KORG
DIGITAL PIANO
CONCERT
Ci-9600
Ci-8600

Owner's Manual

AI² Synthesis System

XG GENERAL MIDI XF

KORG

PC I/F

Ⓔ ②
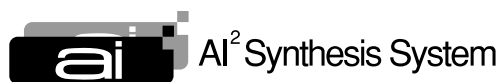
INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

IMPORTANT SAFETY INSTRUCTIONS

**WARNING**—When using electric products, basic precautions should always 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 a 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 be capable of producing sound levels that could 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 only of the type described in the operating instructions or as marked on the product.

8) This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug. (for U.S.A. and Canada)

9) The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.

10) Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

11) The product should be serviced by qualified service personnel when:
   a) The power-supply cord or the plug has been damaged; or
   b) Objects have fallen, or liquid has been spilled onto 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.

12) 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

WARNING:
TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

AVERTISSEMENT:
RISQUE DE CHOC ÉLECTRIQUE—NE PAS OUVRIR.

注意　感電の恐れあり、キャビネットをあけるな

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.
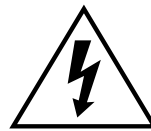
The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

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

CAUTION: TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT. (for U.S.A. and Canada)

ATTENTION: POUR ÉVITER LES CHOC ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND. (for Canada)

Data handling

Unforeseen malfunctions can result in the loss of memory contents. Please be sure to save important data on 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.

Table of Contents

𝄞♩♪ Appendices 91

𝄞♩♪ Introduction ⬤ ⬤ ⬤ ⬤ ⬤

Thank you for purchasing the Korg Ci-9600/Ci-8600 digital piano. In order to enjoy this instrument to its fullest potential, please read this owner's manual carefully and use the instrument as directed.

1. Before you begin

Please read the sections entitled "Safety precautions", "To avoid fire, shock, or physical harm", "Cautions", and "Warnings" on page ii of this manual.

Check the included items

Please make sure that the following items were included with the Ci-9600/Ci-8600.
• **"Owner's manual" (the book you are reading)**
• **Floppy disk**
This floppy disk contains sounds, automatic accompaniment data, and karaoke song that can be used by the Ci-9600 and Ci-8600. For the contents of the data, refer to p.107–.
• **Special stand**
This is a stand made specially for the Ci-9600/Ci-8600. Please assemble it correctly as described on p.93 and p.95 "Assembling the stand."

2. How to use this manual

Printing conventions in this manual

☞**p.■■**
This indicates a page to which you can refer.

⚠ , MeMO
These symbols respectively indicate points of caution and advice.

LCD screen: "…" cell, "…" button
The names enclosed by "double quotation marks" appear in the LCD screen, and you can operate the corresponding cell, button, check box, or radio button that is displayed.

*LCD screen display
The parameter values etc. shown in the screens printed in this manual are only examples for explanatory purposes, and may not necessarily match the screens that appear on your instrument.

Panel: […] switch, dial, […] slider
The names enclosed by [square brackets] are printed on the front panel. Operate the corresponding item.

3. Front and rear panels

Front panel

C1[24]   C2[36]   C3[48]   C4[60]   C5[72]   C6[84]   C7[96]   C8[108]

[ ]:MIDI note No.
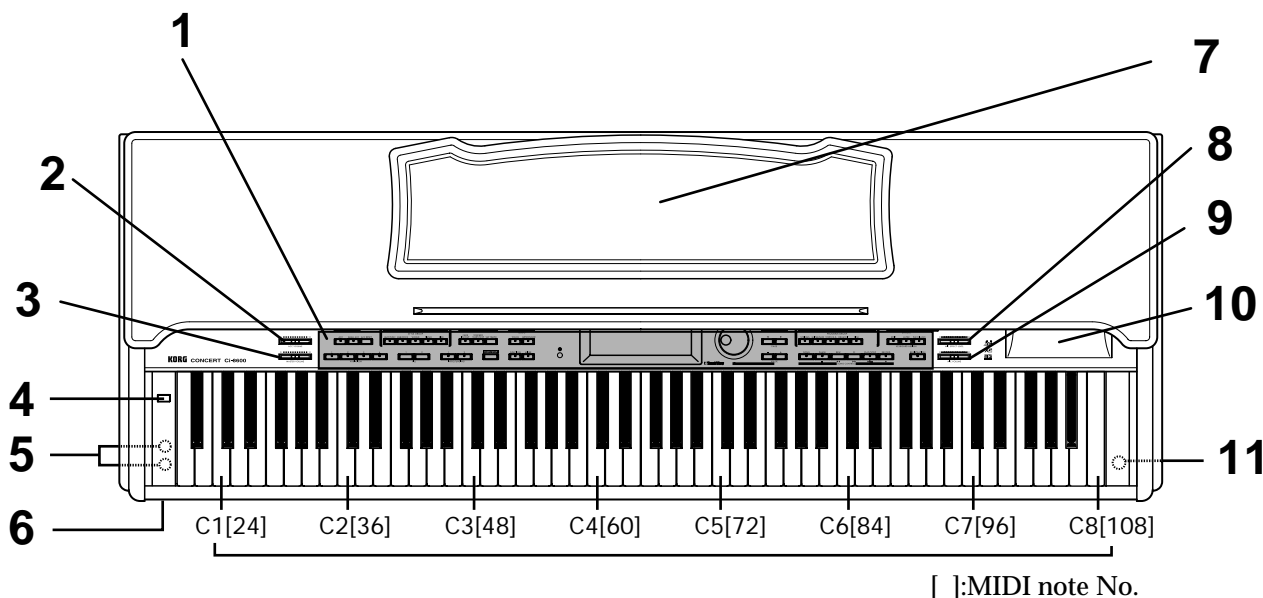
1. **Operating panel**
   For the names of each switch, refer to p.10–11 "Operating panel."

2. **[ACC VOLUME] (accompaniment volume) slider**
   This slider adjusts the volume of the sounds not being played from the keyboard (i.e., automatic accompaniment, demo playback, or song playback). If this slider is set to **0**, there will be no sound other than from the keyboard.

3. **[MASTER VOLUME] slider**
   This slider controls the overall volume of the instrument that is output from the speakers, headphones, and outputs. (☞p.14)

4. **[POWER] switch**
   This switch turns the power on or off. Each time you press it, the power will be switched on or off. (☞p.14)

5. **Headphone jack (located on the bottom of the instrument)**
   By connecting stereo headphones to this jack, you can play or listen to the Ci-9600/Ci-8600 without being heard by others near by. Up to two sets of headphones can be connected. If you are using commercially-available headphones, select a stereo set with a (1/4")phone plug.

6. **Power indicator**
   This indicator will light when the power of the Ci-9600/Ci-8600 is on. It will turn off when the power is turned off.

7. **Music stand** ☞p.14

8. **[VOCAL EFFECT LEVEL] slider**
   This slider adjusts the amount of effects (reverb, echo) that are applied to the sound of the mic when it is connected to the mic input jack.

9. **[MIC VOLUME] slider**
   This slider adjusts the volume of the mic when it is connected to the mic input jack.

10. **Floppy disk drive**
    A 3.5 inch double-sided double-density (2DD) or double-side high-density (2HD) floppy disk can be inserted here to load or save programs, songs, or styles.
    For details on floppy disk handling, refer to p.17 "About floppy disks."

11. **Mic input jack (located on the bottom of the instrument)**
    By connecting a mic to this jack, you can enjoy karaoke by singing along with commercially available SMF data or with the automatic accompaniment.

Rear panel

MIDI cable

MIDI OUT

MIDI IN OUTPUT R L

AUX IN R L

MIDI keyboard

MIDI tone generator module (synthesizer)

Audio equipment
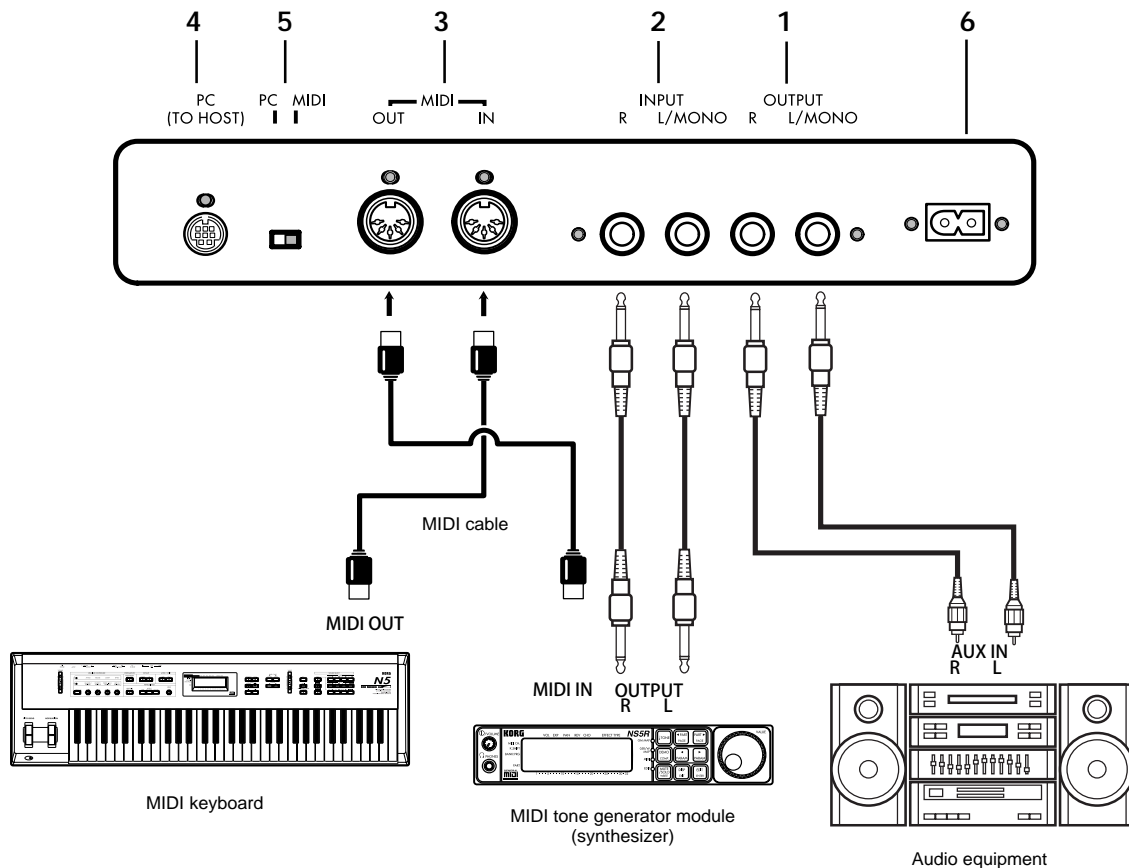
1. **[OUTPUT] jacks**
   By connecting these jacks to the inputs of your audio device, you can play the instrument at a louder volume or record your performance on a tape recorder. Use the [MASTER VOLUME] of the Ci-9600/Ci-8600 to adjust the volume. For stereo connections, use the L/MONO jack and the R jack. For monaural connection, use only the L/MONO jack.

2. **[INPUT] jacks**
   By connecting these jacks to the outputs of another instrument such as a synthesizer or an audio device, you can play the sound of the external device through the speakers of the Ci-9600/Ci-8600. To adjust the volume, use the volume control of the connected instrument or audio device.
   For stereo connections, connect the L/MONO jack and the R jack. For mono connections, use only the L/MONO jack.

3. **[MIDI] connectors**
   These connectors can be connected to other MIDI devices such as a synthesizer, sequencer, or rhythm machine, so that data can be exchanged with these devices.
   ☞p.87 "1. Connecting MIDI equipment"

4. **[PC (TO HOST)] connector**
   This connector allows the Ci-9600/Ci-8600 to be connected directly to a computer that does not have a MIDI interface, so that data can be transferred. In order to make connections, you will need to purchase a separately sold connection kit appropriate for your type of computer.
   ☞p.90 "2. Connection to a computer"

5. **[PC/MIDI] select switch**
   This switch selects whether you will use the MIDI connectors or the PC (TO HOST) connector. (☞p.87, p.89)

   ⚠ **You must turn off the power before changing the position of the PC/MIDI select switch.**

6. **AC inlet**
   Connect the included power cable to this inlet. (☞p.94, p.96)

7. **PEDAL connector (located on the bottom of the instrument)**
   Connect the pedal connector of the special stand ST-9600Ci/8600Ci to this connector. (☞p.94, p.96)

   ⚠ **Connectors 3, 4 and 7 are directional. Be sure that the connector is oriented correctly.**

Operating panel

1. [DEMO] switch ☞p.19

2. [HELP] switch ☞p.18

3. [ACC] (accompaniment) switch ☞p.37

4. [SMALL ACC] switch ☞p.46

5. [ACC RESET] switch ☞p.38

6. [RHYTHM STYLE GROUP] ☞p.38

7. [VARIATION 1, 2, 3, 4] switches ☞p.44

8. [FILL 1, 2] switches ☞p.46

9. [INTRO/ENDING 1, 2] switches ☞p.45

10. [BASS INVERSION] switch ☞p.39

11. [ENSEMBLE] switch ☞p.44

12. [SINGLE TOUCH] switch ☞p.46

13. [FADE IN/OUT] switch ☞p.41

14. [SYNCHRO START/STOP] switch ☞p.40

15. [TAP TEMPO] switch ☞p.42

16. [START/STOP] switch ☞p.38

17. [TEMPO UP, DOWN] switches ☞p.30

18. [TOUCH] switch ☞p.31

19. [METRONOME] switch ☞p.30

20. [FUNCTION] switch ☞p.81

21. [MIXER] switch ☞p.43

22. [BEAT] indicators ☞p.38

23. [CONTRAST] knob ☞p.15
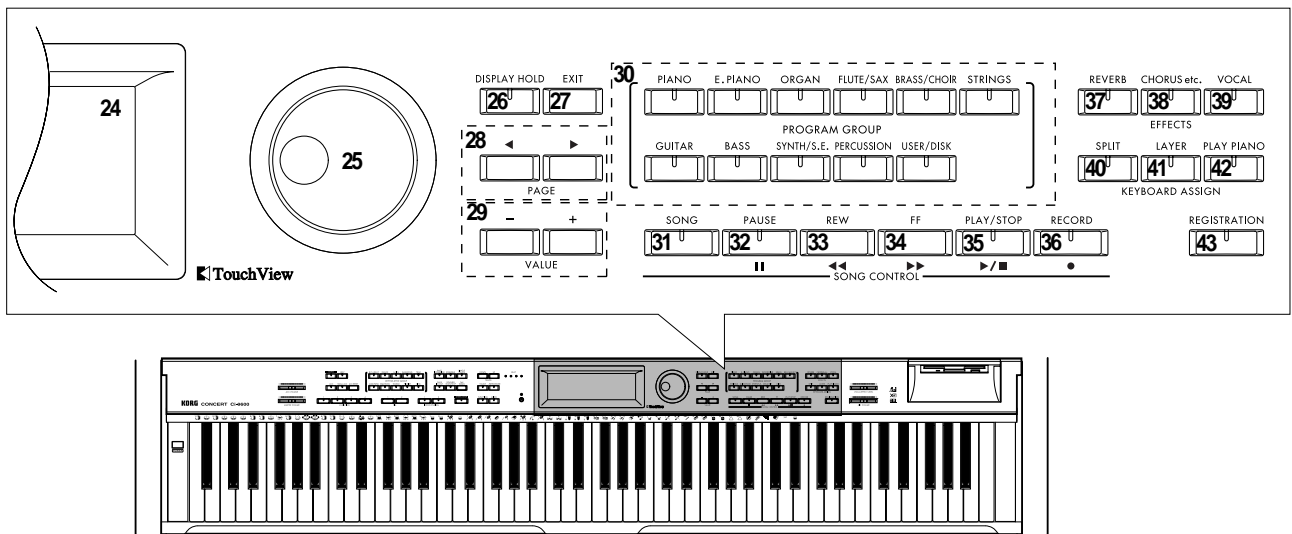
24. **LCD screen with touch panel** ☞p.15

25. **Dial** ☞p.16

26. **[DISPLAY HOLD] switch** ☞p.16

27. **[EXIT] switch** ☞p.16

28. **[PAGE ◄, ►] switches** ☞p.16

29. **[VALUE –, +] switches** ☞p.16

30. **[PROGRAM GROUP]** ☞p.21

31. **[SONG] switch** ☞p.55

32. **[PAUSE] switch** ☞p.56

33. **[REW] (rewind) switch** ☞p.56

34. **[FF] (fast-forward) switch** ☞p.56

35. **[PLAY/STOP] switch** ☞p.55

36. **[RECORD] switch** ☞p.65

37. **[REVERB] switch** ☞p.26

38. **[CHORUS etc.] switch** ☞p.27

39. **[VOCAL] switch** ☞p.61

40. **[SPLIT] switch** ☞p.24

41. **[LAYER] switch** ☞p.23

42. **[PLAY PIANO] switch** ☞p.22

43. **[REGISTRATION] switch** ☞p.83

4. Main features

Diverse sounds
Use the keyboard to play 346 different sounds produced by Korg's proprietary AI-squared synthesis system.
You can use the Layer function to play two sounds simultaneously, or the Split function to divide the keyboard and play two different sounds in separate ranges.

Versatile rhythm styles
The automatic accompaniment styles include various rhythm styles from all around the world. You can enjoy adding the musical flavors of different countries to your playing.

Effects
Two digital effect processors (37 effect types) are built-in, letting you add reverberation to create the impression of playing in a concert hall, or apply chorus to create fuller sounds.

Pedal effects
To support an important aspect of piano performance, the Ci-9600/Ci-8600 provides a damper pedal that features a half-damper effect. It also has a soft pedal and a sostenuto pedal as found on most acoustic grand pianos.

Metronome
The included metronome is available at the touch of a switch.
Its volume and speed can be adjusted to the desired tempo for your song or situation.

Recorder
The built-in recorder is as easy to use as a tape recorder. Since you can record five tracks in addition to the keyboard, you can even input small chamber ensembles or band scores.
Of course, you can easliy record the automatic accompaniment.

Step recording
The step recording function lets you record an automatic accompaniment by inputting chords and panel operations one by one. By using this, you can easily input music from a chord chart even if you are not a skilled pianist.

Touch control
Playing touch is a vital aspect of a piano's response, and you can choose from six different touch settings. This allows the Ci-9600/Ci-8600 to be played by anyone from children (who tend to have a lighter touch) to experienced pianists.
You can also select a setting in which playing dynamics will have no effect on the sound – ideal for playing organ sounds etc..

Temperaments
You can use ten different temperaments, including classical temperaments and tunings used in ethnic music. Four user scales can also be created.

Pitch adjustment (Transpose)
The transpose function lets you change keys easily with a push of a button to the key that is comfortable for your voice.

MIDI/PCIF
MIDI (or switch-selectable PCIF) connectors are provided for connection to a computer or other MIDI device. This allows you to record your playing to a computer with music software.

Mic effects
Effects frequently used for karaoke, such as reverb and echo, are provided. You can enjoy karaoke using the automatic accompaniment function or the SMF karaoke function.

XG tone generator
A built-in XG tone generator with full support for the XG specification allows playback of commercially available Standard MIDI File song data for XG tone generators.

Karaoke function
Karaoke supports XF and SMF with lyrics.

Touch-View LCD screen
The 64 × 256 pixel LCD graphic display makes operation intuitive and easy.
Selections shown in the LCD screen can be operated simply by touching them.

Integrated bass-reflex speaker system
The 13 cm speakers and 5 cm tweeters placed in an integrated enclosure (with Bass Enhancement) faithfully reproduce rich lows and clear highs.

Bass Enhancer
A "Bass Enhancer" circuit has been added to reproduce rich, natural-sounding low tones.

Real weighted hammer action keyboard (Ci-9600 only)
As you play from the low end to the high end on the keys the feel goes from heavier to lighter as you play up the keyboard just like a grand piano.

Gently-closing key cover (Ci-9600 only)
The hinged fall-board type key cover is designed to close gently and quietly, so that even children can use the piano safely.

♪♩♪ Preparations for playing

1. Before you start playing

1 **Plug in the power cable**

Plug one end of the power cable into the socket located on the back of the instrument. (☞p.94, p.96)
Plug the other end of the power cable into an AC outlet.

2 **Open the key cover**

If you purchased the Ci-9600

To open the key cover, use both hands to gently raise the front edge of the key cover.
To close the key cover, hold the front edge and gently pull it forward.
The cover is designed to close slowly. Do not force it shut. (Fig. 1)

⚠ **Be careful not to pinch your fingers or hands when closing or opening the key cover. Using excessive force or handling the cover roughly will cause malfunctions. (Fig. 2)**

⚠ **When opening the key cover, make sure that there are no objects such as coins or papers on top of the key cover. Any such objects could fall into the instrument and cause malfunctions.**
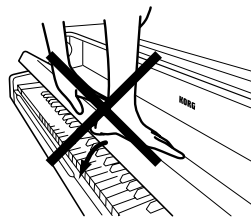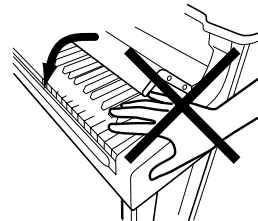
Fig. 1   Fig. 2

If you purchased the Ci-8600

To open the key cover, lightly raise the center of the edge, and support it as you slide the cover gently toward the back.
To close the key cover, lightly raise the center of the edge, and slide it toward yourself.
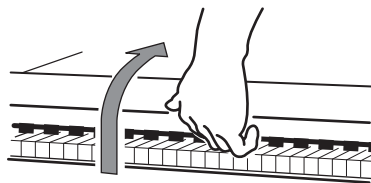
⚠ **When opening the key cover, make sure that there are no objects such as coins or papers on top of the key cover. Any such objects could fall into the instrument and cause malfunctions.**

⚠ **Be careful not to pinch your fingers or hands when closing or opening the key cover. Using excessive force or handling the cover roughly will cause malfunctions.**

13

3 Turn on the power

Press the [POWER] switch to turn on the power. When the power is turned on, the power indicator located at the left of the front panel will light.
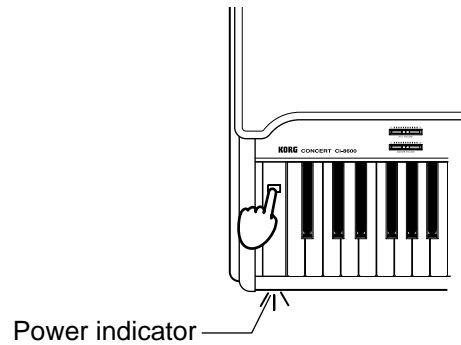
Power indicator

To turn off the power

Press the [POWER] switch once again. When the power is turned off, the power indicator located at the left of the front panel will go dark.

Adjusting the volume

Use the [MASTER VOLUME] slider to control the volume that is output from the built-in speakers, the headphone jacks, and the rear panel [OUTPUT] jacks.

Softer ← MASTER VOLUME → Louder

Raise the [MASTER VOLUME] slider to the middle position. Moving the slider toward the right will increase the volume, and moving it toward the left will decrease the volume. At a position of "0" there will be no sound.
While actually playing the instrument, adjust the volume to an appropriate level.

Using headphones

Insert the plug (phone plug) of your stereo headphones into one of the headphone jacks located at under the instrument on the left side.
When headphones are plugged in, no sound will be output from the speakers.
Use headphones when you wish not to be heard, such as late night practice sessions.
Since there are two headphone jacks, two people can enjoy the piano together e.g. (teacher/ student).
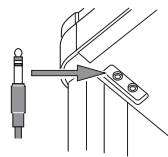
⚠ When using headphones, protect your hearing by avoiding long periods of use at high volume. If your headphones use a mini-plug → phone-plug adapter, hold the adapter when plugging or unplugging it.

Using the music stand

Raise the music stand, and use the two stops located on the back to prevent it from falling over.

♪♫♪ Basic operation

1. LCD screen

Items in the LCD screen

The LCD screen of the Ci-9600/Ci-8600 features the Touch View system that uses a one touch-panel. By directly touching buttons or cells (referred to as "objects") that are displayed in the LCD screen, you can directly select pages, set values, move a selected region, or modify a setting.

Cells (rectangular frames with rounded corners)

    [8 Beat]
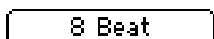
When you press a cell, it will be highlighted. Now you can use the dial or the [VALUE] switches to change its value. If the cell has "▲" "▼" symbols, you can press these "▲" "▼" symbols to change the value of the cell.

Buttons (rectangular frames)

    [▼ Upp1 ▲]
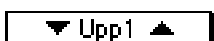
By pressing a button, you can execute the operation of that button, or open a page. If the button has "▲" "▼" symbols, you can press the "▲" "▼" symbols to modify the value of the corresponding cell.

Check boxes

    ■ On   □ Off

Each time you select a check box, its setting will be made.
When on, the box will be displayed as solid.

Radio buttons

    ◉ On   ○ Off
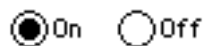
Radio buttons are used to select one of multiple choices. When you press a button, the corresponding choice will be selected.

LCD screen contrast

You can rotate the [CONTRAST] knob to adjust the brightness of the LCD screen.
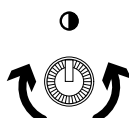
Using the LCD screen

The objects displayed in the LCD screen can be chosen with a light touch of the finger tip.
If they are pressed with excessive force, they may fail to respond, or the screen may malfunction.
If a displayed object is shown in gray, it is not possible to select that object.

⚠ **To avoid damaging the LCD screen, you must observe the following cautions.**

- **Never press or rub the LCD screen with a pointed or hard object such as a mechanical pencil.**
- **Never scrape the edge of the LCD screen with a pen or fingernail, etc.**

The main screen

This is the page that is displayed when the power is turned on.
Most of the time, you will be playing the Ci-9600/Ci-8600 in this **main screen**.

Tempo display **"Program" cell**
Program change button

Chord name display **"Style" cell**
Style change button
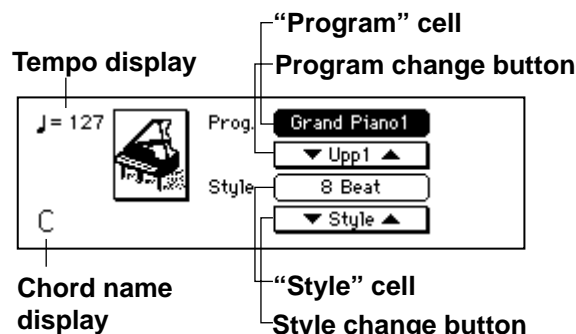
⚠ **Noise may appear in the LCD screen when the power is turned on or off, but this is not a malfunction.**

15

2. Operating panel
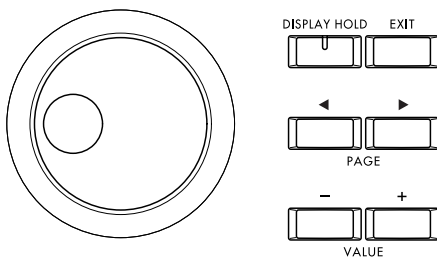
[PAGE ◄, ►] switches
If the LCD display shows "1/2" or "1/3" when you are selecting a sound or style, you can use these switches to move through the pages of the LCD screen.

[EXIT] switch
Use this switch to return to the previous screen.

[DISPLAY HOLD] switch
When the [DISPLAY HOLD] switch indicator is off, using the [PROGRAM GROUP] or [RHYTHM STYLE GROUP] switches to select a sound or style will cause the screen of the selected sound or style to be displayed for several seconds, and then automatically return to the previous screen.
This type of screen is called a **popup screen**.
When the [DISPLAY HOLD] switch indicator is lit, the screen will continue to be displayed. You can press the [EXIT] switch to return to the previous screen.
You can specify the length of time that a popup screen will be displayed. (☞p.86)
When the power is turned on, the [DISPLAY HOLD] switch will be off (indicator dark), but you may change this setting as desired.

VALUE [+] switch, [–] switch, dial
The value of a cell in the LCD screen can be set using the front panel dial or the [+] and [–] switches.
Use the [+] and [–] switches to make small changes in the value, and use the dial to make large changes in the value.

16

3. Floppy disks

Types of floppy disk

Use either 2DD or 2HD 3.5 inch floppy disks. Before a newly purchased floppy disk can be used by the Ci-9600/Ci-8600, the disk must be formatted.

2DD floppy disks must be in **MS-DOS 720 Kbyte** format, and 2HD disks must be in **MS-DOS 1.44 Mbyte** format.

For details on formatting, refer to p.85.

Inserting a floppy disk

With the label facing upward, insert the floppy disk straight into the disk drive until clicks into place.

Disk access indicator — Eject button
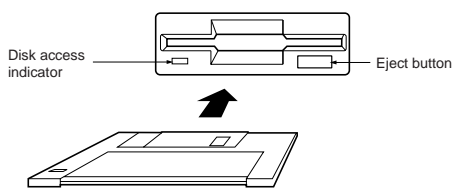
⚠ **Forcing the disk into the drive will cause malfunctions.**

Removing a floppy disk

To remove a floppy disk from the disk drive, first make sure that the disk access indicator is off. Then press the eject button and remove the disk. The disk access indicator will light when the floppy disk is active.

If the disk is not ejected when you press this button, do not attempt to remove the disk by force. Please contact your dealer or a Korg service center.

Disk access indicator — Eject button
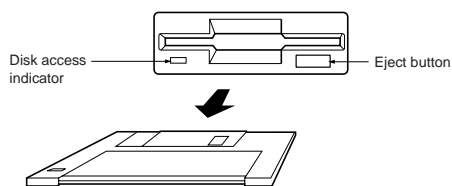
⚠ **Never attempt to remove a floppy disk while the disk access indicator is lit.**

Floppy disk handling

Please observe the following points when handling floppy disks. If the magnetic surface inside becomes soiled or scratched, it may be impossible to read/write data.

❍ **Do not open the shutter, or touch the magnetic surface inside the floppy disk.**
❍ **Do not transport the Ci-9600/Ci-8600 when a floppy disk remains inside the disk drive. (The heads of the drive may scratch the disk.)**

❍ **Do not allow a floppy disk to come near a device that produces a magnetic field, such as a television, computer display, speakers, or power transformer.**
❍ **Do not use or store floppy disks in locations of high temperature, high humidity, direct sunlight, or in locations of excessive dust or dirt.**
❍ **Do not place objects on top of a floppy disk.**
❍ **Do not apply physical shock to the Ci-9600/Ci-8600 while the disk drive is operating.**

About write protect

Floppy disks have a "write protect tab" that lets you prevent data from being erased or over written accidentally.

Write protect:
The tab is lowered to open the hole.
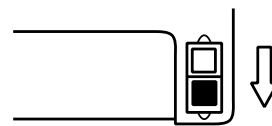
Write permit:
The tab is raised to cover the hole.
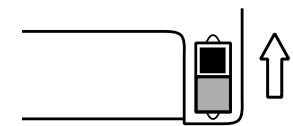
⚠ **After saving data, lower the tab to the "write protect" position to ensure that your data will not be lost.**

Head cleaning

If the heads of the drive become dirty, errors may occur during saving or loading. For this reason, you should clean the heads regularly. Use a commercially-available wet-type 3.5 inch double-sided head cleaning disk. For the procedure, refer to the owner's manual of your cleaning disk.

4. Help function

By using the Help function, you can view a simple explanation of the Ci-9600/Ci-8600's functions in the LCD screen.

1 **Press the [HELP] switch**

The [HELP] switch indicator will light, and the LCD screen will show a list of the Help items.

```
┌─────────────┐        Help   ┌────────────────┐
│ Introduction │               │ Accompaniment │
├─────────────┤               ├────────────────┤
│    Demo     │               │   Song Play   │
├─────────────┤  ○Japanese    ├────────────────┤
│   Program   │               │   Recording   │
├─────────────┤  ◉English     ├────────────────┤
│    Style    │               │   Function    │
└─────────────┘               └────────────────┘
```

2 **Select the language for display**

The contents of Help can be displayed in either English or Japanese. To display in English, press the "English" radio button. To display in Japanese, press the "Japanese" radio button.

To change the LCD screen display for items other than Help

You can use the same procedure to select either English display or Japanese display for items other than the Help screens, such as program names and some button names.

3 **Select the item**

Press a button in the LCD screen for the desired explanation.

Introduction	Help screen operations and easy functions
Demo	Listening to the demo
Program	Changing sounds
Style	Changing the rhythm style
Accompaniment	Using automatic accompaniment
Song Play	Listening to SMF data
Recording	Recording
Function	List the various [Function] pages

Symbols in the screens

[ ] indicates switches on the panel.
" " indicates buttons in the screen.
">>" is the first page of Help.
"<<" is the last page of Help.
"⇔" means that further pages are available.
"[ ]:ON" means that you should press the switch to turn on the indicator.
"[ ]:OFF" means that you should press the switch to turn off the indicator.

4 **Move through the pages**

Use the [PAGE ▶] or [PAGE ◀] switches to move to the next or previous page.

To view another item

Press the [EXIT] switch. You will return to the list of Help items.

5 **To exit Help**

Press the [HELP] switch to turn off the indicator, and you will return to the previous screen.

♪♩♪ Demo playback

1. Listening to the demo

The Ci-9600/Ci-8600 contains fourteen piano demo songs, ten sound demo songs, and nine style demo songs. Listen to these demo performances to get an introduction to the rich sounds of the Ci-9600/Ci-8600 and their expressive potential.

To listen to the demo songs

1 **Press the [DEMO] switch**
The [DEMO] switch indicator will light, and the "Demo" page will appear.

Composer name
Song name
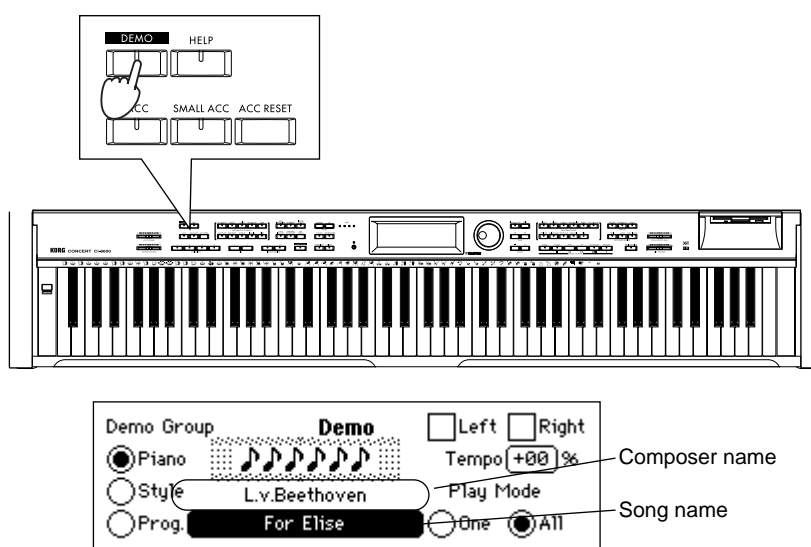
2 **Select a "Demo Group"**
Use the "Demo Group" radio buttons to select the desired group of demo songs.

3 **Select a song**
Press the "song name" cell, and use the dial or the [VALUE] switches to select the song that you wish to hear.
Refer to p.106 for the names of the demo songs.

> **MeMO** The "Song" can be selected by pressing the following switches.
>
> Pressing a rhythm style switch within the [RHYTHM STYLE GROUP] for the desired rhythm style will select "Style." Pressing a program group switch within the [PRO-GRAM GROUP] will select "Prog." The demo songs of the selected song will play.

To hear all songs of the selected group

If the "Play Mode" radio button "All" is pressed, all songs in the "Demo Group" will be played consecutively, starting with the selected song. If the radio button "One" is pressed, only the selected song will be played.

4 **Start demo playback**
Press the SONG CONTROL [PLAY/STOP] switch.

To stop the demo playback

To stop playback, press the [PLAY/STOP] switch.

5 **Return to the main screen**

When you have finished listening to the demo songs, stop playback and press the [EXIT] switch. The [DEMO] switch indicator will go off, and you will return to the main screen.

2. Practicing piano along with a demo song

If the "Demo Group" radio button "Piano" is selected, you can use the following functions to practice playing along with the song.

✎ **These functions are not available if a "Demo Group" radio button other than "Piano" is selected.**

Practicing right hand and left hand separately

For the piano demo songs, you can select either the right or left hand part to be played by the demo, you also can turn down the volume of the remaining part so you can play along with it.

1 **Select the song that you wish to practice**

As described in steps 1–3 of "Listening to a demo song," select the "Piano" radio button in the "Demo Group," and use the "Song" cell to select the song.

2 **Turn down the volume of the part you wish to practice with**

If you wish to mute the left hand part, select the "Left" check box to turn it on.
If you wish to mute the right hand part, select the "Right" check box to turn it on.
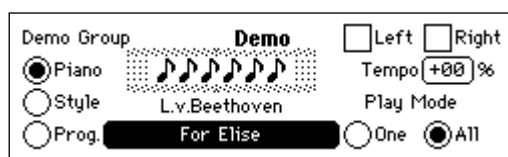
3 **Start the demo playback**

Press the [PLAY/STOP] switch to start demo playback.
Along with the demo playback, play the part whose volume you turned down.

MeMO Use the [ACC VOLUME] slider to adjust the volume balance between the demo playback and the keyboard performance.

Changing the tempo of the demo playback

If you find the song difficult, you can play it back at a slower tempo so that you can play along more comfortably.

1 **Specify the "Tempo"**

In the "Demo" page, press the "Tempo" cell and use the dial or the [VALUE] switches to adjust the setting. "+00%" is the original tempo, "+" is a faster tempo, and "–" is a slower tempo. The available range is –50% – +50%.

