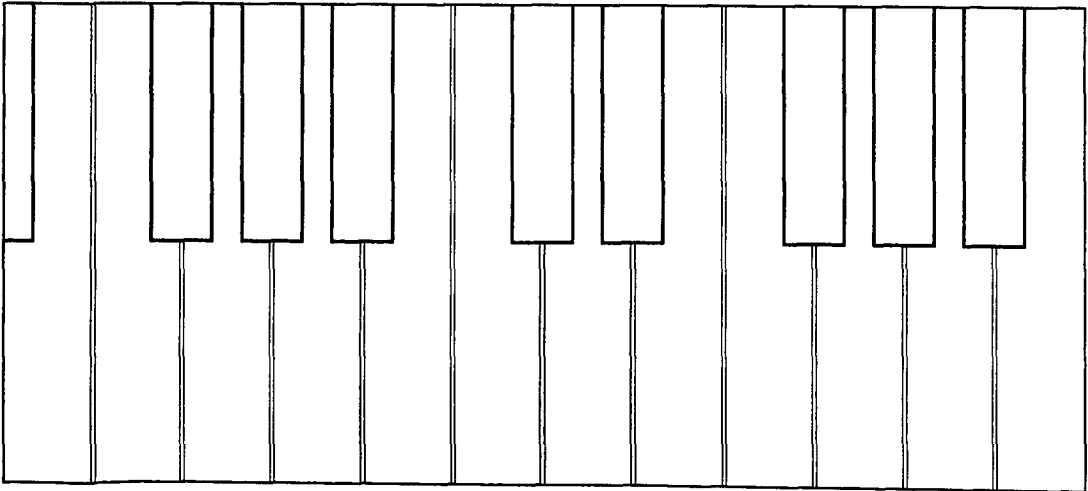


KORG[®]

P3
PIANO MODULE

OWNER'S MANUAL



Congratulations and thank you for purchasing the Korg Piano Module P3. Please read this manual carefully to obtain optimum performance and help assure long term reliability. After reading the manual, keep it in a safe, readily accessible place for future reference.

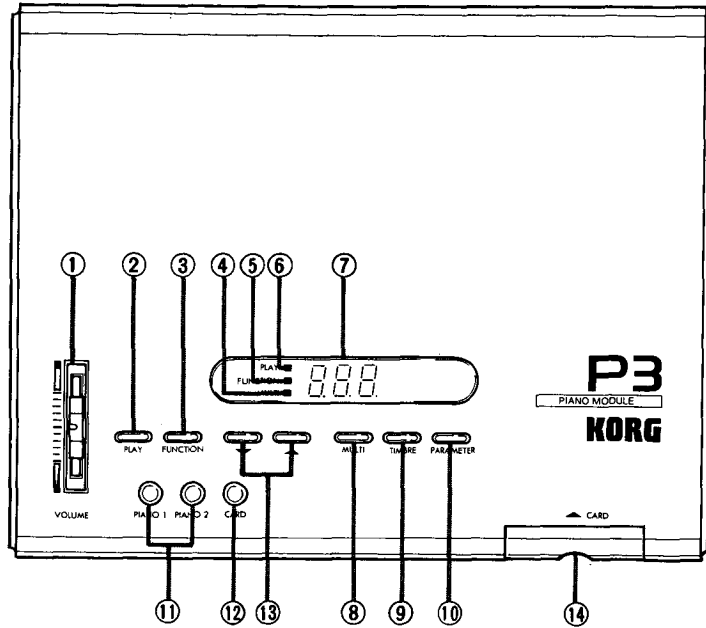
TABLE OF CONTENTS

| | | | |
|---|----|-------------------------------------|----|
| NAMES OF PARTS | 1 | 6. Octave Shift..... | 19 |
| Front Panel/Rear Panel..... | 1 | 7. Output Level..... | 19 |
| SETTING UP THE P3 | 2 | 8. Detune..... | 19 |
| 1. Basic Connections..... | 2 | 9. Output Jacks..... | 19 |
| 2. Playing Internal | | FUNCTION PARAMETERS | 20 |
| Sound Programs..... | 3 | Setting the Parameters..... | 20 |
| 3. Playing External | | 1. MIDI Basic Channel..... | 21 |
| Card Sound Programs..... | 4 | 2. Omni ON/OFF..... | 21 |
| 4. Sound Programs and Keys..... | 5 | 3. Program Change..... | 21 |
| List of LED Indications..... | 5 | 4. After Touch..... | 21 |
| BASIC STRUCTURE OF THE P3 | 6 | 5. Modulation..... | 21 |
| ① MIDI Channel..... | 7 | 6. Octave Shift..... | 22 |
| ② Playable Range..... | 7 | 7. Transpose..... | 22 |
| ③ Output Jack..... | 8 | 8. Tune..... | 22 |
| Changing Velocity Values..... | 9 | 9. Output Assign..... | 22 |
| BASIC INFORMATION ON COMBINATIONS .. | 10 | MIDI APPLICATIONS | 23 |
| 1. Layer..... | 10 | 1. Connecting to a Synthesizer.. | 23 |
| 2. Split..... | 12 | 2. Connecting to a Sequencer... | 24 |
| 3. Double..... | 14 | SENDING AND RECEIVING | |
| 4. Multi..... | 16 | MULTI PARAMETERS | 25 |
| MULTI PARAMETERS | 17 | MIDI IMPLEMENTATION | 26 |
| Setting the Parameters..... | 17 | ERROR MESSAGES | 28 |
| 1. Timbre ON/OFF..... | 18 | TROUBLESHOOTING | 28 |
| 2. Tone Number..... | 18 | SPECIFICATIONS/OPTIONS | 29 |
| 3. MIDI Channel..... | 18 | PRECAUTIONS | 29 |
| 4. 5. Key Window..... | 18 | | |

NAMES OF PARTS

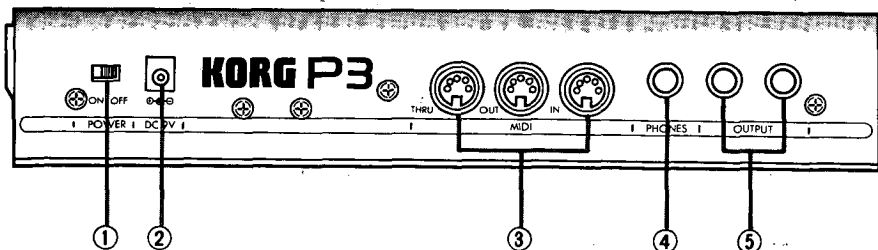
FRONT PANEL

- ① Volume slider
- ② PLAY button
- ③ FUNCTION button
- ④ MULTI LED
- ⑤ FUNCTION LED
- ⑥ PLAY LED
- ⑦ LED display
- ⑧ MULTI button
- ⑨ TIMBRE button
- ⑩ PARAMETER button
- ⑪ Sound color selection buttons
- ⑫ CARD button
- ⑬ UP/DOWN buttons
- ⑭ Card slot

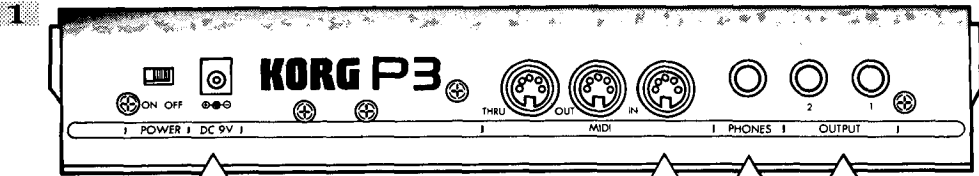


REAR PANEL

- ① Power switch
- ② DC-IN connector
- ③ MIDI connectors
- ④ Headphone jack
- ⑤ Output jacks



SETTING UP THE P3



A

Connect the P3 to a power outlet using the provided AC adapter.

D

Connect the P3 to a Headphone.

B

When connecting a MIDI keyboard to the P3, connect the MIDI OUT of the MIDI keyboard to the MIDI IN of the P3 with a MIDI cable.

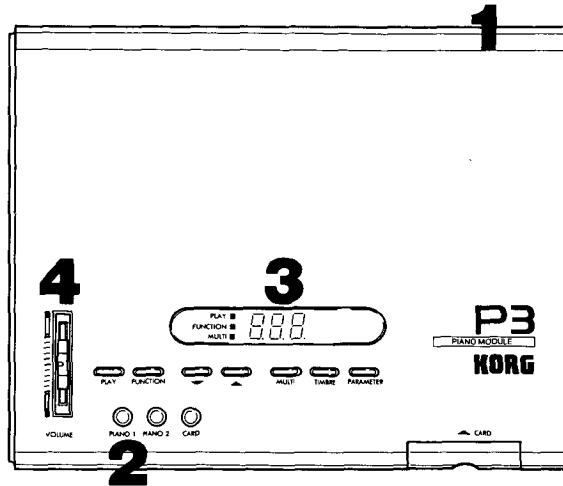
C

Connect with the INPUT jacks of an amplifier or digital piano. Connect with both OUTPUT 1 (left) and OUTPUT 2 (right) when using a stereo system, and connect with either OUTPUT 1 or OUTPUT 2 when using mono.

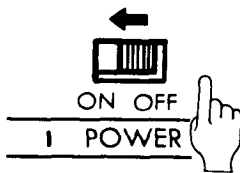
NOTE: Always turn off the power of this instrument, as well as those of the keyboard and amplifier being used, before making connections.

2. PLAYING INTERNAL SOUND PROGRAMS

The Programs installed in the P3 are called "internal" Programs.
Let's listen to these two internal Programs at first.

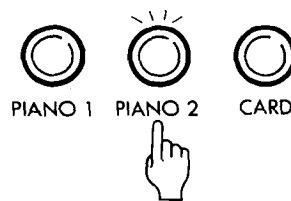


① Turn the power switch ON.

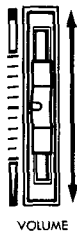


NOTE: Turn down the volume of all connected equipment.

② Select a Program by pushing the Program selection button. The button of the selected Program will be lit up in red.



④ Gradually adjust the volume of the P3 to an appropriate level with this control while playing the connected keyboard.



③ The number of the selected Program will also be indicated on the display.

【Programs】

1=PIANO 1

A concert grand piano Program with a clear and brilliant sound.

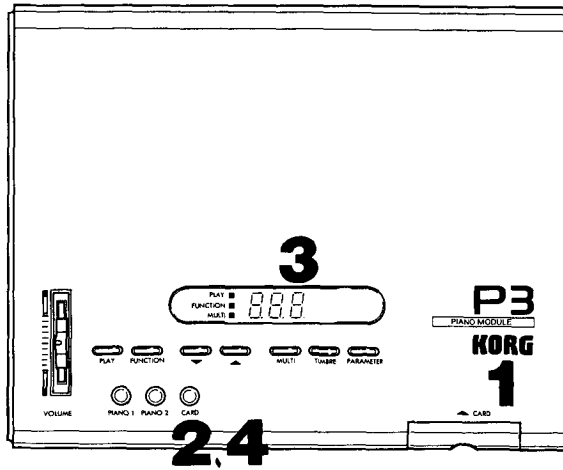
2=PIANO 2

A concert piano Program with a relatively soft or mellow sound.



3. PLAYING EXTERNAL CARD SOUND PROGRAMS

Additional Programs can be played with the use of optional Sound Program Cards. The following explains how to play Programs from the Cards.



①Put the Card in the Card slot. Insert it all the way into the slot, with the metal contacts of the Card face up, until a click is heard.

②Select a Program from the Card by pressing the Card button. (The Card button will be lit up in red.)

④There are two or more programs on each Program Card, Depending on the Program Card used. For such Cards, successive Programs are selected by pressing the Card button repeatedly. After the last Program in the Card has been reached, another press of the button will call up the first one.

