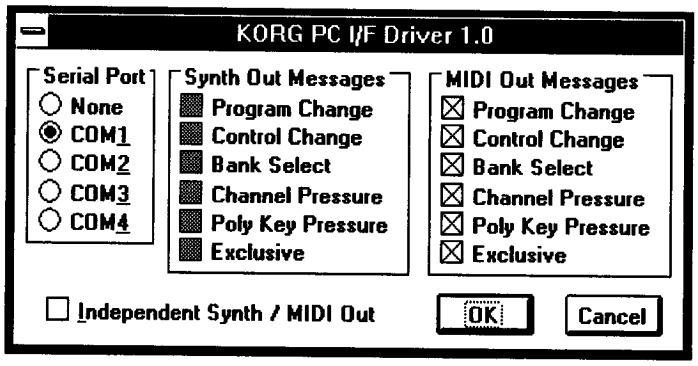
3. On the "List Drivers" menu, select "Unlisted or Driver", and click on "OK".



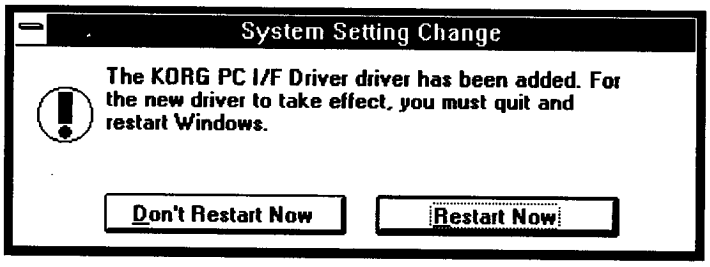
4. If a floppy disk containing the Driver program has been inserted in Drive A, type "A: \" (if the disk is in Drive B, type "B: \"). Then click on "OK".



5. Select "Korg PC I/F Driver", and click on "OK". The setup screen appears. Follow the instructions listed under "Setting Up the KORG MIDI Driver (Windows)" ☞P.9-6



6. To make the Driver effective, eject the disk and select "Restart".

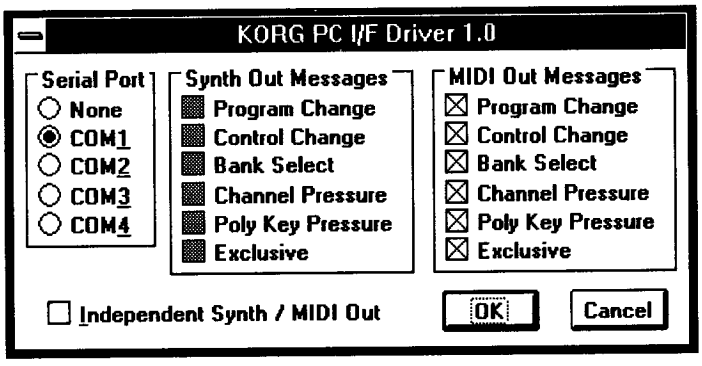


Setting Up the KORG MIDI Driver (Windows)

1. Double-click on the Driver icon in the Control Panel, and select "KORG PC I/F Driver". Then click on the specified button to display the setup screen.
2. Under "Serial Port", select the serial port to which the ***i5S*** is connected (COM1 to COM4).

   If you wish to use the serial port for another purpose after you have already installed the KORG MIDI Driver, delete the Driver or turn the Driver off by selecting "None".
3. When the the ***i5S*** is connected, do not check the "Independent Synth/MIDI Out" box.
4. Use the "MIDI Out Messages" box to select messages to send to ***i5S***.
5. When all of the selections have been completed, click on "OK". To cancel the selections without changing anything, click on "Cancel".

- When playing back MS Extended MIDI data, either mute channels 13–16 on the sequencer or whatever instrument is being used, or use the MIDI Mapper provided with the Windows MME program to enter the settings for the Extended MIDI application.



Specifications and Options

System:	AI^2 Synthesis (full digital processing)
Tone generator:	32 voices, 32 oscillators (single mode); 16 voices, 32 oscillators (double mode)
Keyboard:	61-notes with velocity and aftertouch sensitivity
Waveform memory:	6 megabyte PCM ROM
Effects:	2 stereo digital multi-effect systems, 47 effects
Programs:	128 GM programs + 1 GM drum program stored in ROM; 192 programs (Bank C, D, E) + 13 drum programs stored in ROM; 64 user programs + 2 user drum programs stored in RAM
Arrangements:	128 (Bank A, B) stored in ROM
Song:	16 Channel, 16 Voices (Dynamic Voice Allocation)
Backing Sequences:	10 stored in RAM
Backing Sequencer capacity:	40,000 events
Control inputs:	Damper pedal, assignable pedal/switch, EC5
Outputs:	Left/mono, right, headphones
Inputs:	Left/mono, right
MIDI:	IN, OUT, THRU
PC Interface:	TO HOST
Floppy disk drive:	3.5 inch 2DD/3.5 inch 2HD (IBM PC 1.44MB)
Display:	Backlit LCD, 20 characters × 2 lines
Main amplifier:	10W × 2
Speakers:	13cm × 2
Power supply:	AC local voltage
Power consumption:	45W
Standard accessories:	AC cord, preload program disk IFD-03P, music stand, parameter sheet
Dimensions:	1,024 (W) × 344.8 (D) × 117.5 (H) mm
Weight:	10.6kg
Optional accessories:	EC5 External Controller, DS-1 Damper Pedal, PS-1 Pedal Switch, PS-2 Pedal Switch, EXP-2 Expression Pedal, XVP-10 Expression Pedal, MIDI cable

Specifications are subject to change without notice.

i5

User's Guide

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 manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

KORG INC.
15 - 12, Shimotakaido 1 - chome, Suginami-ku, Tokyo, Japan.

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