Pausing the demo playback

1 **During playback, press the [PAUSE] switch**

When you press the [PAUSE] switch during playback, the song will stop temporarily.
When you press [PAUSE] once again, song playback will resume from where it had been paused.

♬♩♪ Playing

1. Selecting sounds

It contains 346 sounds organized into 10 groups.
Each of the sounds stored in these groups is called a **Program**.

Name of the current program
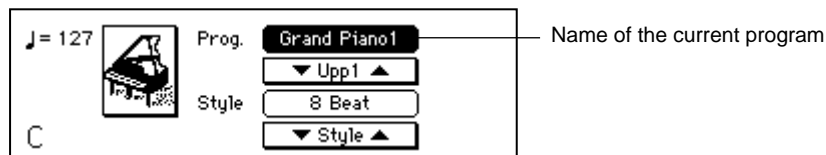
Changing programs

1 **Select the program group**

Press the [DISPLAY HOLD] switch to turn it on. Then press one of the [PROGRAM GROUP] switches to select the program group that contains the sound you wish to play. A popup screen will appear in the LCD display.

MeMO   If you press the [DISPLAY HOLD] switch and leave it on, the popup screen will not close automatically.
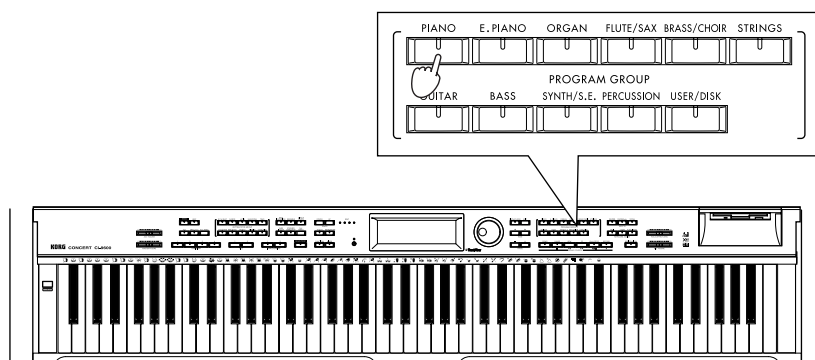
2 **Select a program**

In the popup screen that appears, press the desired program to select it.
If the screen indicates "**1/2**" or "**2/3**" etc., you can use the [PAGE ▶] switch to access the next page and select other programs.
For a list of the programs, refer to the tables on p.97–.

MeMO   There are additional ways to select a program.

- In the main screen, press "▼ Upp 1 ▲." This lets you select programs within that group.
- In the main screen, press the program name. Then use the dial or the [VALUE] switches to select programs within that group.
- In the main screen, press an instrument icon (graphic). A popup screen will appear, showing a list of the programs for that group. Select the desired program.

3 **Return to the main screen**

Press the [EXIT] switch to return to the main screen. When you play the keyboard, the sound you just selected will be heard.

Selecting percussion instrument sounds

You can play percussion instrument sounds from the keyboard.

1 **Press the PROGRAM GROUP [PERCUSSION] switch**
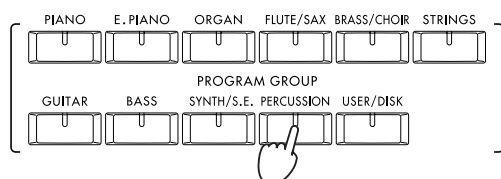
2 **Select a program**

If you select the "GM KIT1" program in the "5/6" page, the instruments printed on the panel above the keyboard will be assigned to each note of the keyboard. Play the keyboard to hear the instrument assigned to each note.

Selecting sounds from the [USER/DISK] program group

You can play sounds that were loaded from a floppy disk.
☞p.36 "Loading programs from a floppy disk"

1 **Press the PROGRAM GROUP [USER/DISK] switch**

A list of the programs loaded into the Ci-9600/Ci-8600 will appear.
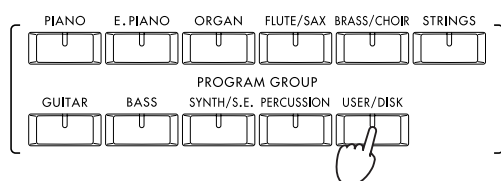
2 **Select a program**

Now you can play the sounds from the keyboard.

MeMO After programs have been loaded from a floppy disk, you use the [PROGRAM GROUP] switch [USER/DISK] to select and play these sounds without having the floppy disk inserted in the floppy disk drive.

Playing the Ci-9600/Ci-8600 as a piano

1 **Press the [PLAY PIANO] switch**

When you press the [PLAY PIANO] switch, the instrument will be set to the following settings. This allows you to use the Ci-9600/Ci-8600 simply as a piano.
- The entire keyboard will sound.
  SPLIT and LAYER will be off, and "KeyL" muting will be defeated. (☞p.23, p.24, p.39)
- The Upp1 program will be set to "Grand Piano 1."
- The Upp1 octave setting will be set to "0." (☞p.81)
  All other settings will remain unchanged.

2. Combining programs

Layer function (play two sounds together)

This allows you to combine two programs to be played together when you play a single note. This is called the **Layer function**.

1 ### Press the [LAYER] switch
The [LAYER] switch indicator will light, and the "Layer" page will appear.
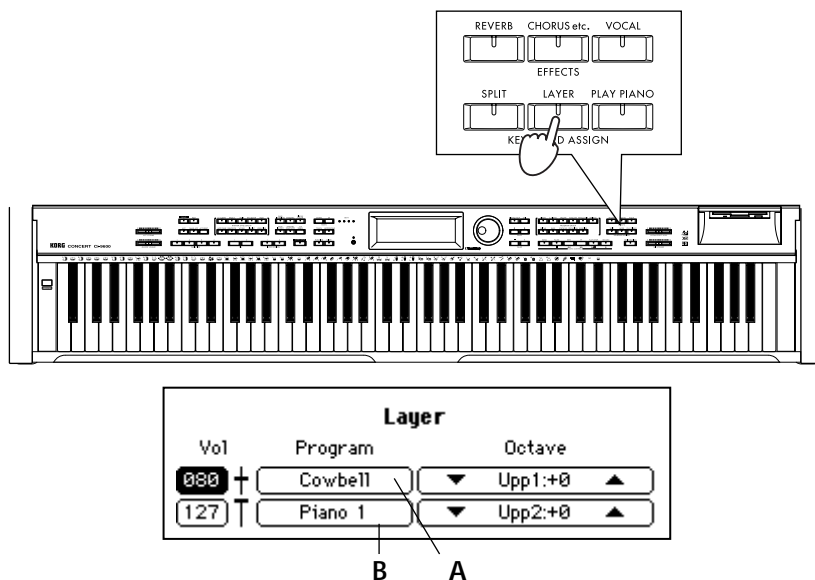
2 ### Select the two programs
To select the "Upp1" program, press cell A. To select the "Upp2" program, press cell B. Then select the desired sound. ☞p.21 "1. Selecting sounds"
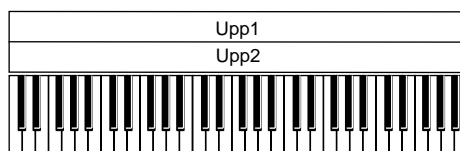
MeMO The total polyphony is 32 notes. When you select two sounds such as "Grand Piano 1," and Strings the polyphony will be 21 notes. ☞p.91 "Troubleshooting"

3 ### Adjust the volume balance of the two sounds
Use the dial or the [VALUE] switches to adjust the value of the "Vol" (volume) cell. The volume can be adjusted from 0 (minimum) – 127 (maximum).

4 ### Specify the octave of each sound
The pitch played by the keyboard can be adjusted for each program in one-octave steps.
Use the "Octave" cell "▲" or "▼" to set the value.
The octave can be adjusted over a range of –2, –1, 0, +1, +2.

5 Return to the main screen

If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

The names of the "Upp2" and "Upp1" programs will be displayed in the main screen.

In this screen you can also you can use the "▼ Upp2 ▲" and "▼ Upp1 ▲" buttons to select different programs.

To cancel the Layer function

Press the [LAYER] switch to make the [LAYER] switch indicator turn off.

Selecting different sounds for the lower and upper ranges of the keyboard (the Split function)

You can select and play different programs for the lower and upper ranges of the keyboard. This is called the **Split function**.

1 Press the [SPLIT] switch

The [SPLIT] switch indicator will light, and the "Split" page will appear.
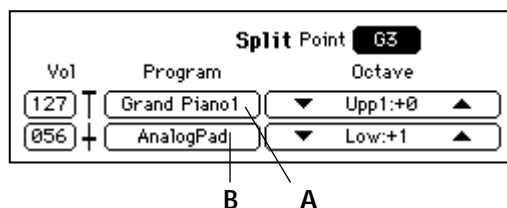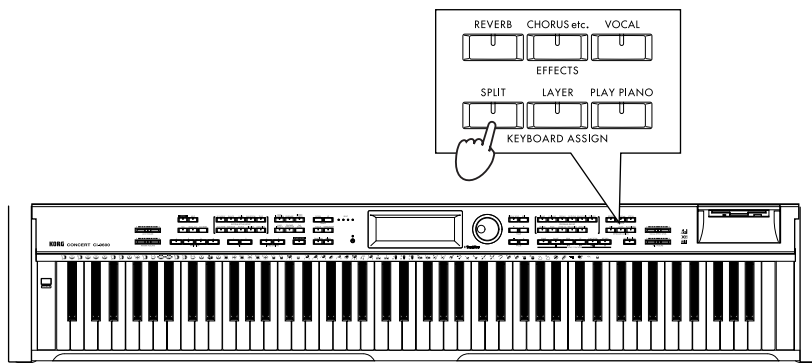
2 Select each sound

Use the "A" cell to select the "Upp1" (upper range), and the "B" cell to select the "Low" (lower range). ☞p.21 "1. Selecting sounds"
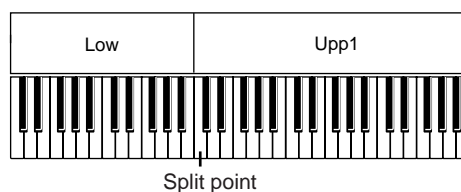
3 Adjust the volume balance of the two sounds

Use the dial or the [VALUE] switches to adjust the value of the "Vol" (volume) cell. The volume can be adjusted from 0 (minimum) – 127 (maximum).

4 Specify the octave of each sound

The pitch played by the keyboard can be adjusted for each sound in one-octave steps.

Use the "Octave" cell "▲" or "▼" to set the value.

The octave can be adjusted over a range of −2, −1, 0, +1, +2.

To change the note at which the two ranges are divided

To change the note (the split point) that divides the two ranges of the keyboard, press the "Point" cell, and use the dial or the [VALUE] switches to change the setting. Alternatively, you can hold down the [SPLIT] switch, and then press the desired note. The note you pressed will be part of the upper range.
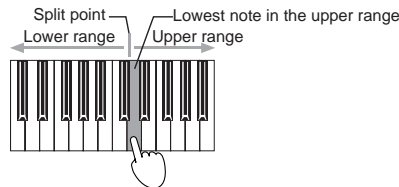
5 Return to the main screen

If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

The main screen will display the names of the "Low" and "Upp1" programs.

In this screen you can also use the "▼ Low ▲" and "▼ Upp1 ▲" buttons to select different programs.

To cancel the Split function

Press the [SPLIT] switch to make the [SPLIT] switch indicator turn off.

Playing

25

3. Applying effects to a sound

Adding Reverb to the sound

Applying this effect to a selected sound will create the illusion that you are playing in various acoustical spaces such as a concert hall. This is called Reverb.

1 Press the [REVERB] switch
The [REVERB] switch indicator will light, and reverb will be applied to the sound.
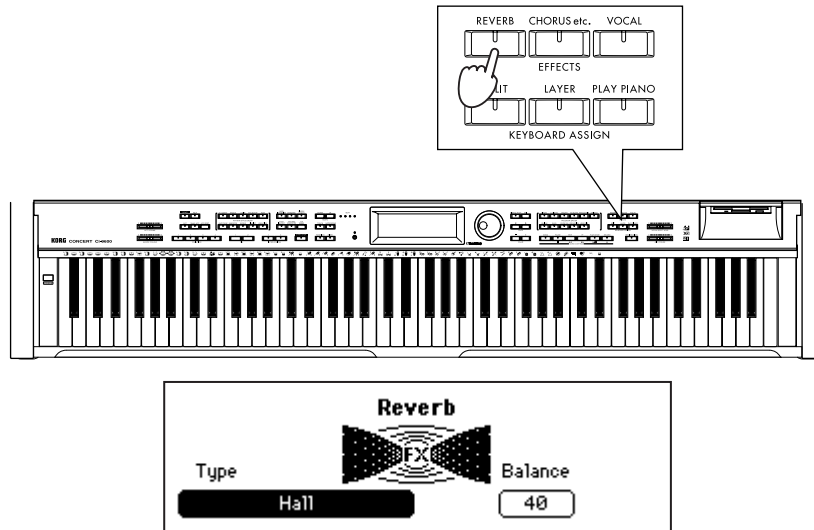
2 Select the reverb type
Press the "Type" cell, and use the dial or the [VALUE] switches to change the reverb type.

List of reverb types

1	Pedal Simulat	Simulates the natural resonance of a piano. Pressing the pedal will strengthen the effect.
2	Hall	Reverb that simulates the acoustics of a small concert hall
3	Ensemble Hall	Reverb that simulates the acoustics of a large hall
4	Concert Hall	Reverb with emphasized early reflections
5	Room	Reverb that simulates the acoustics of a room
6	Large Room	Reverb that simulates the acoustics of a large room
7	Live Stage	Reverb that simulates a live performance
8	Wet Plate	Deep plate reverb
9	Dry Plate	Light plate reverb
10	Spring Reverb	Simulation of a spring reverb unit
11	Early Ref 1	Reverb that simulates only the early reflections of the reverberation
12	Early Ref 2	Reverb in which the early reflections decay slowly
13	Early Ref 3	Reverb in which the early reflections progressively increase

3 Adjust the reverb depth
Press the "Balance" cell, and use the dial or the [VALUE] switches to adjust the setting.
The selectable range is Dry (no effect), 01–99, Fx (maximum).

4 Return to the main screen
If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

To cancel Reverb
Press the [REVERB] switch to make the [REVERB] indicator turn off.

Adding effects such as modulation to the sound

You can apply modulation to the selected sound to create a sensation of rich spaciousness, or apply distortion to give the sound an Rock'n Roll character. These are called Effects.

1 Press the [CHORUS etc.] switch

The [CHORUS etc.] switch indicator will light, and an effect such as chorus will be applied to the sound.
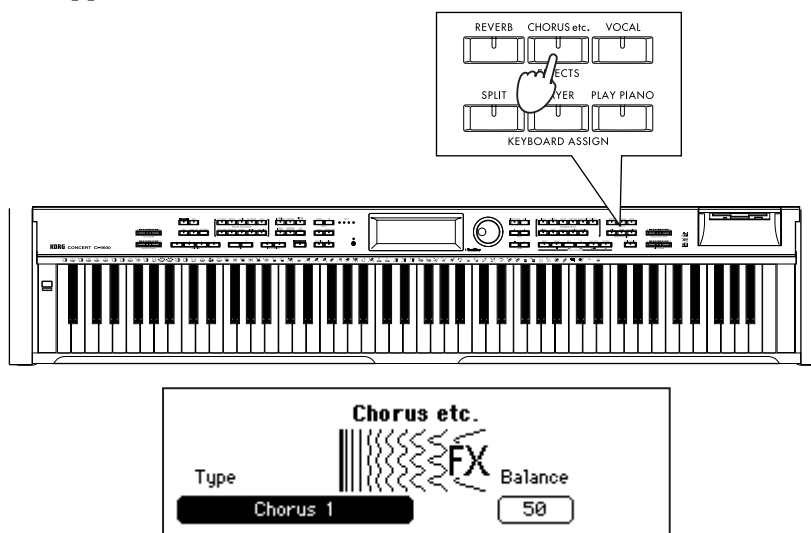
2 Select the desired type of effect

Press the "Type" cell, and use the dial or the [VALUE] switches to change the selection.

List of effect types

1	Stereo Delay	Stereo delay
2	Cross Delay	Delay that alternates between left and right channels
3	Dual Delay	Independent mono delays for left and right channels
4	Multitap Dly1	A single sound will be repeated twice
5	Multitap Dly2	Same as above, but with different spacing of the two sounds
6	Multitap Dly3	Same as above
7	Chorus 1	Stereo chorus with left and right channels in opposite phase
8	Chorus 2	Stereo chorus with left and right channels in the same phase
9	Quad Chorus	Chorus where the left and right channels are 90 degrees out of phase
10	XOver Chorus	Crossover effect
11	Harmonic Cho.	A chorus that is effective on low instruments such as bass
12	Symphonic Ens	A chorus that is effective on strings
13	Flanger 1	Modulation with left and right channels in the same phase
14	Flanger 2	Modulation with left and right channels in opposite phase
15	XOver Flanger	Modulation in opposite phase, but with channels applying feedback to each other
16	Exciter	Adds sparkle to the sound to give it better definition
17	Enhancer	Gives the sound a sense of spaciousness
18	Distortion	Hard, solid-state distortion
19	Overdrive	Warm tube amp distortion
20	Phaser 1	Left and right channels modulated in opposite phase
21	Phaser 2	Left and right channels modulated in the same phase
22	Rotary Speakr	Simulation of a rotary speaker
23	Auto Pan	An effect that automatically pans the sound in stereo
24	Tremolo	Tremolo effect

3 Adjust the effect depth

Press the "Balance" cell, and use the dial or the [VALUE] switches to adjust the setting.

The selectable range is Dry (no effect), 01–99, Fx (maximum).

4 Return to the main screen

If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

27

To cancel the effect

Press the [CHORUS etc.] switch to make the [CHORUS etc.] indicator turn off.

4. Using the pedals

The Ci-9600/Ci-8600 has three pedals: damper, center (sostenuto), and soft. By using these pedals you can make your playing more expressive.

Soft pedal
Sostenuto pedal   Damper pedal
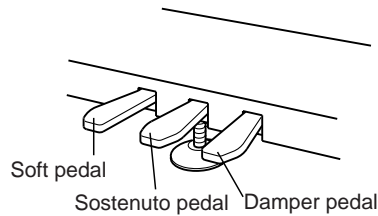
Damper pedal
Sounds will be sustained as long as you press the pedal, producing a rich, lingering resonance. The depth to which you press the pedal will affect the degree to which the damper is applied (half-pedal effect).

Center pedal (Sostenuto pedal)
The center pedal can be used either as a Sostenuto pedal, or for another function such as the [START/STOP] switch for automatic accompaniment.
If Sostenuto is selected as the function of this pedal, the damper effect will be applied only to notes that were already being held down when this pedal was pressed, causing them to be sustained. The damper effect will not apply to notes that are played after Sostenuto was pressed.

Soft pedal
Notes played while the Soft pedal is pressed will be slightly muted in tone. The depth to which you press the pedal will affect the degree to which the Soft effect is applied (half-pedal effect).

Damper pedal settings for Layer and Split

You can specify whether the damper pedal effect will apply to one or both sounds when you use the Layer or Split functions.

1 **Press the [FUNCTION] switch**
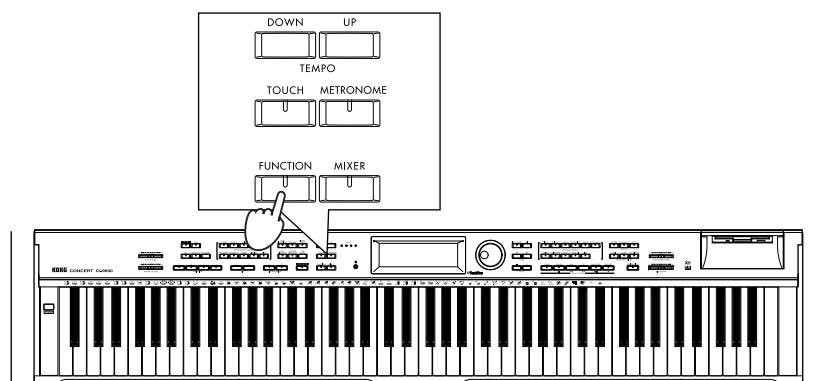
2 **Access the pedal assign screen**
Press the [PAGE ▶] switch twice to access the "Func 3/13" page.
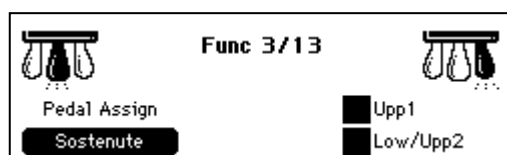
3 Make the desired settings

If you select off the "Upp1" check box, the damper will not apply to Upper 1.
If you select off the "Low/Upp2" check box, the damper will not apply to Upper 2 or Lower.

MeMO When a registration is recalled or when the rhythm style is changed, these settings will change to the values of the selected registration or rhythm style. (☞p.83)

4 Return to the main screen

Press the [EXIT] switch to return to the main screen.

Changing the function of the center pedal

The center pedal can be assigned to various functions other than Sostenuto.

1 Press the [FUNCTION] switch

2 Access the pedal assign screen

Press the [PAGE ▶] switch twice to access the "Func 3/13" page.
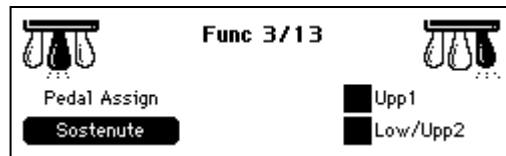
3 Change the "Pedal Assign" setting

Use the dial or the [VALUE] switches to select the desired function for the center pedal.

Sostenute	The function of the center pedal on a grand piano
Start/Stop	[STRAT/STOP] or [PLAY/STOP]
Sync Start	Same function as the [SYNCHRO START/STOP] switches
Acc Reset	Same function as the [ACC RESET] switches
Intro/Ending1	Same function as the [INTRO/ENDING1] switches
Intro/Ending2	Same function as the [INTRO/ENDING2] switches
Fill1	Same function as the [FILL1] switches
Fill2	Same function as the [FILL2] switches
Variation 1	Same function as the [VARIATION1] switches
Variation 2	Same function as the [VARIATION2] switches
Variation 3	Same function as the [VARIATION3] switches
Variation 4	Same function as the [VARIATION4] switches
Bass Inversion	Same function as the [BASS INVERSION] switches
Scale Change	Switch between "Main Scale" and "Sub Scale" (☞p.82)
Variation Up	Select next variation
Variation Down	Select previous variation
Reverb On/Off	[REVERB] switch, on/off
Effect On/Off	[CHORUS etc.] switch, on/off
Drum Mute	Mute DRUM part of automatic accompaniment (☞p.43)
Perc. Mute	Mute PERC. part of automatic accompaniment (☞p.43)
Bass Mute	Mute BASS part of automatic accompaniment (☞p.43)
Acc1 Mute	Mute ACC1 part of automatic accompaniment (☞p.43)
Acc2 Mute	Mute ACC2 part of automatic accompaniment (☞p.43)
Acc3 Mute	Mute ACC3 part of automatic accompaniment (☞p.43)
Tap Tempo	Same function as the [TAP TEMPO] switches
Fade In/Out	Same function as the [FADE IN/OUT] switches
Ensemble	Same function as the [ENSEMBLE] switches
Quarter Tone	Used in middle-eastern music. The pitch will be adjusted by +50 cents for notes played while the pedal is on (or adjusted by –50 cents if the pedal is pressed twice). Press the pedal once again to cancel.

4 Return to the main screen

Press the [EXIT] switch to return to the main screen.

5. Playing along with the metronome

If you wish to play/Practice with an accurate tempo, it is convenient to use the metronome. The metronome also sets the time signature and tempo when you record your playing.

Sounding the metronome

1 **Press the [METRONOME] switch**

The [METRONOME] switch indicator will light, and the metronome will start.
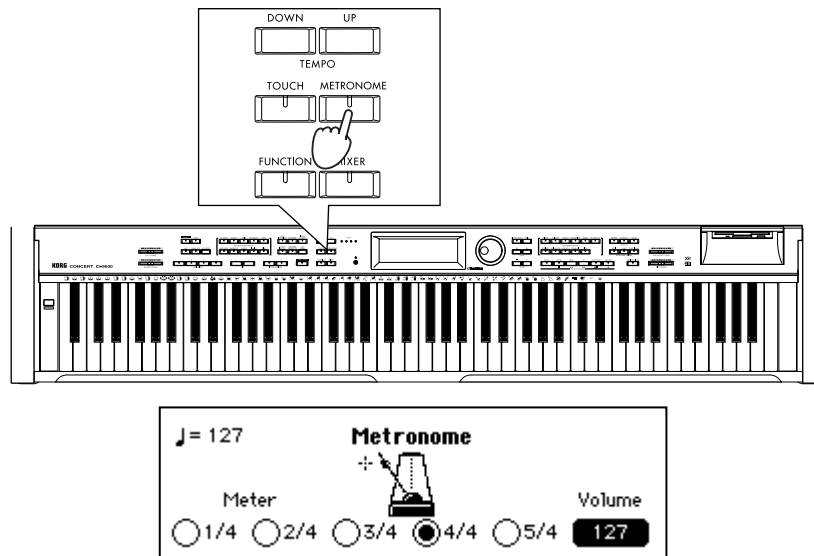
To set the time signature

Press one of the "Meter" radio buttons to select a time signature.
The available time signatures are 1/4, 2/4, 3/4, 4/4, and 5/4.
If you select "1/4," no accent (strong note) will sound.

To adjust the volume

Press the "Volume" cell, and use the dial or the [VALUE] switches to adjust the volume.
The volume range is 0 (minimum) – 127 (maximum).

MeMO Immediately after the power is turned on, the metronome will default to tempo "127," time signature ("Meter") "4/4," and volume "127."

2 **Return to the main screen**

If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

Stopping the metronome

To stop the metronome, press the [METRONOME] switch once again.
The [METRONOME] switch indicator will turn off, and the metronome will stop.

Adjusting the tempo

Use the [TEMPO UP] or [TEMPO DOWN] switches to adjust the tempo that is displayed in the upper left of the main screen. You can also press the [TAP TEMPO] switch to set the tempo.
The tempo range is ♩=40–240. (☞p.42)

6. Changing the playing touch of the keyboard

You can change the way the piano will respond to how hard you strike the keyboard. This function is called Touch Control.

1 Press the [TOUCH] switch
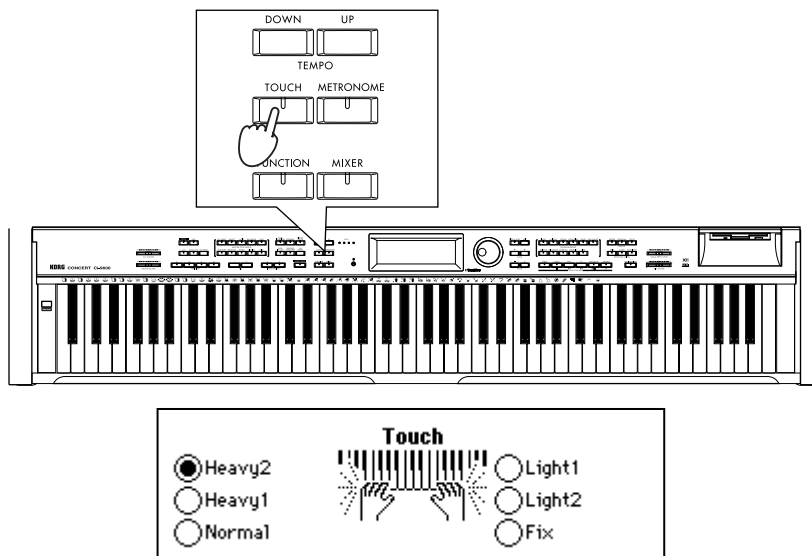
2 Select the desired touch

"Light2" is the lightest touch, and "Heavy2" is the heaviest. "Normal" is the standard setting. When set to "Fix" your playing style will not affect the sound. This setting is suitable for playing organ-type sounds.

Light 1, 2	Even soft playing can produce loud notes. (Light touch)
Normal	This is the standard piano touch.
Heavy 1, 2	You must play strongly to produce loud notes. (Heavy touch)
Fix	Playing strength will have no effect; suitable for organ playing.
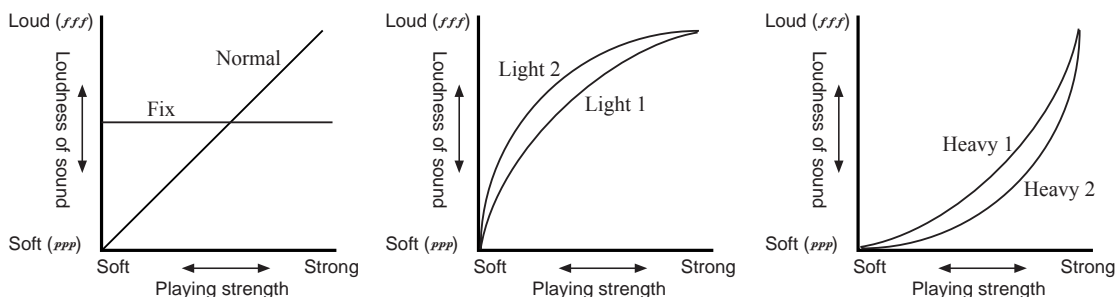
This function does not change the physical weight of the keyboard itself.

3 Return to the main screen

If the [DISPLAY HOLD] switch is on, press the [EXIT] switch to return to the main screen.

MeMO This setting can be stored in internal memory by selecting the "Func 10/13" page "Setup" and executing "Write," so that the setting will be in effect when the power is turned on. (☞p.84)

7. Using the [USER/DISK] program group

You can use the [USER/DISK] program group when you wish to rearrange programs in an order convenient for performance, or when you wish to create a program group that contains only the programs you use frequently.

You can collect 64 programs into a single group and save them on a floppy disk. If you create several such groups and save them on a floppy disk, you will be able to load and use them whenever you wish.

MeMO With the factory settings, data from the included floppy disk has been loaded.

Collecting favorite sounds into a [USER/DISK] program group

Here's how to select your favorite programs from the various program groups of the Ci-9600/Ci-8600, and arrange them in the desired order in the [USER/DISK] program group.

1 **Press the PROGRAM GROUP [USER/DISK] switch**
The contents of the currently-loaded [USER/DISK] program group will be displayed.

```
┌─────────────────────────────────────────────┐
│ [Ambipiano]  Prog. 1/9    [ SoftEP/Pad ]     │
│ [ Respiano ]              [  Reed EP    ]     │
│ [ FusionEP ] [Save][Load] [ BuzzBassEP ]     │
│ [ Click EP ] [Custom][Load1] [ Syn Piano ]   │
└─────────────────────────────────────────────┘
```

2 **Select the copy destination program**
Press the program name of the copy destination.
The program you select here will be replaced by the program you select in step 5.

✍ **When you execute the Write operation, the program you select here will disappear.**

3 **Press the "Custom" button**
The "Custom Prog" page will appear.

```
┌─────────────────────────────────────────────┐
│            Custom Prog                        │
│                                               │
│       [Rename][ Copy ][ Write ][Cancel]       │
└─────────────────────────────────────────────┘
```

4 **Press the "Copy" button**
The "Custom Copy" page will appear.

```
┌─────────────────────────────────────────────┐
│            Custom Copy                        │
│                                               │
│          Source Prog                          │
│         [ Piano 1 ] [ Copy ][Cancel]          │
└─────────────────────────────────────────────┘
```

5 **Select the program that you wish to copy**
Press the "Source Prog" cell, and select the program you wish to copy to the program that was selected in step 2. Use the same procedure as usual when selecting a program. (☞p.21)

MeMO You can also select from a floppy disk. To select programs from a floppy disk, use the "Load 1 Prog" operation explained on the following page.

6 Press the "Copy" button

The program will be copied, and you will return to the "Custom Prog" page.

To change the program name

If you wish to change the name of the program, press the "Rename" button before you write, and change the name. ☞"Changing the program name"

7 Write the program

If this is the program you want, press the "Write" button to write it.

If you decide not to write

Press the "Cancel" button without writing, the copied contents will be discarded, and the data will revert to the original program. You will return to the main screen.

8 Change other programs as well

Repeat steps 1–7 to collect the desired programs in the [USER/DISK] program group.

9 Save to floppy disk

Save the [USER/DISK] program group you created to a floppy disk. ☞p.34 "Saving to a floppy disk"

> **Never remove the floppy disk or turn off the power while data is being written.**

MeMO   The sound programs you collected here will remain even if the power is turned off, but we recommend that you save them on a floppy disk.

Changing the program name

You can modify the name of a program that you "Write" to the [USER/DISK] program group. Press the "Rename" button and modify the filename.

1 Access the "Rename" button

Press the "Rename" button, and the "Rename" page will appear.

```
 !"#$%&'()*+,-./0123456789:;<=>?@
ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
`abcdefghijklmnopqrstuvwxyz{|}
NEW SONG                        Rename
  ┌───┐ ┌───┐ ┌───┐ ┌──────┐ ┌──────┐ ┌──────┐
  │ ← │ │ → │ │Set│ │Delete│ │Insert│ │Return│
  └───┘ └───┘ └───┘ └──────┘ └──────┘ └──────┘
```

2 Select a character

Use the dial or the [VALUE] switches to select the first characters.

3 Finalize the first character

Press the "Set" button to finalize the first character.

4 Select the next character

Select characters as in steps 2 and 3 to assign the desired file name.
A file name of up to 16 characters can be assigned.

To make a correction

Use the "←," "→" button to move the cursor to the character that you wish to correct.
If you wish to delete the character, press the "Delete" button; the character at the cursor location will be deleted. If you wish to insert a character, press the "Insert" button; the selected character will be inserted at the cursor location.

5 **Finalize the program name**
When you input the complete program name, press the "Return" button to return to the previous screen.

Loading individual programs from a floppy disk

You can select an individual sound that you wish to use from the floppy disk, and load it into the [USER/DISK] program group.

1 **Press the PROGRAM GROUP [USER/DISK] switch**
The contents of the currently-loaded [USER/DISK] program group will be displayed.

2 **Press the "Load 1" button**
The "Load 1 Prog" page will appear.

```
              Load 1 Prog   ☐ Drum Prog
           Source Disk         Destination
   Prog.  [00:Samplepiano]   [00:Ambipiano]
   File    [SAMPLE  .PRG]     [Load] [Cancel]
```

3 **Insert the floppy disk**
Insert the floppy disk containing the program you wish to load into the floppy disk drive.

4 **Select the copy source program file**
Press the "File" cell located below "Source Disk."
Use the dial or the [VALUE] switches to select the name of the file that contains the program.

5 **Select the copy source program**
Press the "Prog." cell located below "Source Disk." Use the dial or the [VALUE] switches to select the name of the program that you wish to copy.

MeMO In the case of a drum program, press the "Drum Prog" check box to turn it on. In this case, there will be only two program names.

6 **Select the copy destination program**
Press the "Destination" cell, and select the copy destination within the [USER/DISK] program group.
Use the dial or the [VALUE] switches.

7 **Press the "Load" button**
The program you selected in step 5 will be loaded into the Ci-9600/Ci-8600, and you will return to the main screen.

Saving to a floppy disk

Here's how the programs of the [USER/DISK] program group loaded into the Ci-9600/Ci-8600 can be saved on a floppy disk.

1 **Press the PROGRAM GROUP [USER/DISK] switch**
A list of the currently-loaded [USER/DISK] program group will appear.

2 Press the "Save" button

The "Save Prog" page will appear.

Save Prog

[NEW_FILE]   Rename   Save Cancel

The [...] in the lower left of the LCD screen will show the name of the file to be saved.

MeMO   If you wish to change the filename, press the "Rename" button and change the file-name. (☞Changing the file name)

3 Insert a floppy disk

Insert a blank floppy disk into the floppy drive. If you are using a new floppy disk, format it first. (☞p.85)

4 Press the "Save" button

When you press the "Save" button, the data will be saved to the floppy disk. When saving is completed, the "Now saving" message will disappear, and you will return to the main screen.

⚠ **Never remove the floppy disk or turn off the power while data is being saved.**

Changing the file name

If you wish to change the filename in the "Save Prog" page when saving a program group file, press the "Rename" button and change the filename.

1 Access the "Rename" button in the "Save Prog" page

Press the "Rename" button, and the "Rename File" page will appear.

Rename File
■0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ

NEW_FILE
_
←   →   Set Delete Insert Return

2 Select a character

Use the dial or the [VALUE] switches to select the first characters.

3 Finalize the first character

Press the "Set" button to finalize the first character.

4 Select the next character

Select characters as in steps 1 and 2 to assign the desired file name.
A file name of up to 8 characters can be assigned.

To make a correction

Use the "←," "→" button to move the cursor to the character that you wish to cor-rect.
If you wish to delete the character, press the "Delete" button; the character at the cursor location will be deleted. If you wish to insert a character, press the "Insert" button; the selected character will be inserted at the cursor location.

5 Finalize the file name

When you input the complete file name, press the "Return" button to return to the previous screen.

Loading programs from a floppy disk

Here's how you can load programs from a floppy disk. The loaded programs can be played from the keyboard in the same way as the programs of other program groups.