③The selected Program is indicated in the display. (See page 18.)

C : Indicates a Card Program.
3 : Indicates the third Program in the Card.

4. SOUND COLORS AND KEYS

■ The P3 can be played by assigning several Programs to one keyboard.

(See page 10.)

In some optionally available Program Cards, various instrument sounds have been already assigned to different key ranges, making up one Program in the Card.

★ For Cards having pre-programmed key assignments, Programs will sound only in the range to which they have been assigned.

(The range is indicated next to the Program name in the precaution notes that are included with the Card. See pages 8 and 18 for Program names.)

★ There may be a range on the keyboard to which no instrument Programs have been assigned. Playing in that range, of course, will not result in any sound.

★ An "A/B" designation on a Program means that two (or more) different instruments' sounds are assigned to that Program. Occasionally, depending on the Program, the transposition setting may deviate from the normal range by one octave.

★ Note that the sound range of such Programs, created as a combination of several instruments' sounds, cannot be changed.

LIST OF LED INDICATIONS

【Numbers 0 - 9】

Used mainly for parameter numbers and values.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

【Letters A - G】

Used mainly for note names. The period (.) at the bottom right of the letter indicates a sharp note (#).

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | . |
| ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ |
| A | B | C | D | E | F | G | # |

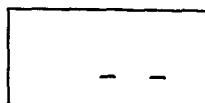
【Minus sign (-)】

Minus Tuning Indication

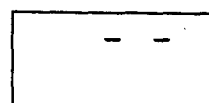
⋮
-



At a value of ± 0



At a value $0 \rightarrow -55$



At a value $0 \rightarrow -55$

【Others】

Velocity

⋮
-

Timbre

⋮
t

Octave

⋮
o

Data filer

⋮
d F

BASIC STRUCTURE OF THE P3

Since the P3 does not have a keyboard, it cannot be played alone. Therefore, it must be connected to other MIDI devices in order to be played.

In this section we will take a look at a general outline of the basic structure of the P3 and how it can be used with other MIDI devices.

● Single Mode and Multi Mode

When the power switch is turned ON, the P3 is set to a default condition in which only 1 selected Program can be played. This is called Single mode.

In addition to the Single mode, the P3 can be set to play a combination of several Programs; this is called Multi mode. When the P3 is in the Multi mode, the Multi LED is lit up in red.

● Structure of the Multi Mode

Multi mode makes it possible to play a combination of several Programs. In the Multi mode, one P3 can effectively function as a maximum of 8 sound sources, and can play 8 different

Programs, including Card Programs, simultaneously. To achieve this, the P3 has 8 so-called "Timbres." One Program can be assigned to each Timbre and together a combination of them can be arranged.

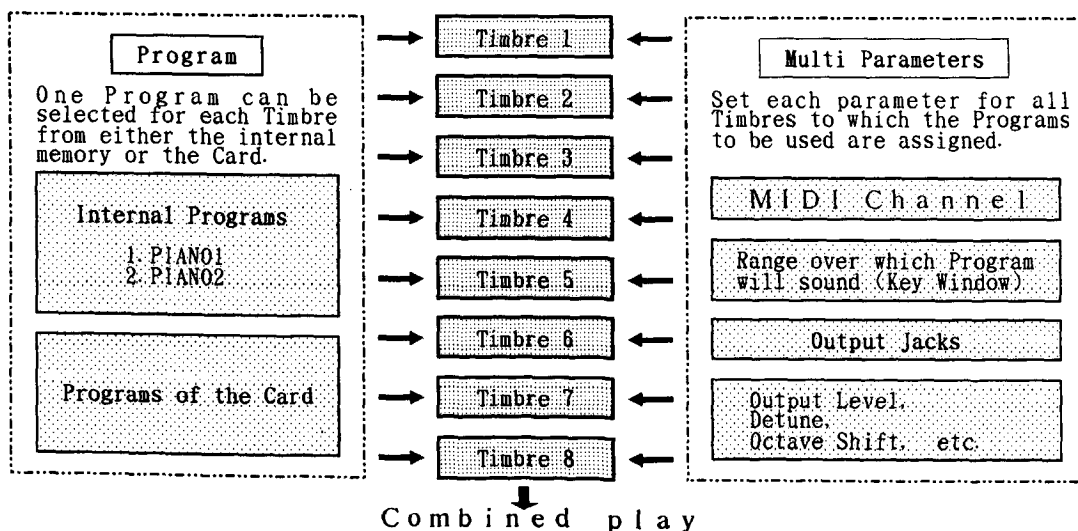
● Multi Parameters

The following settings can be made for each Timbre:

- (1) MIDI channel
- (2) Key window (the range over which the Program will sound)
- (3) Output Jacks, etc.

These are called "Multi parameters."

(See pages 17 - 19 for details.)



① MIDI Channel

● What is MIDI?

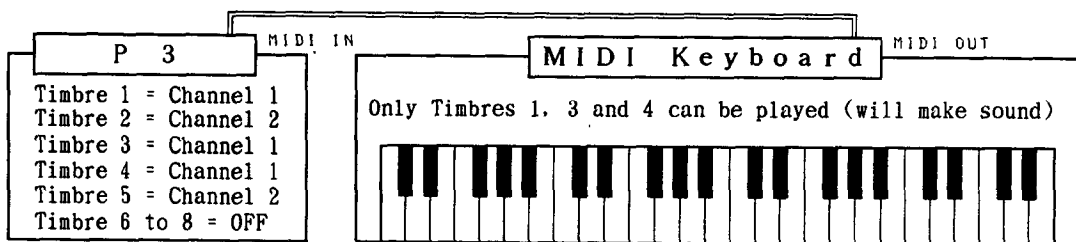
MIDI is a commonly agreed upon standard for the exchange and transfer of various information among all different kinds of electrical musical instruments. Connection of several MIDI instruments or devices which have this standard interface, makes it possible to simultaneously play many keyboards and sound source modules, and also to have them play automatically.

(Please read, together with this manual, the "MIDI MINI TEXT" booklet or manuals of other MIDI devices for more information.)

● MIDI Channel

The transmitting device always sends out a channel assignment for any MIDI play data. This is done to ensure that the receiving device can be set, by changing the receiving channel, to recognize only the play data that was meant for it.

For example, let us assume that Timbres 1, 3 and 4 of P3 are assigned to channel 1 and Timbres 2 and 5 are assigned to channel 2. If the MIDI transmission channel of the connected keyboard is assigned to channel 1, the Programs assigned to the Timbres 1, 3 and 4 will sound when the keyboard is played but the ones assigned to the Timbres 2 and 5 will not (see diagram below).



Occasionally a situation will occur in which the P3 will not sound even when the keyboard is played, either because the set MIDI channels differ or the Program is outside of the key window. In this situation, all key data that

does not cause the P3 itself to sound will be sent through from MIDI OUT as they are. By connecting another sound source or module, you can have two sound sources controlled by one keyboard. (See page 23 for details.)

② PLAYABLE RANGE

The playable range is the range where the sound of a Timbre is assigned to a specific note range on the keyboard. This is called Key Window.

● How to Set the Key Window

Key window values are expressed by

letters and numbers. The letters C, D, E, F, G, A and B correspond to the note names while the numbers indicate the particular octave of the note. 440 Hz (the A note above middle C) corresponds to the P3's designation "A4".

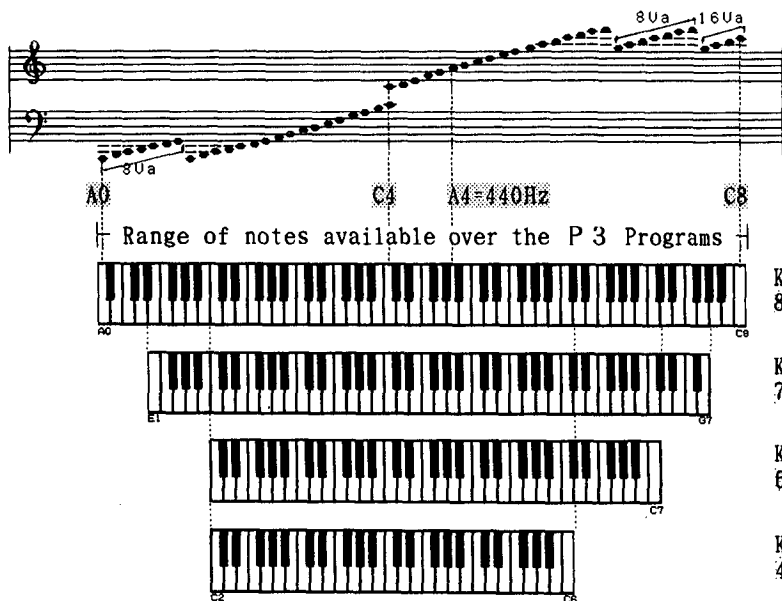
The number decreases and increases according to the lowering and raising of the octave.

The lowest sound and the highest sound in the range to be assigned on the keyboard can be set by the letters and numbers on the P3.

● **Key Range**

There are many MIDI keyboards available, and, depending on their size, the number of keys on the keyboard is different. The playable range of the P3 from these keyboards are as follows (in the default setting):

Playable Range of P3 (Default Setting)



The playable range differs depending on the keyboard controller used.

KORG•C-7000, C-5000, etc.
88 keys (A0 - C8)

KORG•C-2500, etc.
76 keys (E1 - G7)

KORG•DS-8, M1, etc.
61 keys (C2 - C7)

KORG•707, etc.
49 keys (C2 - C6)

● **Octave Shift**

The pitch of the sound can be changed in 1-octave units. In the Single mode when the PLAY LED is lit up, pressing the Up (▲) button (of the Up/Down buttons) raises the pitch of the sound by 1 octave and pressing the Down (▼) button lowers the pitch of the sound by 1 octave. The display indications are as shown below when the Up/Down buttons are pressed.

The designation [o.] indicates "octave" and it can be adjusted in one octave increments within a range of - 3 to 3 by pressing the Up/Down buttons.



This is set by Function Parameter 6, OCTAVE SHIFT when in the Multi mode.

③ OUTPUT JACKS

● **2-channel (Stereo) Output**

Output Jack, of the Multi mode, sets

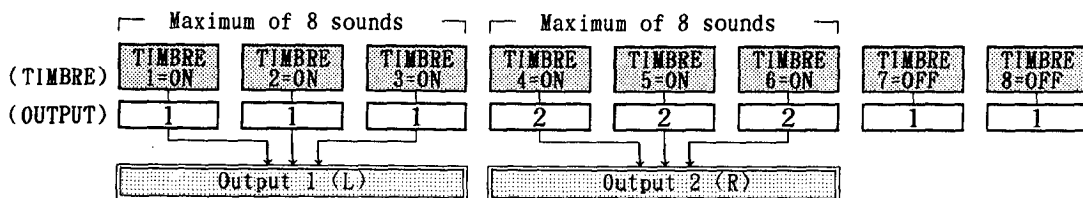
which Timbres are to be output through Output 1 (left) and which ones through

Output 2 (right) when sending the sounds of the P3 through stereo speakers. For example, the PIANO 1 Program assigned to Timbre 1 can be output from the left and the PIANO 2 Program of Timbre 2 can be output from the right of the speakers. (This output assignment doesn't function

when in the Single mode.)

● **Maximum Polyphonic Output**

The maximum polyphonic output of the P3 with all Programs combined is 16 voices, but when the output is assigned into 2 systems, each system can sound up to a maximum of 8.



The Output Level, Octave Shift and Detune functions, among others, are explained in the MULTI PARAMETERS chapter (p. 17 - 19).

CHANGING VELOCITY VALUE

● **Velocity**

Velocity is the strength at which the keys are played. Most electronic keyboards manufactured these days have the ability to finely change the sound volume and quality by key velocity.