1 **Press the PROGRAM GROUP [USER/DISK] switch**

The contents of the currently-loaded [USER/DISK] program group will be displayed.

```
┌─────────────────────────────────────────────────┐
│  Ambipiano   Prog. 1/9      SoftEP/Pad           │
│  Respiano                    Reed EP             │
│  FusionEP   Save   Load      BuzzBassEP          │
│  Click EP   Custom Load1     Syn Piano           │
└─────────────────────────────────────────────────┘
```
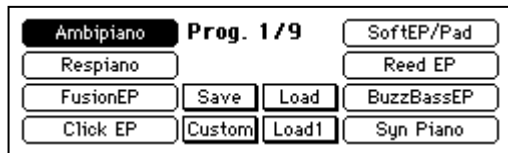
2 **Press the "Load" button**

The "Load Prog" page will appear.

```
┌─────────────────────────────────────────────────┐
│               Load Prog                          │
│                                                  │
│   Filename                                       │
│   SAMPLE  .PRG              Load  Cancel         │
└─────────────────────────────────────────────────┘
```
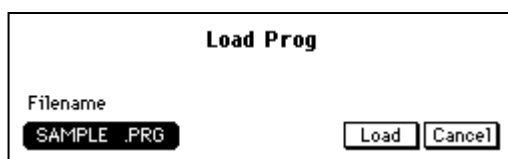
3 **Insert a floppy disk**

Insert the floppy disk containing the programs into the floppy disk drive.

4 **Select a file**

Select one of the file names of the data stored on the floppy disk.
Use the dial or the [VALUE] switches to select the file name that is displayed in the "Filename" cell.

5 **Press the "Load" button**

The programs of the selected file name will be loaded into the Ci-9600/Ci-8600.
When loading is completed, you will return to the main screen.

MeMO   When you execute "Load," the previous data (contents) of the [USER/DISK] program group will be overwritten. If you wish to keep this data, save it on a floppy disk before you load other data.

♪♩♪ Automatic accompaniment

1. Performing with automatic accompaniment

Automatic Accompaniment is a function that automatically adds an accompaniment according to the chords that you specify. A variety of accompaniment styles are provided, including [PIANIST] (which mainly uses piano sounds suitable for a piano performance), and styles such as pops, rock, jazz, and dance music. These accompaniments are called "**rhythm styles**" (a total of 154 styles are provided), and are organized into nine rhythm style groups.

A Rhythm Style consists of six musical tracks: Drum (a conventional drum set as used in popular music), Perc (all percussion instruments other than drums), Bass (the low-range instrument), and Acc1–3 (accompaniment instruments).

Using automatic accompaniment

1 **Press the [ACC] switch**
The [ACC] switch indicator will light, and the "Accompaniment" page will appear.
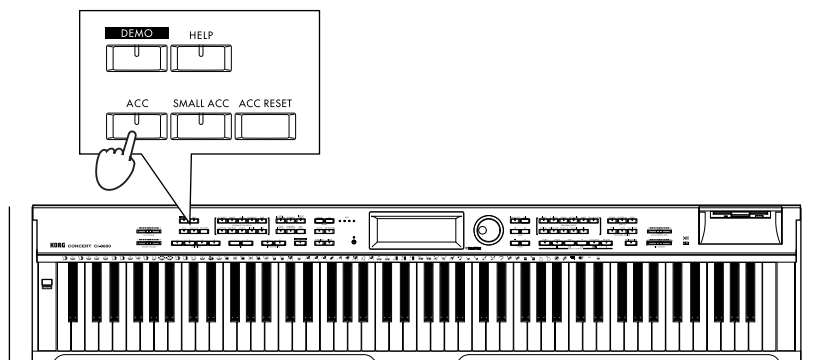
2 **Select how to specifying the chords**
Here you can select how you will be specifying the chords. For details on how to specify chords, refer to "Changing how you specify the chords" (☞p.39).

3 **Return to the main screen**
Press the [EXIT] switch to return to the main screen.
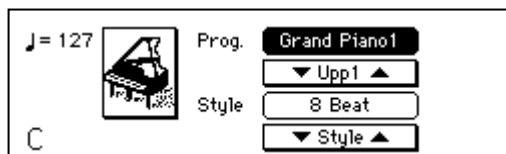
4 Selecting a rhythm style

Select a rhythm style group

Press one of the [RHYTHM STYLE GROUP] switches to select a rhythm style group.

By pressing the [PIANIST] switch, you can select an accompaniment style for only piano sounds.

By pressing the [USER/DISK] switch, you can select rhythm styles that were loaded from a floppy disk.

Select a rhythm style

The rhythm styles in the selected group will appear in the LCD screen.

If the screen indicates "**1/2**" or "**2/3**" etc., you can use the [PAGE ▶] switch to access the next page and select other rhythm styles. For a list of the rhythm styles, refer to the tables on p.100–.

MeMO There are other ways to select rhythm styles.

- In the main screen, press the "▼ Style ▲" buttons to select rhythm styles within the currently selected group.
- Press the style name shown in the display. Then use the dial or the [VALUE] switches to select rhythm styles within the currently selected group.

5 Select a sound for the part that you yourself will play

Select a program in the same way as usual. (☞p.21)

6 Specify a chord

To specify a chord, play notes in the keyboard area below the "Split Point" that was displayed in the "Accompaniment" page. The name of the chord you specify will appear in the LCD screen. If you press the [ACC RESET] switch, you will return to a condition in which no chord has been specified.

Chord name display
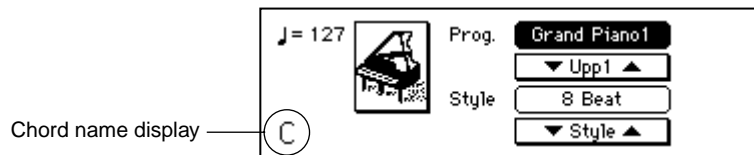
MeMO If you do not specify a chord, only "Drum" and "Perc" will play.

7 Press the [START/STOP] switch

The automatic accompaniment will begin playing according to the chord shown in the LCD screen. Now you can play along with the automatic accompaniment.
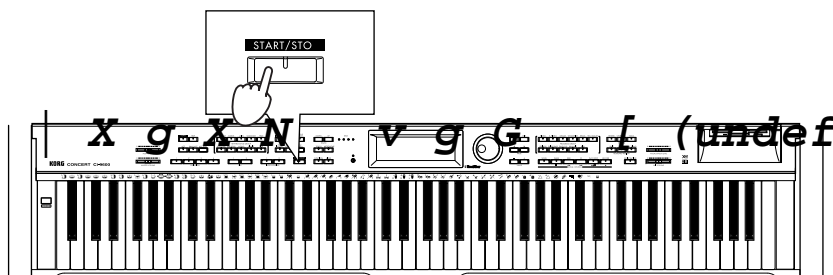
MeMO During the performance, the four [BEAT] indicators will light in time with the beat.

While playing, you can change chords, add a fill, change variations for the rhythm style, or automatically add harmony to the part that you yourself play. (☞p.44)

38

To stop automatic accompaniment

Press the [START/STOP] switch once again. The [START/STOP] switch indicator will turn off, and the accompaniment will stop.

MeMO   You can also start/stop automatic accompaniment in other ways than described above.
Synchro Start/Stop, Fade-in/out (☞p.41), Intro/Ending (☞p.45)

Changing how you specify the chords

There are several different ways to use the keyboard to specify chords, as appropriate for your preferences and abilities.

1   Press the [ACC] switch
The [ACC] switch indicator will light, and the "Accompaniment" page will appear.

```
Accompaniment  ◯Onefinger
               ◉Fingered1
               ◯Fingered2
Split Point  [ G3 ]   ◯FullKeyboard
```

2   Select the method of specifying chords
Use the radio buttons in the display to select how you will use the keyboard to specify chords.

"One Finger"
This method makes it easy to input chords even if you do not know how the chord is fingered. In the keyboard range to the left of the Split Point, simply press the root of the chord to specify the corresponding major chord. Pressing the root together with the white key to the left of it will specify a seventh chord. Pressing the root together with the black key to the left of it will specify a minor chord. Pressing both will specify a minor seventh chord.

"Fingered1"
This method is easy to understand if you know how the chord is fingered. You can press a note in the keyboard range to the left of the Split Point to input chords using the conventional fingering. However if only the root is pressed, a major chord will be input. To input an inverted chord, press the [BASS INVERSION] switch.

"Fingered2"
This is the same as "Fingered 1," but a chord will not be input unless you press three or more notes.

"FullKeyboard"
This is the same as "Fingered 2," but chords can be specified from the entire keyboard, regardless of the split point.

Changing the split point

Except when the "FullKeyboard" chord input method is selected, the keyboard area consisting of the displayed "Split Point" and the keys to the left of it will be used to input chords. "C4" is the middle C key of the keyboard.
In the "Accompaniment" page, select the "Split Point" cell, and use the dial or the [VALUE] switches to change the setting. Alternatively, you can hold down the [SPLIT] switch and press a note on the keyboard to set the split point.

Muting the keys used to specify chords

If you press the [MIXER] switch and then press the "KeyL" check box to turn it on, these keys will be muted. If you turn on the [SINGLE TOUCH] switch and change the rhythm style, the sound and mute settings of the rhythm style itself will be recalled. If muting is set for the selected rhythm style, it will be muted automatically. (☞p.46)

To defeat muting of the keys used to specify chords
- Press the [MIXER] switch, and press the "KeyL" check box to turn it off.
- Press the [PLAY PIANO] switch.

⚠ **If the [SPLIT] switch is lit, the left side of the keyboard cannot be muted.**

Selecting how you will start and stop automatic accompaniment

There are several ways to start/stop automatic accompaniment.
Use the method that is appropriate for your performance.

a. Basic start and stop

1 **Specify a chord**
Specify a chord by playing notes in the keyboard area selected for this purpose. The name of the selected chord will appear in the LCD screen.

2 **Press the [START/STOP] switch**
Automatic accompaniment will start.

MeMO   The four [BEAT] indicators will light in time with the meter.

3 **Press the [START/STOP] switch once again**
Automatic accompaniment will stop.

b. Synchro start, Synchro stop

You can use **Synchro Start** to start automatic accompaniment at the moment you press a key, and **Synchro Stop** to stop automatic accompaniment at the moment you take your hand off of the keyboard.

1 **Press the [SYNCHRO START/STOP] switch**
The [SYNCHRO START/STOP] switch indicator will light.
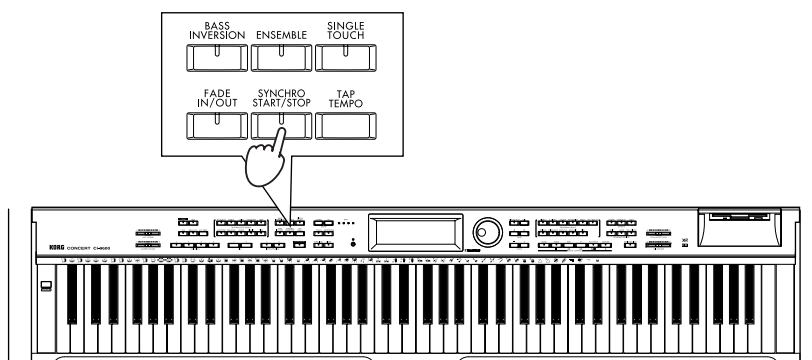
2 **Specify a chord, and playback will start (Synchro start)**
(☞p.39 How to specify chords)

3 **During the performance, press the [SYNCHRO START/STOP] switch**

4 **When you take your hand off of the chord-specifying keys, automatic accompaniment will stop (Synchro Stop)**
You can use this to break the accompaniment when you wish to add a right-hand or vocal solo.
When you play notes in the chord-specifying area, the accompaniment will begin from the first measure of the accompaniment pattern.
To cancel this, press the [SYNCHRO START/STOP] switch to make the indicator go dark.

c. Fade-in, Fade-out

You can use **Fade In** to make the automatic accompaniment start and gradually increase in volume, or **Fade Out** to make the automatic accompaniment gradually decrease in volume and then stop.

1 Specify a chord

Specify a chord by playing notes in the keyboard area selected for this purpose. The name of the selected chord will appear in the LCD screen.

2 Press the [FADE IN/OUT] switch

The [FADE IN/OUT] switch indicator will begin blinking. The automatic accompaniment will start at a low volume and gradually increase. When the normal volume is reached, the [FADE IN/OUT] switch indicator will go dark.
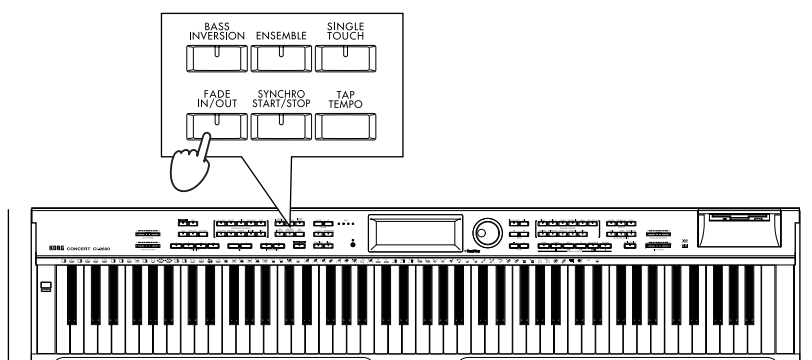
MeMO   If you wish to verify that the automatic accompaniment has started, check that the four [BEAT] indicators are lighting on the beat and at the tempo.

3 During the performance, press the [FADE IN/OUT] switch

The [FADE IN/OUT] switch indicator will begin blinking. The automatic accompaniment will gradually decrease in volume, and will then stop. When it stops, the [FADE IN/OUT] and [START/STOP] switch indicators will go dark.

MeMO   If you wish to verify that the automatic accompaniment has stopped, check that the four [BEAT] indicators are dark.

d. Pedal Start, Pedal Stop

You can start/stop the automatic accompaniment by pressing the center pedal.

1 Access the "Func 3/13" page

After pressing the [FUNCTION] switch, use the [PAGE ▶] switch to access the third page.

2 Set the "Pedal Assign" setting to "Start/Stop"

Now you can use the center pedal as the [START/STOP] switch. (☞p.29)

3 Press the [EXIT] or [FUNCTION] switch

You will return to the main screen.

4 Specify a chord

Specify a chord by playing notes in the keyboard area selected for this purpose. The name of the selected chord will appear in the LCD screen.

5 Press the center pedal

When you press the center pedal (known as the sostenuto pedal on a piano), the automatic accompaniment will begin. When you press the center pedal once again, the accompaniment will stop.

⚠️   **In this case, the sostenuto effect cannot be used.**

Automatic
accompaniment

41

Adjusting the tempo

1 **Press the [TEMPO DOWN, UP] switches**
The tempo display in the screen will change.

Tempo display
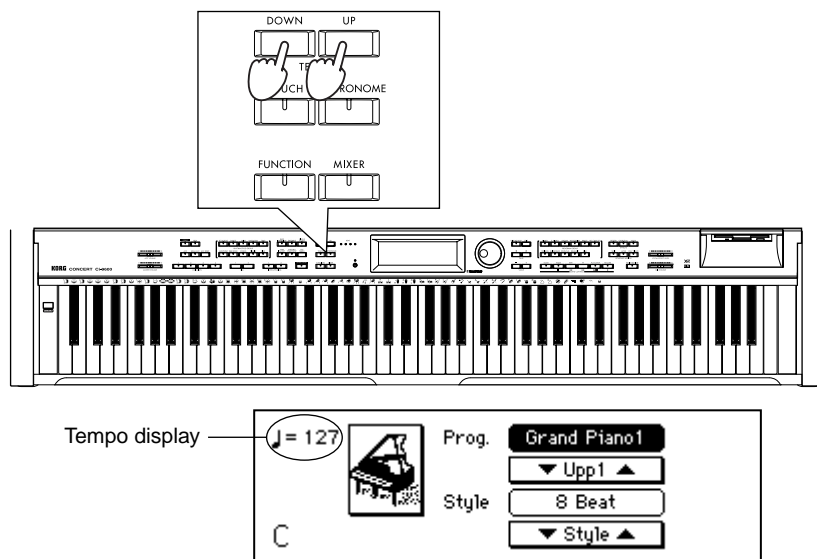
If you do not know the tempo

You can change the tempo by pressing the [TAP TEMPO] switch four times or more in rhythm to the beat. The tempo will be set to the rhythm at which you press the [TAP TEMPO] switch.
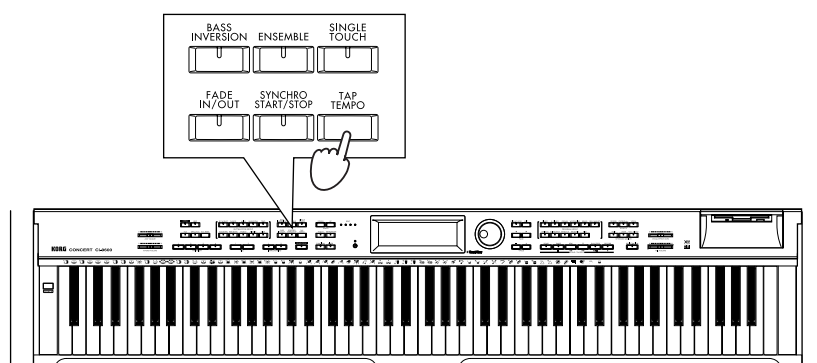
Adjusting the overall volume

The [ACC VOLUME] slider will adjust the volume balance between the automatic accompaniment and the keyboard performance.
To adjust the overall volume including your keyboard performance, use the [MASTER VOLUME] slider.

Adjusting the volume of individual parts

To adjust the volume of each automatic accompaniment part and of the keyboard, make settings in the screen that appears when you press the [MIXER] switch.

1 Press the [MIXER] switch
The [MIXER] switch indicator will light, and the "Mixer" page will appear.
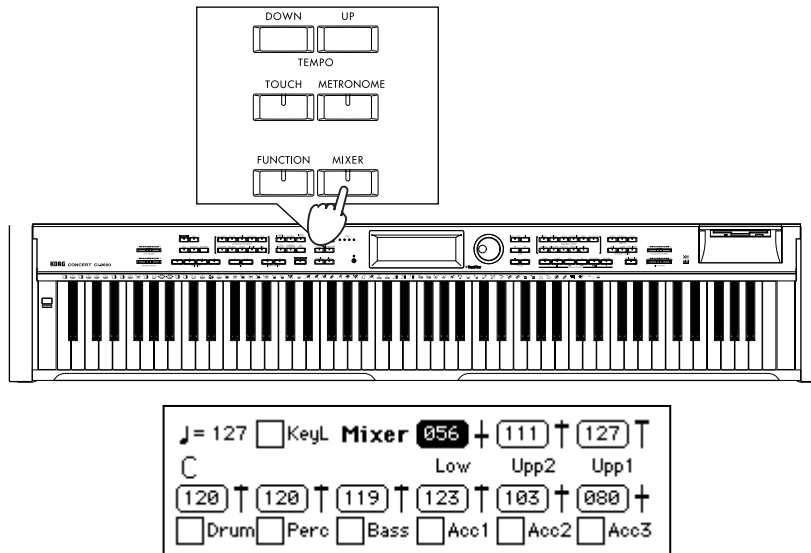
2 Select the part whose volume you wish to adjust
Press the "Vol" cell for the part whose volume you wish to adjust.

Upp1: Volume of the Upper1 if [LAYER] switch or [SPLIT] switch are on, or volume of the keyboard if [LAYER] switch and [SPLIT] switch are off

Upp2: Volume of layered sound if [LAYER] switch is on

Low: Volume of the sound to the left of the split point when [SPLIT] switch is on

Drum, Perc, Bass, Acc1–3: Volume of the automatic accompaniment parts

3 Adjust the volume
Use the dial or the [VALUE] switches to adjust the volume.

Muting a part

The rhythm style can be muted (silenced) for each part.

1 Select the ☐ (check box) of the part you wish to mute
When you press the check box to turn it on, that part will not sound.

To cancel muting

When you press the check box once again to turn it off, muting will be cancelled.

2. Various automatic accompaniment functions

Performing with an ensemble

This function automatically adds harmony to the notes that you play in the keyboard area to the right of the split point (Upp 1).

> ✎ **This function is not available if chord detection is set to "FullKeyboard."**

1 **Press the [ENSEMBLE] switch**
When you press the [ENSEMBLE] switch, the switch indicator will light.
The "Ensemble" page will appear.
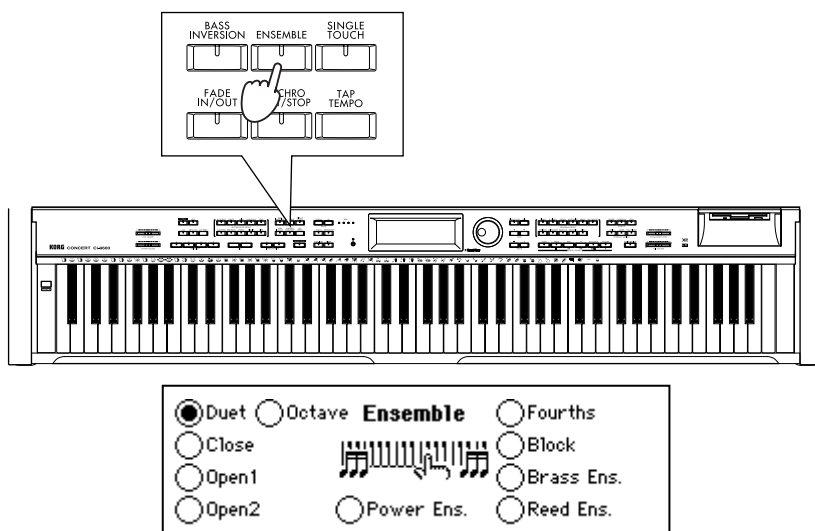
2 **Select the type of ensemble**
Press one of the radio buttons to select the desired type of ensemble.
Different harmony will be added according to the type of ensemble you select.

To turn off the Ensemble function
Press the [ENSEMBLE] button once again.

Adding variations

Each rhythm style allows you to choose four different variations.

1 **While automatic accompaniment is playing, press a [VARIATION 1–4] switch to select a different variation**
The accompaniment will switch to the selected variation at the next beat or measure. The indicator of the selected variation will continue blinking until the accompaniment actually changes to that variation.
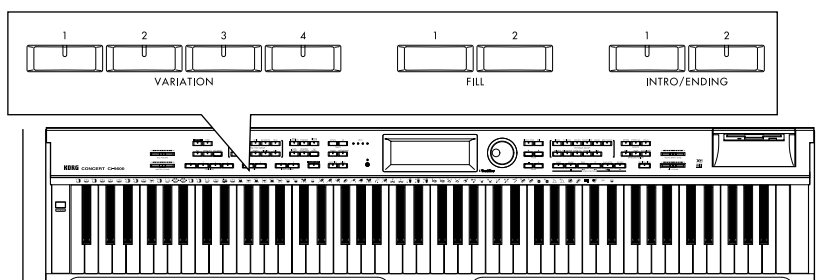
> **MeMO** If you specify "After Fill" in the "Custom Style 1/2" page (☞p.51), the [USER/DISK] rhythm style will switch to an automatically selected variation after the fill has been played, allowing you to give your song a sense of development.

> **MeMO** The content of the variations, intros, and endings will differ according to the rhythm style.

Adding an intro

You can add an intro to the beginning of the automatic accompaniment. After the intro has been played, the variation will begin playing.
Each rhythm style has two intros and two endings.

- When you press the [INTRO/ENDING 1] switch, an intro or ending with a chord progression will be played.
- When you press the [INTRO/ENDING 2] switch, a simple intro or ending without a chord progression will be played.

1 Press the [INTRO/ENDING 1] switch or the [INTRO/ENDING 2] switch

The indicator of the switch you pressed will light. At this time, the [VARIATION 1–4] switch whose indicator is blinking shows the variation that will be used after the intro.

2 Press the [START/STOP] switch

The automatic accompaniment intro will play.
When the intro is finished, the performance will switch to the variation that is blinking.
The indicator of the [INTRO/ENDING 1, 2] switch you selected will be lit while the intro is playing, and dark when the variation begins playing.

To repeat the intro

While the intro is playing, press the same [INTRO] switch, and that intro will begin repeating. If you press the other [INTRO] switch, one of the [VARIATION 1–4] switches, or one of the [FILL 1, 2] switches, this repetition will be canceled.

To cancel the intro

Before starting automatic accompaniment, you can press a [VARIATION 1–4] switch to cancel the intro.
After starting automatic accompaniment, you can press the [START/STOP] switch to stop playback and cancel the intro selection. (Once the intro has started, it cannot be cancelled by pressing a [VARIATION] switch.)

Adding an ending

1 While automatic accompaniment is playing, press the [INTRO/ENDING 1] switch or the [INTRO/ENDING 2] switch

The ending will be played, and then the accompaniment will stop automatically. The switch indicator of the selected ending will continue blinking until the playback switches to that ending. After the ending has begun, the indicator will be lit until playback ends. After the ending, automatic accompaniment will stop automatically.

To cancel the ending while it is playing

After the ending has begun, pressing a [VARIATION 1–4] switch or [Fill 1, 2] switch will cause playback to switch to the accompaniment of the selected variation at the next beat or measure, and automatic accompaniment will continue.

Automatic
accompaniment

45

Adding a fill

1 **While automatic accompaniment is playing, press the [FILL 1] switch or [FILL 2] switch**

A fill (break) will be added. When the fill ends, the accompaniment will switch to the blinking variation in the same way as for the intro.

MeMO The timing at which the accompaniment changes from the variation to the fill is adjusted automatically to create a natural transition. However, depending on the timing at which you press the switch, only the latter part may be played, so it is important to pay attention to the timing.

Changing the program together with the rhythm style

1 **Press the [SINGLE TOUCH] switch**

When you turn on the [SINGLE TOUCH] switch and select a rhythm style, a sound and automatic accompaniment settings suitable for that style will be selected.
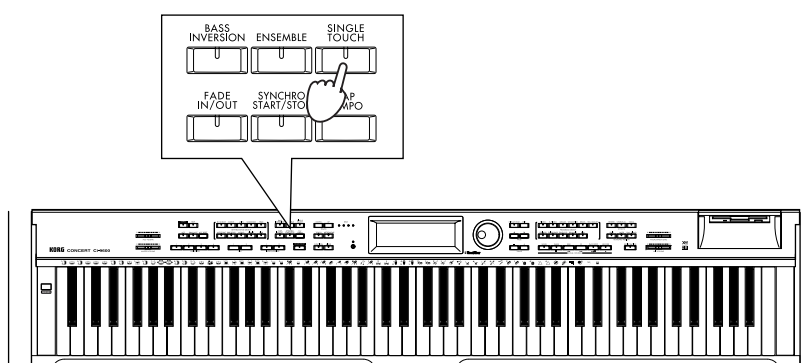
Settings that will be made
- Keyboard sound, and pan, volume, octave and sound selections for the Upp1, Upp2, and Low parts
- On/off status of [SPLIT] and [LAYER], and the status of the "KeyL" button
- "FullKeyboard" select status
- [ENSEMBLE] on/off status and selected type

Reducing the number of parts in the accompaniment

1 **Press the [SMALL ACC] switch**

The Acc1 and Acc3 parts will automatically be muted.
Use this when you want fewer parts than the normal accompaniment.

MeMO This function will have no effect if you have already muted the Acc1 and Acc3 parts in the "Mixer" page, or if you are using a rhythm style such as that does not have these parts to begin with, such as the [PIANIST] rhythm style.
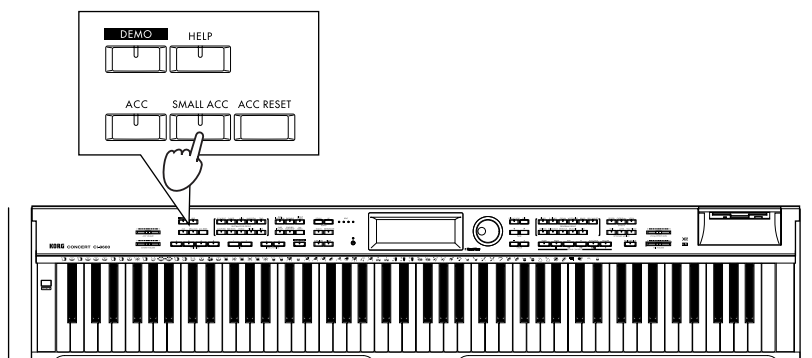
3. Using the [USER/DISK] rhythm style group

Select the [USER/DISK] rhythm style group when you wish to use rhythm styles that are stored on a floppy disk, when you wish to arrange rhythm styles into an order that is more convenient for your needs, or when you wish to create a rhythm style group that contains just the styles that you use frequently.

MeMO With the factory settings, the [USER/DISK] rhythm style group contains data from the included floppy disk.

Loading styles from a floppy disk

Here's how to load an entire file of rhythm styles from floppy disk into the Ci-9600/Ci-8600. The rhythm styles that you load can be used for automatic accompaniment in the same way as the styles of any other rhythm style group.

1 ### Press the RHYTHM STYLE GROUP [USER/DISK] switch
A list of the styles in the currently-loaded [USER/DISK] rhythm style group will be displayed.

```
┌─────────────────────────────────────────────┐
│ Pop Ballad    Style 1/8        8 Beat 5       │
│ Pop Ballad 2                   Unplugged      │
│ 4/4 Ballad    Save   Load     16 Beat 5       │
│ 4/4 Ballad 2  Custom           Analog Soul    │
└─────────────────────────────────────────────┘
```

2 ### Press the "Load" button
The "Load Style" page will appear.

```
┌─────────────────────────────────────────────┐
│                Load Style                     │
│                                               │
│ Filename                                      │
│ SAMPLE  .ARR                  Load   Cancel   │
└─────────────────────────────────────────────┘
```
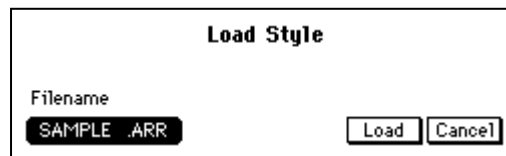
3 ### Insert a floppy disk
Insert the floppy disk containing the rhythm styles into the floppy disk drive.

4 ### Select a file
From the list of the files stored on the floppy disk, select the file that you wish to load. Use the dial or the [VALUE] switches to select the filename that is displayed in the "Filename" cell.

5 ### Press the "Load" button
The rhythm styles of the selected filename will be loaded. When loading is complete, you will return to the main screen.

MeMO When you execute the "Load" operation, the contents of the [USER/DISK] rhythm style group will be overwritten. If you wish to keep the previous data, you must save it on a floppy disk before loading other data.

To cancel loading

Press the "Cancel" button. You will return to the main screen without loading the file.

Saving to floppy disk

Here's how to save the currently-loaded styles of the [USER/DISK] rhythm style group on a floppy disk.

1 ### Press the RHYTHM STYLE GROUP [USER/DISK] switch

2 ### Press the "Save" button

The "Save Style" page will appear.

```
              Save Style


[NEW_FILE]    Rename        Save  Cancel
```

The name of the file to be saved will be displayed in the [. . .] area at the lower left of the LCD screen.

MeMO   If you wish to change the filename, press the "Rename" button and change the filename.

3 ### Insert a floppy disk

Insert a floppy disk that has unused space into the floppy disk drive. If you are using a new floppy disk, you must first format it. (☞p.85)

4 ### Press the "Save" button

When you press the "Save" button, the data will be saved to the floppy disk. When saving is complete, the "Now saving" message will disappear, and you will return to the main display.

⚠ **While saving is in progress, never turn off the power or attempt to remove the disk.**

Collecting your favorite styles in the [USER/DISK] rhythm style group

Here's how you can select the rhythm styles you need, and arrange them in any desired order in the [USER/DISK] rhythm style group.

1 ### Press the RHYTHM STYLE GROUP [USER/DISK] switch

2 ### Select the copy destination rhythm style

Press the style name of the copy destination. The rhythm style you select here will be replaced by the rhythm style you select in step 5.

⚠ **The rhythm style you select here will disappear when you execute the Write operation.**

3 ### Press the "Custom" button

The "Custom Style 1/2" page will appear.

```
   Custom Style 1/2      Damper Enable
       Tempo    70       ■ Upp1
   After Fill1  Off       □ Low/Upp2
   After Fill2  Off   Copy  Write  Cancel
```
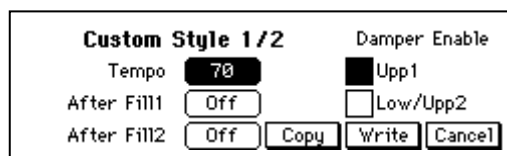
4 ### Press the "Copy" button

The "Custom Copy" page will appear.

5 Select the copy source rhythm style

Select the rhythm style that will be copied to the destination you specified in step 2. Make your selection in the same way as usual when selecting a rhythm style. (☞p.38)

6 Press the "Copy" button

The rhythm style will be copied, and you will return to the "Custom Style 1/2" page.

To modify the name of the rhythm style

If you wish to modify the name of the rhythm style, press the "Rename" button before you write it, and then modify the rhythm style name. (☞p.54)

7 Press the "Write" button to write the rhythm style

If you are satisfied with the changed rhythm style, press the "Write" button to write it into the [USER/DISK] rhythm style group.

If you do not write this data, the copy operation will have no effect, and the settings prior to the copy will be restored when you select another rhythm style. Once you press the "Write" button to write the data, the original rhythm style will be over-written and lost.

Never remove the floppy disk or turn off the power while data is being written.

8 Change other rhythm styles as well

Repeat steps 1–7 to collect the rhythm styles you like in the [USER/DISK] rhythm style group.

9 Save the rhythm style group to floppy disk

It is a good idea to save the [USER/DISK] rhythm style group you created on a floppy disk. ☞p.48 "Saving to floppy disk"

MeMO   The rhythm styles you collected here will be preserved even if the power is turned off, but we recommend that you save them on a floppy disk.

Automatic
accompaniment

49

4. Creating a custom rhythm style

Creating your own rhythm style

1 **Press the RHYTHM STYLE GROUP [USER/DISK] switch**

2 **Select a style that you don't mind erasing**
Press the RHYTHM STYLE GROUP [USER/DISK] switch, and in the [USER/DISK] rhythm style group, select a rhythm style that you don't mind erasing.

```
┌──────────────────────────────────────────────┐
│ ▐ Pop Ballad ▌  Style 1/8    │ 8 Beat 5 │     │
│ │ Pop Ballad 2 │              │ Unplugged │    │
│ │ 4/4 Ballad │ │Save││Load│  │ 16 Beat 5 │    │
│ │ 4/4 Ballad 2 ││Custom│     │ Analog Soul │  │
└──────────────────────────────────────────────┘
```
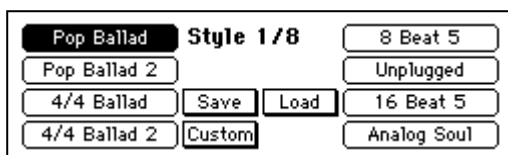
When you press the "Custom" button, the "Custom Style 1/2" page will appear.

3 **In the "Custom Style 1/2" page, press the "Copy" button**
When you press the "Copy" button in the "Custom Style 1/2" page, the "Custom Copy" page will appear. In the "Source Style" cell, select the rhythm style that will be the copy source.

4 **In the "Custom Copy" page, press the "Copy" button**
When you press the "Copy" button in the "Custom Copy" page, the source rhythm style will be loaded into a temporary memory area.
The "Custom Style 1/2" page will appear.

```
┌──────────────────────────────────────────────┐
│ Custom Style 1/2      Damper Enable           │
│   Tempo   ▐ 70 ▌       ▉ Upp1                 │
│   After Fill1 │ Off │   ☐ Low/Upp2            │
│   After Fill2 │ Off ││Copy││Write││Cancel│    │
└──────────────────────────────────────────────┘
```
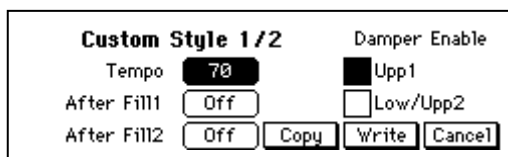
> **MeMO** At this stage, the previous rhythm style still remains. Your new data will be written only when you press the "Write" button. If you select another rhythm style or turn off the power without pressing the "Write" button, the previous rhythm style will reappear.

5 **Edit the rhythm style**
You can modify the settings in "Custom Style" pages 1/2 and 2/2.
For details on the settings that can be modified, refer to p.51.

```
┌──────────────────────────────────────────────┐
│ Custom Style 1/2      Damper Enable           │
│   Tempo   ▐ 70 ▌       ▉ Upp1                 │
│   After Fill1 │ Off │   ☐ Low/Upp2            │
│   After Fill2 │ Off ││Copy││Write││Cancel│    │
└──────────────────────────────────────────────┘
```

```
┌──────────────────────────────────────────────┐
│ Custom Style 2/2   Prog. ▐ E.Piano 2 ▌        │
│ WrapAround│ 6 │ Status │ Both │Pan│L08│Vol│67│ │
│       Part  Octave │ +0 │    Reverb │ 4 │     │
│ │ ▼  Acc1  ▲ ││Rename│   Chorus │ 9 │         │
└──────────────────────────────────────────────┘
```
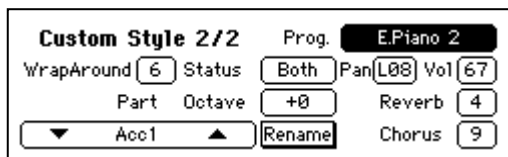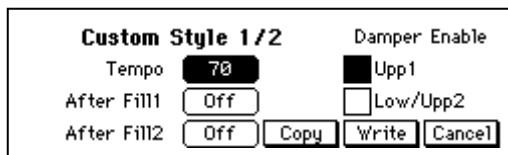
6 Name your custom style

In the "Custom Style 2/2" page, press the "Rename" button to access the "Reneme" page. Assign a name to the rhythm style that you edited. (☞p.53)

```
 !"#$%&'()*+,-./0123456789:;<=>?@
ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
`abcdefghijklmnopqrstuvwxyz{|}
NEW SONG                              Rename
_
  ←      →      Set   Delete  Insert  Return
```

7 Save your custom style to internal memory

In the "Custom Style 1/2" page, press the "Write" button.

To revert to the original style

If you press the "Cancel" button instead of pressing the "Write" button, you will return to the main screen, and the rhythm style you created will revert to the data you selected in step 2.

❍ *Custom style parameter list*

"Custom Style 1/2" page

```
Custom Style 1/2        Damper Enable
      Tempo    70        ■ Upp1
  After Fill1  Off        □ Low/Upp2
  After Fill2  Off  Copy  Write  Cancel
```

"Tempo" cell
Specify the tempo of the rhythm style. This is adjustable in a range of 40–240.

"After Fill1" cell
Specify the variation that the accompaniment will use after fill 1 has ended, when you press the [FILL 1] switch during rhythm style playback.

"Off":	When fill 1 ends, you will return to the variation that had been selected immediately before the fill began.
"Var 1&2":	When fill 1 ends, Var1 and Var2 will be selected alternately.
"Var 1&3":	When fill 1 ends, Var1 and Var3 will be selected alternately.
"Var 1&4":	When fill 1 ends, Var1 and Var4 will be selected alternately.
"Var 2&3":	When fill 1 ends, Var2 and Var3 will be selected alternately.
"Var 2&4":	When fill 1 ends, Var2 and Var4 will be selected alternately.
"Var 3&4":	When fill 1 ends, Var3 and Var4 will be selected alternately.
"Var+":	When fill 1 ends, accompaniment will switch to the variation to the right of the variation that had been selected when the fill began.
"Var-":	When fill 1 ends, accompaniment will switch to the variation to the left of the variation that had been selected when the fill began.

"After Fill2" cell
Specify the variation that the accompaniment will use after fill 2 has ended, when you press the [FILL 2] switch during rhythm style playback. The selection is the same as for "After Fill 1."

"Damper Enable" check box
For each keyboard part, you can specify whether or not the damper pedal will apply to the sounds played from the keyboard.

Upp1:	Sound of the Upper1 if [LAYER] switch or [SPLIT] switch are on, or sound of the keyboard if [LAYER] switch and [SPLIT] switch are off
Low/Upp2:	The left-hand sound for [SPLIT], or the sound layered on "Upp1" for [LAYER].

"Custom Style 2/2" page

```
┌──────────────────────────────────────┐
│ Custom Style 2/2   Prog. ▐ E.Piano 2 ▌│
│ WrapAround [6] Status [Both] Pan[L08] Vol[67]│
│          Part  Octave  [+0]   Reverb  [4] │
│ [▼    Acc1    ▲][Rename]      Chorus  [9] │
└──────────────────────────────────────┘
```

You can make the settings listed below for each accompaniment part: Drum, Perc, Bass, Acc1, Acc2, Acc3, Upp1, Upp2, and Low.

"Part" cell
To change the part, use the cells "▲", "▼" or the dial, [VALUE] switches.

"Wrap Around" cell
This setting can be made for the Bass, Acc1, Acc2, and Acc3 parts. You can specify the chord root at which the octave will be changed when the accompaniment of these parts becomes excessively high or low. With a setting of "Org," the original setting of the style will be used.
For example if this is set to a value of "1," the accompaniment will drop by one octave when a chord of C# is specified. If this is set to a value of "2," the accompaniment will drop by one octave when a chord of D is specified.

With setting "1"
C chord → 1 shown
C# chord → 1 by a semitone and lower by an octave 2
D chord → 1 by a semitone and lower by an octave 3

With setting "2"
C chord → 1
C# chord → Raise 1 by a semitone 4
D chord → 3
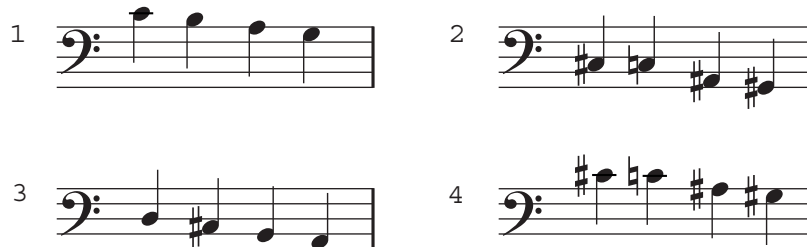
"Status" cell
This setting can be made for the Drum, Perc, Bass, Acc1, Acc2, and Acc3 parts. You can whether the automatic accompaniment of each part will be played by the Ci-9600/Ci-8600 itself, on an external tone device.

Off: There will be no output, either to the internal tone generator or to MIDI OUT or PC I/F.

Int: The part will sound only the internal tone generator. It will not be output to MIDI OUT or the PC I/F.

Ext: The part data will be transmitted from MIDI OUT or PC I/F. It will not be played by the Ci-9600/Ci-8600 itself.

Both: The part will be output both to the internal tone generator and to MIDI OUT or PC I/F.

"Octave" cell
This setting can be made for the Bass, Acc1, Acc2, and Acc3 parts. You can adjust the pitch of each part in steps of an octave. This can be adjusted in a range of ±2 octaves. By setting this in conjunction with "WrapAround," you can prevent the accompaniment from sounding unnatural.

53

"Prog" cell

Specify the sound program for each part.

"Pan" cell

Specify the panning for each part.

Off:	Muting the part sound.
L15–L01:	Increasing the value will move the sound further left.
Cnt:	Place the sound at the center.
R15–R01:	Increasing the value will move the sound further right.
Prg:	The pan setting of the sound program itself will be used.

"Vol" cell

Specify the volume level of each part. The range is 0–127.

"Reverb" cell

Specify the reverb effect send level (depth) for each part, which will be used when the [REVERB] switch is pressed.

"Chorus" cell

Specify the effect send level (depth) for each part, which will be used when the [CHORUS etc.] switch is pressed.

"Rename" button

When you "write" a custom voice style, you can modify the style name. Press the "Rename" button to modify the style name. For details on modifying a style name, refer to the procedure for "Changing the program name" on p.33.

𝄞♩♫ Song

1. Playing a song

Commercially available song data or song files that you record yourself can be loaded from a floppy disk and played.

About Standard MIDI Files
Standard MIDI File (**SMF**) is a specification that defines the format of recorder performance data, after saving the SMF on a floppy disk you can then play your song on recorders made by different manufacturers.
Standard MIDI File has three formats. The Ci-9600/Ci-8600 supports format 0 and format 1.

To play song data

Song data created in SMF format (Standard MIDI File) format can be played.

1   **Insert the floppy disk**
When you insert a floppy disk, the "SongPlay 1/3" screen will appear automatically. If a floppy disk is already inserted, press the [SONG] switch to access the "SongPlay 1/3" page.
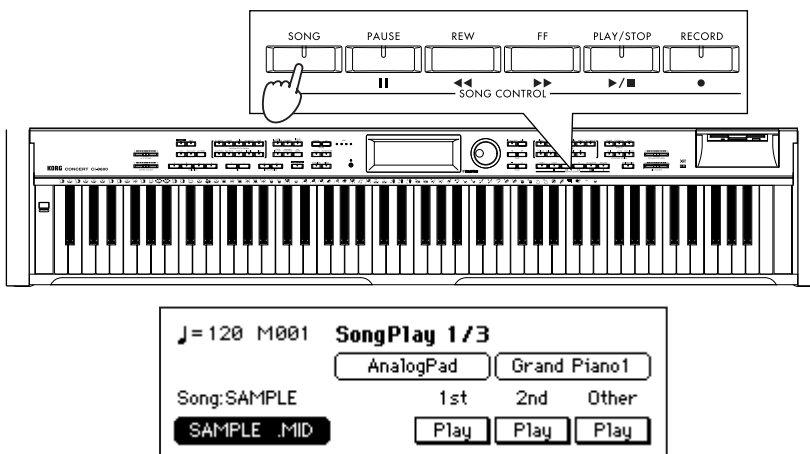
2   **Select the song that you wish to play**
Press the song file name that is displayed below "Song:," and use the dial or the [VALUE] switches to select the name of the song file you wish to play.

If the song file is located in a sub-directory
If the song file is located in a sub-directory, select the name of that sub-directory, and press the "Enter" button.
To return to the previous directory, select "UpDir" and press the "Enter" button.

3   **Start playback**
Press the SONG CONTROL [PLAY/STOP] switch.
The song you selected in step 2 will be loaded from floppy disk and played.
"Song:" will indicate the song title.

Depending on the format of the song data (in particular for Format 1), some time may be required before playback begins. While a Format 1 file is being loaded, the [BEAT] indicator will blink.

To stop

Press the SONG CONTROL [PLAY/STOP] switch. Alternatively, playback will stop automatically when the end of the song is reached.

To pause

Press the SONG CONTROL [PAUSE] switch. When you press the [PAUSE] switch once again, playback will continue.

To fast-forward

Press the SONG CONTROL [FF] switch.

To rewind

Press the SONG CONTROL [REW] switch.

4 **Remove the floppy disk**

Remove the floppy disk when the floppy disk drive indicator is off.

During [PAUSE], the floppy disk drive indicator will remain lit. Press the [PLAY/STOP] switch to stop playback and make the indicator turn off before you remove the floppy disk.

Playback with some parts muted

This is convenient when you wish to mute (silence) the vocal or melody part and enjoy karaoke, or to mute the left or right hand of a piano performance and practice your own playing.

SMF song data consists of 16 parts, and each part is assigned to its own MIDI channel.

1 **Insert a floppy disk that contains a song file**

The "SongPlay 1/3" page will appear.
If a floppy disk is already inserted, press the [SONG] switch.

2 **The "SongPlay 2/3" page will appear**

Press the [PAGE ▶] switch to access the "SongPlay 2/3" page.
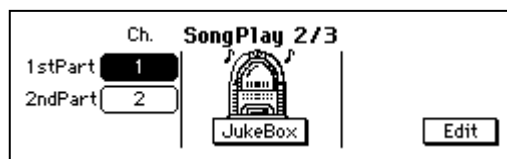
3 **Select the part(s) that you wish to mute**

Press the "1stPart" cell or "2ndPart" cell, and use the dial or the [VALUE] switches to select the MIDI channel of the vocal or melody part that will be assigned to the "1stPart" or "2ndPart".

If you cannot find the vocal or melody part

If you cannot find which part to assign to the "1stPart" or "2ndPart", you can either repeat steps 3–5 to find the part, or press the [Mixer] switch and use the "Mixer 3/3" page to mute each part independently until you find the appropriate part (☞p.59).

4 **Access the "SongPlay 1/3" page**

Press the [PAGE ◀] switch to access the "SongPlay 1/3" page.

5 Mute the part

Press the button for the part that you wish to mute ("1st," "2nd," or "Other") to set it to "Mute."

"Other" will mute the parts of MIDI channels other than those you selected in step 3. Each time you press the button, the setting will alternate between "Mute" → "Play" → "Mute."

Juke Box function

The Juke Box function lets you register up to eight SMF songs in the desired playback order, and play them back in succession.

1 Insert a floppy disk

The "SongPlay 1/3" page will appear.
If a floppy disk is already inserted, press the [SONG] switch.

2 Access the "SongPlay 2/3" page

Press the [PAGE ▶] switch to access the "SongPlay 2/3" page.
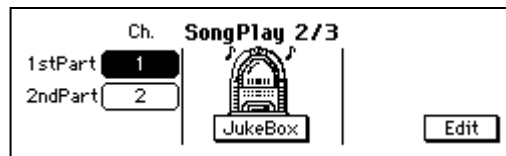
3 Press the "JukeBox" button

The "JukeBox" page will appear.
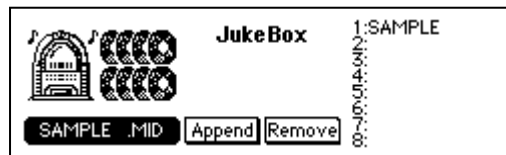
4 Select the first song

Press the file name located in the lower left of the "JukeBox" page.
Use the dial or the [VALUE] switches to select the song file that will be played first.

5 Press the "Append" button

The file name will be registered at "1:" in the right side of the screen.

⚠ **It is not possible to append during playback.**

6 Add more songs

Repeat steps 4 and 5 to add songs in the desired playback order.

MeMO   You can register up to eight songs.
If you make a mistake, use the "Remove" button to delete a song from the list.

7 Start playback

Press the SONG CONTROL [PLAY/STOP] switch.
The songs will play back in the registered order.
When one song finishes playing, it will be deleted from the list, and the next song will play.

To exit the JukeBox function

To exit the JukeBox function, press the "Remove" button for all songs in the "Juke-Box" list to delete them. Then press the [EXIT] switch.

⚠ **If the "JukeBox" page list contains any songs, it is not possible to select songs in the "SongPlay 1/3" page.**

Song

2. Adjusting the volume of a song

Adjusting the overall volume

You can use the [ACC VOLUME] slider to adjust the entire volume of the automatic accompaniment and the volume of the keyboard performance. To adjust the overall volume, use the [MASTER VOLUME] slider.

Adjusting the volume of individual parts

To adjust the volume of each part and the volume of the keyboard, make settings in the Mixer screen.

1 **Press the [MIXER] switch**
The switch indicator will light, and the "Mixer" page will appear.
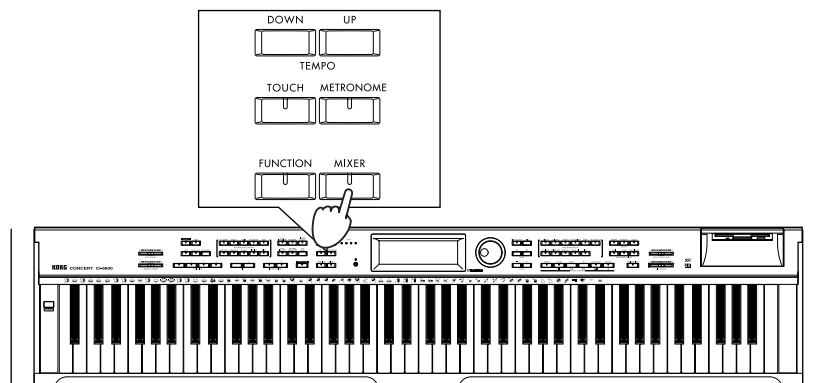
2 **Access the "Mixer 2/3" page**
Press the [PAGE ▶] switch to access the "Mixer 2/3" page.
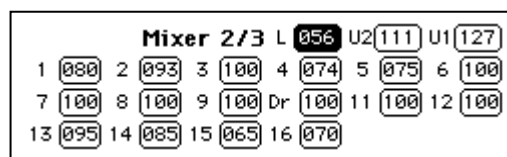
3 **Select the part whose volume you wish to adjust**
Press the cell for the part whose volume you wish to adjust.

Keyboard volume

U1 (Upp1):	The volume of the first sound when [LAYER] or [SPLIT] are on, or the volume of the keyboard when [LAYER] or [SPLIT] are off
U2 (Upp2):	The volume of the sound layered on Upp1 when [LAYER] is on
L (Low):	The volume of the sound to the left of the split point when [SPLIT] is on

Accompaniment part volume

Dr (Drum):	This part is set to MIDI channel 10. It will normally be the drum part.
1–9, 11–16:	These parts are set to MIDI channels 1–9 and 11–16 respectively.

4 **Adjust the volume**
Use the dial or the [VALUE] switches to adjust the volume. The range is "000"–"127."

Muting a part

You can mute (silence) each accompaniment part separately.
Parts 1–9, 11–16, and the Drum part can be muted.

1 **Access the "Mixer 3/3" page**

2 **Select the ☐ (check box) of the part you wish to mute**
The check box will be highlighted, and that part will not sound.

```
        ☐KeyL  Mixer 3/3
☐P1  ☐P2  ☐P3  ☐P4  ☐P5  ■P6
■P7  ■P8  ☐P9  ☐Drum ☐P11 ☐P12
☐P13 ☐P14 ☐P15 ☐P16
```
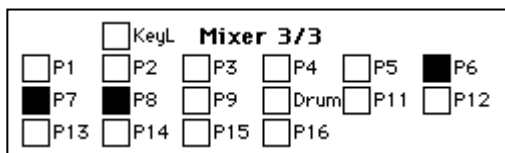
To cancel muting

Press the check box once again to turn it off.

Adjusting various settings for each part

Here's how you can adjust the depth of reverb or of the effect (e.g., chorus), or panpot for each part.

1 **Press the [MIXER] switch**
The switch indicator will light, and the "Mixer" page will appear.

```
           Mix 1/3   ◯Chorus ◯Pan
┼┼┼┼┼┼┼┼┼┼┼┼┼┼┼┼  ●Reverb ◯Prog.
Part1 ▲                   ◯Vol.
┌──┐ ┌──┐        ┌──────────┐
│ ← │ │ → │        │        7 │
└──┘ └──┘        └──────────┘
```
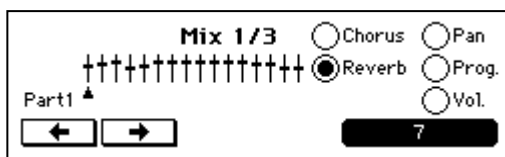
2 **Select the part for which you wish to make settings**
Use the " ← ," " → " buttons to select the part whose setting you wish to change.

3 **Select the item that you wish to change**
Press one of the radio buttons to select the item that you wish to change.
The value will be displayed in the lower right cell.

Items that you can set

"Chorus": Specify the effect send level (depth) for each part, which will be used when the [CHORUS etc.] switch is pressed.

"Reverb": Specify the reverb effect send level (depth) for each part, which will be used when the [REVERB] switch is pressed.

"Pan": Specify the panning for each part.

"Prog.": Specify the sound program for each part.

"Vol.": Specify the volume level of each part. The range is 0–127.

4 **Modify the value**
Use the dial or the [VALUE] switches to adjust the setting.

To set another item

Use the radio buttons to select the desired item as described in step 3.

To make settings for another part

Select the desired part as described in step 2.

3. Karaoke function

Here's how you can play back commercially available SMF karaoke data and sing along with the lyrics that appear in the LCD screen.

1 **Insert a floppy disk**

Insert a floppy disk containing karaoke data.

MeMO   Karaoke display is supported for the following formats: "Yamaha XF," "M-live (Midisoft)," "Solton, Tune 1000,"and formats compatible with these (e.g., Roland Edirol, GEM GMX).
Japanese karaoke supports "Yamaha XF" and "SMF With Lyrics."

2 **Select a file**

Select a song file in the "SongPlay 1/3" page or in the "JukeBox" page.

3 **Access the "SongPlay 3/3" page**

Press the [PAGE ▶] switch to access the "SongPlay 3/3" page.

```
♩=120  M001   SongPlay 3/3 File:SAMPLE
```
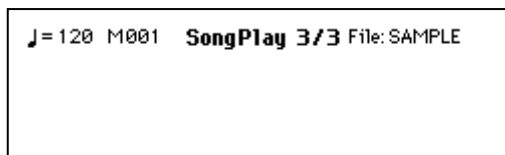
MeMO   If you press the [PLAY/STOP] switch in the "Song Play 1/3" page, the "Song Play 3/3" page will appear automatically, and playback will begin.

4 **Start playback**

Press the SONG CONTROL [PLAY/STOP] switch.

5 **The lyrics will be displayed**

The location in the lyrics will be indicated by an underline. You can use a mic and sing along with the song.

MeMO   Depending on the contents of the data, the lyrics display may not show the song name or the part names, etc. If the song data does not contain karaoke lyrics, nothing will be displayed.

⚠ **Depending on the tempo or on the number of characters in the lyrics, the lyrics may not be displayed accurately.**

If you wish to change the key of the performance

You can use the Transpose function to change to a key in which you can sing more comfortably. (☞p.81)

Using a mic

1 **Set the [MIC VOLUME] slider to 0**

Set the [MIC VOLUME] slider to 0.

2 **Connect a mic to the mic jack**

Connect your mic to the mic jack located on the bottom of the Ci-9600/Ci-8600. (☞p.8)
If your mic has an on/off switch, turn it on after plugging the mic into the jack.

3 **Adjust the volume**

While singing into the mic, gradually raise the [MIC VOLUME] slider.
Use the [MIC VOLUME] slider to adjust the volume balance between the mic and the karaoke playback. To adjust the overall volume including the karaoke playback, use the [MASTER VOLUME] slider.

⚠ **If the connected mic is brought too close to the Ci-9600/Ci-8600, feedback may occur. Please use caution.**

The following factors may cause feedback when a mic is used; please make adjustments as necessary for best results.

The directional characteristics of the mic; the mic is pointed toward the Ci-9600/Ci-8600; the mic is too close to the Ci-9600/Ci-8600; settings of the [MIC VOLUME] slider and [VOCAL EFFECT LEVEL] slider.

MeMO If you will not be using the mic, move the [MIC VOLUME] slider and the [VOCAL EFFECT LEVEL] slider to "0," and disconnect the mic from the mic jack.

The mic jack is monaural. If you wish to connect a stereo output instrument such as a synthesizer and play its sounds from the Ci-9600/Ci-8600's speakers, connect it to the [INPUT] jacks located on the rear panel of the Ci-9600/Ci-8600.

Using mic effects

1 ### Press the [VOCAL] switch
When you press the EFFECTS [VOCAL] switch, the "Vocal Effect" page will appear. The switch indicator will light, and an effect will be applied to the sound from the mic.
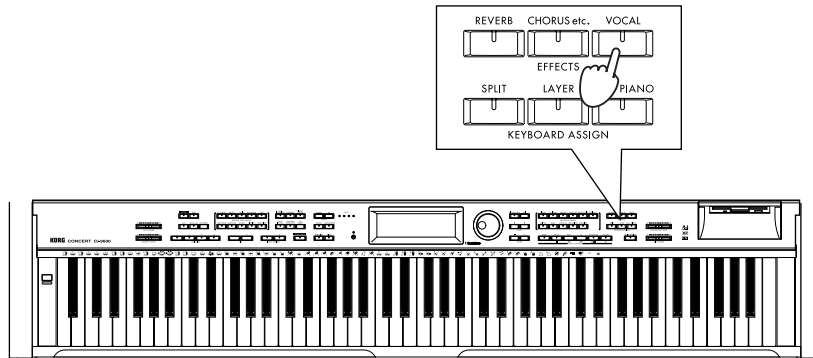
2 ### Select the desired type of effect
Use the dial or the [VALUE] switches to change the "Type" cell.

Type list

1.	Garage reverb	Garage-type reverb effect
2.	Hall reverb	Vocal-type reverb effect
3.	Arena reverb	Arena-type reverb effect
4.	Chorus+reverb	Chorus and reverb effects produced simultaneously
5.	Echo	Echo effect
6.	Funny voice low	A sound one octave below the original sound will be added
7.	Funny voice high	A sound one octave above the original sound will be added
8.	Vibrato	Vibrato effect
9.	Phase	An effect that produces a cyclic "swooshing" tone
10.	Delay S	Short delay
11.	Delay L	Long delay

MeMO This setting can be stored in internal memory by executing the "Write" operation in the "Func 10/13" page item "Setup," so that the setting will be applied when the power is turned on. (☞p.84)

3 ### Adjust the effect depth
Use the [VOCAL EFFECT LEVEL] slider to adjust the depth of the effect. A setting of 10 produces the maximum effect.

⚠ **Depending on the type of effect, increasing the depth may make the mic more liable to feedback. If this occurs, adjust the [MIC VOLUME] slider and the [VOCAL EFFECT LEVEL] slider.**

To turn off the effect

Press the EFFECTS [VOCAL] switch to make the [VOCAL] switch indicator turn off.

61

Song

4. Editing a song

Event editing

You can edit the note data and MIDI control change data etc. within an SMF song.

✍ **If you edit XF data, the lyric data will be deleted. For other formats of song data as well, it is not possible to edit the lyric data.**

1 Select a song
In the "SongPlay 1/3" page, select the song file that you wish to edit.

2 Access the Edit page
In the "SongPlay 2/3" page, press the "Edit" button.
The selected song is loaded and the "Edit" page will appear.
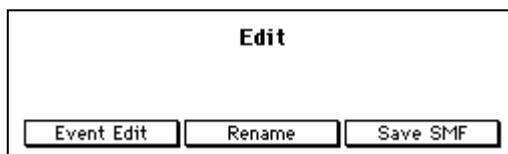
3 Press the "Event Edit" button
The "Event Edit" page will appear.
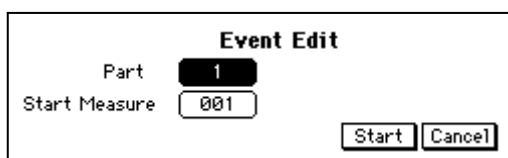
4 Select the part that you wish to edit
Press the "Part" cell, and use the dial or the [VALUE] switches to select the part that you wish to edit. The part "1" – "16" and "Tempo" can be changed.

5 Select the measure that you wish to edit
Press the "Start Measure"cell, and use the dial or the [VALUE] switches to select the desired measure.

6 Press the "Start" button
The "Event Filter" page will appear.
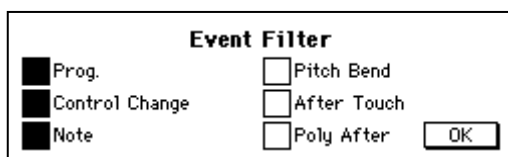
7 Select the types of event that you wish to edit
Press the check box for the type of event that you wish to edit, to turn it on.

MeMO   If you turn off the check boxes for events that you do not wish to edit, it will be easier to view the events that appear in the screen in the following step.

8 Press the "OK" button
The event editing page will appear.

For details on event editing procedure and operation, refer to p.64.
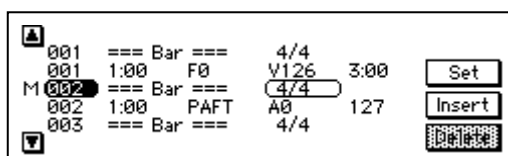
9 **When you are finished, press the [EXIT] switch**
The "Edit" page will appear. If you wish to check the results of your editing, save the data in SMF format as described below, and then play it back.

    ▲ **If you press the [EXIT] switch once again before saving, the edited content will be discarded, and you will return to the state before editing.**

Saving an edited song as SMF data

If you wish to play the song you edited, you must save the song to floppy disk as SMF data.

1 **In the "Edit" page, press the "Save SMF" button**
The "Save SMF" page will appear.

```
Save SMF
                  ■Prog Bank

        Rename   Save   Cancel
```

2 **Rename the file**
Press the "Rename" button, and rename the file. (☞p.35)

    ▲ **If you save the file without changing its name, the original file will be overwritten. If you wish to keep the original file, you must change the filename before saving, or save it on a different floppy disk.**

3 **Save the file to floppy disk**
Insert a formatted floppy disk, and press the "Save" button to save the file on the floppy disk.

To use GM programs

If you turn off the "Prog Bank" check box, program bank messages will not be written. Turn off the "Prog Bank" check box if you do not want bank changes to occur during playback.

4 **Press the [EXIT] switch**
The "SongPlay 2/3" page will appear.

5 **Access the "SongPlay 1/3" page**
Use the [PAGE ◄] switches to return to the "SongPlay 1/3" page.

6 **Select the file that you saved in step 3**

7 **Play back the file**
Press the SONG CONTROL [PLAY/STOP] switch to play back the song.

Renaming a song

Here's how to change the song title.

1 **In the "Edit" page, press the "Rename" button.**
A screen will appear in which you can modify the song name.

2 **Modify the song name**
You can assign a song name of up to 16 characters.
When you are finished, press the "Return" button to return to the "Edit" page.

Song

63

3 Save the song

Press the "Save" button to save the file whose name you modified in the "Save SMF" page.

MeMo The name you changed here does not change the filename. To change the filename, go to the "Save SMF" page and press the "Rename" button. (☞p.63)

❍ *Event editing procedure*
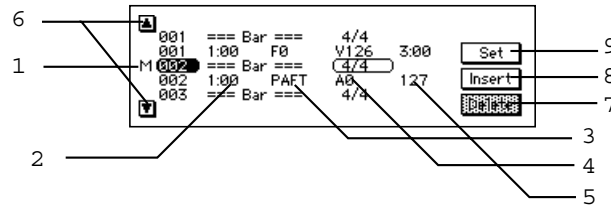
1. **Measure:** Indicates the measure number.
2. **Location:** Specify the location within the measure at which events will be written.

   The displayed numbers indicate "beat:clock." Beats are quarter-note units. Clocks are 1/96th of a quarter note. 1:00 indicates the beginning of the measure.

	♬	♪	♪	♩	♩	o
	(0:12)	(0:24)	(0:48)	(1:00)	(2:00)	(4:00)
Dot	♬.	♪.	♪.	♩.	♩.	o.
	(0:18)	(0:36)	(0:72)	(1:48)	(3:00)	(6:00)
Triplet	**3** ♬	**3** ♪	**3** ♪	**3** ♩	**3** ♩	**3** o
	(0:08)	(0:16)	(0:32)	(0:64)	(1:32)	(2:64)

Example)
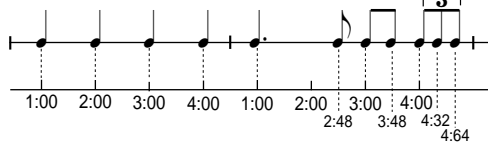
3. **Event type,** 4. **Value 1,** 5. **Value 2:**

   Refer to "Event type list"
6. **▲, ▼:** Select the event that you wish to edit. An "M" at the left side marks the currently-selected location.
7. **Delete:** Delete the selected event.
8. **Insert:** Insert the specified event at the selected location.
9. **Set:** Finalize the edited value. If you move to another location without pressing "Set," the data will revert to its original (unedited) value.

❍ Event type list

Event type	Value 1	Value 2	
C-1...G9 (note data)	V:002–V:126 (velocity)	0:00–5:00 (length, beat:clock)	*1
BEND (pitch bend)	–8192 – +8191 (upper/lower value)		
AFTT (aftertouch)	000–127 (value)		
PROG (program change)	000–127 (program bank)	000–127 (program number)	*2
CTRL (control change)	C000–C127 (number)	000–127 (value)	
PAFT (poly aftertouch)	C-1–G9 (note number)	000–127 (value)	*3

*1 Displayed as "TIE" if the note continues to the following measure.

*2 "004" is the drum bank. For the correspondence between program numbers and drum programs, refer to the Program List (p.97) in the Appendix.

For Value 1, the range 000...127 indicates the MIDI bank change LSB. The MSB will be 0.

With a setting of …, the program bank will not be transmitted. The previously specified bank will be maintained.

*3 MIDI polyphonic key pressure will be transmitted.

♪♩♫ Recording

1. Recording your performance

Just as you would record your performance on a tape recorder, you can capture your playing on the Ci-9600/Ci-8600 song recorder. You can also record multiple tracks and edit any mistakes you may make.
If you save the completed song data as SMF format data, you will be able to play it as a song as described in the preceding chapter, or play it using the Juke Box function.

Basic recording (Realtime Recording)

If you wish to use automatic accompaniment

Press the [ACC] switch to turn it on before you continue with the following proce-
dure. (☞p.37)

1 **Press the SONG CONTROL [RECORD] switch**
The "Recording" page will appear.
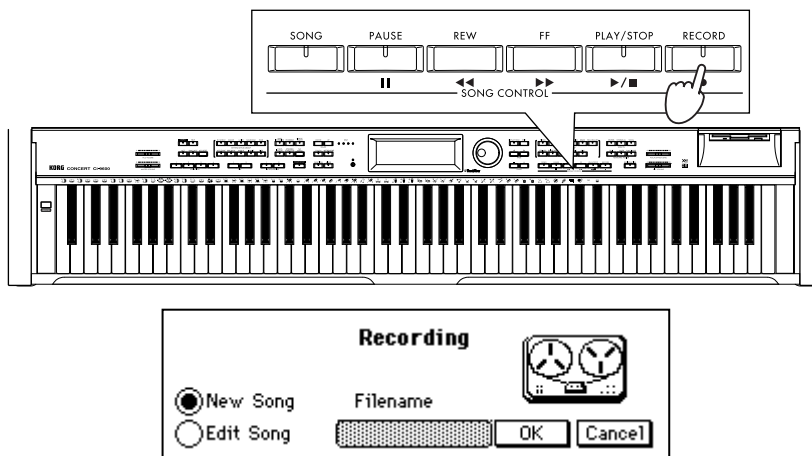
2 **Press the "New Song" radio button.**
For details on the "Edit Song" radio button, refer to p.67.

3 **Press the "OK" button.**
The "Rec 1/3" page will appear.

"Program" cell

4 **Select the track you wish to record**
If you wish to record without using automatic accompaniment, turn off the [ACC] switch.
Press the "KBD" and "Control" track buttons to set them to "Rec."
Press the "Program" cell, and select a program for the track on which you will be performing. (☞p.21)

When using automatic accompaniment

Press the "KBD," "Control," and "Chord" track buttons to set them all to "Rec."
Press the "Style" button and select a rhythm style.

65

KBD: The track played from the keyboard
Control: This track records controller and panel operations such as automatic accompaniment Fill and Variation on/off.
Chord: The track that records the chord progression of the rhythm style

To record the tempo as well

If you press the "Tempo" button to change "Man" to "Rec," tempo changes you make while recording will be recorded. When playing back the recorded data, setting the "Tempo" button to "Auto" will cause the recorded tempo to play back. Setting it to "Man" will allow you to change the tempo manually. When you stop recording, the "Tempo" button will automatically change to "Auto." (☞p.74)

When using split or layer functions

Select either split or layer, and select the desired programs. (☞p.23)

5 Specify the time signature

Press the [METRONOME] switch to specify the time signature. (☞p.30)

MeMO If you do not need the metronome during recording, press the [METRONOME] switch once again to turn it off.

To change the time signature during a song

After recording the entire song with the same time signature, you can use the "Rec 3/3" page "Event Edit" function to change the time signature. All tracks will be in the same state as the track in which you last changed the time signature. If you record with the [ACC] switch on, you can leave the "Rec 1/3" page "Tempo" setting at "Man" so that the time signature will match the rhythm style. However if you use "Event Edit" to modify the time signature and then re-record, the time signature with which you re-recorded will be used.

6 Start recording

Press the SONG CONTROL [PLAY/STOP] switch.
After a two-measure count-off, recording will begin.
Play the keyboard to record your performance.

To stop recording

When you are finished playing, press the SONG CONTROL [PLAY/STOP] switch. You will return to the "Rec 1/3" page, and the track that had been set to "Rec" will be set to "Play."

7 Play back the song you recorded

When you press the SONG CONTROL [PLAY/STOP] switch, the recorded song will play back.

8 Insert a formatted floppy disk

If you do not wish to save the recorded data, it is not necessary to insert a floppy disk.

9 Modify the filename

Press the [EXIT] switch and the "Save Recording" page will appear.
Press the "Rename" button and modify the filename. After modifying the filename, press the "Return" button to return to the "Save Recording" page. (☞p.35)

```
                  Save Recording

  Filename         Save recorded data ?
  NEW_SONG        [Rename] [ Yes ] [ No ] [Cancel]
```

10 Save the song you recorded

Press the "Yes" button. The data will be saved to disk, and you will return to the screen where you began.

If you do not wish to save the data, press the "No" button. To return to the recording screen, press the "Cancel" button.

⚠️ **If you press the "No" button and return to the main display, the recorded data will be deleted from internal memory.**

The recorded data will also be lost if you turn off the power. If you wish to keep the recorded data, you must save it on a floppy disk.

MeMO   The file that was saved by this operation is not in SMF format. ☞p.75 "Saving in SMF format"

Loading song data from a floppy disk

Here's how song data that was previously saved on a floppy disk can be loaded into internal memory, for editing or additional recording.

MeMO   The song data is contained in the included CID-001PE floppy disk.

1 Press the SONG CONTROL [RECORD] switch

The "Recording" page will appear.

2 Insert the floppy disk that contains the saved data

3 Select the "Edit Song" radio button

When the file names appear, select the desired file.
Press the "OK" button. The data will be loaded, and the "Rec 1/3" page will appear.

Recording

2. Various recording methods

Recording the automatic accompaniment (Step Recording)

By using the Step Recording function you can input controllers such as automatic accompaniment chords and fills at the specified measures, without having to actually play the keyboard yourself. This means that you can record an automatic accompaniment from the chords or chord symbols of printed music, even if you are not able to play the piano.

1 **Press the SONG CONTROL [RECORD] switch**
The "Recording" page will appear.

2 **Select the "New Song" radio button**

3 **Press the "OK" button**
The "Rec 1/3" page will appear.

4 **Access the "Rec 3/3" page**
Use the [PAGE ▶] switches to access the "Rec 3/3" page.

5 **Press the "Step Rec" button**
The "Step Rec" page will appear.

To input a rhythm style chord, set the "Track" cell to "Chord."
To input a rhythm style controller, set the "Track" cell to "Ctrl."
The "Start Measure" cell specifies the beginning measure, and the "End Measure" cell specifies the ending measure.

6 **Press the "Start" button**
The step recording page will appear. (☞p.69)
For details on operation in this page, refer to "Step recording operations."

To end step recording

Press the [EXIT] switch. The "Rec 3/3" page will appear.