This function is especially valuable for digital pianos, in order to most effectively recreate the sound of an acoustic piano.

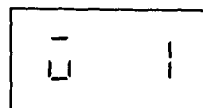
● **Velocity Value**

The sensitivity setting for velocity may differ depending on the kind of keyboard that is to be connected to the P3. For example, different sound volumes can result on the P3 even when using the same playing strength on two different MIDI-connected instruments: a digital piano and a synthesizer. Adjust the Velocity value accordingly when the sound volume is unnaturally loud or soft.

● **Changing the Velocity Value**

Velocity value can be changed over a range of 1 to 4 to closely match the response of the P3 to various keyboards. 1 and 2 are suitable for synthesizers, while 3 and 4 are better for weighted keyboards, such as are found on digital pianos. The factory-set value is 1; however, the last value to be entered before the power is turned off is the value that is returned to when the power is once again turned on.

The display shows the velocity value setting when the Play button is pressed (see diagram below). The number on the right side of the display changes when pressing the Up/Down buttons and the Play button simultaneously. Set the value appropriately for the keyboard being used.

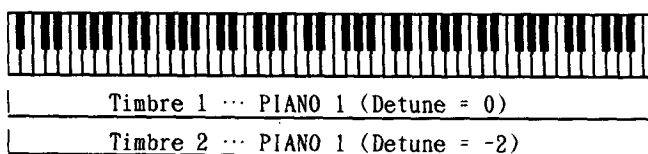


BASIC INFORMATION ON COMBINATIONS

Simultaneously playing several different Programs in combination is possible with the P3. Many combination variations are possible: for example, having several Programs overlap, having Programs sound separately according to the section of the keyboard played, having several Programs overlap only in specific areas of the keyboard, or having several Programs play different musical parts simultaneously by using a MIDI data recording device (such as a sequencer, computer, etc.). Some representative combinations of the P3 and their corresponding operation steps are explained in this section. (See the MULTI PARAMETERS and FUNCTION PARAMETERS chapters for more information on each parameter.)

1. LAYER

With the Layer function, 2 or more different Programs can be overlapped and played. This means that several Programs can sound simultaneously when playing a MIDI keyboard connected to the P3. A chorus effect effect can be achieved by overlapping 2 PIANO 1 Programs and by setting Detune for the Programs to two different values (as shown in the diagram below).



O p e r a t i o n

① Enter the Multi mode by pressing the Multi button. (The Multi LED will be lit up.)

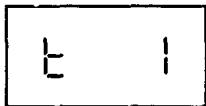


② The LED display as shown in the diagram below will appear. It indicates that the #1 - TIMBRE ON/OFF of the Multi parameters has been selected and its setting is to ON (1 = ON).



③The display will appear as shown below when pressing the Timbre button. [t 1] means Timbre 1 (see NOTE 1) and this indicates that parameters can now be set for Timbre 1.

★The Timbre number is shown only while the Timbre button is pressed.



NOTE 1 (About Timbres)

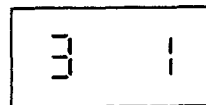
Timbre can be described as a kind of 'location' or 'memory space' in which various settings are memorized for making combinations out of Programs. In order to create a combination, the Timbre to be used must first be selected (in other words, it must be set to ON), then the Programs that will be used must be assigned to it, and finally pitch and MIDI channel, among other parameters, have to be set for the Timbre.

④Select the Program for Timbre 1 by pressing the Program button or the Card button. PIANO 1 is selected here.



⑤Set the MIDI channel of Timbre 1 to the same channel to which the connected MIDI keyboard is set. In this example, it is set to channel 1.

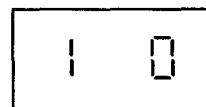
- Select #3 - MIDI CHANNEL of the Multi Parameters by pressing the Parameter button. (Make certain that the left side of the LED display shows "3.")
- Press the Up/Down buttons so that the right side of the LED display shows "1."



⑥Change the Timbre to Timbre 2 by pressing the Up/Down buttons while holding down the Timbre button. (Timbre 2 = [t 2])

⑦Set Timbre 2 to ON.

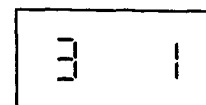
- Select #1 - TIMBRE ON/OFF of the Multi parameters by pressing the Parameter button.



- Press the Up/Down buttons so that the right side of the LED display shows 1 (1 = ON).

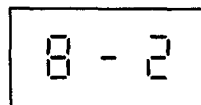
⑧Select the Program for Timbre 2 by pressing the Program button or the Card button. The Program PIANO 1 is selected here just as was done for Timbre 1.

⑨Set the MIDI channel of Timbre 2 in the same way as was done in step ⑤. Set the same MIDI channel as was set for Timbre 1.



⑩ Adjust the Detune parameter. The detune setting of Timbre 2 is set to -2 here.

- Select #8 - DETUNE of the Multi parameters by pressing the parameter button.



- Press the Up/Down buttons so that the right side of the LED display is set to -2.

★ Set the key window of both Timbres 1 and 2 so that bottom = A0 and top = C8 when playing in the Layer combination. This is the factory setting, so you needn't have to set it initially.

★ Leave the setting of Timbres 3 - 8 to OFF.

A maximum of 8 Programs that overlap each other can be played by using a Layer combination. To create such a setting, assign a different Program to each of the 8 Timbres, and set the MIDI channels of all 8 Timbres to the same channel as the connected MIDI keyboard.

Since the P3 is capable of a maximum 16-voice polyphonic play, initially played voices will be cut off when more than 16 voices are simultaneously attempted to be played. (This means that a Layer of 8 Programs can be used to thicken the sound; however, a chord of more than 3 notes will not sound.)

2. SPLIT

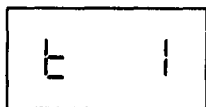
In the P3, the keyboard can be "divided" into 2 (or more) areas at any portion of the keyboard, and various Programs can be played by one keyboard. (This function is called Split.)

The setting of a bass and piano split is given here as an example. Divide the keys (in other words, set the split point) at the C below middle C (C3), and assign the bass Program of the Card to the section of the keyboard below C3 and the internal piano Program to the right side.

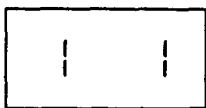


O p e r a t i o n

- ① Set the Timbre to Timbre 1 by pressing the Up/Down buttons while holding down the Timbre button.



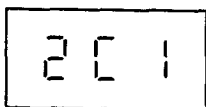
- ② Set Timbre 1 to ON.
- Select #1 - TIMBRE ON/OFF of the Multi parameters by pressing the Parameter button.
 - Press the Up/Down buttons so that the right side of the LED display shows 1 (1 = ON).



- ③ Set the Program of Timbre 1 by pressing the Program button or the Card button. The bass Program of the Card is selected here.
- Press the Card button first.



- Select #2 - TONE NO. of the Multi Parameters by pressing the Parameter button. The LED display will indicate the parameter as shown below.



The "2" on the left in the display indicates the parameter number, the "C" in the middle indicates that the Program is one of a Card, and the "1" on the right indicates that the Program is the first in the Card.

To select the bass Program, which is the 2nd in the Card, press the Up/Down buttons so that the right side of the display shows "2".

- ④ Set the MIDI channel of Timbre 1 to the same as that of the connected keyboard in the same way as was done in step ⑤ of the Layer operation above. In this example, it is set to channel 1.

- ⑤ Set the key window of Timbre 1. Timbre 1 should be set from A0 to B2 here since the split point is at C3.

【Setting the bottom window】

- Select #4 - KEY W BOTTOM of the Multi parameters by pressing the Parameter button. (Set the value so that the left side of the LED display shows "4.")
- Press the Up/Down buttons so that the middle and right side of the display are set to "A0."

【Setting the top window】

- Select #5 - KEY W TOP of the Multi parameters by pressing the Parameter button. (Set it so that the left side of the display shows "5.")
- Press the Up/Down buttons so that the middle and right side of the display are set to "B2."

<Bottom>
4 A 0

<Top>
5 6 2

⑥ Set Timbre 2 to ON and set the Program of Timbre 2 in the same way as was done in steps ⑥ and ⑦ of the Layer operation above. PIANO 2 is selected here.

⑦ Set the MIDI channel for Timbre 2. Set the same MIDI channel as was set for

Timbre 1.

⑧ Set the key window of Timbre 2. Timbre 2 should be set from C3 - C8 here since the split point is at C3. Set the lower point to C3 and the upper to C8 in the same way as was done in step ⑤ of this operation.

<Bottom>
4 C 3

<Top>
5 C 8

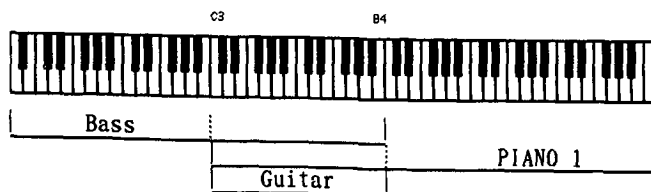
The P3 allows a maximum of 8 Programs to be assigned to the keyboard in the Split combination; that is, the Programs can be played with the keyboard "divided" into a maximum of 8 parts.

To achieve this, each Program is assigned to one of 8 Timbres, and all of them are set to the same MIDI channel. The key window values (top and bottom points) are then set, indicating at which keys the Programs are to be divided.

3. DOUBLE

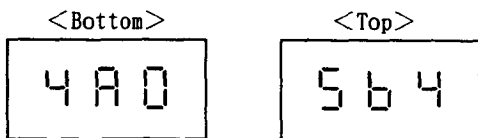
Playing several Programs that overlap in a specific section section of the keyboard is also possible with the P3. (This function is called Double.) Different Programs can also be assigned to the left and right sides of the keyboard with an area in the middle where the two Programs overlap. Moreover, a third Program can be made to sound as well when the overlapped section of the keyboard is played.

Creating a setting, such as that mentioned above, can be done by assigning a Bass Program from a Card to the left section of the keyboard, assigning an internal piano Program to the right, and overlapping the 2 Programs, Bass and piano, over 1 octave in the middle, and finally laying an Guitar Program from the Card onto that. (See the diagram below.) The operation steps necessary for this setting are given here.



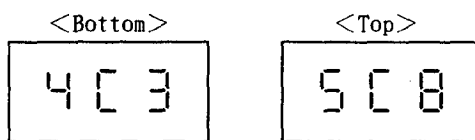
O p e r a t i o n

- ① Set Timbre 1 to ON in the same way as done in steps ① and ② of the Split operation above.
- ② Set the Program of Timbre 1 by pressing the Program button or the Card button. The Bass Program of the Card is selected here.
- ③ Set the MIDI channel of Timbre 1 to the same as that of the connected keyboard in the same way as was done in step ⑤ of the Layer operation above. In this example, it is set to channel 1.
- ④ Set the key window of Timbre 1 in the same way as was done in step ⑤ of the Split operation above. Set Timbre 1 to A0 - B4 since 2 octave in the middle is to overlap with Timbre 2. Set the bottom point to A0 and the top to B4.



- ⑤ Set Timbre 2 to ON, and select the Program of Timbre 2. PIANO 1 is selected here. Also set the MIDI channel to the same as that of Timbre 1.

- ⑥ Set the MIDI channel for Timbre 2. Set the same MIDI channel as was set for Timbre 1.
- ⑦ Set the key window of the Timbre 2 in the same way as was done in step ⑤ of the Split operation above. Set the key window of Timbre 2 to C3 - C8. Set the bottom point to C3 and the top to C8.



- ⑧ Set Timbre 3 to ON and select the Program of Timbre 3. The Guitar Program of the Card is selected here.
- ⑨ Set the MIDI channel of the Timbre 3. Set the same MIDI channel as was set for Timbre 1.
- ⑩ Set the key window of Timbre 3 in the same way as was done in step ⑤ of the Split operation above. Set the key window for Timbre 3 to C3 - B4. Set the bottom point to C3 and the top to B4.

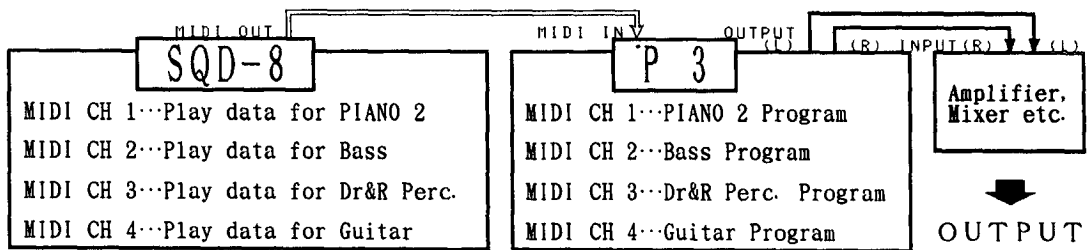


A Split combination comprising a maximum of 8 Programs is possible with the P3. Since the split point can be set anywhere, the Programs can be made to overlap each other in any fashion. Assign the desired Program to the Timbre, set all Timbres to the same MIDI channel, and set the key window to the desired keyboard section.

4. MULTI

The P3 also is capable, through the use of a sequencer or computer, of playing back several different Programs simultaneously. (This function is called Multi.) A maximum of 8 different Programs can be played simultaneously. Moreover, some of the 8 Programs can be played back automatically by the sequencer, while others can be assigned to the keys of a connected MIDI keyboard and played manually.

Let's take a look at the example in which 4 Programs, an internal piano Program, and Card Programs of bass, drums and rythm percussion, and guitar are played automatically by the KORG MIDI Recorder SQD-8. In this case, the SQD-8 is connected to the MIDI terminals instead of a keyboard.



Operation

- ① Set Timbre 1 to ON in the same way as was done in steps ① and ② of the Split operation above.
- ② Set the Program for Timbre 1 by pressing the Program button or the Card button. Internal Program Piano 2 is selected here.
- ③ Set the MIDI channel of Timbre 1 in the same way as was done in step ⑤ of the Layer operation above. Set to the same channel as that of the sequencer track that will be used to play back the Piano 2 Program. The parameter is set to the channel 1 here.
- ④ Set Timbre 2 to ON, and select the bass Program in the Card.
- ⑤ Set Timbre 3 to ON, and select the Program of drums and rythm percussion. Set the MIDI channel to match the track that will play back the drums and rythm percussion Program (channel 3 here).
- ⑥ Set Timbre 4 to ON, and select the guitar Program of the Card. Set the MIDI channel to match the track that will play back the guitar Program (channel 4 here).
- ⑦ Start the SQD-8 and your multi-instrumental MIDI recording will play automatically.

MULTI PARAMETERS

Multi parameters that can be set include MIDI channel, key window and output jack, among others, for each of the P3's 8 Timbres. There are 9 parameters all together and they can be set in the Multi mode (when the Multi LED is lit up).

The parameter values set here are memorized even when the power is turned OFF, and those same values are restored when the power is turned on again.

When in the Function mode, go back to the Play mode by pressing the Play switch or the Parameter switch and set the desired parameters.

Operation

① Enter the Multi mode by pressing the Multi button. It is indicated as shown below in the LED display. The "1" in the left side in the display indicates the parameter number. The set value of the parameter is shown to the right side of the parameter number.



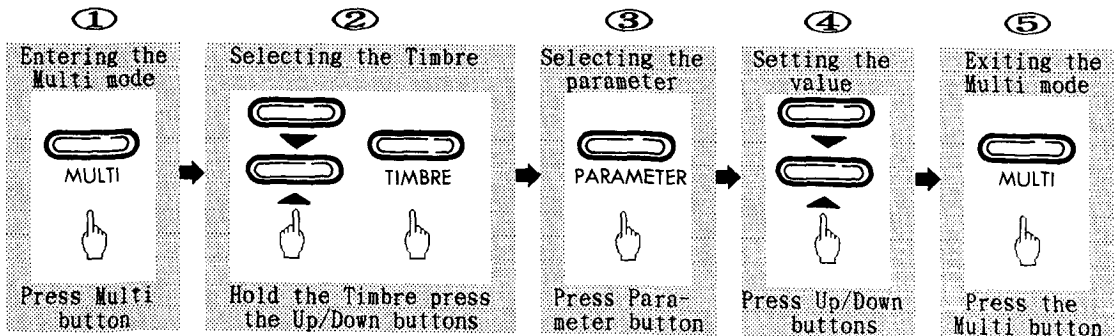
② Press the Timbre button. The number of the Timbre selected at this time is indicated in the LED display. The number changes by pressing the Up/Down buttons while holding down the Timbre button. Set the Timbre number for which

the Multi parameters will be changed. The Timbre number is displayed only while the Timbre button is pressed.

③ Releasing the Timbre button automatically returns the display to the parameter number display. Each press of the parameter button here advances the parameter number.

④ After selecting the parameter number to be changed, set the value of each parameter by pressing the Up/Down buttons.

⑤ To exit the Multi mode (to go back to the Single mode), press the Multi button again. When this is done, the Programs that were being used before entering the Multi mode will be restored.



Detailed Explanation of the Functions of Each Parameter

1. Timbre ON/OFF

【Range: 1 = ON, 0 = OFF】

This parameter determines whether the Timbre is used or not when playing. Set it to ON to use the Timbre, and OFF when not using. The display will be as shown below when set to OFF.

1 0

2. Tone No.

【Range: 1, 2, C1 - C8】

While editing any of the P3's parameters, the Program of each Timbre can be selected by the Program button. However, in this particular parameter, you can select Programs and confirm their numbers on the display. This parameter is used especially when selecting Programs from the Card.

The Programs of the Card are indicated by "C" followed by a number, and the internal Programs are indicated only by number. The display will be as shown below when the 2nd Program in the Card is selected.

2 C 2

3. MIDI Channel

【Range: 1 - 16】

This parameter sets the MIDI channel for each Timbre. Please read through the

BASIC INFORMATION ON COMBINATIONS chapter for details on how to set MIDI channels when making combinations. When setting to channel 1, the display will be as shown below:

3 1

Key Window: 4. Bottom, 5. Top

【Range: A0 - C8 for both】

This parameter sets the keyboard range over which the Programs of each Timbre will sound. Bottom determines the bottom point (the lowest sound) and Top determines the top point (the highest sound) of the range.

The letters C, D, E, F, G, A and B on the display correspond to the note names. The numbers indicate the particular octave of the note, with 440 Hz (the A note above middle C) corresponding to the display designation "A4." Middle C is then "C4" and the octave number decreases (i.e., C3, C2 and C1) and increases (i.e., C5, C6 and C7) according to the lowering and raising of the octave.

The display shown below will appear when setting the bottom point to F2 and the top to F#6.

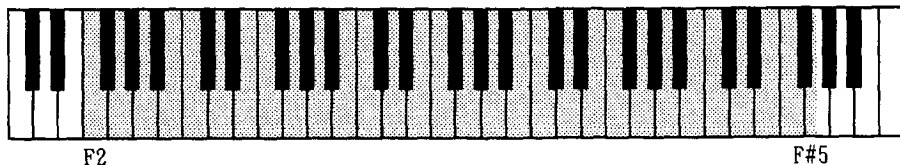
<ボトム>

4 F 2

<トップ>

5 F. 6

Adjusting the parameter in semitones is possible. When a sharp note "#" is selected, a dot at bottom right side of the note name will light up. And the range will be as shown below:



6. Octave Shift

【Range: -3 - 3】

This parameter transposes the Program of each Timbre up or down 1 octave. It can be changed over a range of +/- 3 octaves. If the Program being played seems too low, the octave setting can be raised to compensate, and vice versa. When set to -2, the following display will appear:

6 - 2

7. Output Level

【Range: 0 - 99】

This parameter is used to adjust the volume of each Timbre. It also is used for adjusting the relative volume balance of other Programs, when creating combinations using several Programs. When set to 80, the following display will appear:

7 8 0

8. Detune

【Range: -4 - 4】

This parameter makes a "fatter" sound by slightly changing the pitch of a Program and the pitch of other Timbres. This is especially effective when playing Layer combinations. See p.11 for details on how to set the Detune parameter. When set to -2, the following display will appear:

8 - 2

9. Output Jack

【Range : 1 or 2】

This parameter is effective only when #9 OUTPUT ASSIGN (p. 22) of the Function parameters is ON. This determines the output, Output 1 or 2, to which each Timbre will be sent. The maximum number of voices available for each output jack is 8. When set to 1, the following display will appear:

9 1

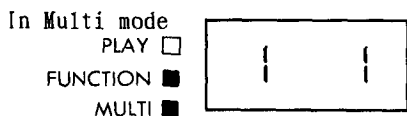
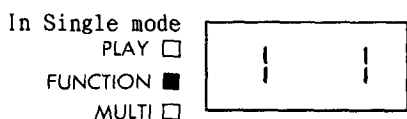
FUNCTION

In the Function mode, MIDI settings for the entire instrument, as well as octave shift, transpose and output assign are set. There are 9 Functions all together, and they can be set when the Function LED is lit by pressing the Function button.

Operation

① Press the Function button.

The following displays will appear:



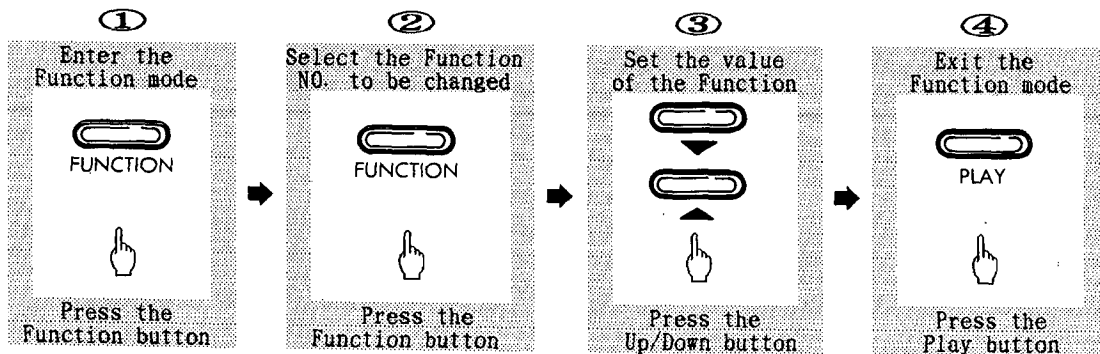
The Function number which was selected before exiting the Function mode is shown in the left side. (However, when pressing the Function button for the first time

after turning the power on, Function 1 is indicated.)

② The Function number advances every time the Function button is pressed.

③ After selecting the Function number to be changed, set the value of each Function by pressing the Up/Down buttons.

④ Press the Play button to exit the Function mode. Also, when in the Multi mode, press the Play button or the Parameter button to exit the Function mode.



Detailed Explanation of the Functions of Each Parameter

1. MIDI Basic Channel

【Range: 1 - 16】

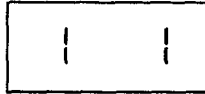
This allows setting of the MIDI receiving

channel when in Single mode.

The parameter determines which data sent from the connected MIDI instrument the P3 will receive. The P3 receives and plays only data from the channel set here.

The factory setting is 1 and the display is as shown below.

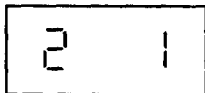
The setting when the power is turned ON is the same as the setting when the power was last turned OFF. All data is received regardless of the channel setting when Omni is set to ON. Check and change the OMNI ON/OFF parameter as necessary.