❍ *Step recording procedure*

"Chord": Inputting chords
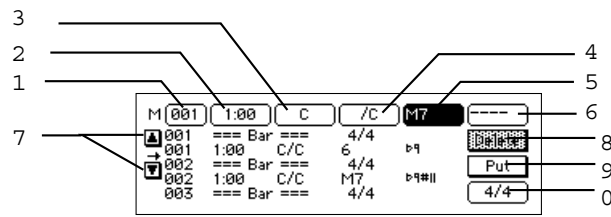
1 "Measure" cell: Events of the measure specified here will be edited.
2 "Location" cell: Specify the location within the measure at which events
will be written.
The displayed numbers indicate "beat:clock."
Beats are quarter-note units.
Clocks are 1/96th of a quarter note.
1:00 indicates the beginning of the measure.
For example, the second quarter note beat would be dis-
played as 2:00, the third beat as 3:00, and beat 1.5 as 1:48.

Example)
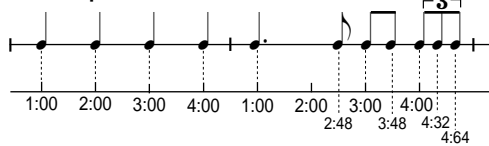
3 Chord root
4 Chord bass note
5 Chord type
6 Chord tension
7 "▲, ▼" button: Select the location
8 "Delete" button: Delete the chord below "→"
9 "Put" button: Insert the specified chord at the specified measure and
location.
0 Specify time signature: Specify the time signature of the measure at "→"

MeMO   3 , 4 , 5 and 6 can be input from the keyboard. To input these from the keyboard,
turn on the [ACC] switch before you press the "Step Rec" button. If necessary, you can
also turn on the [BASS INVERSION] switch.

"Ctrl": Inputting control events

You can input INTRO/ENDING, VARIATION, and KBD ASSIGN settings used for
automatic accompaniment, and change the rhythm style during the performance.
Input control events at the desired locations in the same way as for the "Chord"
track.
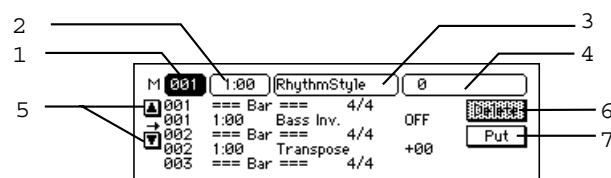
1	"Measure" cell:	Events of the measure specified here will be edited.
2	"Location" cell:	Specify the location within the measure at which the event will be written.
3	"Event type" cell:	Refer to "Control event type list"
4	"Value" cell:	Refer to "Control event type list"
5	"▲, ▼" button:	Select the location.
6	"Delete" button:	Delete the control event below "→"
7	"Put" button:	Insert the specified control event at the specified measure and location.

❍ Control event type list

Event name	Value
RhythmStyle	0 ~ 191
Sty.Element	Off, Var1, Var2, Var3, Var4, Int1, Int2, End1, End2, Fil1, Fil2
Kbd Assign	Full, Layer, Split, F-Mute (all keys muted), L-Mute (low keys muted)
Bass Inv.	Off, On
Transpose	−11 ~ +11
Drum Mute	Play, Mute
Perc Mute	Play, Mute
Bass Mute	Play, Mute
Acc1 Mute	Play, Mute
Acc2 Mute	Play, Mute
Acc3 Mute	Play, Mute
Upp1 Prog.	0 ~ 411 ☞p.97 "Program list" "No.*"
Up2/Lo Prog.	0 ~ 411 ☞p.97 "Program list" "No.*"
Upp1 Oct.	−2 ~ +2
Up2/Lo Oct.	−2 ~ +2

Let's use step recording to input chords

When you use step recording to input the chords shown in the music below, the result will be the list shown below the musical staff. Input the data as described on p.68.

☆ **I've Been Working**   **Traditional**

Measure	Location	Root	Bass	Type	Tention		Measure	Location	Root	Bass	Type	Tention
1~ M003~	1:00~	G~	/G~	~	----~	C~	M013~	1:00~	C~	/C~	~	----~
2~ M004~	3:00~	G~	/G~	7~	----~	D~	M014~	1:00~	B~	/B~	7~	----~
3~ M005~	1:00~	C~	/C~	~	----~	E~	M015~	1:00~	C~	/C~	~	----~
4~ M005~	3:00~	C~	/C~	m6~	----~	F~	M016~	1:00~	G~	/G~	~	----~
5~ M006~	1:00~	G~	/G~	~	----~	G~	M017~	1:00~	E~	/E~	m~	----~
6~ M007~	1:00~	G~	/G~	~	----~	H~	M017~	2:00~	C~	/C~	m6~	----~
7~ M008~	3:00~	E~	/E~	m~	----~	I~	M017~	3:00~	G~	/G~	~	----~
8~ M009~	1:00~	A~	/A~	7~	----~	J~	M017~	4:00~	D~	/D~	7~	----~
9~ M010~	1:00~	D~	/D~	~	----~	K	M018~	1:00~	G~	/G~	~	----~
0~ M011~	1:00~	D~	/D~	7~	----~							
A~ M012~	1:00~	G~	/G~	~	----~							
B M012~	3:00~	G~	/G~	7~	----~							

Multitrack recording

You can layer up to five tracks of recording onto the data that was recorded in "KBD," "Control," and "Chord."
Here's how to load the file that you saved on a floppy disk in "Basic recording," and use multi-track recording to add more tracks.

1 ### Load the previously saved song data
From a floppy disk, load the song data file that you saved in "Basic recording" or Step Recording. (☞p.66)

2 ### Access the "Rec 2/3" page
Press the [PAGE ►] to access the "Rec 2/3" page.

```
♩=127 M001    Rec 2/3      Piano 1
Song:NEW SONG       OVWR   001 ➡ 002

Track1    2      3      4      5  Quantize
 Rec     Play   Play   Play   Play   High
```
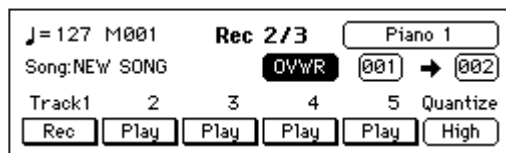
3 ### Select the track that you wish to record
Press the "Track" button for the track that you wish to record, to should say "Rec."

> **MeMO**   Only one track at a time can be set to "Rec."
> The Rec setting in the "Rec 1/3" page is automatically cancelled by the "Rec" setting you make here.

4 ### Select a sound program
Press the "Program" cell, and select a program for the track on which you will be performing. (☞p.21)

```
♩=127 M001    Rec 2/3      Piano 1 ———— "Program" cell
Song:NEW SONG       OVWR   001 ➡ 002

Track1    2      3      4      5  Quantize
 Rec     Play   Play   Play   Play   High
```
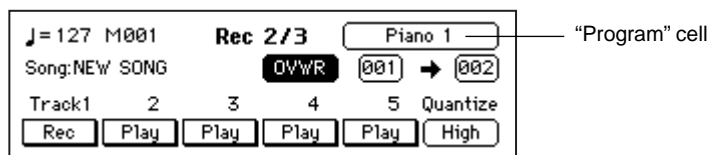
> **MeMO**   The Layer or Split functions cannot be used for tracks 1–5.

If you wish to use Quantize

The Quantize function will correct the timing of your recording.
Press the "Quantize" cell, and use the dial or the [VALUE] switches to specify the timing resolution.

"High":	Data will be recorded at the maximum resolution (a quarter note is divided into 96 parts), and the timing will not be quantized.
"♪"–"♩":	The timing will be corrected to the specified note value. When "♪" is selected, the timing will be corrected to the nearest 32th note triplet. When "♩" is selected, the timing will be corrected to the nearest quarter note unit.
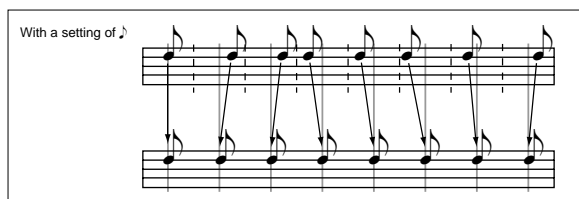
> **MeMO**   If you use a rough quantization such as ♩ or ♪ when recording damper pedal or other control data, the result may sound unnatural when played back. To avoid this, record with a quantize setting of "High," and then use the "Rec 3/3" page "Quantize" function to correct the timing of only the note data. ☞p.76

Recording

71

5 Start recording

Press the SONG CONTROL [PLAY/STOP] switch, and the switch indicator will light.
After a two-measure count-off, recording will begin.

To stop recording

Press the SONG CONTROL [PLAY/STOP] switch. The switch indicator will turn off. The "Track" button that was recorded will change to "Play."

6 Record additional tracks

Select another track as described in step 3, and record using the same procedure.

To record additional material on the same track

Press the record type cell, and select "OVDB."
The following record types can be selected.

OVWR (overwrite): The newly-recorded data will overwrite (and erase) the previously-recorded data.

OVDB (overdub): The newly recorded data will be added to the previously-recorded data.

AUTP (auto punch-in/out): Auto punch-in/out recording will be performed. (☞p.73)

MeMO In the "Rec 1/3" page, "OVWR" will be used regardless of this setting.

For "OVWR" and "OVDB," the "start measure" cell and the "end measure" cell settings are ignored.

7 Modify the filename

Press the [EXIT] switch, and the "Save Recording" page will appear.
Press the "Rename" button and modify the filename. After modifying the filename, press the "Return" button and you will return to the "Save Recording" page. (☞p.35)

8 Save the data

To save the data to floppy disk, press the "Yes" button. If you decide not to save the data, press the "No" button.
To return to the recording screen, press the "Cancel" button.

MeMO The file you save here is not in SMF format. If you want to save the data in SMF format, refer to p.75.

Recording from the middle of the song

1 Load the previously-saved song data

From the floppy disk, load the song data file that was saved in "Basic recording" or Step Recording. (☞p.67)

2 Play back the recorded song

Set each track to "Play," and press the [PLAY/STOP] switch.

3 When you come to the measure that you wish to record, pause the playback

When playback reaches the measure at which you wish to begin recording, press the [PAUSE] switch to pause.

4 Select the track that you wish to record

Change the setting to "Rec" for the track that you wish to additionally record.
• When recording with the [ACC] switch on, the KBD, CTRL, and CHORD tracks.

• When recording with the [ACC] switch off, the KBD and CTRL tracks.
• When recording tracks 1 through 5, the corresponding track.

5 Defeat pause

Press the [PAUSE] switch to defeat pause.
After a two-measure pre-count, recording will begin.

Auto punch-in/out

If you made a mistake or did not obtain the desired result in one location of a recorded song, you can re-record just that location without having to re-record from the beginning of the song. **Auto Punch In** is the action of automatically switching from playback into record mode at the previously specified measure. Conversely, **Auto Punch Out** is the action of automatically switching from record mode into playback at the specified measure.

MeMO   This function can be used on tracks 1–5.

1 Load the previously-saved song data

From floppy disk, load the song data file that you previously saved in "Basic recording" or Step Recording. (☞p.67)

2 Pause at a point earlier than the measures you wish to re-record

Set each track to "Play," and press the [PLAY/STOP] switch. Two or three measures before the measure at which you will begin re-recording, press the [PAUSE] switch.

3 Select the track that you wish to re-record

For the track that you wish to re-record, press the "Track" button to select "Rec".

MeMO   The following settings cannot be made unless you select "Rec."

4 In the "Rec 2/3" page, set the "recording mode" cell to "AUTP."

Press the "Record type" cell, and use the dial or the [VALUE] switches to select "AUTP."

```
♩=127 M001    Rec 2/3      Piano 1        ──── "Recording mode" cell
Song:NEW SONG       OVWR  001  →  002      ──── "End measure" cell
Track1    2      3      4      5  Quantize  ──── "Start measure" cell
 Rec    Play   Play   Play   Play   High
```
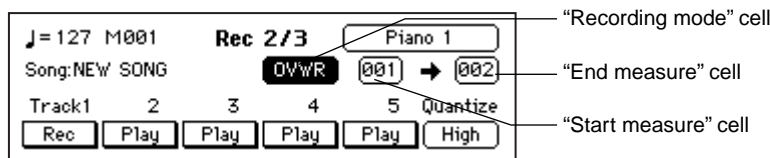
5 Set the "start measure" cell

Press the "start measure" cell, and use the dial or the [VALUE] switches to specify the measure at which you will begin re-recording.

6 Set the "end measure" cell

Press the "end measure" cell, and use the dial or the [VALUE] switches to specify the last measure that you will re-record.

7 Start recording

When you press the SONG CONTROL [PLAY/STOP] key, the song will play back from the measure you specified in step 2.

MeMO   Recording will begin automatically when you reach the measure specified in step 5, so start playing a few measures earlier than the recording start measure.

8 Stop recording

When the recording end measure has passed, recording will stop automatically, and playback will resume. Press the SONG CONTROL [PLAY/STOP] key to stop playback.

Recording

3. Editing functions

Editing previously-saved data

Data that you recorded in realtime or by step recording can be recalled again, so that you can edit the data or add an additional performance.

1 ### Load the previously-saved song data
From floppy disk, load the song data file that you previously saved in "Basic recording" or Step Recording. (☞p.67)

2 ### Edit the data
You can edit data in the "Rec 1/3," "Rec 2/3" and "Rec 3/3" pages.

MeMO If you are not satisfied with the re-recorded or edited data, you can simply exit without saving. The unedited data will remain on the disk, so you can start again from step 1.

"Rec 1/3" page

```
♩=127 M001              Grand Piano1
C                  Style [    8 Beat    ]
Tempo      Rec 1/3    KBD   Control  Chord
[ Man ]              [Rec] [Rec] [Rec]
```

KBD: This contains the keyboard data that was recorded in the "Rec 1/3" page.
Control: This contains the automatic accompaniment-related panel operations that were recorded in the "Rec 1/3" page. ☞p.70 "Control event type list"
Chord: This contains the automatic accompaniment chord data that was recorded in the "Rec 1/3" page
Tempo: Tempo:Each time you press the "Tempo" button in the "Rec 1/3" page, the setting will alternate between "Man," "Auto," and "Rec." If the "Function 7/13" page "Sync." parameter is set to "Ext." (☞p.88), the tempo display will be "♩=EXT." In this case it will not be possible to change the tempo on the Ci-9600/Ci-8600, so the setting here will be ignored.
Man: You can adjust the tempo manually.
Auto: The tempo will change according to the data in the tempo track.
Rec: Tempo data will be recorded in the tempo track.

"Rec 2/3" page

```
♩=127 M001    Rec 2/3  [   Piano 1   ]
Song:NEW SONG       [OVWR] [001] ➡ [002]
Track1     2     3     4     5  Quantize
[Rec] [Play] [Play] [Play] [Play] [High]
```
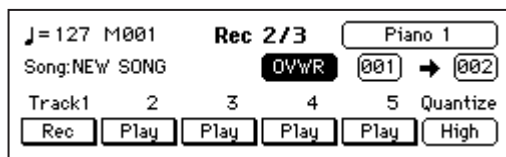
Track 1–5: These contain keyboard performance data that was recorded in the "Rec 2/3" page.

"Rec 3/3" page

```
[ Quantize  ]  Rec 3/3  [Insert Measure]
[ Event Edit ]          [Delete Measure]
[ Song Name ]           [ Initial Edit ]
[  Bounce   ] [Step Rec] [ Convert SMF ]
```

A variety of functions are provided for you to edit recorded data. For details on each item, refer to "Functions of the "Rec 3/3" page"

3 Save the data

After you have finished all editing, press the [EXIT] switch. The "Save Recording" page will appear. If you wish to save the data on a floppy disk, press the "Yes" button.

Saving in SMF format

If the song data you recorded is saved in SMF format, you will be able to play it as a song by pressing the [SONG] switch.

1 Access the "Rec 3/3" page

After recording, use the [PAGE ▶] switches to access the "Rec 3/3" page.

```
┌──────────────┐                ┌──────────────────┐
│  Quantize    │   Rec 3/3      │  Insert Measure  │
├──────────────┤                ├──────────────────┤
│  Event Edit  │                │  Delete Measure  │
├──────────────┤                ├──────────────────┤
│  Song Name   │                │   Initial Edit   │
├──────────────┤  ┌───────────┐ ├──────────────────┤
│    Bounce    │  │ Step Rec  │ │   Convert SMF    │
└──────────────┘  └───────────┘ └──────────────────┘
```

2 Press the "Convert SMF" button

The "Convert SMF" page will appear.
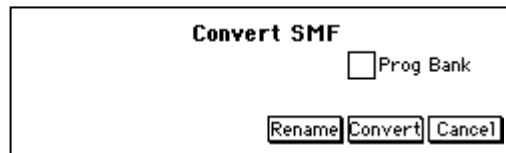
```
┌──────────────────────────────────────────┐
│          Convert SMF                       │
│                                            │
│                      ☐ Prog Bank           │
│                                            │
│              ┌──────┐┌───────┐┌──────┐     │
│              │Rename││Convert││Cancel│     │
│              └──────┘└───────┘└──────┘     │
└──────────────────────────────────────────┘
```

To use GM programs

If you turn off the "Prog Bank" check box, program bank messages will not be written. Turn off the "Prog Bank" check box if you do not want bank changes to occur during playback.

3 Assign a filename

Press the "Rename" button and input a filename.
After you have input a filename, press the "Return" button.

```
┌──────────────────────────────────────────────┐
│               Rename File                      │
│  ▆0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ        │
│                                                │
│  NEW_FILE                                      │
│  ─                                             │
│  ┌────┐┌────┐┌─────┐┌──────┐┌──────┐┌──────┐  │
│  │ ←  ││ →  ││ Set ││Delete││Insert││Return│  │
│  └────┘└────┘└─────┘└──────┘└──────┘└──────┘  │
└──────────────────────────────────────────────┘
```

4 Insert a formatted floppy disk

For details on formatting a floppy disk, refer to p.85.

5 Save the data in SMF format

Press the "Convert" button. The data will be saved in SMF format on the floppy disk.

MeMO   If you save the data in SMF format, you cannot edit the song in the "Recording" page. If you think that you will want to edit the recorded data later, use the "Save Recording" page to save it.

❍ *Details of the "Rec 3/3" page items*

The "Rec 3/3" page provides the following functions for editing recorded data.
To access these pages, press the button for the item that you wish to edit.
The procedures explained below will assume that you have already pressed the appropriate button to access the page.

"Quantize" page

Here you can correct the timing of the recorded performance data.
This function is more flexible than the "Quantize" cell of the "Rec 2/3" page. Since you can select the range of measures and the type of data to be quantized, other measures and other types of data will not be affected.

```
                        Quantize
 ⦿All   ◯Note ◯CTRL◯AFTT◯Bend ◯Prog.
        Track    Kbd   Res.   [ High ]
 Start  [ 001 ] End     [ 001 ] [QNTZ][Cancel]
```

Radio buttons:	Select the type of data that will be quantized.
	All: All event data
	Note: Data played from the keyboard (referred to as "note-on/off events")
	CTRL: Damper, soft, and sostenuto pedal data (referred to as "control changes")
	AFTT: Aftertouch data (this cannot be recorded on the Ci-9600/Ci-8600)
	Bend: Pitch bend data (this cannot be recorded on the Ci-9600/Ci-8600)
	Prog.: Data to switch programs (referred to as "program changes." Bank changes are also included.)
"Track" cell:	Specify the track to which quantization will be applied.
	Kbd, Ctrl, Chord, Track 1–5, Tempo
"Res." cell:	Specify the note length (resolution).
	High: 1/96th of a quarter note
	♬₃ : 32nd note triplet
	♬ : 32nd note
	♪₃ : 16th note triplet
	♪ : 16th note
	♪₃ : 8th note triplet
	♪ : 8th note
	♩ : quarter note
"Start" cell:	Specify the starting measure
"End" cell:	Specify the ending measure
"QNTZ" button:	Execute the Quantize operation
"Cancel" button:	Return to the previous screen without executing Quantize.

"Event Edit" page

Here you can directly rewrite or add to the data.
Select the track and measure that you wish to edit, and press the "Start" button.

```
               Event Edit
        Track    [ Kbd ]
 Start Measure   [ 001 ]
                          [ Start ][ Cancel ]
```

"Track" cell: Select the track that you wish to edit. The event editing pro-
                           cedure will differ depending on the track you select.
"Start Measure" cell: Select the measure at which you wish to start editing.
"Start" button: Begin event editing.
"Cancel" button: Return to the previous screen.

Event editing procedure when the Kbd track or Track 1–Track 5 is selected

When you press the "Start" button, the "Event Filter" page will appear.

```
              Event Filter
  ■ Prog.             □ Pitch Bend
  ■ Control Change    □ After Touch
  ■ Note              □ Poly After   [ OK ]
```

Turn on the check boxes for the events that you wish to edit. When you press the
"OK" button, the Event Edit page will appear.

```
  ▲ 001   === Bar ===    4/4
    001   1:00    A4      V064    1:00
    002   === Bar ===    4/4              [ Set ]
  M 003  (1:00 )(G4  )  (V064)(2:00 )
    003   === Bar ===    4/4              [ Insert ]
    003   1:00    AFTT            127      [ Delete ]
  ▼
```

The data in the center of the screen is what you will be editing.
From the left, the display shows the measure, location, event, and event data.
Depending on the type of event, there may be either one or two event data values.
☞p.64 "Event type list"

Event editing procedure when the Ctrl track is selected

The procedure is the same as for the KBD track, but the Event Filter page will not
appear.

```
  ▲ 001   1:00    Bass Inv.      OFF
    002   === Bar ===    4/4
    002   1:00    Transpose      +00       [ Set ]
  M 003  === Bar ===   (4/4 )
    003   1:00    Drum Mute      PLAY      [ INSERT ]
    004   === Bar ===    4/4              [ DELETE ]
  ▼
```

Also, the events that are displayed will be different. ☞p.70 "Control event type list"

Event editing procedure when the Chord track is selected

The procedure is the same as for the Ctrl track.

```
  ▲ 001   1:00    C/C     6        ♭9      [ /Base ]
    002   === Bar ===    4/4
    002   1:00    C/C     M7      ♭9#11     [ Set ]
  M 003  === Bar ===   (4/4 )
    003   1:00    C/C     M7♭5    ♭9♭13     [ INSERT ]
    004   === Bar ===    4/4              [ DELETE ]
  ▼
```

If two or more chord events are input at the same location, only one will be valid.
In the case of chord events, the same chord will be used following that event.
If the type is set to "No Chord," only Drum and Perc will play following that event.

MeMO   To input the base (denominator) of an "on" chord (a chord such as is produced when
         the [BASS INVERSION] switch is used), press the "/Bass" button to highlight it. If
         you are not using an "on" chord, input the same chord for the denominator and
         numerator.

77

Event editing procedure when the Tempo track is selected

The procedure is the same as for the KBD track.
Only tempo events will be displayed.

<Basic operation>

• Moving between measures
Press the measure cell, and use the dial or the [VALUE] switches to specify the measure.
At this time, you will move in steps of the bar lines (…Bar…) at the beginning of each measure.

• Selecting the type of event to edit
Use the "▼" and "▲" buttons.

• Inserting an event
When you press the "Insert" button, a new event will be inserted above the currently selected event.
The type and location of the event can be changed after it has been inserted.

• Editing an event
In the center line, press a cell other than the measure, and use the dial or the [VALUE] switches to edit the event. When you have finished editing, press the "Set" button.

MeMO   If you have changed the location, the event will move to the specified location when you press the "Set" button.

• Deleting an event
Move to the event that you wish to delete, and press the "Delete" button.
It is not possible to delete a bar line.

MeMO   To delete a measure, use the "Delete Measure" command on page **.

• Completing event editing
When you have finished editing, press the [EXIT] switch to return to the "Rec 3/3" page.

"Song Name" page

Here you can edit the song name.

Characters:	Use the dial or the [VALUE] switches to select.
"←" button:	Move the cursor to the left.
"→" button:	Move the cursor to the right.
"Set" button:	Finalize the selected character.
"Delete" button:	Delete the character at the cursor location.
"Insert" button:	Insert a character at the cursor location.
"Return" button:	After editing the name, press the "Return" button to return to the previous screen.

"Bounce Track" page

Here you can select two tracks from the Kbd track and Track 1–Track 5, and combine them into a single track.

"Source" cell: Specify the first track.
"Destination" cell: Specify the second track.
"Bounce" button: When you press the "Bounce" button, the two tracks will be combined into the "Destination" track. The data of the "Source" track will be erased.
"Cancel" button: Return to the previous screen without executing.

MeMO If pitch bend, damper pedal, or other control events are used in both tracks, combining the two tracks may produce unintended results if the location of this data overlaps.

"Insert Measure" page

Here you can insert one or more measures.

"Track" cell: Specify the track(s) that will be affected. To insert into all tracks, specify "All."
"Start" cell: Specify the beginning measure.
"Length" cell: Specify the number of measures that will be inserted.
"Meter" cell: Specify the time signature.
"Insert" button: When you press the "Insert" button, the measures will be inserted.
"Cancel" button: Return to the previous screen without executing.

To insert a measure of a different time signature

The modified time signature will be valid if you set the "Rec 1/3" page "Tempo" parameter to "Auto." When you insert a measure of a different time signature, the corresponding measures of all tracks will use this time signature, meaning that this measure will become shorter or longer.
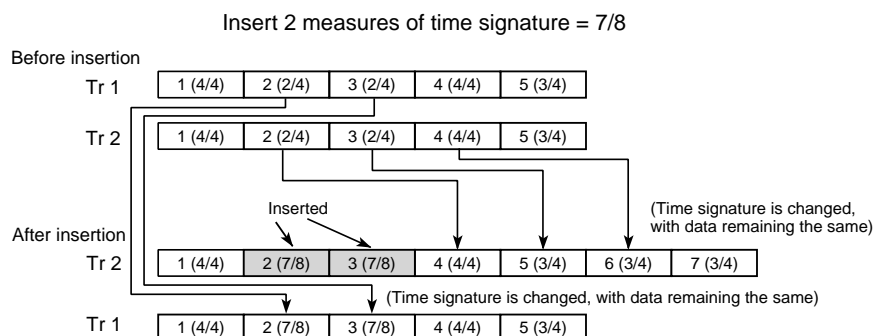
Regardless of whether or not you select a different time signature, the measures following the inserted measures will be moved backward. If you insert measures into only one track, the measures that are moved backward will be the same time signature as the corresponding measures of the other tracks, as shown in the above diagram.
Measures whose number has changed as a result of the insertion may be shortened or lengthened.

Recording

79

"Delete Measure" page

Here you can delete one or more measures.

Delete Measure

Track Kbd
Start 001 End 001
Delete Cancel

"Track" cell: Specify the track(s) that will be affected. To delete measures from all tracks, specify "All."
"Start" cell: Specify the first measure that will be deleted.
"End" cell: Specify the last measure that will be deleted.
"Delete" button: When you press the "Delete" button, the measures will be deleted.
"Cancel" button: Return to the previous screen without executing.

MeMO If you delete measures from only one track, the measures that are moved forward will be the same time signature as the corresponding measures of the other tracks, as shown in the above diagram. Measures whose number has changed as a result of the deletion may be shortened or lengthened.

"Initial Edit"

Here you can edit the initial settings and effect settings located at the beginning of the song. These settings can be made for each track.

"Initial Edit 1/2" page

Here you can make effect settings, and specify the keyboard sound and octave.

Reverb 37 **Initial Edit 1/2** Octave
Hall Upper1 Grand Piano1 +0
Chorus Fx Upper2 AltoBreath −1
Chorus 1 Low AnalogPad +1

"Reverb" cell: Specify the depth of the reverb.
"Reverb type" cell: Specify the reverb type.
"Chorus" cell: Specify the depth of the chorus or other effect.
"Chorus type" cell: Specify the type of the chorus or other effect.
"Upper 1, 2, Low": Specify the program and octave setting for each part.

"Initial Edit 2/2" page

Here you can edit Program, Pan, Volume, Reverb, and Chorus settings for each track.

Initial Edit 2/2

Track ● 1 ○ 2 ○ 3 ○ 4 ○ 5
Program Pan Volume Reverb Chorus
Piano 1 Cnt 100 3 1

Press the radio button for the track that you wish to edit. Then press the appropriate cell and use the dial or the [VALUE] switches to adjust the setting.

"Track" radio buttons: Press a radio button to select the track that you wish to edit.
"Program" cell: Select the program that will be the initial setting.
"Pan" cell: Specify the initial panpot value.
"Volume" cell: Specify the initial volume value.
"Reverb" cell: Specify the reverb depth.
"Chorus" cell: Specify the depth of the chorus or other effect.

🎼♩♪ Functions

1. Adjusting the pitch

Fine adjustments to the pitch

Here's how you can make fine adjustments to the pitch.
When you are playing together with other instruments, you can use this function to tune the Ci-9600/Ci-8600 to the other instruments.
The pitch can be adjusted in half-step (0.5) Hz intervals over a range of 427.5 – 453.0 Hz (Hertz). A4=440 Hz.

1. **Press the [FUNCTION] switch**
    The [FUNCTION] switch indicator will light, and the "Func 1/13" page will appear.

    ```
    Func 1/13          Octave
    Tune 440.0 Hz    ▼  Upp1:+0  ▲
      ♭  Transpose  #  ▼  Upp2:+0  ▲
       ▼    +0    ▲    ▼  Low:+0   ▲
    ```

2. **Adjust the "Tune" cell**
    Use the dial or the [VALUE] switches to adjust the value of the "Tune" cell.

To write settings into internal memory
In the "Func 10/13" page, execute "Write." If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Changing the key (Transposing)

When you wish to play a song that is written in a difficult key (e.g., f#, c# etc.), or when you need to tune to another instrument or acompany a vocalist it is convenient to use this function. This function also allows you to use familiar fingerings to play songs.

1. **Press the [FUNCTION] switch**

    ```
    Func 1/13          Octave
    Tune 440.0 Hz    ▼  Upp1:+0  ▲
      ♭  Transpose  #  ▼  Upp2:+0  ▲
       ▼    +0    ▲    ▼  Low:+0   ▲
    ```

2. **Change the "Transpose" setting**
    Press the "Transpose" cell "▲" or "▼" to change the setting.
    The available range is –11 – +11.

MeMO When the power is turned off, this will be set to "0."

To return to the previous display
If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Example 1: To play a song a semitone higher
Set the "Transpose" setting to "+1."
With this setting, pressing the C key will sound like a C#. If the pitch has been raised a semitone as in this example, playing the notes shown at the lower left will produce the pitches shown at the lower right.
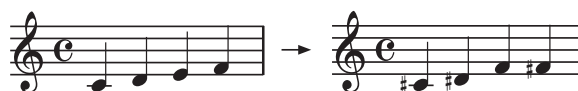
Example 2: Using G fingering to play a song in B♭
Set the "Transpose" setting to "+3."
Bb is a minor third above G (three semitones higher). Thus, we will make settings so that when the C key is pressed, the D# note (three semitones above C) is played.

Changing the octave

1. **Press the [FUNCTION] switch**

    ```
    Func 1/13          Octave
    Tune 440.0 Hz    ▼  Upp1:+0  ▲
      ♭  Transpose  #  ▼  Upp2:+0  ▲
       ▼    +0    ▲    ▼  Low:+0   ▲
    ```

2. **Change the desired "Octave" setting**
    Press the "▲" or "▼" of the "Octave" cell to change the setting.
    The range is –2, –1, 0, +1, +2 octaves.

    Upp1: The first sound when [LAYER] or [SPLIT] are on, or the keyboard when [LAYER] or [SPLIT] are off

    Upp2: The sound layered on Upp1 when [LAYER] is on

    Low: The sound to the left of the split point when [SPLIT] is on

MeMO When the power is turned off, Upp1 will be set to "0," Upp2 to "–1," and Low to "+1." If you wish to store the settings, you can store them in a registration. (☞p.83)

To return to the previous display
If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

2. Selecting a temperament

Numerous classical pieces were composed using older temperaments that are slightly different than the equal temperament (tuning) commonly used today. In order to re-create the authentic resonances of such pieces, you can select and use classical temperaments such as Kirnberger or Werckmeister. You can also select ethnic scales used in Arabian or Indonesian music.

Selecting a temperament

1. Press the [FUNCTION] switch

2. Access the "Func 12/13" page

```
Func 12/13

Main Scale      Key      Sub Scale      Key
Equal Temp      C        Equal Temp     C
```
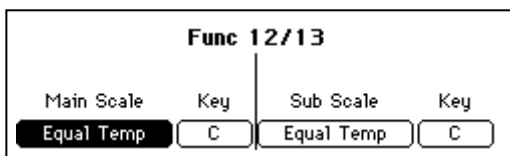
3. **Select a temperament**
   Use the dial or the [VALUE] switches to change the "Main Scale" cell or the "Sub Scale" cell. Refer to right column for a list of the temperaments.

   MeMO When the power is turned on, "Main Scale" will be selected. You can use the center pedal to switch to the "Sub Scale." (☞p.29)

4. **Specify the "Key"**
   Specify the key of the selected scale. However, this is not available for "Equal Temp" or "Equal Temp2."

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

   MeMO **About stretched tuning**
   For some programs, a more natural resonance is obtained by adjusting the lower range flatter, and the higher range sharper, than the equal tempered pitches.

Creating your own temperament

You can use the User Scale function to create and store four of your own scales.

1. Press the [FUNCTION] switch

2. Access the "Func 11/13" page

```
Func 11/13

F# +0  G +0  Ab +0  A +0  Bb +0  B +0
C  +0  C# +0  D +0  Eb +0  E +0  F +0
           User Scale 1
```
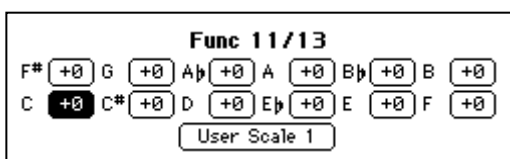
3. **Select the "User Scale" cell that you wish to modify**
   From "User Scale 1–4," use the dial or the [VALUE] switches to select the user scale that you wish to modify.

4. **Specify the pitch of each key in one-cent steps**

To write settings into internal memory
   In the "Func 10/13" page, execute "Write." If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Temperament name	Remark
Equal Temp	Equal temperament The conventional temperament most widely used for keyboard instruments today. Since semitone steps are arranged at equal intervals, the same scale can be played in any key.
Equal Temp2	Equal temperament (random) This adds a slight degree of randomness to the equal tempered pitches. It is suitable for simulating acoustic instruments whose pitch tends to be naturally unstable.
Pure Major	Temperament In this temperament, the principal major chords in the key specified by the "Key" cell will be completely harmonious.
Pure Minor	Just intonation, major scale The principal major chords of the scale specified in the "Key" cell will be acoustically perfect in this temperament.
Arabic	Arabic (1/4) This is a quarter tone scale used in Arabic music. For Rast-C/Bayati-D, use C. For Rast-D/Bayati-E, use D. For Rast-F/Bayati-G use F. For Rast-G/Bayati-A use G. For Rast-Bb/Bayati-C, use A#.
Pythagorean	Pythagorean This temperament is based on ancient Greek musical theories, and is effective for playing melodies.
Werkmeister	Werkmeister This is a temperament that was used in the Baroque period, and is similar to equal temperament.
Kirnberger	Kirnberger This18th century temperament is used mainly for harpsichords.
Slendro	Slendro This is an Indonesian Gamelan scale that divides the octave into five notes. When the key is C, use the C, D, F, G, and A notes.
Pelog	Pelog This is an Indonesian Gamelan scale that divides the octave into seven notes. When the key is C, use the C, D, E, F, G, A, and B notes.
User 1–4	User scale

MeMO In addition, you can make center pedal settings for the "Quarter Tone" scale that is used in middle-eastern music. (☞p.29)

3. Registration

Settings for each song in a performance or settings that you frequently use can be stored as one of fifteen registrations sets, and recalled instantly. Frequently-used keyboard and panel settings can be stored for immediate recall as one of fifteen "registrations."
The following items are stored in a registration.

The following items can be memorized in a registration.
- [SPLIT] and [LAYER] on/off settings, and the state of the "KeyL" button
- Chord specification method
  Either "One Finger," "Fingered 1," or "Fingered 2" will be memorized. If "FullKeyboard" is selected, it will not be memorized.
- [ENSEMBLE] on/off setting, and the type selection
- [REVERB] and [CHORUS etc.] settings
- Pan, [REVERB] send level, [CHORUS etc.] send level, volume, octave, and sound selection settings for Upp1, Upp2, and Low parts. (These items are the content that can be specified in the "Custom Style 2/2" page of the [USER/DISK] rhythm style group.)

To register

Here's how to register the state of the keyboard and panel settings.

1. **Press the [REGISTRATION] switch**
   The "Registration" page will appear.
   Fifteen buttons "A1"–"C5" will appear.

   ```
   Registration ●Set Up      ○Memory
            A1    A2    A3    A4    A5
            B1    B2    B3    B4    B5
            C1    C2    C3    C4    C5
   ```
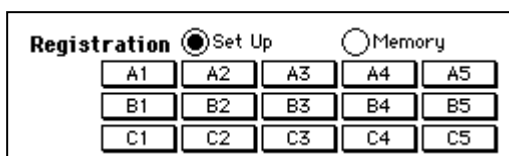
2. **Press the "Memory" radio button**

3. **Press the button in which you wish to store the settings**
   Press a button "A1"–"C5" in which you wish to store the settings.

4. **A message will indicate that the settings are being written, and they will be stored in memory.**
   Each button stores the keyboard settings. The following items are stored.

To recall a function

Here's how to recall the keyboard and panel settings that were stored in a registration.

1. **Press the [REGISTRATION] switch**
   When you press the [REGISTRATION] switch, the "Registration" page will appear.
   Fifteen buttons "A1"–"C5" will appear.

2. **Press the "Set Up" radio button**

3. **Press any one of the A1–C5 buttons**
   When you press a button, the panel settings will change to the settings that were stored in that button.

   MeMO It is a good idea to write down the contents of the settings and the registration numbers. The fifteen registrations can be stored together on a floppy disk, so you may find it helpful to make a note on the label of the floppy disk.

Saving registrations on a floppy disk

Here's how the fifteen registrations stored in internal memory can be saved on a floppy disk.

1. **Press the [FUNCTION] switch**

2. **Access the "Func 6/13" page**

   ```
                Func 6/13
             Select File Kind
        ●All Set Up
        ○Registration        Load   Save
   ```

3. **Select the "Registration" radio button**

4. **Press the "Save" button**

   ```
                Registration

        [NEW_FILE]     Rename        Save   Cancel
   ```

To change the filename
   If you wish to change the filename, press the "Rename" button and edit the name.

5. **Insert a floppy disk**

6. **Press the "Save" button**
   When you press the "Save" button, the data will be saved on the floppy disk.
   If you press the "Cancel" button, you will return to the "Func 6/13" page without loading.

Functions

83

Loading registrations from a floppy disk

Here's how to load registrations that were saved on a floppy disk.

1. **Press the [FUNCTION] switch**

2. **Insert the floppy disk**

3. **Access the "Func 6/13" page**

```
                  Func 6/13
              Select File Kind
       ● All Set Up
       ○ Registration          Load   Save
```

4. **Select the "Registration" radio button**

5. **Press the "Load" button**

```
                  Registration

       Filename
       SAMPLE .KBS             Load   Cancel
```

6. **Select a file**
   In the "Filename" cell, use the dial or the [VALUE] switches to select the file that you wish to load.

7. **Press the "Load" button**
   When you press the "Load" button, the registration settings will be loaded from floppy disk into internal memory. If you press the "Cancel" button, you will return to the "Func 6/13" page without loading the data.

   MeMO When you press the "Load" button, the entire content of the registrations stored in buttons "A1"–"C5" will be overwritten and lost. If you wish to keep the current registrations, you must save them on a floppy disk before loading other registrations.

4. All setup

Settings such as the FUNCTION settings are stored in internal memory, but can be saved on floppy disk as well.
If you execute this operation, the settings will be preserved in internal memory even when the power is turned off, so that the same settings will still be in effect when the power is next turned on. The contents of All Setup can be saved on floppy disk.
The following items are remembered.

❍ **Setting contents**
[FUNCTION] switch settings
"Func 1/13" page
    Tune
"Func 3/13" page
    Pedal Assign
"Func 7/13" page
    Sync. Int/Ext
    PC/IF Freq, 38.4/31.2
"Func 8/13" page
    Prog., ProgBank, Control, AfterTouch, Exclusive
"Func 9/13" page
    Keyboard
    Upper 1
    Low/Upp2
    Dr, Perc, Bass, Acc1, Acc2, Acc3
    Chord Rx1, Chord Rx2
"Func 11/13" page
    User Scale 1–4 settings
"Func 13/13" page
    "Popup Time"
[TOUCH] switch setting
The following settings of the [ACC] switch
    One finger, Fingered 1, Fingered 2, Split Point
[VOCAL] switch on/off and "Type" settings

To store these settings into internal memory

Here's how to store All Setup data into internal memory.

1. **Press the [FUNCTION] switch**

2. **Access the "Func 10/13" page**
   If the current settings differ from the stored settings, this page will show a message of "Setup parameter modified." In this case, press the "Write" button to store the settings into internal memory.
   If you turn off the power without storing, the previous settings will reappear when the power is next turned on.

```
                  Func 10/13
       Setup parameter modified.
                              Setup
                              Write
```

⚠ **Never turn off the power while data is being stored.**

To save All Setup data

Here's how to save All Setup data from internal memory to a floppy disk.

1. Press the [FUNCTION] switch

2. Insert a floppy disk

3. Access the "Func 6/13" page

```
                Func 6/13
            Select File Kind
    ◉ All Set Up
    ○ Registration            [ Load ] [ Save ]
```
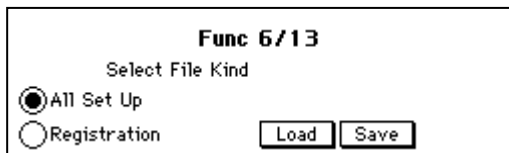
4. Select the "All Set Up" radio button

5. Press the "Save" button
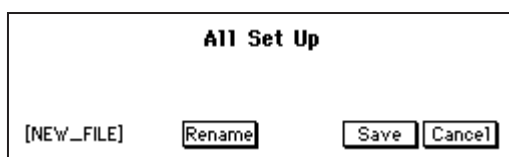
```
                All Set Up



    [NEW_FILE]   [Rename]      [ Save ] [Cancel]
```

If you wish to change the filename
If you wish to change the filename, press the "Rename" button and modify it. (☞p.35)

6. Press the "Save" button, and the data will be saved to floppy disk
If you press the "Cancel" button, you will return to the "Func 6/13" page without saving.

To recall All Setup

Here's how to load All Setup data from floppy disk into internal memory.

1. Press the [FUNCTION] switch

2. Insert the floppy disk

3. Access the "Func 6/13" page

4. Select the "All Set Up" radio button

5. Press the "Load" button

```
                All Set Up

    Filename
    [ SAMPLE  .GBL ]          [ Load ] [Cancel]
```
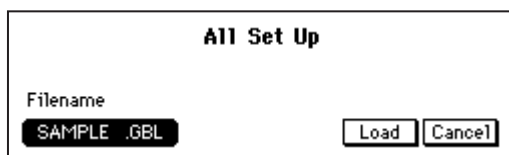
6. Select the file

7. Press the "Load" button
When you press the "Load" button, the data will be loaded from floppy disk into internal memory.
If you press the "Cancel" button, you will return to the "Func 6/13" page without loading.

⚠ **If you load this data, the entire All Setup contents in internal memory will be overwritten and lost. If you wish to keep the existing data, save it on a floppy disk before loading the new All Setup data.**

5. Floppy disk

Before a new floppy disk can be used on the Ci-9600/Ci-8600, it must be formatted. You can also format a floppy disk when you wish to erase all the data from that disk to make it blank.

⚠ **Be sure that the disk to be formatted does not contain any data you wish to keep. The entire contents of a formatted disk will be erased. Do not format floppy disks that contain important data, such as the included floppy disk.**

Formatting a disk

1. Press the [FUNCTION] switch

2. Access the "Func 4/13" page

```
                Func 4/13

                            Disk Format
                              [Start]
```
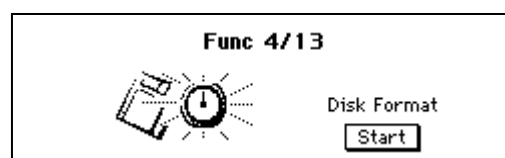
3. Insert the floppy disk
Insert the floppy disk that you wish to format into the floppy disk drive.
When you format a floppy disk, any data that had been stored on it will be erased.
Data that has been erased in this way cannot be recovered.

⚠ **Do not format the included floppy disk.**

4. Press the "Start" button
When you press the "Start" button, a confirmation screen will appear.
Press the "OK" button, and formatting will begin.
If you press the "Cancel" button, formatting will not occur, and you will return to the "Func 4/13" page.

⚠ **Never turn off the power or attempt to remove the floppy disk while formatting is in progress. Doing so will cause malfunctions.**

85

Deleting a file

1. Press the [FUNCTION] switch

2. Access the "Func 5/13" page

Func 5/13
Select File Kind
⦿Style ○Set ○Prog. ○Reg. ○Rec. ○SMF
Filename [SAMPLE .ARR] [Delete]

3. **Select the type of file that you wish to delete**
   Press the appropriate radio button to select the type of file that you wish to delete.

   "Style": a custom style file (.ARR, .STY)
   "Set": a panel setting file (.ARG, .GBL)
   "Prog.": a custom program file (.PRG)
   "Reg.": registration file (.KBS)
   "Rec.": a recording data file (.BQS)
   "SMF": a file that can be played back as a song (.MID)

4. **Select the filename**

5. **Press the "Delete" button**
   The file you selected in step 4 will be erased.

6. Convenient functions

Adjusting the left/right balance

Here's how to adjust the left/right balance of the sound.

1. Press the [FUNCTION] switch

2. Access the "Func 2/13" screen

Func 2/13 Pan
Upp1 [▼   Prg   ▲]
Upp2 [▼   Prg   ▲]
Low [▼   Prg   ▲]
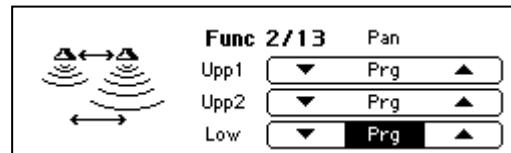
3. **Adjust the "Pan"**
   If you are not using layer or split, or to change the setting for the first sound of a layer, press "▲" or "▼" to change the value of the "Upp1" cell.
   To change the setting for the second sound of a layer, use "▲" or "▼" of the "Upp2" cell.
   To change the setting for the lower sound of a split, use "▲" or "▼" of the "Low" cell.
   The available range is Off , L15 (left only)–Cnt (center)–R15 (right only), and Prg (the value specified by the program).

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Adjusting the display time of a popup screen

1. Press the [FUNCTION] switch

2. Access the "Func 13/13" screen

Func 13/13
Popup Time
Prog/Style   Other Page
[5.0] sec   [5.0] sec
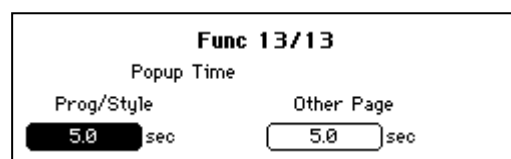
3. **Adjust the display time**
   Use "Prog/Style" to adjust the time that the popup screen that appears when you switch the program or rhythm style will remain visible. Use "Other Page" to adjust the time that popup screens for other settings will be displayed.
   The available range is 0.1–10 seconds.

To write settings into internal memory
   In the "Func 10/13" page, execute "Write."
   If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

♪♫♪ Connecting other equipment

1. Connecting MIDI equipment

What is MIDI?

MIDI (Musical Instrument Digital Interface) is a standard for connecting a variety of MIDI instruments together allowing to talk to each other. By playing the Ci-9600/Ci-8600, you can connect other MIDI-equipped instruments. When doing so, your sound selections and damper pedal operations etc. will control the other instrument as well. Conversely, other MIDI keyboards or sequencers (automatic playback devices) can control the Ci-9600/Ci-8600 to play its sounds. By combining two or more MIDI devices, you can expand the Ci's sound selection. You can also use MIDI to transfer data from the Ci-9600/Ci-8600's built-in recorder for external storage.

This section will explain how you can take advantage of the Ci-9600/Ci-8600's MIDI functionality. If you would like to learn more about MIDI, please refer to one of the many introductory books that are commercially available.

MIDI connections

A MIDI cable is used to transfer MIDI data. Connect this cable to the MIDI connectors of the Ci-9600/Ci-8600 and the MIDI connectors of an external MIDI device. There are two MIDI port types.

MIDI IN connector

MIDI messages are received at this connector. This lets you use an external MIDI device (e.g., MIDI keyboard or sequencer) to play and control the sounds of the Ci-9600/Ci-8600. Use a MIDI cable to connect the Ci-9600/Ci-8600's MIDI IN connector to the MIDI OUT connector of the external MIDI device.

MIDI OUT connector

MIDI messages are transmitted from this connector.
The MIDI messages that are transmitted when you play the Ci-9600/Ci-8600 can control an external MIDI device. Use a MIDI cable to connect the MIDI OUT connector of the Ci-9600/Ci-8600 to the MIDI IN connector of the external MIDI device.

📐 **If the PC/MIDI select switch is set to the MIDI position, use a MIDI cable to make connections to the MIDI connectors(s).**
If the PC/MIDI select switch is set to the PC position, turn off the power of the Ci-9600/Ci-8600, and then set the PC/MIDI select switch to the MIDI position.

MIDI cable · MIDI OUT · MIDI keyboard
MIDI IN
MIDI tone generator module (synthesizer)
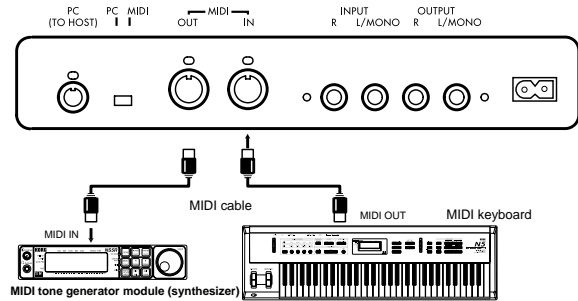
MIDI channel settings

After you have finished making connections to your MIDI devices, set the MIDI channels of the Ci-9600/Ci-8600 and the connected MIDI device to the same number. There are sixteen MIDI channels; 1–16.

1. **Press the [FUNCTION] switch**

2. **Access the "Func 9/13" page**

3. **Set the value of each cell**
Press each cell, and use the dial or the [VALUE] switches to set the MIDI channel.

   "Chord Rx1," "Chord Rx2"
   Receive channel functions
   This is used when using an external MIDI device to control the chords for the automatic accompaniment.
   Chords can be specified by receiving MIDI note events from an external device on the specified channel. With this type of input, chords can be detected over the full range of the keyboard, regardless of the split point setting.

   MeMo Since the normal keyboard input will continue to function simultaneously, unexpected results may occur if you use keyboard input together with MIDI input.

   "Keyboard"
   Receive channel functions
   Use this when you wish to use an external device to control the Ci-9600/Ci-8600 via MIDI with the same operation as the Ci-9600/Ci-8600's own keyboard. If [LAYER] or [SPLIT] is on, note events will be sounded in the same way as when the Ci-9600/Ci-8600's own keyboard is used.

87

Transmit channel functions
When the [SONG] switch is lit, your performance on the keyboard will be transmitted on this channel.

❍ **The following channel settings are valid when the [SONG] switch and [DEMO] switches are not lit.**

"Upper 1"
Receive channel functions
When MIDI note events of this channel are received, the Upper 1 sound will be heard.
Transmit channel functions
Performance data from the keyboard will be transmitted on this channel.
If the [SPLIT] switch is on, notes will be output only for the Upper 1 range. However, this function will not occur if "Upper 1" is set to the same channel as the "Keyboard" channel.

"Low/Upp2"
Receive channel functions
When MIDI note events of this channel are received, the Upper2 sound will be played if the [LAYER] switch is on, or the "Lower" sound will be played if the [SPLIT] switch is on.
Transmit channel functions
When the [SPLIT] switch is on, only the notes of the Lower range will be output on this channel.
However, this function will not occur if this setting is the same as the Keyboard channel or the Upp1 channel.

"Drum," "Perc," "Bass," "Acc1," "Acc2," "Acc3"
Receive channel functions
When MIDI note events of this channel are received, the corresponding automatic accompaniment part will be played.
Transmit channel functions
The performance data of each automatic accompaniment part will be output on this channel.

To write settings into internal memory
In the "Func 10/13" page, execute "Write."
If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Using the Ci-9600/Ci-8600 as a multi-timbral tone generator

The Ci-9600/Ci-8600 can function as a multi-timbral tone generator that can be played from an external MIDI device. When the [SONG] switch is on, the Ci-9600/Ci-8600 will function as a 16-timbre GM tone generator.

⚠ **It is not possible to set the MIDI channel. During SMF playback, the sounds will change in accordance with the data. The XG tone generator cannot be played by incoming MIDI messages.**

Local on/off setting

If you wish to use the Ci-9600/Ci-8600's keyboard to trigger an external MIDI tone generator without hearing the internal tone generator, or if the Ci-9600/Ci-8600 is connected to a sequencer with an Echo Back setting (that re-transmits the incoming data) and need to prevent notes from being heard in duplicate, you can set the Ci-9600/Ci-8600 to Local Off. Normally you will leave this set to Local On so that when playing the Ci-9600/Ci-8600's keyboard will hear its own internal tone generator.

1. Press the [FUNCTION] switch

2. Access the "Func 7/13" page
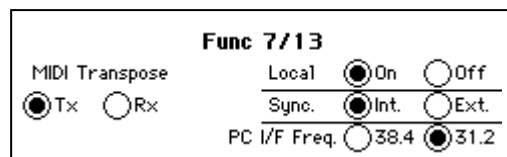
3. Press a "Local" radio button
   Press either the "On" or the "Off" radio button.

To return to the previous display
If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

MeMO When the power is turned on, this setting will automatically be Local On.

Synchronizing to an external sequencer

An external sequencer or drum machine connected via MIDI can be synchronized to the Ci-9600/Ci-8600's recorder for synchronized playback.

1. Press the [FUNCTION] switch

2. Access the "Func 7/13" page
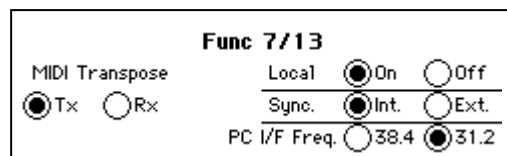
3. **Select a "Sync." radio button**
   Press either the "Int." or the "Ext." radio button.

   "Int.": The internal clock will be used.
   Select "Int." when you are using the Ci-9600/Ci-8600 by itself, or when using it as the master (controlling device) to synchronize external MIDI devices to the MIDI clock transmitted by the Ci-9600/Ci-8600.

   "Ext.": The Ci-9600/Ci-8600's recorder will operate in synchronization with the MIDI clock messages it receives. Select "Ext." when you are using the Ci-9600/Ci-8600 as a slave device (the device being controlled) that is synchronized to the MIDI clock transmitted from an external device.

To write settings into internal memory
   In the "Func 10/13" page, execute "Write."
   If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

MIDI Transpose

You can specify whether the "Transpose" setting of the "Func 1/13" page will be applied to the data that is transmitted or received via MIDI.

1. **Press the [FUNCTION] switch**

2. **Access the "Func 7/13" page**

```
                 Func 7/13
   MIDI Transpose    Local    ●On    ○Off
   ●Tx   ○Rx         Sync.    ●Int.  ○Ext.
                     PC I/F Freq. ○38.4 ●31.2
```

3. **Select one of the "MIDI Transpose" radio buttons**
   Press either the "Tx" or "Rx" radio button.

   "Tx": Transpose will be applied to the transmitted note data.
   It will not affect the received note data.
   "Rx": Transpose will be applied to the received note data.
   It will not affect the transmitted note data.

MIDI Filter

You can specify whether or not each type of MIDI message (e.g., program change, control change) will be transmitted and received.

1. **Press the [FUNCTION] switch**

2. **Access the "Func 8/13" page**

```
                  Func 8/13
                  MIDI Filter
   ☐Prog.            ▓Prog Bank▓
   ☐Control      ☐After Touch   ☐Exclusive
```

3. **For the types of MIDI message that you do not wish to transmit or receive, select the corresponding check box to turn it off**

   "Prog": Program change
   Programs of a connected MIDI device can be changed by transmitting program changes from the Ci-9600/Ci-8600.
   When a program change number is received from an external device, sound will be selected on the Ci-9600/Ci-8600 as shown in the tables on p.97–.
   To allow these messages to be transmitted and received, turn on the "Prog." check box. To prevent these messages from being transmitted or received, turn off the "Prog." check box.

   "Prog Bank": Program bank change
   If you want MIDI program bank messages to be transmitted and received, turn on the "Prog Bank" check box. If you do not want these messages to be transmitted or received, turn off the "Prog Bank" check box.

   "Control": Control change
   These messages transmit data such as the Ci-9600/Ci-8600's damper pedal operation to an external MIDI device to control it, or receive damper pedal and other messages from an external MIDI device to control the Ci-9600/Ci-8600. If you wish to transmit/receive these messages, turn the "Control" check box on. If you do not want to transmit/receive these messages, turn the "Control" check box off.

   ⚠ **Control changes from an external device will always affect both sounds even in Layer or Split mode, regardless of the pedal settings of the Ci-9600/Ci-8600 itself. (☞p.28 "Damper pedal settings for Layer and Split")**

   "After Touch"
   If you want MIDI aftertouch messages to be transmitted and received, turn on the "After Touch" check box. If you do not want these messages to be transmitted or received, turn off the "After Touch" check box.

   "Exclusive"
   If you want MIDI exclusive messages to be transmitted and received, turn on the "Exclusive " check box. If you do not want these messages to be transmitted or received, turn off the "Exclusive" check box.

To write settings into internal memory
   In the "Func 10/13" page, execute "Write."
   If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Functions

2. Connection to a computer

If you connect the Ci-9600/Ci-8600 to a computer via the special PC I/F cable, you will be able to do the same things that can be done via MIDI as described earlier, such as playing the Ci-9600/Ci-8600's tone generator from the computer, or using the computer to record your keyboard performances.
The Ci-9600/Ci-8600 can be connected via a special PC I/F cable to an IBM PC compatible or to an Apple Macintosh.

✎ **The power must be off when you connect the cable or change the setting of the PC/MIDI select switch.**
If the PC/MIDI select switch is in the PC position, you must connect a special PC I/F cable to the PC (TO HOST) connector.
On the Ci-9600/Ci-8600, setting the PC/MIDI select switch to the MIDI position will automatically set the synchronization frequency to 31.25 kbps. If you subsequently set the PC/MIDI select switch to the PC position, the 31.25 kbps setting will remain in effect. You will need to change this setting as necessary.

PC (TO HOST) connector
This connector allows the Ci-9600/Ci-8600 to be controlled from a computer, or the Ci-9600/Ci-8600 to send MIDI messages to a computer.
Use a PC I/F cable of a type appropriate for your computer to connect the Ci-9600/Ci-8600's PC (TO HOST) connector to your computer.
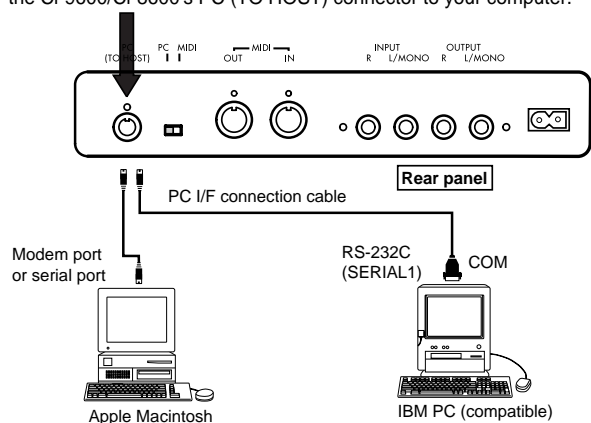
IBM PC (compatible)

Connection to an IBM PC compatible
Use the AG-001B connection kit (connection cable, "Korg MIDI driver" software) [sold separately] to make connections.
However, this method of connection cannot be used with a non-Windows application unless it specifically supports the Ci-9600/Ci-8600.

1. **Make connections to your computer**
   Turn off the power of the Ci-9600/Ci-8600 and your computer, and use a special connection cable (AG-001B [sold separately]) to connect the serial port (COM port) of your IBM PC compatible computer to the PC (TO HOST) connector of the Ci-9600/Ci-8600.

If your computer has a 25 pin serial port, you will need to obtain a 9 pin – 25 pin adapter.

2. **Press the [FUNCTION] switch**

3. **In the "Func 7/13" page, use the "PC/IF Freq." radio buttons to select "38.4".**
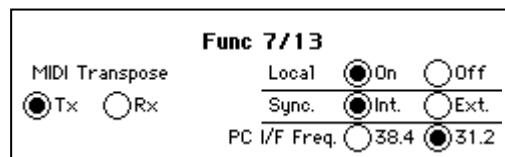
When using Windows
   Install the Korg MIDI Driver into your computer. For the installation procedure, refer to the separate document.

To write settings into internal memory
   In the "Func 10/13" page, execute "Write."
   If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.

Connection to an Apple Macintosh

Use the AG-002B connection kit (connection cable, "Korg MIDI driver" software) [sold separately] to make connections.

✎ **A Macintosh that has no serial port (modem/printer) cannot be connected via the TO HOST connector.**

1. **Make connections to your computer**
   Use the special connection cable (AG-002B [separately sold]) to connect the modem port or printer port of the Apple Macintosh to the PC (TO HOST) connector of the Ci-9600/Ci-8600.

2. **Press the [FUNCTION] switch**

3. **In the "Func 7/13" page, use the "PC/IF Freq." radio buttons to select "31.2".**

When using the Korg MIDI Driver
   If you wish to use the Korg MIDI Driver on your computer, refer to the separate document.

To write settings into internal memory
   In the "Func 10/13" page, execute "Write."
   If you turn off the power without writing, the previous settings will reappear.

To return to the previous display
   If you press the [EXIT] switch or the [FUNCTION] switch, the [FUNCTION] switch indicator will go dark, and you will return to the previous LCD screen.
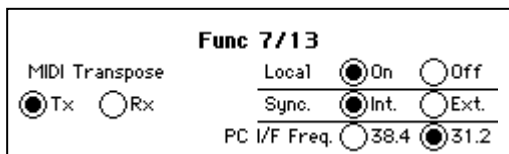
♪♫♪ Appendices

Troubleshooting

Power does not turn on

● Is the power cable connected to an appropriate AC outlet? (☞p.13)
● Is the power cable plugged into the Ci-9600/Ci-8600? (☞p.94, p.96)
● Is the power switch turned on? (☞p.14)
● If the power still does not turn on, disconnect the power cable from the AC outlet, and contact a nearby Korg dealer.

No sound

● Are the [MASTER VOLUME] slider and [ACC VOLUME] slider turned up? (☞p.14)
● Are headphones plugged into the headphone jack? (☞p.14)
● Is the currently selected part set to a volume of "0"? (☞p.43)
● Has the currently selected part been muted? (☞p.43)
● Make sure that Local On is selected. (☞p.88)
● In the "Mixer" page, is the "KeyL" check box turned on? (☞p.39)

Sound is interrupted

● The sounds of the Ci-9600/Ci-8600 are created by sampling (recording) the sounds of actual instruments. Some sounds play a single piece of sampled data when you press a key, while other sounds play two pieces of sampled data. When one of these two-sample sounds are selected, the maximum polyphony is 32 notes. For other sounds (i.e., one-sample sounds), the maximum polyphony is 64 notes. If the maximum polyphony is exceeded, some of the notes will be lost. If you use layer or split to play two sounds simultaneously, the maximum polyphony will depend on whether one-sample or two-sample sounds are used. For example if you combine a one-sample sound and a two-sample sound, the maximum polyphony will be 21 notes. When using layer or split, or when recording multiple parts on the recorder, be aware of the sounds you combine, so that you can take full advantage of the Ci-9600/Ci-8600's potential.

Piano pitch or tone seems wrong in specific ranges of pitch

● The piano sounds of the Ci-9600/Ci-8600 simulate a real piano as closely as possible. For this reason, it may appear that certain overtones are emphasized in certain ranges, this is not a malfunction.

The high range does not sound, or the pitch is lowered

● Since some sounds have an upper limit to the pitch they can produce, playing them in the high range may produce no sound, or may reassign the notes to a lower octave.

Pedals do not produce the correct result

● Has the pedal connector become disconnected? (☞p.94, p.96)
● Has the center pedal been set to a function other than Sostenuto? (☞p.29)

Cannot record

● Is the part set to "Rec"? (☞p.65)

External device does not respond to transmitted MIDI data

● Make sure that MIDI cables or the special PC interface cable are connected correctly. (☞p.87)
● Make sure that the Ci-9600/Ci-8600 is transmitting MIDI data on the same channel that is being received by the external device. (☞p.87)
● Is the MIDI channel (part) correct? (☞p.87)

Can't set the synchronization frequency

● Is the PC/MIDI select switch at the MIDI position? (☞p.90) If this switch is in the MIDI position, the synchronization frequency will be fixed at 31.25 kbps.

Specifications

Keyboard	88 notes (Ci-9600 only: real weighted hammer action keyboard)
Touch control	6 velocity curves
Tone generator system	AI-squared synthesis system + XG tone generator
Polyphony	64 voices (AI squared tone generator) + 32 voices (XG tone generator)
Number of sound programs	ROM: 332 (AI squared tone generator) + 676 (XG tone generator)
	RAM: 64 (AI squared tone generator)
Drum programs	ROM: 14 (AI squared tone generator) + 21 (XG tone generator)
	RAM: 2 (AI squared tone generator)
Sound programs (groups)	Piano, Electric Piano, Organ, Flute/Sax, Brass/Choir, Strings, Guitar, Bass, Synth/SE, Percussion, User/Disk storage
Automatic accompaniment functions	Number of rhythm styles: ROM = 128, User (Disk) = 64
	Number of pianist rhythm styles: ROM = 26
Registrations	15
Effects	Reverb: 13 types, Other: 24 types, Vocal effect: 11 types
Recorder	1 song, 40,000 notes, 8 tracks (Control, Chord, KBD + 5 tracks)
	Song control (Pause, Rew, FF, Play/Stop, Record)
SMF song player function	Standard MIDI File (Format 0 & Format 1 are supported)
	Juke Box function
	Supported formats: GM / XG
Help screens	Switchable between English / Japanese (kanji and kana)
Karaoke	Switchable between English / Japanese (kanji and kana)
FD drive	3.5" 2DD / 2HD (IBM PC, 1.44 megabytes)
Demo songs	9 songs for each rhythm style
	10 songs for each sound, 14 songs for each piano sound (left hand / right hand separable)
Metronome	❍ (On/off, tempo, beat, volume)
Display	240 × 64 pixel full graphic display (with touch-panel)
Key transpose	−11 − +11 semitones
Pitch control	427.5–453.0 Hz (0.5 Hz steps)
Temperaments	10 + 4 user scales
Layer	❍
Split	❍
Pedals	Damper*, Soft*, Center (Factory setting: Sostenuto) *=half-pedal capability
Output jacks	L/MONO, R
Input jacks	L/MONO, R
Headphone jacks	2
MIDI connectors	IN, OUT
Mic input	1 (Volume control, with Vocal effect)
PC I/F	1 (switchable with MIDI)
Amp output	40 W × 2
Speakers	13 cm × 2, 5 cm × 2, cabinet-integral bass reflex system
Power supply/Power consumption	117V/100W 230V/110W
Dimensions	Ci-9600: 1,430(W) × 525(D) × 956(H) mm Ci-8600: 1,380(W) × 530(D) × 892(H) mm
Weight	Ci-9600: 70.1 kg, Ci-8600: 55.3 kg
Included items	Accessory disk CID-00PE (containing rhythm styles, programs, and demo songs)

* Specifications and appearance are subject to change without notice for improvement.

• XG and XF logo marks are trademarks of Yamaha Corporation.

• Other product names and company names are the registered trademarks and trademarks of their respective owners.

• Sound processed with INFINITY ™.

Assembling the ST-9600Ci stand

> ⚠ **Caution**
>
> - Use two or more people to place the piano on the stand.
> - When placing the piano on the stand, be careful not to pinch your hand.
> - Be sure that the correct parts are assembled in the correct orientation, and follow the steps in the order that they are given.
> - If you apply weight to the front edge of the piano before tightening the screws, the piano may fall down.

1. **Open the packing carton and remove the contents.**

    Check that all of the following items are present.

    You will need a "+" (Philips) screwdriver to assemble the stand.

    - Side panel (left) 1   • Back panel 4   • Side panel(right) 2

    • Decorative panel B   • Decorative panel B

    • Pedal box 3

    • In the plastic bag

    - Long screws 5 ×4   • Adjuster 6 ×1   • Short screws 7 ×4
      (M6 x 60)   (M3.5 x 16)

    - Longues vis 8 ×4   • Longues vis 9 ×4
      (M4 x 10)   (M4 x 25)

    - Adjustable bolts 0 ×4   • Cable holder A ×1

2. **Attach the side panel (left) 1 and side panel (right) 2 to the pedal box 3 , and use four long screws 5 to fasten them.**

• Screw the adjuster 6 all the way into the pedal box 3.

• Pull out the pedal cable.

3. **Attach the back panel 4 .**

    Use four wood screws 7 to fasten the bottom edge of the back panel 4 , and four medium screws 8 to fasten the sides.

    Use one wood screw 7 to fasten the cable holder A to the back panel.
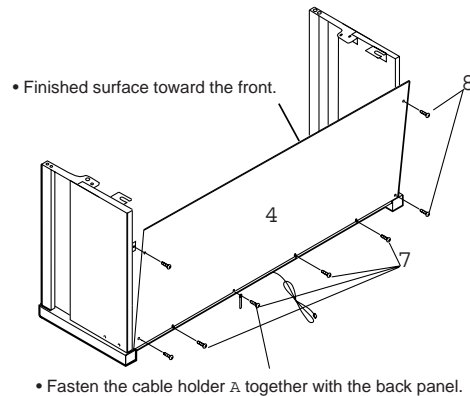
• Finished surface toward the front.

• Fasten the cable holder A together with the back panel.

- **At this time, make sure that there are no gaps in the stand, and that it does not tilt.**

4. **Attach the piano.**

    Place the piano on the stand so that the plastic feet on the bottom of the piano fit into the holes in the side panel brackets. From below, use four adjustable bolts 0 to fasten the piano to the stand.
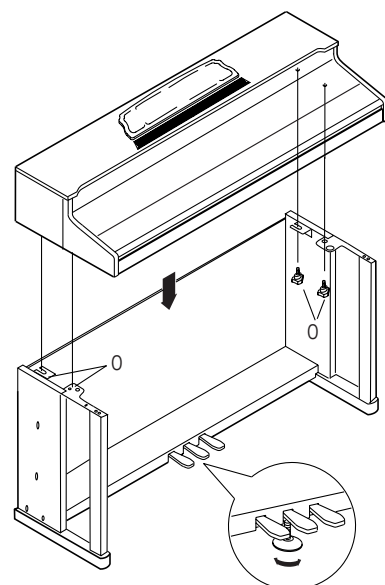
> ⚠ **Rotate the adjuster so that it firmly contacts the floor.**
> **If the adjuster is not in firm contact with the floor, the pedal will wobble and cause malfunctions.**

5. **Attach the decorative panels B to the side panels.**

   Insert guide pins A of the decorative panels B into the holes in the top board of the piano, and insert guide pins B of the decorative panels B into the holes in the side panel.

   From inside the stand, use medium screws 9 to fasten the decorative panels. Left and right panels are interchangeable.

6. **Connect the pedal cable and power cable, and fasten them.**

   Connect the power cable included with the piano to the socket located on the back of the instrument.

   • The power cable connector is not polarized.

   • Insert the pedal cable connector into the pedal connector located on the bottom of the piano. Be sure that the connector is inserted in the correct orientation.

   • Use the cable holder to fasten the pedal cable.

> ⚠ **Place the piano at a distance from the wall, so that the power supply cable on the back panel is not strained.**

Check after assembly

● **Are any parts left over?**
  If any parts are left over, check the diagrams to see where they should be used.
● **Are any of the assembly screws loose?**
  Make sure that all screws are tight.

⚠ Caution

Caution when moving
Take the piano off the stand, and transport the stand and piano separately. After moving them, refer to this manual, and re-assemble the stand and piano.

Loosened screws
After the stand and piano are assembled, the screws of the stand may become loose after extended use, causing the stand to wobble. If this occurs, re-tighten each of the screws in the stand.

Disassembly
To remove the piano and disassemble the stand, reverse the order of assembly. After disassembly, store all parts such as the screws so that they will not be lost.

Assembling the ST-8600Ci stand

⚠️ **Caution**

- Use two or more people to place the piano on the stand.
- When placing the piano on the stand, be careful not to pinch your hand.
- Be sure that the correct parts are assembled in the correct orientation, and follow the steps in the order that they are given.
- If you apply weight to the front edge of the piano before tightening the screws, the piano may fall down.

1. **Open the packing carton and remove the contents.**
   Check that all of the following items are present. You will need a "+" (Philips) screwdriver to assemble the stand.

   •Side Panel (Left) 1   •Back Panel 4   •Side Panel (Right) 2

   •Pedal Box 3

   • In the plastic bag

   • Long screws 5 ✕4 (M6 x 16)   • Adjuster 6 ✕1   • Short screws 7 ✕10 (M3.5 x 16)

   • Adjustable bolts 8 ✕4   • Cable holder 9 ✕1

2. **Attach the side panel (left) 1 and side panel (right) 2 to the pedal box 3, and use four long screws 5 to fasten them.**

   • Pull out the Pedal Cord.
   • Screw the Adjuster 6 into the Pedal Box 3 until it is all the way in.
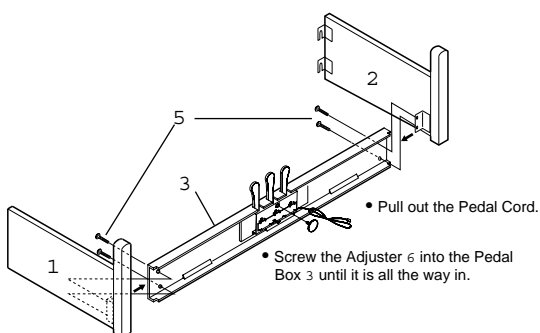
3. **Attach the back panel 4.**
   Use wood screws 7 to fasten the bottom edge of the back panel 4 first (in five places). Then use two wood screws 7 to fasten the sides (two places on each side).
   Use one wood screw 7 to fasten the cable holder 9 to the back panel.
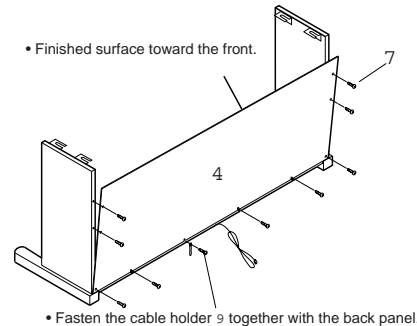
   • Finished surface toward the front.
   • Fasten the cable holder 9 together with the back panel.