2. Omni On/Off

【Range: 0 = Omni OFF, 1 = Omni ON】

This determines the Omni setting when in the Single Mode. Set Omni to OFF in order to receive only the desired data. Omni is always set to ON when the power is turned ON, and the display is as shown below. However, when entering the Multi mode, it is automatically set to Omni OFF, and all Timbres can receive data on any MIDI channel.



3. Program Change

【Range: 0 = OFF, 1 = ON】

This parameter determines whether or not program change data will be sent or received. In other words, this determines whether the P3 will or will not receive program change messages (and, therefore, change or not change the current Program) from the connected MIDI device, and also whether it will or will not send program change messages to the connected MIDI device.

A setting of 1 allows the P3 to receive and send the data, and a setting of 0 does not.

The setting when the power is turned ON is the same as the setting when the power was last turned OFF. When set to ON, the following display will appear:

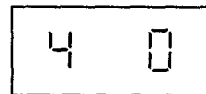


4. After Touch

【Range: 0 = OFF, 1 = ON】

This sets whether or not a vibrato effect will sound when after touch messages are received. In other words, you can select whether or not to have vibrato applied when pressing down strongly down on the keys of the connected MIDI keyboard. Setting the parameter to 1 applies the vibrato effect. (This functions only when the connected keyboard sends after touch messages.)

The setting when the power is turned ON is the same as the setting when the power was turned OFF the last time. The following display will appear:



5. Modulation

【Range: 0 - 2】

This parameter determines whether the vibrato effect will be applied only when modulation messages are received or will be applied all the time.

A setting of 0 cancels the vibrato effect even when modulation messages are sent from the connected keyboard. A setting of 1 results in modulation-controlled vibrato. A setting of 2 applies the vibrato effect constantly, with modulation messages deepening the vibrato effect.

(See the included MIDI MINI TEXT for more

information on modulation.)

The setting when the power is turned ON is the same as the setting when the power was turned OFF the last time. When the parameter is set to ON, the following display will appear:

5 1

6. Octave Shift

[Range: -3 - 3]

This parameter transposes the Program of each Timbre up or down 1 octave.

When using a Multi combination, the range of all the Programs assigned to the keys change. The parameter is always set to 0 when the power is turned ON.

When set to -2, the following display will appear:

6 - 2

7. Transpose

[Range: G - C - F#]

This parameter allows you to change (transpose) the key in which the keyboard will play, in semitone units.

Transposition can be made 6 semitones up, and 5 semitones down from the central key of C. Sharp notes (#) are indicated by the lit dot at the bottom right of the note name.

When using a Multi combination, the keys of all the Programs assigned to the keyboard change.

For example, a transposition setting of "A" will cause a C played on the keyboard to sound an A, which is 3 semitones lower on the P3. (The display shown below will

appear.) The parameter is always set to C when the power is turned ON.

7 A

8. Tune

This parameter allows you to tune the pitch of the entire P3. It finely adjusts the pitch in order to match the pitch of accompanying instruments.

The parameter can be set over a range of +/- 55 cents. It is set to +/- 0 when the power is turned on. (A4 = 440Hz)

<Display when ±0>

8 - -

<When 0 → -55>

8 - -

<When 0 → +55>

8 - -

9. Output Assign

[Range: 0 = OFF, 1 = ON]

This parameter determines whether or not Programs can be individually assigned to the outputs. Output 1 or 2, when using a Multi combination.

Setting the parameter to 1 allows you to assign Programs to the outputs, and the actual output assignment is made in #9 Output Jack of the Multi parameters (p.19). The setting when the power is turned ON is the same as the setting when the power was turned OFF the last time. When the parameter is set to OFF, the following display will appear:

9 0

MIDI APPLICATIONS

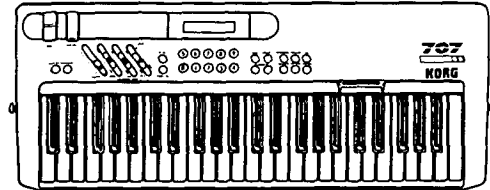
1. CONNECTING TO A SYNTHESIZER

Let's see how the P3 can be used when connected to a synthesizer.

As an example, the P3 is connected here to the KORG Performing Synthesizer 707. The P3 has a function in which any unused MIDI play data (data that, because of its having a different MIDI channel assignment or being outside the key window, doesn't cause the P3 to sound) is retransmitted through the MIDI OUT connector. Let's play the 707 and the P3 taking advantage of this function in a Split combination.

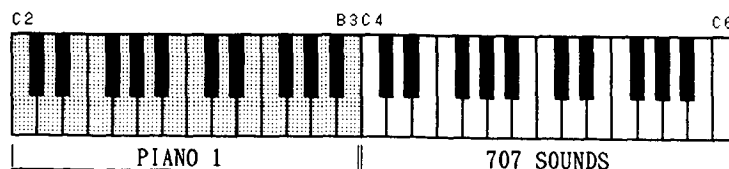
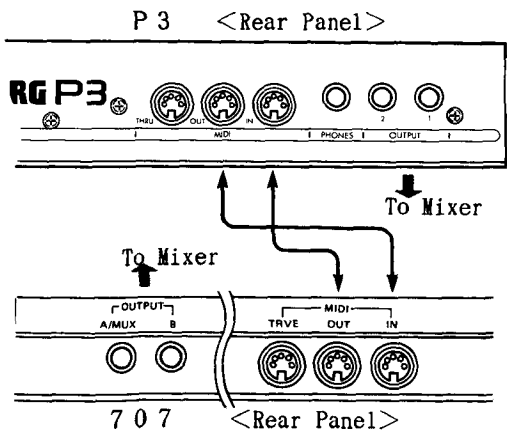
Connect the P3 and 707 as shown in the diagram below:

7 0 7



- ① Set the Local mode of the 707 to OFF. (See the owner's manual of the 707 for appropriate instructions.)
- ② Enter the Multi mode by pressing the Multi button of the P3.
- ③ Set the Timbres to be used to ON, and the all the rest to OFF. Here we'll set Timbre 1 to ON.
- ④ Select the Program of Timbre 1. PIANO 1 is selected here.
- ⑤ Set the key window of Timbre 1. The setting here is from A0 - B3.

In this setup, the PIANO 1 Program sounds between C2 and B3 of the keys (because 707 has 49 keys), and the 707 sounds between C4 and C6.



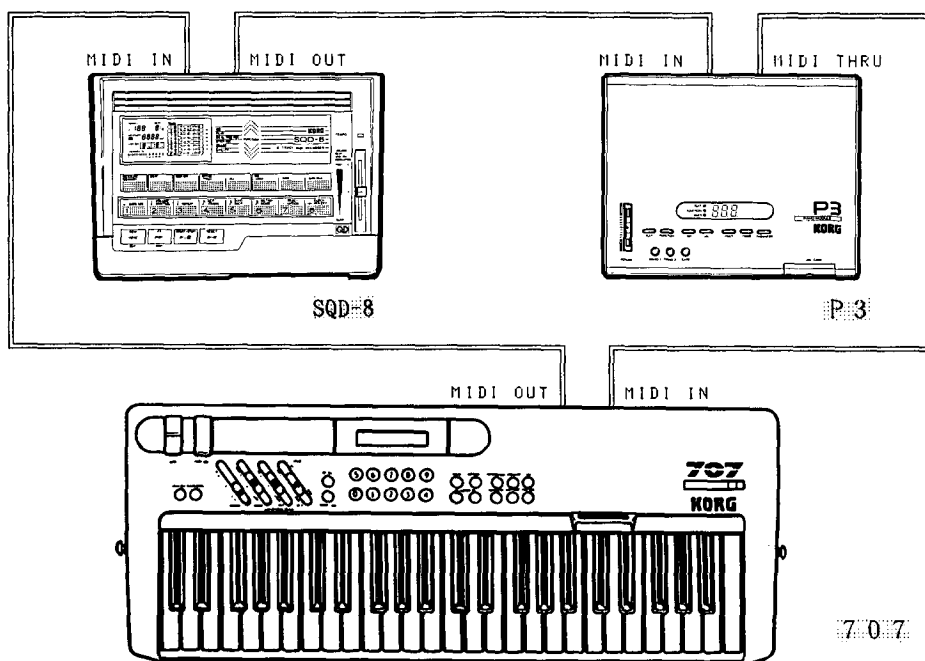
2. CONNECTING TO A SEQUENCER

You can also have the Programs of the P3 play automatically by using a sequencer. With a sequencer, or any other MIDI recording device, the P3 can play a maximum of 8 Programs and 8 parts simultaneously.

Here the P3 is set up for automatic play by connecting it with the KORG 8-track MIDI Recorder SQD-8 and the 707.

Connect them as shown below.

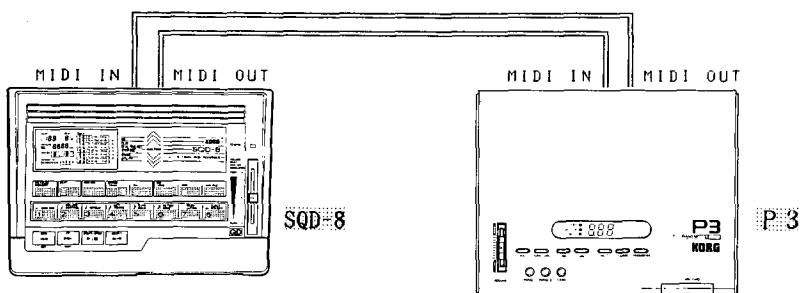
See the owner's manual of the SQD-8 for appropriate instructions.



- ★When playing the P3 with the MIDI input from a rhythm machine, the time between the note on and note off messages of the rhythm machine may be too short to cause the P3 to sound. If the rhythm machine being used allows you to edit the note on and note off values (such as on the KORG DRM-1), set the time between the value to a substantial length.

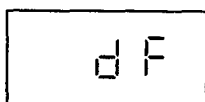
SENDING AND RECEIVING MULTI PARAMETERS

The Multi parameters set for the P3 can be copied to another P3 or the KORG Orchestra Module Concerto by the use of MIDI. The parameter data can be also saved to memory in the KORG Digital Recorder, KORG 8-track MIDI Recorder SQD-8 and the KORG Memory Expander MEX-8000. Here is an example of the transmission and reception of Multi parameter data between the P3 and the SQD-8. Connect the P3 and SQD-8 as shown below:



【Transmission Operation】

- ① Set the SQD-8 to the data file mode, so that it can receive data. (See the owner's manual of SQD-8 for appropriate instructions.)
- ② Press both the Play button and the Function button of the P3 at the same time. The following display will appear:

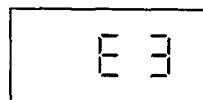


- ③ Press the Parameter button while holding down the Play button and the Function button. The "dF" indication will disappear and transmission will start. The "dF" indication will be displayed again when the transmission is finished.
- ④ The original display is restored when releasing the Play button and the Function button.

【Reception Operation】

- ① Set the SQD-8 to the data file mode so that it can transmit data. (See the owner's manual of the SQD-8 for appropriate instructions.)
- ② The P3 is always in the condition of being able to receive and will automatically receive the Multi parameter data sent by the SQD-8.

★ During transmission the following error message may appear:



If this display appears, attempt the operation again. Should it prove unsuccessful, the data may have been damaged.

M I D I I M P L E M E N T A T I O N

1. TRANSMITTED DATA

1-1 CHANNEL MESSAGE

| Status | Second | Description |
|----------|----------|-------------------|
| 1100nnnn | 0ppppppp | Program Change *1 |

NOTE:*1 Transmits when the program change is ON in Function 3. pppppp=0-1 But when there is a Card. pppppp=0-1+N
N:the number of Programs of the Card

1-2 SYSTEM REALTIME MESSAGE

| Status | Second | Description |
|----------|--------|----------------|
| 11111110 | | Active Sensing |

1-3 UNIVERSAL EXCLUSIVE MESSAGE INQUIRY MESSAGE

| Byte | Description |
|-----------|----------------------|
| 1111 0000 | Exclusive Status |
| 0111 1110 | Non Realtime Message |
| 0000 nnnn | MIDI Channel |
| 0000 0110 | Inquiry Message |
| 0000 0010 | Identity Reply |
| 0100 0010 | KORG ID |
| 0001 1100 | (X-719/719 II) ID |
| 0000 0000 | |
| 0000 0000 | |
| 0000 0000 | |

| | |
|-----------|-------------|
| 0*** **** | ROM No 1~ |
| 0000 0000 | |
| 0*** **** | Soft Ver 0~ |
| 0000 0000 | |
| 1111 0111 | EOX |

*Transmits only when receiving INQUIRY MESSAGE REQUEST

1-4 SYSTEM EXCLUSIVE MESSAGE (1) COMBINATION PARAMETER DUMP

| Byte | Description |
|-----------|----------------------------|
| 1111 0000 | Exclusive Status |
| 0100 0010 | KORG ID 42H |
| 0011 nnnn | Format ID 3nH(n=CH) |
| 0001 1100 | Device ID |
| 0100 1001 | 1 Combi Dump 49H |
| 0ddd dddd | |
| ⋮ | |
| 0ddd dddd | 1 Combi Dump Data(73bytes) |
| 1111 0111 | EOX |

1-5 BYPASSED MESSAGE

Sends out the following messages, which were received, to MIDI OUT:Program change/Channel pressure/Modulation/Volume/Damper/Soft/Sostenuto/Note ON/OFF (of notes that are not sounded)

2. RECOGNIZED RECEIVE DATA

2-1 CHANNEL MESSAGE

| Status | Second | Third | Description |
|----------|----------|----------|-------------------------------|
| 1000nnnn | 0kkkkkkk | 0xxxxxxx | Note off *1 |
| 1001nnnn | 0kkkkkkk | 00000000 | Note off *1 |
| 1001nnnn | 0kkkkkkk | 0vvvvvvv | Note on(vvvvvvv=0~127) *1 |
| 1011nnnn | 00000001 | 0vvvvvvv | Modulation(vvvvvvv=0~127) *2 |
| 1011nnnn | 00000111 | 0vvvvvvv | Volume(vvvvvvv=0~127) |
| 1011nnnn | 01000000 | 0vvvvvvv | Damper Off(vvvvvvv=0~63) |
| 1011nnnn | 01000000 | 0vvvvvvv | Damper On(vvvvvvv=64~127) |
| 1011nnnn | 01000010 | 0vvvvvvv | Sostenuto Off(vvvvvvv=0~63) |
| 1011nnnn | 01000010 | 0vvvvvvv | Sostenuto On(vvvvvvv=64~127) |
| 1011nnnn | 01000011 | 0vvvvvvv | Soft Off(vvvvvvv=0~63) |
| 1011nnnn | 01000011 | 0vvvvvvv | Soft On(vvvvvvv=64~127) |
| 1011nnnn | 01111011 | 00000000 | All Note Off |
| 1011nnnn | 01111011 | 00000000 | OMNI Off(All Note Off)*3 |
| 1011nnnn | 01111100 | 00000000 | OMNI ON(All Note Off)*3 |
| 1011nnnn | 01111110 | 0xxxxxxx | (All Note Off) |
| 1011nnnn | 01111111 | 00000000 | (All Note Off) |
| 1100nnnn | 0ppppppp | | Program Change *4 |
| 1101nnnn | 0vvvvvvv | | After Touch(vvvvvvv=0~127) *5 |

NOTE:*1 kkkkkk=21 - 108

*2 Effective only when the modulation is On in Function 5

*3 Always Omni OFF when on Multi combination. It memorizes when receiving Omni ON/OFF, and follows that mode when in Single.

*4 Effective when it is set to program change in function 3. pppppp=0~1

But when there is a Card, pppppp=0 - 1 + N N:the number of Programs of the Card

*5 Effective when it is set to after touch in Function 3.

nnnn: MIDI Channel Number(0~15) xxxxxxx: Don't Care

2-2 SYSTEM REAL TIME MESSAGE

| Status | Description |
|---------|----------------|
| 1111110 | Active Sensing |

| | |
|-----------|----------------------------|
| 0100 0010 | KORG ID 42H |
| 0011 nnnn | Format ID 3nH |
| 0001 1100 | Device ID 1CH |
| 0100 1001 | 1 Combi Dump 49H |
| 0ddd dddd | 1 Combi Dump Data(73bytes) |
| 0ddd dddd | |
| 1111 0111 | EOX |

2-3 UNIVERSAL EXCLUSIVE MESSAGE

(1) INQUIRY MESSAGE REQUEST

| Byte | Description |
|-----------|----------------------|
| 1111 0000 | Exclusive Status |
| 0111 1110 | Non Realtime Message |
| 0nnn nnnn | MIDI Channel |
| 0000 0110 | Inquiry Message |
| 0000 0001 | Identity Request |
| 1111 0111 | EOX |

NOTE: nnnn=MIDI Channel Number

3. EXCLUSIVE DATA FORMAT

COMBINATION PARAMETER DUMP

(FUNCTION ID=49 TRANSMIT, RECEIVE)

NOTE: nnnnnn=MIDI Channel Number(0~15)

127: all the channels

| Format | Description |
|-----------------|--------------------------------------|
| FO 42 3n 1C 49 | Combination Parameter Dump Header |
| aa (1byte) | Card No. 01~26 127:No Card Used |
| bb...bb(9bytes) | Timbre 1 Patameters *1 |
| cc...cc | Timbre 2 parameters |
| dd...dd | Timbre 3 parameters |
| ee...ee | Timbre 4 parameters |
| ff...ff | Timbre 5 parameters |
| gg...gg | Timbre 6 parameters |
| hh...hh | Timbre 7 parameters |
| ii...ii | Timbre 8 parameters |
| F7 | EOX |

2-4 SYSTEM EXCLUSIVE MESSAGE

(1) COMBINATION PARAMETER DUMP REQUEST

| Byte | Description |
|-----------|---------------------|
| 1111 0000 | Exclusive Status |
| 0100 0010 | KORG ID 42H |
| 0011 nnnn | Format ID 3nH |
| 0001 1100 | Device ID 1CH |
| 0001 1001 | 1 Combi Dump Rquest |
| 1111 0111 | EOX |

(2) COMBINATION PARAMETER DUMP

| Byte | Description |
|-----------|------------------|
| 1111 0000 | Exclusive Status |

Note:*1 TIMBRE PARAMETERS

| OFFSET | TIMBLE PARAMETER | VALUE REPRESENTATION |
|--------|------------------|---|
| 0 | TIMBLE ON/OFF | 0(OFF), 1(ON) |
| 1 | TONE NO. | bit 6 0:INTERNAL 1:CARD bit 3~0 TONE NO. |
| 2 | MIDI CHANNEL | 0~15(1~16) |
| 3 | KEY W. BOTTOM | 21~108(A0~C8) |
| 4 | KEY W. TOP | 21~108(A0~C8) |
| 5 | OCTAVE SHIFT | 0~6(-3~3) |
| 6 | OUTPUT LEVEL | 0~99(99~0) |
| 7 | DETUNE | 0~8(-4~4) |
| 8 | OUTPUT JACK | 0~1(1~2) |

ERROR MESSAGES

E 1

This display is shown when the wrong card (a card not intended for use with the P3) is inserted.

Insert the correct Card for the P3.

E 2

This display is shown when the card used is different from the one used when setting the Multi parameters, or when the card used for setting the Multi parameters has not been inserted. When the programs of the timbres in the display are in the card, the LED of the card flashes.

E 3

This display is shown when Multi parameter data has not been received properly in the data filer function.

There is a possibility that the Multi parameters have not been set to the appropriate values, so check that the Multi parameters are set correctly.

TROUBLESHOOTING

If you think that the P3 is not in proper working order, run through this checklist of problems and possible solutions. If the problem still exists, please consult your local musical instrument store or KORG service centre.

Power is not supplied.

No sound is output.

Is the adaptor firmly inserted?

- ① Check that the volume is set beyond 0.
- ② Check that the P3 is firmly connected to the external equipment, such as an amplifier, mixer, etc.
- ③ Check that the volume of all connected equipment, such as amplifiers and the like are set beyond 0.
- ④ Check that all Timbres are not set to OFF when in Multi operation.
- ⑤ Check that the output levels of the Timbres which are ON are not set to 0 when in Multi operation.
- ⑥ Check that you are playing the keys within the key window
- ⑦ Check that you are playing the keys to which the sounds of the card are assigned.
- ⑧ Check that all MIDI channel settings of the connected MIDI devices match with the MIDI channel settings of the P3.

SPECIFICATIONS/OPTIONS

- | | | | |
|----------------|---|------------------------|---|
| ■Voices: | 16 voices simultaneously | ■MIDI jacks: | IN, THRU, OUT |
| ■Programs: | 2 Programs | ■Power: | DC 9 V |
| ■Key window: | A0 - C8 | ■Weight: | 1.9 kg (4 lb. 3 oz.) |
| ■MIDI Channel: | 1 - 16 ch | ■Size(W×D×H): | 300×225.4×55.5 mm (11 13/16" x 8 7/8" x 2 3/16") |
| ■Volume: | (MIN - MAX) | ■Supplied accessories: | AC adapter (KAC-301) |
| ■Display: | 7-segment LED Display × 3 characters | ■Optional accessory: | ROM Card |
| ■Card slot × 1 | | | |
| ■Output jacks: | OUTPUT (1,2), HEADPHONES | | |

Specifications are subject to change without notice.

PRECAUTIONS

■Environment

Avoid using this unit in environments where it will be exposed to the following conditions:

- * Direct sunlight
- * High temperature or humidity
- * Dust or sand

■Back up battery

A back up battery is installed in P3 to prevent loss of the memory after the power is turned OFF. It is necessary to change the batteries after 5 years.

Consult your local service center or KORG dealer when changing the batteries.

■Power

Use only the special AC adapter KAC-301 (DC 9 V) provided as the power source.

Other adapters may cause damage because of different polarity. Insert the AC adapter into a power outlet of 100 V.

Be careful not to insert into a power outlet of less than 90 V or more than 110 V, since damage to the P3 may result.

■Interference With Other Appliances

This unit uses microprocessor circuitry that may cause interference with nearby radio or TV receivers. If problems occur, use at a greater distance from the radio or TV.

■Maintenance

Use only a soft, dry cloth to clean the exterior of this unit. Never use benzene, volatile cleaners or solvents, polish or cleaning compounds.

■Warranty Card

The product warranty ensures that all repairs conducted within one year from the day of purchase are free of charge, but if the necessary steps were not taken in filling out the warranty card at the time of purchase, portions or all of the warranty may be invalid. Make certain to fill out the warranty card completely at the store where the instrument was purchased and keep the card in a safe place.

NOTICE

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

KORG[®] KORG INC.