- **At this time, make sure that there are no gaps in the stand, and that it does not tilt.**

4. **Attach the piano.**
   Place the plastic feet located on the bottom of the piano between the two brackets of each side panel. Slide the piano forward so that the plastic feet on the bottom of the piano contact the front brackets.
   From below, use two adjustable bolts 8 to fasten the piano to the stand.
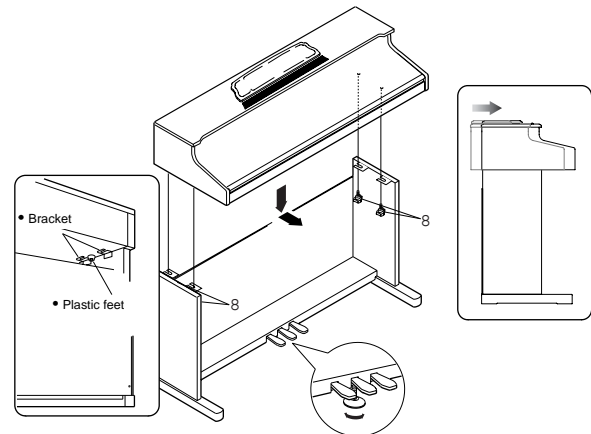
   • Bracket
   • Plastic feet

   ✎ **Rotate the adjuster so that it firmly contacts the floor.**
   If the adjuster is not in firm contact with the floor, the pedal will wobble and cause malfunctions.

5. **Connect the pedal cable and power cable, and fasten them.**
   Connect the power cable included with the piano to the socket located on the back of the instrument.

- The power cable connector is not polarized.
- Insert the pedal cable connector into the pedal connector located on the bottom of the piano. Be sure that the connector is inserted in the correct orientation.
- Use the cable holder to fasten the pedal cable.

> **Place the piano at a distance from the wall, so that the power supply cable on the back panel is not strained.**

Check after assembly

● **Are any parts left over?**
   If any parts are left over, check the diagrams to see where they should be used.
● **Are any of the assembly screws loose?**
   Make sure that all screws are tight.

⚠ Caution

Caution when moving
Take the piano off the stand, and transport the stand and piano separately. After moving them, refer to this manual, and re-assemble the stand and piano.

Loosened screws
After the stand and piano are assembled, the screws of the stand may become loose after extended use, causing the stand to wobble. If this occurs, re-tighten each of the screws in the stand.

Disassembly
To remove the piano and disassemble the stand, reverse the order of assembly. After disassembly, store all parts such as the screws so that they will not be lost.

Program list

Program name (English, Japanese)		No.*	MIDI	
E.Piano	ピアノ		Bank #	Prog #
Grand Piano1	グランドピアノ 1	400	5	0
Grand Piano2	グランドピアノ 2	401	5	1
Grand Piano3	グランドピアノ 3	402	5	2
Gentle Piano	ジェントル・ピアノ	403	5	3
Piano 1	ピアノ 1	0	0	0
Piano 2	ピアノ 2	1	0	1
Piano 3	ピアノ 3	2	0	2
Honky-tonk	ホンキー・トンク	3	0	3
Harpsichord	ハープシコード	6	0	6
90's Piano	90's ピアノ	128	1	0
Rock Piano	ロック・ピアノ	129	1	1
New Piano	ニュー・ピアノ	130	1	2
M1 Piano	M1 ピアノ	131	1	3
HarpsiFunk	ハープシ・ファンク	134	1	6
Piano&Strgs	ピアノ＆ストリング	256	2	0
PianoPad	ピアノ・パッド	257	2	1
Midi Piano	ミディ・ピアノ	258	2	2
PianoVibes	ピアノ・バイブス	263	2	7
Lyle Stack	ライルスタック	291	2	35

Program name (English, Japanese)		No.*	MIDI	
E.Piano	エレクトリックピアノ		Bank #	Prog #
E.Piano 1	エレクトリックピアノ 1	4	0	4
E.Piano 2	エレクトリックピアノ 2	5	0	5
Clavi	クラビ	7	0	7
Whirly	ウーリー	132	1	4
DW-8000 EP	DW-8000 エレピ	133	1	5
Clavmation	クラブメーション	135	1	7
Mark II bis	マーク・ビス	260	2	4
Hard Tines	ハード・タインズ	261	2	5
FunkyRoads	ファンキー・ローズ	262	2	6
Fantasia	ファンタジア	88	0	88
BellPad	ベル・パッド	226	1	98

Program name (English, Japanese)		No.*	MIDI	
Organ	オルガン		Bank #	Prog #
Melody Organ	メロディー・オルガン	404	5	4
MelodyMonica	メロディー・ハーモニカ	405	5	5
ChurchOrgan	チャーチ・オルガン	19	0	19
Reed Organ	リード・オルガン	20	0	20
Organ 1	オルガン 1	16	0	16
Organ 2	オルガン 2	17	0	17
Organ 3	オルガン 3	18	0	18
Musette	ミュゼット	21	0	21
Bandoneon	バンドネオン	23	0	23
Harmonica	ハーモニカ	22	0	22
Euro Pipe	ユーロ・パイプ	147	1	19
SmallPipe	スモール・パイプ	148	1	20
Gospel Org.	ゴスペル・オルガン	144	1	16
ClickOrgan	クリック・オルガン	145	1	17
Rotary Org.	ロータリー・オルガン	146	1	18
Fr.Musette	フレンチ・ミュゼット	149	1	21
Cassotto	キャソット	151	1	23
Akordeon	アコーデオン	150	1	22
Tone Wheel	トーン・ホイール	264	2	8
70' Organ	70' オルガン	265	2	9
Theatre Org.	シアター・オルガン	266	2	10
Velo Organ	タッチ・オルガン	267	2	11

* "No." is the program number used in the "Mixer 1/3" page etc.
• Programs with a "MIDI Bank#" of "0" are GM programs.

Program name (English, Japanese)		No.*	MIDI	
Flute/Sax	フルート / サックス		Bank #	Prog #
Melody Flute	メロディー・フルート	406	5	6
Melody FltAtk	メロディフルート Atk	407	5	7
Melody Tenor	メロディー・テナー	408	5	8
Soprano Sax	ソプラノ・サックス	64	0	64
Alto Sax	アルト・サックス	65	0	65
Tenor Sax	テナー・サックス	66	0	66
Baritone Sax	バリトン・サックス	67	0	67
Piccolo	ピッコロ	72	0	72
Flute	フルート	73	0	73
Clarinet	クラリネット	71	0	71
Oboe 1	オーボエ 1	68	0	68
English Horn	イングリッシュ・ホルン	69	0	69
Basson	バスーン	70	0	70
Recorder	リコーダー	74	0	74
Ocarina 1	オカリナ 1	79	0	79
Pan Flute	パン・フルート	75	0	75
Bottle Blow	ボトル・ブロー	76	0	76
Shaku 1	シャクハチ 1	77	0	77
Bagpipe	バグパイプ	109	0	109
Shanai	シャナイ	111	0	111
Whistle 1	ホイッスル 1	78	0	78
Syn.Calliope	シンセ・カリオペ	82	0	82
Chiffer Lead	チファー・リード	83	0	83
AltoBreath	アルト・ブレス	192	1	64
Folk Sax	フォーク・サックス	193	1	65
SoftTenor	ソフト・テナー	194	1	66
PerkySaxes	パーキー・サックス	195	1	67
Synth Fife	シンセ・フルート	200	1	72
BreathFlute	ブレス・フルート	201	1	73
Clarn.Ens.	クラリネット Ens.	199	1	71
Oboe 2	オーボエ 2	196	1	68
Woodwinds	ウッドウィンズ	197	1	69
Small^Orch	スモール・オーケストラ	198	1	70
Traverso	トラヴェルソ	202	1	74
Ocarina 2	オカリナ 2	207	1	79
Kawala	カワラ	203	1	75
BottleBlow	ボトル・ブロウ	204	1	76
Shaku 2	シャクハチ 2	205	1	77
Jaw Harp	ジョー・ハープ	237	1	109
Hichiriki	ヒチリキ	239	1	111
Whistle 2	ホイッスル 2	206	1	78
PurePanLd.	ピュア・パンリード	210	1	82
Velo Flute	ヴェロ・フルート	288	2	32
Flute/Muted	フルート / ミュート	289	2	33
Folk Clar.	フォーク・クラリネット	292	2	36
SectWinds	セクト・ウィンズ	293	2	37
Poppin'Pad	ポッピン・パッド	310	2	54

Program name (English, Japanese)		No.*	MIDI	
Brass/Choir	ブラス / ファイア		Bank #	Prog #
MelodyTrumpet	メロディトランペット	409	5	9
Melody MuteTp	メロディーミュート Tp	410	5	10
Trumpet	トランペット	56	0	56
MuteTrumpet	ミュート・トランペット	59	0	59
Trombone	トロンボーン	57	0	57
Tuba	チューバ	58	0	58
FrenchHorns	フレンチ・ホルン	60	0	60
Brass	ブラス	61	0	61
Syn.Brass1	シンセ・ブラス 1	62	0	62
Syn.Brass2	シンセ・ブラス 2	63	0	63
FlugelHorn	フリューゲル・ホルン	184	1	56
Mute Ens.	ミュート・アンサンブル	187	1	59
Dynabone	ダイナボーン	185	1	57
OB. Tuba	OB チューバ	186	1	58
Horn Ens.	ホルン・アンサンブル	188	1	60
Brass Band	ブラス・バンド	189	1	61

Appendices

Program name (English, Japanese)		No.*	MIDI	
Brass/Choir	ブラス /クァイア		Bank #	Prog #
Syn.Brass3	シンセ・ブラス 3	190	1	62
Sfz<Brass	Sfz・ブラス	191	1	63
DblBrass	ダブル・ブラス	268	2	12
Trump Ens.	トランペット Ens.	290	2	34
Brass Fall	ブラス・フォール	319	2	63
Choir Aahs	クァイア アー	52	0	52
Solo Vox	ソロ・ボックス	85	0	85
Space Voice	スペース・ボイス	91	0	91
Halo Pad	ハロー・パッド	94	0	94
Brightness	ブライトネス	100	0	100
Echo Drops	エコー・ドロップ	102	0	102
Voice Oohs	ボイス ウー	53	0	53
SynVox	シンセ・ボックス	54	0	54
Breath Noise	ブレス・ノイズ	121	0	121
Doolally	ドゥーラリー	180	1	52
Vox Lead	ボックス・リード	213	1	85
Heaven	ヘブン	219	1	91
Polar Pad	ポーラー・パッド	222	1	94
ElastikPad	イラスティックパッド	228	1	100
Big Panner	ビッグ・パンナー	230	1	102
AirVoxDbl	エアボックスダブル	181	1	53
Glassglide	グラスグライド	182	1	54
Laughing	ラフィング	249	1	121
DanceReMix	ダンス・リミックス	271	2	15
LiteVoices	ライト・ボイス	304	2	48
DigitalAir	デジタル・エアー	305	2	49
Air Vox	エアー・ボックス	306	2	50
Ambi.Voice	アンビエント・ボイス	307	2	51
Airways	エアーウェイズ	308	2	52

Program name (English, Japanese)		No.*	MIDI	
Strings	ストリングスブラス /クァイア		Bank #	Prog #
Melody Violin	メロディーバイオリン	411	5	11
Strings	ストリングス	48	0	48
Slow Strings	スロー・ストリングス	49	0	49
Tremolo Str.	トレモロ・ストリングス	44	0	44
PizzicatoStr.	ピチカートストリング	45	0	45
Violin	バイオリン	40	0	40
Viola	ビオラ	41	0	41
Cello	チェロ	42	0	42
Contrabass	コントラバス	43	0	43
Marcato	マルカート	176	1	48
Expr Str.	Exp. ストリングス	177	1	49
Octave Str.	オクターブストリング	172	1	44
OctavePizz.	オクターブピチカート	173	1	45
The Strings	ザ・ストリングス	168	1	40
ChambViola	チェンバー・ヴィオラ	169	1	41
Cello Ens.	チェロ・アンサンブル	170	1	42
ChamDBass	チェンバー・Wベース	171	1	43
i3 Strings	i3 ストリングス	296	2	40
N-Strings	N- ストリングス	297	2	41
Light Pizz	ライト・ピチカート	302	2	46
DblStrings	ダブルストリングス	303	2	47
Stab Pad	スタブ・パッド	309	2	53
SynStrings 1	シンセ・ストリングス 1	50	0	50
SynStrings 2	シンセ・ストリングス 2	51	0	51
AnalogPad	アナログ・パッド	178	1	50
AnaStrings	アナログストリングス	179	1	51
Fiddle	フィドル	110	0	110
MandoTrem.	マンドリン・トレモロ	238	1	110
Harp	ハープ	46	0	46
My dream	マイ・ドリーム	174	1	46
OrchestraHit	オーケストラ・ヒット	55	0	55
Impact Hit	インパクト・ヒット	183	1	55

Program name (English, Japanese)		No.*	MIDI	
Guitar	ギター		Bank #	Prog #
Nylon Gtr.	ナイロン・ギター	24	0	24
SteelGtr.	スチール・ギター	25	0	25
Jazz Gtr.	ジャズ・ギター	26	0	26
Clean Gtr.	クリーン・ギター	27	0	27
Overdrive	オーバードライブ	29	0	29
Dist.Gtr.	ディスト・ギター	30	0	30
Muted Gtr.	ミュート・ギター	28	0	28
Charang	チャラン	84	0	84
GT.Harm.	ギター・ハーモニクス	31	0	31
L&R Ac.Gtr.	L&R アコースティック G	152	1	24
12 Strings	12 ゲン・ギター	153	1	25
PedalSteel	ペダル・スチール	154	1	26
L&R El.Gtr.	ステレオ・エレキギター	155	1	27
DistoMutes	ディスト・ミュート	157	1	29
Solo Dist.	ソロ・ディストーション	158	1	30
Clean Funk	クリーン・ファンク	156	1	28
Dist.Lead	ディスト・リード	212	1	84
PowerChord	パワー・コード	159	1	31
R&R Guitar	R&R ギター	272	2	16
ResonatedGtr	レゾネート・ギター	273	2	17
ElectricAc.	エレ・アコ・ギター	274	2	18
Mr.Clean	ミスター・クリーン	275	2	19
Hackbrett	ハックブレット	276	2	20
Gtr.Strings	ギター・ストリングス	277	2	21
StereoDist.	ステレオ・ディスト	278	2	22
Sitar	シタール	104	0	104
Banjo	バンジョー	105	0	105
Santur	サントゥール	15	0	15
Shamisen	シャミセン	106	0	106
Koto	コト	107	0	107
Gt.FretNoise	ギターフレットノイズ	120	0	120
Tambra	タンブーラ	232	1	104
Bouzouki	ブズーキー	233	1	105
Celtic Plug	ケルティック・プラグ	143	1	15
Oud	ウード	234	1	106
Kanoon	カヌーン	235	1	107
Ukulele	ウクレレ	236	1	108

Program name (English, Japanese)		No.*	MIDI	
Bass	ベース		Bank #	Prog #
Acoustic Bs.	アコースティックベース	32	0	32
Fingered Bs.	フィンガー・ベース	33	0	33
Picked Bs.1	ピック・ベース 1	34	0	34
Fretless Bs.	フレットレス・ベース	35	0	35
Slap Bass 1	スラップ・ベース1	36	0	36
Slap Bass 2	スラップ・ベース2	37	0	37
SynthBass 1	シンセ・ベース 1	38	0	38
SynthBass 2	シンセ・ベース 2	39	0	39
Upright	アップライト	160	1	32
Bass/Harm.	ベース・ハーモニクス	161	1	33
Picked Bs.2	ピック・ベース 2	162	1	34
Fat Fretty	ファット・フレッティー	163	1	35
SuperRound	スーパー・ラウンド	164	1	36
DynaSlap	ダイナミックスラップ	165	1	37
Dance Bass	ダンス・ベース	166	1	38
SquareBass	スクエア・ベース	167	1	39
Ultra Rez	ウルトラ・レゾ	270	2	14
Gtr/Bass	ギター/ ベース	279	2	23
FingerDark	フィンガー・ダーク	280	2	24
Dyno Bass	ダイノ・ベース	281	2	25
Bass/Mute	ベース / ミュート	282	2	26
Stick Bass	スティック・ベース	283	2	27
Deep House	ディープ・ハウス	284	2	28
Dr.Octave	ドクター・オクターブ	285	2	29
Rap Bass	ラップ・ベース	286	2	30
Zap bass	ザップ・ベース	287	2	31

Program name (English, Japanese)		No.*	MIDI	
Synth/S.E.	シンセ／効果音		Bank #	Prog #
SquareWave	スクエア・ウェーブ	80	0	80
Saw Wave	ソウ・ウェーブ	81	0	81
5Th Wave	フィフス・ウェーブ	86	0	86
Bass & Lead	ベース＆リード	87	0	87
PolySynth	ポリ・シンセ	90	0	90
Ice Rain	アイス・レイン	96	0	96
Warm Pad	ウォーム・パッド	89	0	89
BowedGlass	ボウド・グラス	92	0	92
Metal Pad	メタル・パッド	93	0	93
Sweep Pad	スイープ・パッド	95	0	95
Soundtrack	サウンドトラック	97	0	97
Atomosphere	アトモスフィア	99	0	99
Goblin	ゴブリン	101	0	101
Star Theme	スター・テーマ	103	0	103
Soft Solo	ソフト・ソロ	208	1	80
Big Lead	ビッグ・リード	209	1	81
Rubby	ラビー	211	1	83
Big Fives	ビッグ・ファイブス	214	1	86
Big & Raw	ビッグ＆ロー	215	1	87
Thick Pad	シック・パッド	216	1	88
Soft Pad	ソフト・パッド	217	1	89
Farluce	ファールース	218	1	90
Glass Pad	グラス・パッド	220	1	92
Panner Pad	パンナー・パッド	221	1	93
Celestial	セレッシャル	223	1	95
Caribean	カリビーン	224	1	96
AmbientPad	アンビエントパッド	227	1	99
Bell Choir	ベル・クァイア	229	1	101
Odyssey	オディッシイー	231	1	103
Fresh Air	フレッシュ・エアー	259	2	3
SlowSunset	スロー・サンセット	269	2	13
FallAngels	フォール・エンジェルス	294	2	38
Lylesircs	ライルサークス	295	2	39
Ravel Pad	ラヴェル・パッド	298	2	42
Dark Pad	ダーク・パッド	299	2	43
Yoshi Pad	ヨシ・パッド	300	2	44
Swell Pad	スウェル・パッド	301	2	45
MonoLead	モノ・リード	311	2	55
Space Wing	スペース・ウィング	313	2	57
SteamCloud	スチーム・クラウド	316	2	60
Fragments	フラグメンツ	318	2	62
Rave	レイブ	225	1	97
Heart Beat	ハート・ビート	248	1	120
Jet Star	ジェット・スター	312	2	56
Ambience	アンビエンス	314	2	58
Glide Fx	グライド Fx	315	2	59
WhiteNoise	ホワイト・ノイズ	317	2	61
Seashore	シーショアー	122	0	122
Bird	バード	123	0	123
Telephone 1	テレフォン 1	124	0	124
Helicopter	ヘリコプター	125	0	125
Applause	アプローズ	126	0	126
Gun Shot	ガン・ショット	127	0	127
Wind	ウィンド	250	1	122
Gallop	ギャロップ	251	1	123
Telephone 2	テレホン 2	252	1	124
Train	トレイン	253	1	125
Stadium!!	スタジアム	254	1	126
Explosion	エクスプロージョン	255	1	127

Program name (English, Japanese)		No.*	MIDI	
Percussion	パーカッション		Bank #	Prog #
Celesta	チェレスタ	8	0	8
Glockenspiel	グロッケンシュピール	9	0	9
Music Box	ミュージックボックス	10	0	10
Kalimba	カリンバ	108	0	108
Vibraphone	ビブラフォン	11	0	11
Marimba	マリンバ	12	0	12
Xylophone	シロフォン	13	0	13
Tubular Bell	チューブラー・ベル	14	0	14
Timpani	ティンパニー	47	0	47
Soft Timpani	ソフト・ティンパニー	175	1	47
Agogo	アゴゴ	113	0	113
Steel Drums	スチール・ドラム	114	0	114
Woodblock	ウッドブロック	115	0	115
Crystal	クリスタル	98	0	98
Tinkle Bell	ティンクル・ベル	112	0	112
Taiko	タイコ	116	0	116
Melo. Tom	メロウ・タム	117	0	117
Synth Drum	シンセドラム	118	0	118
ReverseCym.	リバース・シンバル	119	0	119
SynCelesta	シンセ・チェレスタ	136	1	8
Sistro	シストロ	137	1	9
Orgel	オルゲル	138	1	10
SynVibes	シンセ・バイブス	139	1	11
Balaphone	バラフォン	140	1	12
Gamelan	ガムラン	141	1	13
ChurchBell	チャーチ・ベル	142	1	14
Cowbell	カウベル	241	1	113
Claves	クラベス	242	1	114
Castanets	カスタネット	243	1	115
WindChimes	ウィンド・チャイム	240	1	112
Tsuzumi	ツヅミ	244	1	116
Oil Drum	オイル・ドラム	245	1	117
Rev.Tom	リバース・タム	246	1	118
Rev.Snare	リバース・スネア	247	1	119
GM Kit 1	GM キット 1	384	4	0
GM Kit 2	GM キット 2	385	4	1
Room Kit	ルーム・キット	386	4	8
Power Kit	パワー・キット	387	4	16
Electronic Kit	エレクトロニック・キット	388	4	24
Analog Kit	アナログ・キット	389	4	25
Dance Kit	ダンス・キット	390	4	26
Jazz Kit	ジャズ・キット	391	4	32
Brush Kit	ブラッシュ・キット	392	4	40
Orchestra Kit	オーケストラ・キット	393	4	48
Percussion Kit	パーカッション・キット	394	4	64
Latin Perc. Kit	ラテン・キット	395	4	65
Arabian Kit	アラビアン・キット	396	4	116
SFX Kit	SFX キット	397	4	56

Rhythm style list

Group name (English, Japanese)		No.*
8/16 BEAT	8/16 ビート	
8 Beat	8 ビート	64
GuitarBallad	ギター・バラード	65
L.A. R&B	L.A. R&B	66
Sweet Beat	スウィート・ビート	67
Analog Night	アナログ・ナイト	68
8 Beat Rock	8 ビート・ロック	69
ShuffleShade	シャッフル・シェード	70
Rhythm&Beat	リズム＆ビート	71
16 Beat	16 ビート	72
Windy Beat	ウィンディー・ビート	73
Home Beat	ホーム・ビート	74
ColorBeat	カラー・ビート	75
Miami Beat	マイアミ・ビート	76
Analogyst	アナロギスト	77
Thin Funk	シン・ファンク	78
Easy Rock	イージー・ロック	79

Group name (English, Japanese)		No.*
DANCE	ダンス	
Party Polka	パーティー・ポルカ	88
NonstopParty	ノンストップパーティ	89
Motown	モータウン	90
Love disco	ラブ・ディスコ	91
Disco '70	ディスコ '70	92
80's Dance	80's ダンス	93
House	ハウス	94
Techno	テクノ	95
Progressive	プログレッシブ	96
Underground	アンダーグラウンド	97
Jungle	ジャングル	98
Garage	ガラージュ	99
Euro Rap	ユーロ・ラップ	100
Hip Hop	ヒップ・ホップ	101
DancingTribe	ダンス・トライブ	102
Down Beat	ダウン・ビート	103

Group name (English, Japanese)		No.*
LATIN	ラテン	
Basic Bossa	ベーシックボサノバ	104
Bossa nueva	ボサノバ・ニューバ	105
Miss Bossa	ミス・ボサノバ	106
Samba	サンバ	107
Sambalegre	サンバレグレ	108
Beguine	ビギン	109
Last Rhumba	ラスト・ルンバ	110
Cha Cha Cha	チャ・チャ・チャ	111
Tango	タンゴ	112
Habanera	ハバネラ	113
Paso Doble	パソ・ダブル	114
Cumbia	クンビア	115
By on	バイオン	116
Calypso	カリプソ	117
Reggae	レゲエ	118
Dance Reggae	ダンス・レゲエ	119

Group name (English, Japanese)		No.*
BALLROOM	ボールルーム	
Pop 6/8	ポップ 6/8	80
Back to 60's	バック・トゥー60's	81
Rock 6/8	ロック 6/8	82
Flipper 6/8	フリッパー6/8	83
Flipper 4/4	フリッパー4/4	84
Twist	ツイスト	85
Hully Gully	ハリー・ガリー	86
Beach Surfer	ビーチ・サーファー	87
Mambo	マンボ	120
Salsa	サルサ	121
Merengue	メレンゲ	122
Meneito	メネイト	123
Macarena	マカレナ	124
Tikitikita	チキチキタ	125
Lambada	ランバダ	126
Disco Samba	ディスコ・サンバ	127

Group name (English, Japanese)		No.*
TRAD	トラッド	
Waltz	ワルツ	128
Mazurka	マズルカ	129
Polka	ポルカ	130
German Waltz	ジャーマン・ワルツ	131
Laendler	レンドラー	132
German Polka	ジャーマン・ポルカ	133
W.Musette	ワルツ・ミュゼット	134
French March	フレンチ・マーチ	135
WienerWaltz	ウィンナー・ワルツ	136
Slow Waltz1	スロー・ワルツ 1	137
Slow Waltz2	スロー・ワルツ 2	138
Operetta	オペレッタ	139
Fox Trot	フォックス・トロット	140
Club Fox	クラブ・フォックス	141
Quick Step	クイック・ステップ	142
Charleston	チャールストン	143

Group name (English, Japanese)		No.*
JAZZ/FUNK	ジャズ／ファンク	
BigBand 40's	B. バンド 40'S	144
Big Band	ビッグ・バンド	145
Fast BigBand	ファスト・B. バンド	146
Latin BigBand	ラテン・B. バンド	147
Broadway	ブロードウェイ	148
Hollywood	ハリウッド	149
Jazz Waltz	ジャズ・ワルツ	150
5/4 Swing	5/4 スイング	151
Ballad	バラード	152
Medium Swing	ミディアムスイング	153
Be Bop	ビ・バップ	154
Acid Jazz	アシッド・ジャズ	155
Latin Jazz	ラテン・ジャズ	156
Still Life	スティル・ライフ	157
Party Funk	パーティー・ファンク	158
Groove	グルーブ	159

Group name (English, Japanese)		No.*
R&B/ROCK	**R&B／ ロック**	
R. & B.	R. & B.	160
6/8 Blues	6/8 ブルース	161
Gospel	ゴスペル	162
BluesShuffle	ブルース・シャッフル	163
Pop Shuffle	ポップ・シャッフル	164
Uncle Funk	アンクル・ファンク	165
Get Funked	ゲット・ファンク	166
ElectricFunk	エレクトリック・ファンク	167
Light Rock	ライト・ロック	168
Pop Rock	ポップ・ロック	169
Open Rock	オープン・ロック	170
Heavy Rock	ヘビー・ロック	171
Rock Ballad	ロック・バラード	172
Half Time	ハーフ・タイム	173
Rock & Roll	ロック ＆ロール	174
Rock Hip Hop	ロック・ヒップホップ	175

Group name (English, Japanese)		No.*
WORLD	**ワールド**	
Country	カントリー	176
Country Beat	カントリー・ビート	177
Country Bld.	カントリー・バラード	178
Dixieland	ディキシーランド	179
OnTheBridge	オン・ザ・ブリッジ	180
Tarantella	タランテラ	181
Sevillana	セビルアーナ	182
Gipsy	ジプシー	183
9/8 Roman	9/8 ロマン	184
Ciftetelli	チフテテリ	185
Mariachi	マリアッチ	186
Raspa	ラスパ	187
Venezia	ベネチア	188
Minuetto	メヌエット	189
Bolero	ボレロ	190
New Age	ニュー・エイジ	191

Group name (English, Japanese)		No.*
PIANIST	**ピアニスト**	
Classic	クラッシック	192
Classic 3/4	クラッシック 3/4	193
Waltz	ワルツ	194
March	マーチ	195
Ragtime	ラグタイム	196
Swing	スイング	197
Jazz Waltz	ジャズ ワルツ	198
Arpeggio 1	アルペジオ 1	199
Arpeggio 2	アルペジオ 2	200
Ballad	バラード	201
Rock Ballad	ロックバラード	202
Pop 1	ポップ 1	203
Pop 2	ポップ 2	204
Pop 3	ポップ 3	205
Country	カントリー	206
Shuffle	シャッフル	207
Gospel	ゴスペル	208
Boogie Woogie	ブギ ウギ	209
50's Rock	50's ロック	210
Bossa Nova	ボサノバ	211
Tango	タンゴ	212
Ballad Trio 1	バラード トリオ 1	213
Ballad Trio 2	バラード トリオ 2	214
Ballad Quartet	バラード カルテット	215
Jazz Trio	ジャズ トリオ	216
Latin Quartet	ラテン カルテット	217

Drum kits list

#	Note	GM Kit 1 Inst	GM Kit 1 Excl	GM Kit 2 Inst	GM Kit 2 Excl	Room Kit Inst	Room Kit Excl	Power Kit Inst	Power Kit Excl
21	A0	Syn Kick 1	---	Syn Kick 1	---	Syn Kick 2	---	Dance Kick	---
22	A#0	SynSnare 2	---	SynSnare 2	---	AmbiSnare1	---	SynSnare 2	---
23	B0	Syn Kick 3	---	Syn Kick 3	---	Syn Kick 3	---	Syn Kick 3	---
24	C1	SynSnare 1	---	SynSnare 1	---	SynSnare 1	---	SynSnare 1	---
25	C#1	FullRoomSD	---	FullRoomSD	---	LightSnare	---	PicloSnare	---
26	D1	GatedSnare	---	--	---	TightSnare	---	Snare 1	---
27	D#1	Dry Kick 2	---	Dry Kick 2	---	Fat Kick	---	Rock Kick	---
28	E1	Rock Kick	---	Ambi.Kick	---	Gated Kick	---	--	---
29	F1	Snare 2	---	AmbiSnare2	---	FullRoomSD	---	FullRoomSD	---
30	F#1	Open HH 1	1	Close HH	1	Open HH 1	1	Open HH 1	1
31	G1	Gated Kick	---	PillowKick	---	Real Kick	---	Fat Kick	---
32	G#1	Side Stick	---	--	---	Metronome2	---	Metronome2	---
33	A1	RollSnare2	7	RollSnare2	7	AmbiSnare2	---	AmbiSnare2	---
34	A#1	RollSnare1	7	RollSnare1	7	PowerSnare	---	FullRoomSD	---
35	B1	Fat Kick	---	ProcesKick	---	Rock Kick	---	Ambi.Kick	---
36	C2	Ambi.Kick	---	Fat Kick	---	Ambi.Kick	---	Gated Kick	---
37	C#2	Side Stick	---	Side Stick	---	Side Stick	---	Side Stick	---
38	D2	DrySnare 1	---	DrySnare 1	---	GatedSnare	---	PowerSnare	---
39	D#2	Syn Claps	---	Syn Claps	---	Syn Claps	---	Hand Claps	---
40	E2	FullRoomSD	---	Rock Snare	---	LightSnare	---	GatedSnare	---
41	F2	Tom 2 Lo	---	Tom 2 Lo	---	Tom 1 Lo	---	ProcessTom	---
42	F#2	Close HH	1	Close HH	1	Close HH	1	Close HH	1
43	G2	Tom 2 Lo	---	Tom 2 Lo	---	Tom 1 Lo	---	ProcessTom	---
44	G#2	Pedal HH 1	1	Pedal HH 1	1	Pedal HH 1	1	Pedal HH 1	1
45	A2	Tom 2 Lo	---	Tom 2 Lo	---	Tom 1 Lo	---	ProcessTom	---
46	A#2	Open HH 1	1	Open HH 1	1	Open HH 1	1	Open HH 1	1
47	B2	Tom 2 Lo	---	Tom 2 Lo	---	Tom 1 Lo	---	ProcessTom	---
48	C3	Tom 2 Hi	---	Tom 2 Hi	---	Tom 1 Lo	---	ProcessTom	---
49	C#3	Crash Cym	---	Crash Cym	---	Crash Cym	---	Crash Cym	---
50	D3	Tom 2 Hi	---	Tom 2 Hi	---	Tom 1 Lo	---	ProcessTom	---
51	D#3	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---
52	E3	China Cym	---	China Cym	---	China Cym	---	China Cym	---
53	F3	Ride Cup	---	Ride Cup	---	Ride Cup	---	Ride Cup	---
54	F#3	Tambourine	---	Tambourine	---	Tambourine	---	Tambourine	---
55	G3	Splash Cym	---	Splash Cym	---	Splash Cym	---	Splash Cym	---
56	G#3	Cowbell 1	---	Cowbell 1	---	Cowbell 1	---	Cowbell 1	---
57	A3	Crash Cym	---	Crash Cym	---	Crash Cym	---	Crash Cym	---
58	A#3	Viblaslap	---	Viblaslap	---	Viblaslap	---	Viblaslap	---
59	B3	Ride Cym 2	---	Ride Edge	---	Ride Cym 2	---	Ride Cym 2	---
60	C4	Hi Bongo	---	Hi Bongo	---	Hi Bongo	---	Hi Bongo	---
61	C#4	Lo Bongo	---	Lo Bongo	---	Lo Bongo	---	Lo Bongo	---
62	D4	Slap Conga	---	Slap Conga	---	Slap Conga	---	Slap Conga	---
63	D#4	Open Conga	---	Open Conga	---	Open Conga	---	Open Conga	---
64	E4	Open Conga	---	Open Conga	---	Open Conga	---	Open Conga	---
65	F4	Timbal1HiO	---	Timbal1HiO	---	Timbal1HiO	---	Timbal1HiO	---
66	F#4	Timbal1LoO	---	Timbal1LoO	---	Timbal1LoO	---	Timbal1LoO	---
67	G4	Agogo 1	---	Agogo 1	---	Agogo 1	---	Agogo 1	---
68	G#4	Agogo 1	---	Agogo 1	---	Agogo 1	---	Agogo 1	---
69	A4	Cabasa	---	Cabasa	---	Cabasa	---	Cabasa	---
70	A#4	SynMaracas	---	SynMaracas	---	SynMaracas	---	SynMaracas	---
71	B4	Whistle S	2	Whistle S	2	Whistle S	2	Whistle S	2
72	C5	Whistle L	2	Whistle L	2	Whistle L	2	Whistle L	2
73	C#5	Guiro S	4	Guiro S	4	Guiro S	4	Guiro S	4
74	D5	Guiro L	4	Guiro L	4	Guiro L	4	Guiro L	4
75	D#5	Claves	---	Claves	---	Claves	---	Claves	---
76	E5	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---
77	F5	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---
78	F#5	Mute Cuica	3	Mute Cuica	3	Mute Cuica	3	Mute Cuica	3
79	G5	Open Cuica	3	Open Cuica	3	Open Cuica	3	Open Cuica	3
80	G#5	MuteTriang	5	MuteTriang	5	MuteTriang	5	MuteTriang	5
81	A5	OpenTriang	5	OpenTriang	5	OpenTriang	5	OpenTriang	5
82	A#5	Cabasa	---	Cabasa	---	Cabasa	---	Cabasa	---
83	B5	JingleBell	---	JingleBell	---	JingleBell	---	JingleBell	---
84	C6	MarcTree 1	---	MarcTree 1	---	MarcTree 1	---	MarcTree 1	---
85	C#6	Castanet1V	---	Castanet1V	---	Castanet1V	---	Castanet1V	---
86	D6	Baya 1	6	Baya 1	6	Baya 1	6	Baya 1	6
87	D#6	Tom 2 Hi V	6	Tom 2 Hi V	6	Tom 2 Hi V	6	Tom 2 Hi V	6