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

®

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SYMPHONY

MIDI IMPLEMENTATION CHART

| Function ... | Transmitted | Recognized | Remarks |
|--|---|--------------------------|---|
| Basic Default Channel Changed | | 1 - 16 1 - 16 | Memorized |
| Mode Default Messages Altered | ***** | Mode 1 Omni On/Off | |
| Note Number : True voice | 0 - 127 ***** | 21 - 108 21 - 108 | |
| Velocity Note ON Note OFF | *1 *1 | ○ 9n. v=1 - 127 × | |
| After Touch Key's Ch's | × *1 | × ○ *2 | |
| Pitch Bender | × | × | |
| Control Change | 1 *1 7 *1 64 *1 66 *1 67 *1 | ○ *3 ○ ○ ○ ○ | Modulation Volume Damper Sostenuto Soft |
| Prog Change : True # | *1 0-6 *4 0-6+N *4 ***** | 0-6 *5 0-6+N *5 | When card is inserted (N:number of Programs) |
| System Exclusive | ○ | ○ | |
| System : Song Pos : Song Sel Common : Tune | × × × | × × × | |
| System : Clock Real Time : Command | × × | × × | |
| Aux : LocalON/OFF : All Notes OFF Mes- : Active Sense Sages : Reset | × × ○ × | × ○ ○ × | |
| <p>Notes *1 Sends the received message through MIDI OUT. *2 Receives if AFTER TOUCH is ON. *3 Receives if MODULATION is ON. *4 Sends if PROGRAM CHANGE is ON. *5 Receives if PROGRAM CHANGE is ON.</p> | | | |

Mode 1 : OMNI ON, POLY
 Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
 Mode 4 : OMNI OFF, MONO

○ : Yes
 × : No

| ファンクション・・・ | 送信 | 受信 | 備考 |
|--|---|--------------------------|--|
| ベーシック電源ON時 チャンネル 設定可能 | | 1-16 1-16 | 記憶する |
| モード 電源ON時 メッセージ 代用 | ***** | モード1 オムニ ON/OFF | |
| ノート ナンバー： 音域 | 0-127 ***** | 21~108 21~108 | |
| ベロシティ ノート・オン ノート・オフ | *1 *1 | ○ V-1~127 × | |
| アフター キー別 タッチ チャンネル別 | × *1 | × ○ *2 | |
| ピッチ・ベンダー | × | × | |
| 1 7 64 66 67 コントロール チェンジ | *1 *1 *1 *1 *1 | ○ *3 ○ ○ ○ ○ | モジュレーション ボリューム ダンパー ソステヌート ソフト |
| プログラム チェンジ： 設定可能範囲 | *1 0-6 *4 0-6+N *4 ***** | 0-6 *5 0-6+N *5 | カード挿入時 (N:カードの音色数) |
| エクスクルーシブ | ○ | ○ | |
| コモン : ソング・ポジション : ソング・セレクト : チューン | × × × | × × × | |
| リアル : クロック タイム : コマンド | × × | × × | |
| その他 : ローカル ON/OFF : オール・ノート・オフ : アクティブ・センシング : リセット | × × ○ × | × ○ ○ × | |
| 備考 | *1 受信したメッセージをMIDIアウトから送出する *2 アフタータッチ・オンのとき受信する *3 モジュレーション・オンのとき受信する *4 プログラムチェンジ・オンのとき送信する *5 プログラムチェンジ・オンのとき受信する | | |

モード1 : オムニ・オン, ポリ
 モード3 : オムニ・オフ, ポリ

モード2 : オムニ・オン, モノ
 モード4 : オムニ・オフ, モノ

○ : あり
 × : なし

SPECIFICATIONS/OPTIONS

- | | | | |
|----------------|---|------------------------|---|
| ■Voices: | 16 voices simultaneously | ■MIDI jacks: | IN, THRU, OUT |
| ■Programs: | 2 Programs | ■Power: | DC 9 V |
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| ■Card slot × 1 | | | |
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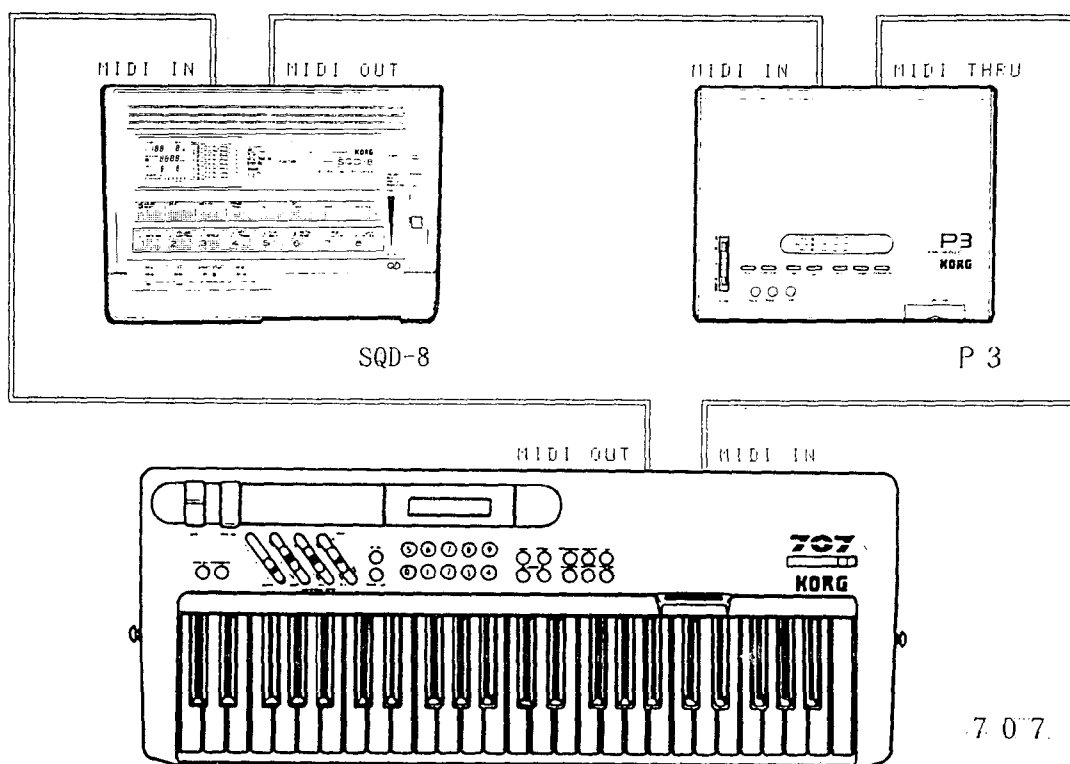
2. CONNECTING TO A SEQUENCER

You can also have the Programs of the P3 play automatically by using a sequencer. With a sequencer, or any other MIDI recording device, the P3 can play a maximum of 8 Programs and 8 parts simultaneously.

Here the P3 is set up for automatic play by connecting it with the KORG 8-track MIDI Recorder SQD-8 and the 707.

Connect them as shown below.

See the owner's manual of the SQD-8 for appropriate instructions.



★When playing the P3 with the MIDI input from a rhythm machine, the time between the note on and note off messages of the rhythm machine may be too short to cause the P3 to sound. If the rhythm machine being used allows you to edit the note on and note off values (such as on the KORG DRM-1), set the time between the value to a substantial length.

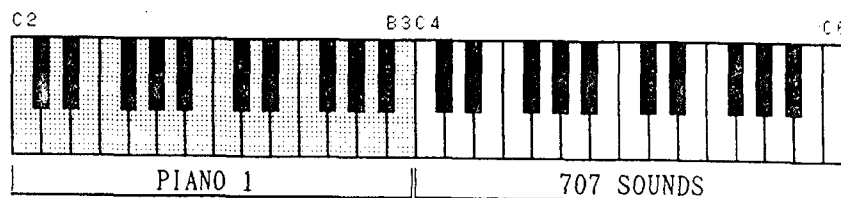
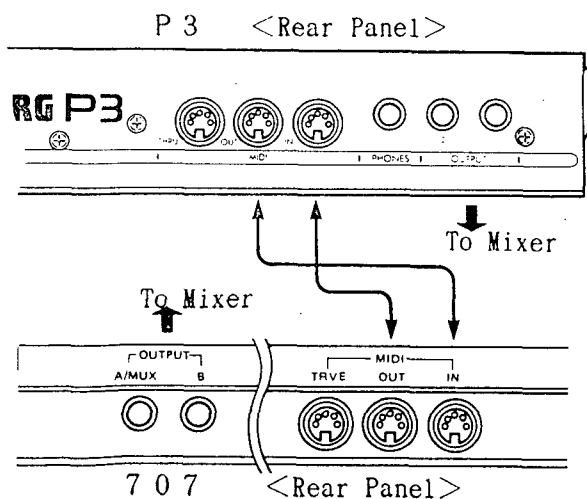
MIDI APPLICATIONS

1. CONNECTING TO A SYNTHESIZER

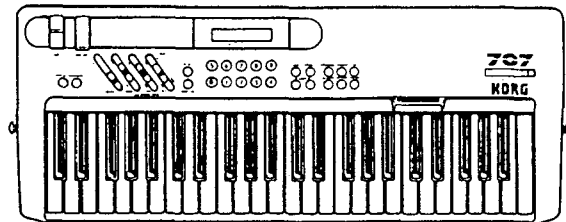
Let's see how the P3 can be used when connected to a synthesizer.

As an example, the P3 is connected here to the KORG Performing Synthesizer 707. The P3 has a function in which any unused MIDI play data (data that, because of its having a different MIDI channel assignment or being outside the key window, doesn't cause the P3 to sound) is retransmitted through the MIDI OUT connector. Let's play the 707 and the P3 taking advantage of this function in a Split combination.

Connect the P3 and 707 as shown in the diagram below:



707



- ① Set the Local mode of the 707 to OFF.
(See the owner's manual of the 707 for appropriate instructions.)
- ② Enter the Multi mode by pressing the Multi button of the P3.
- ③ Set the Timbres to be used to ON, and the all the rest to OFF. Here we'll set Timbre 1 to ON.
- ④ Select the Program of Timbre 1. PIANO 1 is selected here.
- ⑤ Set the key window of Timbre 1.
The setting here is from A0 - B3.

In this setup, the PIANO 1 Program sounds between C2 and B3 of the keys (because 707 has 49 keys), and the 707 sounds between C4 and C6.

BASIC STRUCTURE OF THE P3

Since the P3 does not have a keyboard, it cannot be played alone. Therefore, it must be connected to other MIDI devices in order to be played.

In this section we will take a look at a general outline of the basic structure of the P3 and how it can be used with other MIDI devices.

● Single Mode and Multi Mode

When the power switch is turned ON, the P3 is set to a default condition in which only 1 selected Program can be played. This is called Single mode.

In addition to the Single mode, the P3 can be set to play a combination of several Programs; this is called Multi mode. When the P3 is in the Multi mode, the Multi LED is lit up in red.

● Structure of the Multi Mode

Multi mode makes it possible to play a combination of several Programs. In the Multi mode, one P3 can effectively function as a maximum of 8 sound sources, and can play 8 different

Programs, including Card Programs, simultaneously. To achieve this, the P3 has 8 so-called "Timbres." One Program can be assigned to each Timbre and together a combination of them can be arranged.