#	Note	Electronic Kit Inst	Excl	Analog Kit Inst	Excl	Dance Kit Inst	Excl	Jazz Kit Inst	Excl
21	A0	Dance Kick	---	Explosion	---	Snare 1	---	Syn Kick 1	---
22	A#0	SynSnare 2	---	AmbiSnare1	---	Snare 1	---	SynSnare 1	---
23	B0	Syn Kick 3	---	Real Kick	---	Syn Kick 3	---	Syn Kick 3	---
24	C1	SynSnare 1	---	GatedSnare	---	SynSnare 1	---	SynSnare 1	---
25	C#1	Rock Snare	---	PicloSnare	---	Snare 1	---	LightSnare	---
26	D1	OilDrum	---	Rock Snare	---	AmbiSnare2	---	AmbiSnare2	---
27	D#1	Syn Kick 1	---	Fat Kick	---	Ambi.Kick	---	Ambi.Kick	---
28	E1	Gated Kick	---	Dance Kick	---	Rock Snare	---	PillowKick	---
29	F1	PowerSnare	---	AmbiSnare2	---	WhiteNoise	---	FullRoomSD	---
30	F#1	ClosSynHH1	1	Close HH	1	Zap 2	1	Open HH 1	1
31	G1	Fat Kick	---	Ambi.Kick	---	Dry Kick 1	---	Dry Kick 1	---
32	G#1	Zap 1	---	Zap 1	---	Zap 1	---	Metronome2	---
33	A1	GatedSnare	---	FullRoomSD	---	Gun Shot 1	---	DrySnare 1	---
34	A#1	PowerSnare	---	Snare 1	---	SolidHit	---	FullRoomSD	---
35	B1	Ambi.Kick	---	Syn Kick 1	---	Syn Kick 1	---	Ambi.Kick	---
36	C2	Syn Kick 4	---	Syn Kick 3	---	Dance Kick	---	Dry Kick 2	---
37	C#2	Syn Rim	---	Syn Rim	---	Metronome2	---	Side Stick	---
38	D2	SynSnare 2	---	SynSnare 1	---	FullRoomSD	---	LightSnare	---
39	D#2	Syn Claps	---	Syn Claps	---	Syn Claps	---	Hand Claps	---
40	E2	AmbiSnare1	---	SynSnare 2	---	AmbiSnare1	---	Snare 2	---
41	F2	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Lo	---
42	F#2	Close HH	1	ClosSynHH1	1	Close HH	1	Close HH	1
43	G2	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Lo	---
44	G#2	Pedal HH 1	1	ClosSynHH1	1	ClosSynHH1	1	Pedal HH 1	1
45	A2	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Lo	---
46	A#2	Open HH 1	1	OpenSynHH1	1	OpenSynHH1	1	Open HH 1	1
47	B2	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Lo	---
48	C3	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Hi	---
49	C#3	Crash Cym	---	OpenSynHH1	---	Crash Cym	---	Crash Cym	---
50	D3	Syn Tom 1	---	SynTom2 Hi	---	ProcessTom	---	Tom 1 Hi	---
51	D#3	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---
52	E3	Rev.Cymbal	---	China Cym	---	Rev.Cymbal	---	China Cym	---
53	F3	Ride Cup	---	Ride Cup	---	Ride Cup	---	Ride Cup	---
54	F#3	Tambourine	---	Tambourine	---	Tambourine	---	Tambourine	---
55	G3	Splash Cym	---	Splash Cym	---	Splash Cym	---	Splash Cym	---
56	G#3	Cowbell 1	---	SynCowbell	---	SynCowbell	---	Cowbell 1	---
57	A3	Crash Cym	---	Crash Cym	---	Crash Cym	---	Crash Cym	---
58	A#3	Viblaslap	---	Viblaslap	---	Viblaslap	---	Viblaslap	---
59	B3	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---	Ride Cym 2	---
60	C4	Hi Bongo	---	Hi Bongo	---	Hi Bongo	---	Hi Bongo	---
61	C#4	Lo Bongo	---	Lo Bongo	---	Lo Bongo	---	Lo Bongo	---
62	D4	Slap Conga	---	SynTom2 Hi	---	Palm Conga	---	Slap Conga	---
63	D#4	Open Conga	---	SynTom2 Hi	---	Open Conga	---	Open Conga	---
64	E4	Open Conga	---	SynTom2 Lo	---	Open Conga	---	Open Conga	---
65	F4	Timbal1HiO	---	Timbal1HiO	---	Timbal1HiO	---	Timbal1HiO	---
66	F#4	Timbal1LoO	---	Timbal1LoO	---	Timbal1LoO	---	Timbal1LoO	---
67	G4	Agogo 1	---	Agogo 1	---	Agogo 1	---	Agogo 1	---
68	G#4	Agogo 1	---	Agogo 1	---	Agogo 1	---	Agogo 1	---
69	A4	Cabasa	---	Cabasa	---	Cabasa	---	Cabasa	---
70	A#4	SynMaracas	---	SynMaracas	---	SynMaracas	---	SynMaracas	---
71	B4	Whistle S	2	Whistle S	2	Whistle S	2	Whistle S	2
72	C5	Whistle L	2	Whistle L	2	Whistle L	2	Whistle L	2
73	C#5	Guiro S	4	Guiro S	4	Guiro S	4	Guiro S	4
74	D5	Guiro L	4	Guiro L	4	Guiro L	4	Guiro L	4
75	D#5	Claves	---	Syn Claves	---	Syn Claves	---	Claves	---
76	E5	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---
77	F5	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---	WoodBlockM	---
78	F#5	Mute Cuica	3	Mute Cuica	3	Mute Cuica	3	Mute Cuica	3
79	G5	Open Cuica	3	Open Cuica	3	Open Cuica	3	Open Cuica	3
80	G#5	MuteTriang	5	MuteTriang	5	MuteTriang	5	MuteTriang	5
81	A5	OpenTriang	5	OpenTriang	5	OpenTriang	5	OpenTriang	5
82	A#5	Cabasa	---	Cabasa	---	Cabasa	---	Cabasa	---
83	B5	JingleBell	---	JingleBell	---	JingleBell	---	JingleBell	---
84	C6	MarcTree 1	---	MarcTree 1	---	MarcTree 1	---	MarcTree 1	---
85	C#6	Castanet1V	---	Castanet1V	---	Castanet1V	---	Castanet1V	---
86	D6	Baya 1	6	Baya 1	6	Baya 1	6	Baya 1	6
87	D#6	Tom 2 Hi V	6	Tom 2 Hi V	6	Tom 2 Hi V	6	Tom 2 Hi V	6

#	Note	Brush Kit Inst	Excl	Orchestra Kit Inst	Excl	Percussion Kit Inst	Excl	Lati Perc. Kit Inst	Excl
21	A0	Tom 1 Lo	---	OFF		OFF		OFF	
22	A#0	Tom 1 Lo	---	OFF		OFF		MuteTriang	7
23	B0	Tom 1 Lo	---	OFF		OFF		OpenTriang	7
24	C1	Tom 1 Lo	---	RollSnare2	7	Flexatone	---	Flexatone	---
25	C#1	Tom 1 Hi	---	RollSnare1	7	FingCymbal	---	FingCymbal	---
26	D1	DrySnare 1	---	FingrSnap1	---	Tsuzumi	---	SynCowbell	---
27	D#1	Orch B.Drm	---	Close HH	1	Lo Bongo	---	Castanet 1	6
28	E1	Punch Kick	---	--	1	Hi Bongo	---	Castanet1V	---
29	F1	FingrSnap1	---	Open HH 1	1	Lo Bongo	---	FingrSnap1	---
30	F#1	Open HH 1	1	Ride Edge	---	Tambourine	---	Snap	---
31	G1	Dry Kick 1	---	Stick Hit	---	Agogo 1	---	MetalHitHi	---
32	G#1	Side Stick	---	Snap	---	Wind	---	MetalHitLo	---
33	A1	Brush Tap	---	Metronome1	---	Agogo 1	---	Tsuzumi	---
34	A#1	Brush Tap	---	Tubular 3	---	Slap Bongo	---	Tsuzumi	---
35	B1	PillowKick	---	Real Kick	---	WoodBlockL	---	Tsuzumi	---
36	C2	Dry Kick 2	---	Orch B.Drm	---	Claves	---	Orch B.Drm	1
37	C#2	Side Stick	---	Side Stick	---	WoodBlockM	---	Orch B.Drm	1
38	D2	BrushNoise	---	DrySnare 1	---	BongBellOp	---	Agogo 1	---
39	D#2	Brush Slap	---	Castanet1V	---	WoodBlockH	---	Agogo 1	---
40	E2	BrushSwish	---	DrySnare 1	---	Castanet 1	---	Open Conga	---
41	F2	Brush Tom	---	Timpani	---	Baya 2	---	Mute Conga	---
42	F#2	Close HH	1	Timpani	---	Shaker 1	---	Palm Conga	---
43	G2	Brush Tom	---	Timpani	---	Baya 1	---	Slap Conga	---
44	G#2	Pedal HH 1	1	Timpani	---	Maracas 1	---	SynMaracas	---
45	A2	Brush Tom	---	Timpani	---	Baya 2	---	Open Conga	---
46	A#2	Open HH 1	1	Timpani	---	Cabasa	---	MuteTriang	2
47	B2	Brush Tom	---	Timpani	---	Tabla 3	1	OpenTriang	2
48	C3	Brush Tom	---	Timpani	---	Tabla 2	1	Mute Conga	---
49	C#3	Crash Cym	---	Timpani	---	Viblaslap	---	Palm Conga	---
50	D3	Brush Tom	---	Timpani	---	Tabla 1	1	Slap Conga	---
51	D#3	Ride Cym 2	---	Timpani	---	MuteTriang	3	Tambourine	---
52	E3	China Cym	---	Timpani	---	Orch B.Drm	---	Open Conga	---
53	F3	Ride Edge	---	Timpani	---	OpenTriang	3	Lo Bongo	---
54	F#3	Tambourine	---	Tambourine	---	Guiro S	2	Lo Bongo	---
55	G3	Splash Cym	---	Splash Cym	---	JingleBell	---	Hi Bongo	---
56	G#3	Cowbell 1	---	Cowbell 1	---	Guiro L	2	Timbal1LoO	---
57	A3	Crash Cym	---	Crash Cym	---	MarcTree 1	---	Slap Bongo	---
58	A#3	Viblaslap	---	Viblaslap	---	MarcTree 2	---	Timbal1LoO	---
59	B3	Ride Cym 1	---	Orch Cym	---	Maracas 1	---	Tambourine	---
60	C4	Hi Bongo	---	Hi Bongo	---	Hand Claps	---	Timbal1Pil	---
61	C#4	Lo Bongo	---	Lo Bongo	---	Syn Claps	---	Timbal1HiO	---
62	D4	Slap Conga	---	Slap Conga	---	Scratch Lo	---	Timbal1Pil	---
63	D#4	Open Conga	---	Open Conga	---	Scratch Hi	---	Timbal1HiO	---
64	E4	Open Conga	---	Open Conga	---	ScratchDbl	---	Timbal1HiR	---
65	F4	Timbal1HiO	---	Timbal1HiO	---	Whistle S	4	Timbal1HiR	---
66	F#4	Timbal1LoO	---	Timbal1LoO	---	Whistle L	4	Rek Dom 2	---
67	G4	Agogo 1	---	Agogo 1	---	Slap Conga	---	Rek Dom 2	---
68	G#4	Agogo 1	---	Agogo 1	---	Mute Conga	---	Rek Dom 2	---
69	A4	Cabasa	---	Cabasa	---	Open Conga	---	Rek Slap	---
70	A#4	SynMaracas	---	SynMaracas	---	Open Conga	---	BongBellOp	---
71	B4	Whistle S	2	Whistle S	2	Mute Cuica	---	WoodBlockL	---
72	C5	Whistle L	2	Whistle L	2	Open Cuica	---	WoodBlockM	---
73	C#5	Guiro S	4	Guiro S	4	Timbal1Pil	---	BongBellMt	---
74	D5	Guiro L	4	Guiro L	4	Timbal1HiR	---	Maracas 1	---
75	D#5	Claves	---	Claves	---	Timbal1HiO	---	Manbo Bell	---
76	E5	WoodBlockM	---	WoodBlockM	---	Timbal1LoO	---	Cabasa	---
77	F5	WoodBlockM	---	WoodBlockM	---	Syn Claves	---	Shaker 3	---
78	F#5	Mute Cuica	3	Mute Cuica	3	SynCowbell	---	Cowbell 1	---
79	G5	Open Cuica	3	Open Cuica	3	FingrSnap1	---	Shaker 1	---
80	G#5	MuteTriang	5	MuteTriang	5	Taiko Hi	---	Shaker 1	---
81	A5	OpenTriang	5	OpenTriang	5	Taiko Lo	---	Shaker 2	---
82	A#5	Cabasa	---	Cabasa	---	Zap 2	---	Tambourim3	---
83	B5	JingleBell	---	JingleBell	---	RollSnare1	5	Tambourim1	---
84	C6	MarcTree 1	---	MarcTree 1	---	RollSnare2	5	Tambourim2	---
85	C#6	Castanet1V	---	Castanet1V	---	Orch Cym	6	Tambourim2	---
86	D6	Baya 1	6	Baya 1	6	Orch Cym	6	Tambourim1	---
87	D#6	Tom 2 Hi V	6	Tom 2 Hi V	6	Udu	---	Udu	---
88	E6	OFF		Applause 1	1	Orch Hit	---	DjembeOpen	---
89	F6	OFF		OFF		Orch Hit	---	Maracas 1	---
90	F#6	OFF		OFF		Orch Hit	---	Maracas 1	---
91	G6	OFF		OFF		Orch Hit	---	Mute Cuica	---
92	G#6	OFF		OFF		Orch Hit	---	Guiro L	3
93	A6	OFF		OFF		Orch Hit	---	Guiro S	3
94	A#6	OFF		OFF		Orch Hit	---	Guiro S	3
95	B6	OFF		OFF		Orch Hit	---	Open Cuica	---
96	C7	OFF		OFF		Orch Hit	---	Claves	---
97	C#7	OFF		OFF		Orch Hit	---	Whistle S	4
98	D7	OFF		OFF		Orch Hit	---	Whistle L	4
99	D#7	OFF		OFF		Orch Hit	---	Sagat Open	5
100	E7	OFF		OFF		Orch Hit	---	Sagat HfOp	5
101	F7	OFF		OFF		Orch Hit	---	SagatClose	5
102	F#7	OFF		OFF		Orch Hit	---	JingleBell	---
103	G7	OFF		OFF		Orch Hit	---	MarcTree 1	---
104	G#7	OFF		OFF		Orch Hit	---	MarcTree 2	---
105	A7	OFF		OFF		Orch Hit	---	Tri Roll	2
106	A#7	OFF		OFF		Orch Hit	---	Cast Roll	6
107	G8	OFF		OFF		Orch Hit	---	Metronome1	---

	Key	Arabian Kit		SFX Kit		Techno Kit(CID-00PJ.PRG)		Rock Kit(CID-00PJ.PRG)	
#	Note	Inst	Excl	Inst	Excl	Inst	Excl	Inst	Excl
21	A0	Metronome2	---	OFF		Dry Kick 2	---	Syn Kick 1	---
22	A#0	Tubular 3	---	OFF		Rock Snare	---	SynSnare 2	---
23	B0	Cowbell 1	---	OFF		Gated Kick	---	SynTom2 Lo	---
24	C1	Cowbell 1	---	OFF		FullRoomSD	---	SynSnare 1	---
25	C#1	RollSnare1	---	OFF		PicloSnare	---	LightSnare	---
26	D1	FingrSnap1	---	OFF		Rock Snare	---	AmbiSnare2	---
27	D#1	Zap 2	---	OFF		Syn Kick 1	---	Dry Kick 2	---
28	E1	Tite HH 1	---	OFF		Dance Kick	---	PillowKick	---
29	F1	Gt Scratch	---	OFF		Snare 1	---	PicloSnare	---
30	F#1	Gt Scratch	---	OFF		Close HH	1	ClosSynHH1	1
31	G1	Stick Hit	---	Scratch b	1	Ambi.Kick	---	Ambi.Kick	---
32	G#1	Palm Conga	---	Scratch c	1	Zap 1	---	Metronome2	---
33	A1	Metronome2	---	GtCutNois1	---	FullRoomSD	---	DrySnare 1	---
34	A#1	Metronome1	---	GtCutNois2	---	SynSnare 2	---	LightSnare	---
35	B1	Ambi.Kick	---	Chic 2	---	Syn Kick 1	---	Metal Kick	---
36	C2	Real Kick	---	Chic 1	---	Syn Kick 1	---	Gated Kick	---
37	C#2	Side Stick	---	Bass Slide	---	Zap 1	---	Metronome2	---
38	D2	Snare 1	---	Gt Scratch	---	SynSnare 1	---	Rock Snare	---
39	D#2	Hand Claps	---	Zap 1	---	Syn Claps	---	Hand Claps	---
40	E2	Snare 1	---	WhiteNoise	---	LightSnare	---	FullRoomSD	---
41	F2	Tom 1 Lo	---	Scratch Hi	2	OilDrum	---	Tom 1 Lo	---
42	F#2	Tite HH 1	1	Scratch Lo	2	Ride Edge	1	Tite HH 1	1
43	G2	Tom 1 Lo	---	Stick Hit	---	OilDrum	---	Tom 1 Lo	---
44	G#2	Tite HH 1	1	Footstep 2	---	Ride Edge	1	Pedal HH 1	1
45	A2	Tom 1 Lo	---	Metronome2	---	OilDrum	---	Tom 1 Lo	---
46	A#2	Open HH 1	1	Metronome1	---	Crash LP	1	Open HH 1	1
47	B2	Tom 1 Hi	---	Gtr Slide	---	OilDrum	---	Tom 1 Lo	---
48	C3	Tom 1 Hi	---	GtCutNois1	---	OilDrum	---	Tom 1 Hi	---
49	C#3	Crash Cym	2	GtCutNois1	---	Crash Cym	---	Crash Cym	---
50	D3	Tom 1 Hi	---	StringSlap	---	OilDrum	---	Tom 1 Hi	---
51	D#3	Ride Cym 2	3	StringSlap	---	Ride Cym 2	---	Ride Cym 2	---
52	E3	Darabuka O	---	Laughing V	---	China Cym	---	China Cym	---
53	F3	Darabuka M	---	Scream	---	Ride Cup	---	Ride Cup	---
54	F#3	Tambourine	---	Punch	---	Tambourine	---	Tambourin	---
55	G3	Darabuka R	---	Hart Beat	---	Splash Cym	---	Splash Cym	---
56	G#3	Cowbell 1	---	Footstep 1	---	SynCowbell	---	Cowbell 1	---
57	A3	Darabuka R	---	Footstep 1	---	Crash Cym	---	Crash Cym	---
58	A#3	Cabasa	---	Applause 1	---	Zap 2	---	Viblaslap	---
59	B3	Douf Dom	---	Door Creak	---	Ride Cym 2	---	Ride Cym 2	---
60	C4	Douf Tak 2	---	Door Slam	---	Hi Bongo	---	Hi Bongo	---
61	C#4	Lo Bongo	---	Scratch a	---	Lo Bongo	---	Lo Bongo	---
62	D4	Douf Tak 1	---	MarcTree 2	---	Douf Rim	---	Slap Conga	---
63	D#4	Hi Bongo	---	Car Engine	---	Douf Dom	---	Open Conga	---
64	E4	Douf Rim	---	Car Stop	---	Douf Dom	---	Open Conga	---
65	F4	Tabla Dom	---	Car Pass	---	SolidHit	---	Timbal1HiO	---
66	F#4	Tabla Roll	4	Car Crash	---	SolidHit	---	Timbal1LoO	---
67	G4	Tabla Tak	4	Siren	---	MouthHarp1	---	Agogo 1	---
68	G#4	Tabla Flam	---	Train	---	MouthHarp1	---	Agogo 1	---
69	A4	Tabla Rim	---	Jetstar	---	Cabasa	---	Cabasa	---
70	A#4	Slap Bongo	---	Helicopter	---	SynMaracas	---	SynMaracas	---
71	B4	Tabla 2	---	Laser Gun	---	Explosion	2	Whistle S	2
72	C5	Rek Dom 2	---	Gun Shot 2	---	Jetstar	2	Whistle L	2
73	C#5	Rek Tak	---	MachineGun	---	Rev.Cymbal	4	Guiro S	4
74	D5	Rek Dom 1	---	Laser Gun	---	Crash Cym	4	Guiro L	4
75	D#5	Rek Rim	---	Explosion	---	Syn Claves	---	Claves	---
76	E5	Rek Rim	---	Dog	---	WoodBlockM	---	WoodBlockM	---
77	F5	Rek Slap	---	Gallop	---	WoodBlockM	---	WoodBlockM	---
78	F#5	Tambourine	---	Bird 1	3	Mute Cuica	3	Mute Cuica	3
79	G5	Rek Dom 2	---	Rain	---	Open Cuica	3	Open Cuica	3
80	G#5	Tambourine	2	Thunder	---	MuteTriang	5	MuteTriang	5
81	A5	Rek Tak	2	Wind	---	OpenTriang	5	OpenTriang	5
82	A#5	Rek Rim	---	Seashore	---	Cabasa	---	Cabasa	---
83	B5	Rek Slap	---	Stream	---	JingleBell	---	JingleBell	---
84	C6	Sagat Open	5	Bubble	---	MarcTree 1	---	MarcTree 1	---
85	C#6	Sagat HfOp	5	Kitty	---	Castanet1V	---	Castanet1V	---
86	D6	SagatClose	5	Bird 2	---	Baya 1	6	Baya 1	6
87	D#6	JingleBell	---	Growl 2	---	Tom 2 Hi V	6	Tom 2 Hi V	6
88	E6	DjembeOpen	6	Stadium	---	OFF		OFF	
89	F6	DjembeOpen	6	Telephone1	---	OFF		OFF	
90	F#6	Darabuka O	6	Telephone2	---	OFF		OFF	
91	G6	Sagat Open	7	OFF		OFF		OFF	
92	G#6	Sagat HfOp	7	OFF		OFF		OFF	
93	A6	SagatClose	7	OFF		OFF		OFF	
94	A#6	JingleBell	---	OFF		OFF		OFF	
95	B6	Real Kick	---	OFF		OFF		OFF	
96	C7	Cast Roll	---	OFF		OFF		OFF	
97	C#7	OFF		OFF		OFF		OFF	
98	D7	OFF		OFF		OFF		OFF	
99	D#7	OFF		OFF		OFF		OFF	
100	E7	OFF		OFF		OFF		OFF	
101	F7	OFF		OFF		OFF		OFF	
102	F#7	OFF		OFF		OFF		OFF	
103	G7	OFF		OFF		OFF		OFF	
104	G#7	OFF		OFF		OFF		OFF	
105	A7	OFF		OFF		OFF		OFF	
106	A#7	OFF		OFF		OFF		OFF	
107	G8	OFF		OFF		OFF		OFF	

Demo songs list

Piano demo songs

	曲名	LCD　画面表示
1	L.v. ベートーヴェン /エリーゼのために L.v.Beethoven/For Elise	L.v. ベートーヴェン / エリーゼノタメニ L.v.Beethoven/For Elise
2	W.A. モーツァルト / ソナタ K.331 第 3 楽章「トルコ行進曲」 W.A.Mozart/Sonata K.331	W.A. モーツァルト / トルコマーチ W.A.Mozart/Sonata K.331
3	F. ブルグミュラー/貴婦人の乗馬 Op.100-25 F.Burgmuller/La chevaleresque Op.100-25	F. ブルグミュラー/ キフジンノジョウバ F.Burgmuller/La chevaleresque
4	F. メンデルスゾーン /春の歌 Op.62-6 F.Mendelssohn/Springs Song Op.62-6	F. メンデルスゾーン / ハルノウタ Op.62-6 F.Mendelssohn/Springs Song
5	R. シューマン /トロイメライ Op.15-7 R.Schumann/A Dream Op.15-7	R. シューマン / トロイメライ Op.15-7 R.Schumann/A Dream Op.15-7
6	F. ショパン /別れの曲 Op.10-3 F.Chopin/Etude Op.10-3	F. ショパン / ワカレノキョク Op.10-3 F.Chopin/Etude Op.10-3
7	F. ショパン /ワルツ 第 6 番 変ニ長調「小犬」Op.64-1 F.Chopin/Waltz No.6 Db-major Op.64-1	F. ショパン / コイヌノワルツ Op.64-1 F.Chopin/Waltz Op.64-1
8	F. ショパン /ノクターン第 2 番 Op.9-2 F.Chopin/Nocturne Op.9-2	F. ショパン / ノクターン No.2 Op.9-2 F.Chopin/Nocturne Op.9-2
9	C. ドビュッシー/アラベスク 第 1 番 C.Debussy/Arabesque No.1	C. ドビュッシー/ アラベスク No.1 C.Debussy/Arabesque No.1
10	C. ドビュッシー/月の光 C.Debussy/Claiar de lune	C. ドビュッシー/ ツキノヒカリ C.Debussy/Claiar de lune
11	E. サティ/ ジムノペディ第 1 番 E.Satie/Gymnopedie No.1	E. サティ/ジムノペディ No.1 E.Satie/Gymnopedie No.1
12	J.S. バッハ /主よ人の望みよ、喜びを J.S.Bach/Chorale from Cantata No.147	J.S. バッハ / シュヨヒトノノゾミヨ・・・ J.S.Bach/Cantata No.147
13	A. エルメンライヒ /紡ぎ歌 A.Ellmenreich/Spinning Song	A. エルメンライヒ / ツムギウタ A.Ellmenreich/Spinning Song
14	E. エルガー/ 愛の挨拶 E.Elgar/Salut d'Amour	E. エルガー/ アイノアイサツ E.Elgar/Salut d'Amour

Style demo songs

	グループ名	スタイルデモ曲のスタイル名	Style	Demo Songs Style Name
1	8/16 ビート	ギター・バラード	8/16 BEAT	Guitar Ballad
2	ダンス	ジャングル	DANCE	Jungle
3	ラテン	ミス・ボサノバ	LATIN	Miss Bossa
4	ボールルーム	サルサ	BALLROOM	Salsa
5	トラッド	ジャーマン・ワルツ	TRAD	German Waltz
6	ジャズ / ファンク	ビッグ・バンド	JAZZ/FUNK	Big Band
7	R&B/ ロック	R. & B.	R&B/ROCK	R. & B.
8	ワールド	カントリー	WORLD	Country
9	ピアニスト	ロックバラード	PIANIST	Rock Ballad

Program demo

	グループ名	プログラムデモ（音色デモ）	LCD　画面表示
1	ピアノ PIANO	F. ショパン / 幻想即興曲 Op.66 F.Chopin/Fantasy-Impromptu Op.66	F. ショパン / ゲンソウソッキョウキョク F.Chopin/FantasyImpromptu
2	エレクトリックピアノ E.PIANO	KORG オリジナル /The Harp of Wind KORG Original/The Harp of Wind	KORG オリジナル /The Harp of Wind KORG Original/The Harp of Wind
3	オルガン ORGAN	F. メンデルスゾーン / ウェディング・マーチ F.Mendelssohn/Wedding March	F. メンデルスゾーン / ウェディング・マーチ F.Mendelssohn/Wedding March
4	フルート / サックス FLUTE/SAX	P. チャイコフスキー/くるみ割人形 ～ 行進曲 Op.71a P.Tschaikowsky/Nutcracker ~ March Op.71a	P. チャイコフスキー/ クルミワリニンギョウ～マーチ P.Tschaikowsky/Nutcracker ~ March
5	ブラス / ヴァイア BRASS/CHOIR	M. ムソルグスキー/展覧会の絵～プロムナード M. Moussorgsky / Pictures at an Exhibition ~ Promenade	M. ムソルグスキー/ テンランカイノエプロムナード M. Moussorgsky / Pict. Exhibition
6	ストリングス STRINGS	J.S. バッハ /G 線上のアリア J.S.Bach/Air on the G string	J.S. バッハ /G センジョウノアリア J.S.Bach/Air on the G str.
7	ギター GUITAR	J.S. バッハ / ブーレ J.S.Bach/Bourree	J.S. バッハ / ブーレ J.S.Bach/Bourree
8	ベース BASS	KORG オリジナル /Movement KORG Original/Movement	KORG オリジナル /Movement KORG Original/Movement
9	シンセ / 効果音 SYNTH/S.E.	KORG オリジナル /Synth Pict. KORG Original/Synth Pict.	KORG オリジナル /Synth Pict. KORG Original/Synth Pict.
10	パーカッション PERCUSSION	KORG オリジナル / A Target、R. コルサコフ /熊蜂の飛行 KORG Original/A Target, R.Korsakov/The Flight of The Bumble Bee	オリジナル /R. コルサコフ：Target/クマバチノヒコウ Org./R.Korsakov:A Target/BumbleBee

Accessory disk list (CID-001PE)

Program (CID-00PE.PRG)

U12	Respiano
U13	FusionEP
U14	Click EP
U15	SoftEP/Pad
U16	Reed EP
U17	BuzzBassEP
U18	Syn Piano
U21	ScannerOrg
U22	Iced Organ
U23	Cheese4Dnr
U24	Gurgle Org
U25	Glide Dark
U26	Late Comet
U27	Breathery
U28	Answer Pad
U31	SyntharGT1
U32	Guitarlog
U33	Electr.Gap
U34	CompChorGT
U35	Si/Guitar
U36	CompBuzzGT
U37	Over GT.
U38	Ethnic Str
U41	Bass&Lead2
U42	SpittingLd
U43	BlurredAtk
U44	RunningLd
U45	Mayceinery
U46	DistoFlute
U47	DigiMeow
U48	Digi Bop
U51	ViolinoVib
U52	Viola Vib
U53	Cello Vib
U54	SlowAirSax
U55	B.BandSolo
U56	Flute Vib
U57	FluteVoice
U58	Soft Trp
U61	Energy Str
U62	AnaLow Str
U63	AnaAnalogy
U64	Digitoyd
U65	Digi Brass
U66	HybridBrs
U67	OB Brass
U68	TrptsThing
U71	Long Piano
U72	Planar 00
U73	Planar 07
U74	Planar 09
U75	E.Pianarm1
U76	ParisPad 1
U77	Stratopad1
U78	Arpa Pad
U81	AmbassFret
U82	Trombobell
U83	Paddonbelz
U84	Marimboyd
U85	Sharp Edge
U86	Undermetal
U87	Radioactiv
U88	Introspect
UDr1	Techno Kit
UDr2	Rock Kit

Rhythm style (CID-OOPE.ARR)

Usr11	Pop Ballad
Usr12	Pop Ballad 2
Usr13	4/4 Ballad
Usr14	4/4 Ballad 2
Usr15	8 Beat 5
Usr16	Unplugged
Usr17	16 Beat 5
Usr18	Analog Soul
Usr21	Red Rose
Usr22	Sunflower
Usr23	Lite Bossa
Usr24	Black Shape
Usr25	Light Rock 2
Usr26	Light Crunch
Usr27	Mdn Country
Usr28	Greyhound
Usr31	6/8 Swing
Usr32	Warm Ballad
Usr33	Mood Swing
Usr34	Jimmy's mood
Usr35	SwingShuffle
Usr36	All Star
Usr37	The Duke
Usr38	The Count
Usr41	60's Rock
Usr42	Jhonny...
Usr43	60's Dance
Usr44	VibraBeach
Usr45	Energy
Usr46	Trance
Usr47	Toonchi
Usr48	Rave Party
Usr51	Mondo Beat
Usr52	Love Ballad
Usr53	On the road
Usr54	Many Stories
Usr55	True Love
Usr56	Heart Beat
Usr57	Rock & Soul
Usr58	Phaser Funk
Usr61	Romance
Usr62	SynphoBeat
Usr63	Soft Beat
Usr64	Shuffle Beat
Usr65	Blue Tales
Usr66	12/8 beat
Usr67	Europe
Usr68	Electro Pop
Usr71	DiscoTrance
Usr72	Still Dance
Usr73	...Go on!
Usr74	GuitarDance
Usr75	Cool Cumbia
Usr76	Caribbean
Usr77	HawaianDream
Usr78	Sirtaki
Usr81	Fast Walzer A
Usr82	Folk Mazurka
Usr83	Hit Polka
Usr84	Paris Valzer
Usr85	Thin Fox
Usr86	Big Fox
Usr87	Organ Swing
Usr88	Soft Bossa

XF file list
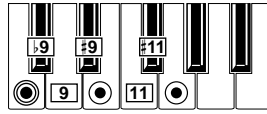
Song Title	Lyric/Written	File Name
My Bonnie	American Folk Song	1MYBONIE.MID
Beatuiful Dreamer	Stephen Collins Foster	2BEAUTIF.MID
Annie Laurie	Lady J.D.Scott	3ANNIE-L.MID
Camptown Race	Stephen Collins Foster	4CAMPTOW.MID
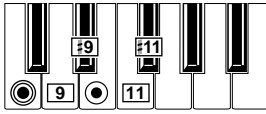
List of detected chords
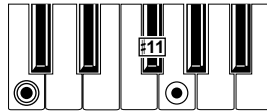
Each of the chords pictured rught are shown in root position with a root note of C. In order for the Ci-8600/Ci-9600 to correctly recognize major 6th and minor 6th chords, they must be played in root position as pictured. This is because these chords consist of the same notes as the minor 7th and minor 7th flatted 5th of the relative minor key. (For example, the notes C, E, G, and A could be either C6 or Am7.)

◉ : Root ● : Constituent notes of the chord
▢ : Notes which can be used as tension

Major "C"
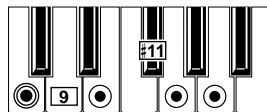
3-note 2-note
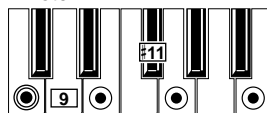
2-note 1-note
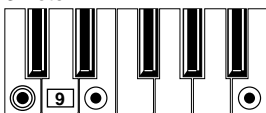
Major 6th "C6"

4-note 2-note
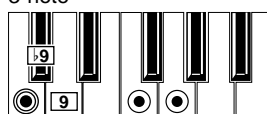
Major 7th "CM7"
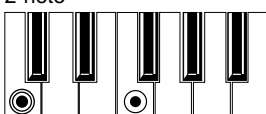
4-note 3-note
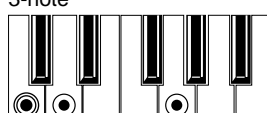
2-note

Sus 4 "Csus4"
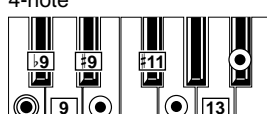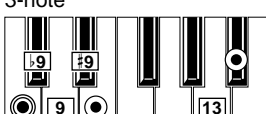
3-note 2-note

Sus 2 "Csus2"

3-note

Dominant 7th "C7"

4-note 3-note

2-note

Dominant 7th Sus 4 "C7sus4"

4-note
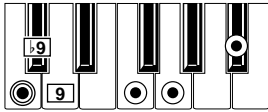
3-note
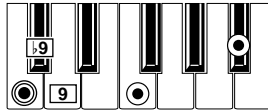
Augmented   "Caug"

2-note
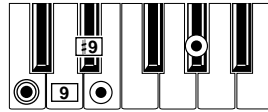
Minor   "Cm"

3-note
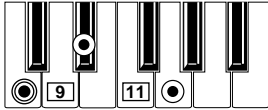
2-note
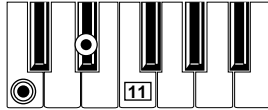
Augmented 7th   "Caug7"

4-note
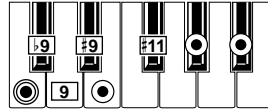
Minor 6th   "Cm6"

4-note

Augmented Major 7th   "CaugM7"

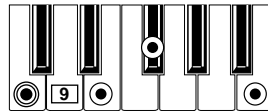4-note
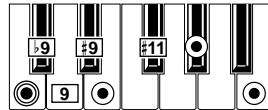
Minor 7th   "Cm7"
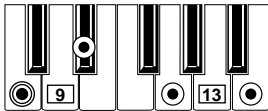
4-note

3-note

Major 7th ♭5   "CM7♭5
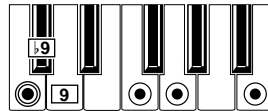
4-note

Minor-Major 7th   "CmM7"
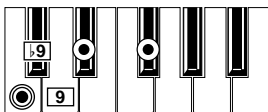
4-note

3-note

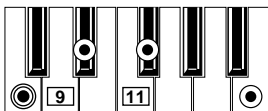**Major 7th Sus 4   "CM7sus4"**

4-note

Diminished   "Cdim"

3-note

Dominant 7th ♭5   "C7♭5"
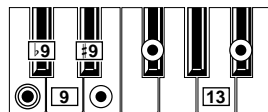
4-note

Diminished Major 7th "CdimM7"

4-note

Minor 7th ♭5   "Cm7♭5"

4-note

MIDI Implementation Chart
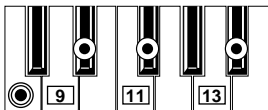
Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1—16	1—16	Memorized
	Changed	1—16	1—16	
Mode	Memorized		3	
	Messages	✕	✕	
	Altered	**************		
Note Number:		15—113	0—127	0-127 transmitted as recorder data
	True Voice	**************	21—108	0–127 received by some sounds
Velocity	Note On	○9n, V=1—127	○9n, V=1—127	2–126 transmitted as recorder data
	Note Off	✕	✕	
Aftertouch	Polyphonic (Key)	✕	○	Acts as channel aftertouch
	Monophonic (Channel)	✕	○	
Pitch Bend		✕	○	
Control Change	0,32	○	○	Bank select (MSB, LSB) ∗P
	1,2	✕	○	Modulation (pitch, cutoff) ∗C
	7	○	○	Volume ∗C
	11	○	○	Expression ∗C
	10	○	○	**Panpot** ∗C
	91	○	○	Reverb ∗C
	93	○	○	Chorus ∗C
	64	○0—127	○0—127	Damper pedal ∗C
	66	○	○	Sostenuto pedal ∗C
	67	○0—127	○0—127	Soft pedal ∗C
				All Sound Off, Reset All Controllers ∗C
	0–101	○	○	Recorder data ∗P∗C
Program Change		○0—127	○0—127	∗P
	Variable Range	**************	0—127	
System Exclusive		○	○	∗E
System Common	Song Position	✕	✕	
	Song Select	✕	✕	
	Tune	✕	✕	
System Real Time	Clock	○	○	∗1
	Command	○	✕	∗1
Aux Messages	Local On/Off	✕	○	
	All Notes Off	○	○123—127	
	Active Sense	○	○	
	Reset	✕	✕	

Remarks
∗C Transmitted/received when control changes are enabled.
∗P Transmitted/received when program changes are enabled.
∗E Transmitted/received when exclusive are enabled.
∗1 When Clock Source is Internal, transmitted and not received. When Clock Source is Exterual, received and not transmitted.

Mode 1: OMNI ON, POLY   Mode 2: OMNI ON, MONO   O : Yes

Mode 3: OMNI OFF, POLY   Mode 4: OMNI OFF, MONO   ✕ : No

Consult your local Korg distributor for more information on MIDI IMPLEMENTATION.

Appendices

KORG

KORG

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