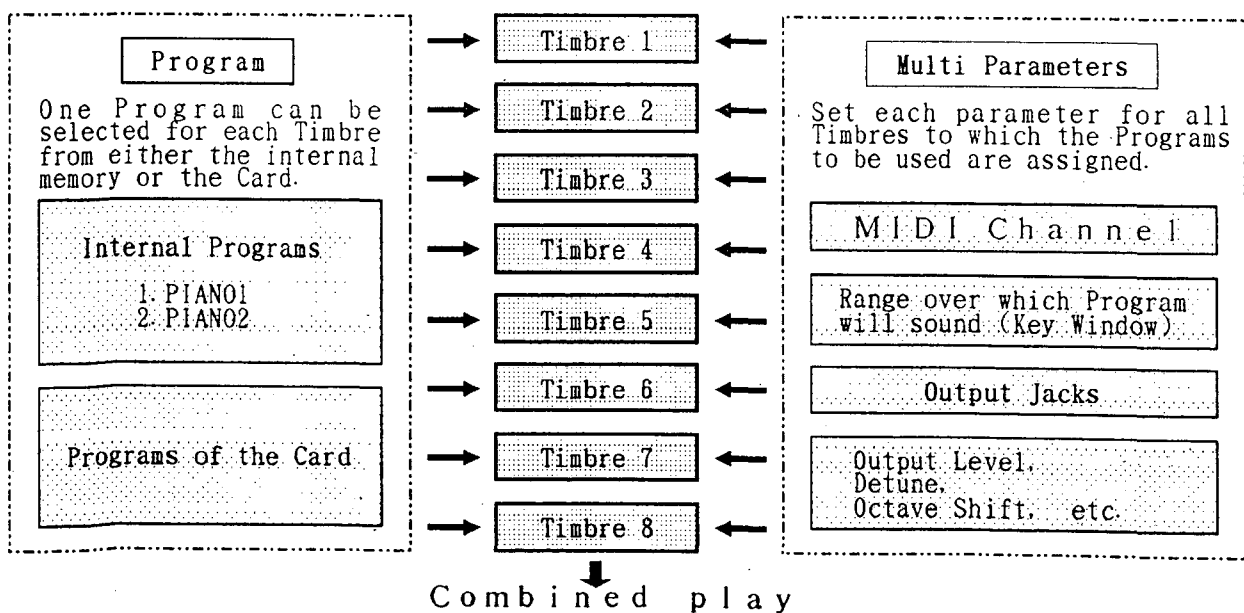
● Multi Parameters

The following settings can be made for each Timbre:

- (1) MIDI channel
- (2) Key window (the range over which the Program will sound)
- (3) Output Jacks, etc.

These are called "Multi parameters."

(See pages 17 - 19 for details.)



4. SOUND COLORS AND KEYS

■ The P3 can be played by assigning several Programs to one keyboard.

(See page 10.)

In some optionally available Program Cards, various instrument sounds have been already assigned to different key ranges, making up one Program in the Card.

★ For Cards having pre-programmed key assignments, Programs will sound only in the range to which they have been assigned.

(The range is indicated next to the Program name in the precaution notes that are included with the Card. See pages 8 and 18 for Program names.)

★ There may be a range on the keyboard to which no instrument Programs have been assigned. Playing in that range, of course, will not result in any sound.

★ An "A/B" designation on a Program means that two (or more) different instruments' sounds are assigned to that Program. Occasionally, depending on the Program, the transposition setting may deviate from the normal range by one octave.

★ Note that the sound range of such Programs, created as a combination of several instruments' sounds, cannot be changed.

LIST OF LED INDICATIONS

【Numbers 0 - 9】

Used mainly for parameter numbers and values.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

【Letters A - G】

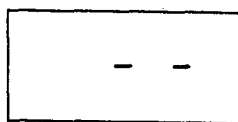
Used mainly for note names. The period (.) at the bottom right of the letter indicates a sharp note (#).

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | . |
| ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ |
| A | B | C | D | E | F | G | # |

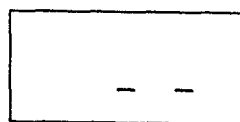
【Minus sign (-)】

Minus Tuning Indication

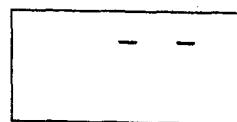
⋮
-



At a value of ± 0



At a value $0 \rightarrow -55$



At a value $0 \rightarrow -55$

【Others】

Velocity

⋮
□

Timbre

⋮
t

Octave

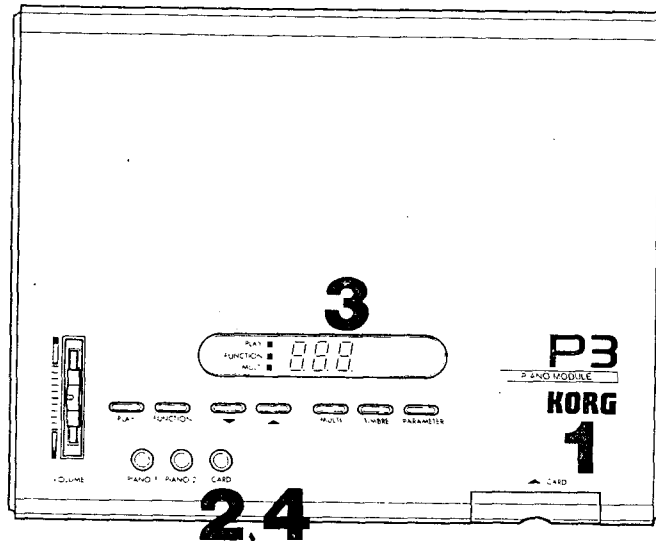
⋮
o

Data filer

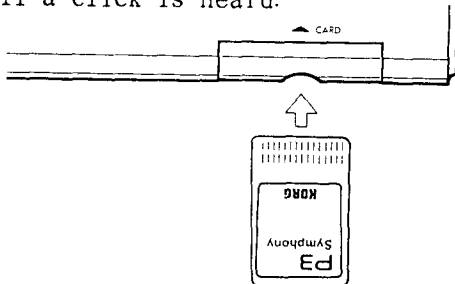
⋮
d F

3. PLAYING EXTERNAL CARD SOUND PROGRAMS

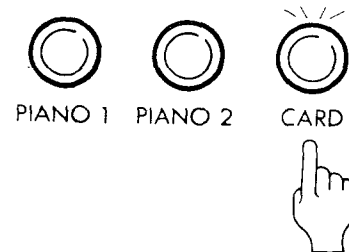
Additional Programs can be played with the use of optional Sound Program Cards. The following explains how to play Programs from the Cards.



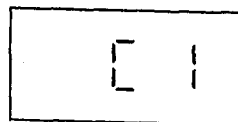
① Put the Card in the Card slot. Insert it all the way into the slot, with the metal contacts of the Card face up, until a click is heard.



② Select a Program from the Card by pressing the Card button. (The Card button will be lit up in red.)

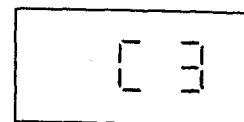


④ There are two or more programs on each Program Card. Depending on the Program Card used. For such Cards, successive Programs are selected by pressing the Card button repeatedly. After the last Program in the Card has been reached, another press of the button will call up the first one.



③ The selected Program is indicated in the display. (See page 18.)

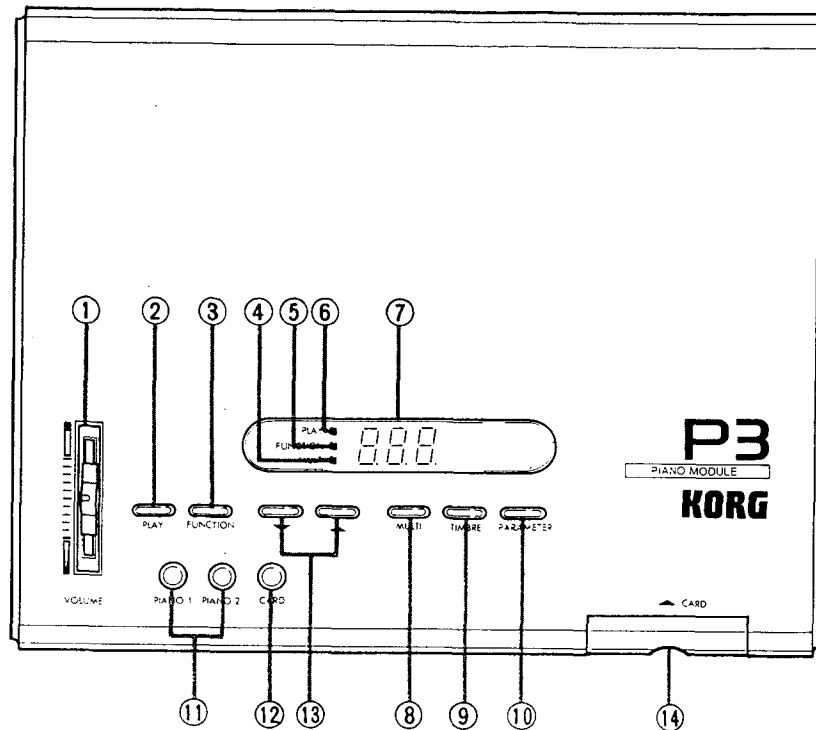
C : Indicates a Card Program.
3 : Indicates the third Program in the Card.



NAMES OF PARTS

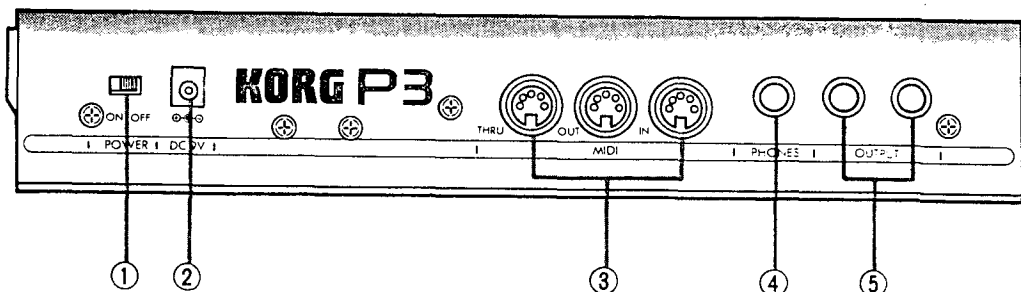
FRONT PANEL

- ① Volume slider
- ② PLAY button
- ③ FUNCTION button
- ④ MULTI LED
- ⑤ FUNCTION LED
- ⑥ PLAY LED
- ⑦ LED display
- ⑧ MULTI button
- ⑨ TIMBRE button
- ⑩ PARAMETER button
- ⑪ Sound color selection buttons
- ⑫ CARD button
- ⑬ UP/DOWN buttons
- ⑭ Card slot



REAR PANEL

- ① Power switch
- ② DC-IN connector
- ③ MIDI connectors
- ④ Headphone jack
- ⑤ Output jacks



P3 Piano Module Variations.

Congratulations and thank you for purchasing the Korg Piano Module P3. Please read this manual carefully to obtain optimum performance and help assure long term reliability. After reading the manual, keep it in a safe, readily accessible place for future reference.

TABLE OF CONTENTS

| | | | |
|---|----|-------------------------------------|----|
| NAMES OF PARTS | 1 | 6. Octave Shift..... | 19 |
| Front Panel/Rear Panel..... | 1 | 7. Output Level..... | 19 |
| SETTING UP THE P3 | 2 | 8. Detune..... | 19 |
| 1. Basic Connections..... | 2 | 9. Output Jacks..... | 19 |
| 2. Playing Internal | | FUNCTION PARAMETERS | 20 |
| Sound Programs..... | 3 | Setting the Parameters..... | 20 |
| 3. Playing External | | 1. MIDI Basic Channel..... | 21 |
| Card Sound Programs..... | 4 | 2. Omni ON/OFF..... | 21 |
| 4. Sound Programs and Keys..... | 5 | 3. Program Change..... | 21 |
| List of LED Indications..... | 5 | 4. After Touch..... | 21 |
| BASIC STRUCTURE OF THE P3 | 6 | 5. Modulation..... | 21 |
| ① MIDI Channel..... | 7 | 6. Octave Shift..... | 22 |
| ② Playable Range..... | 7 | 7. Transpose..... | 22 |
| ③ Output Jack..... | 8 | 8. Tune..... | 22 |
| Changing Velocity Values..... | 9 | 9. Output Assign..... | 22 |
| BASIC INFORMATION ON COMBINATIONS ... 10 | | MIDI APPLICATIONS | 23 |
| 1. Layer..... | 10 | 1. Connecting to a Synthesizer.. | 23 |
| 2. Split..... | 12 | 2. Connecting to a Sequencer... | 24 |
| 3. Double..... | 14 | SENDING AND RECEIVING | |
| 4. Multi..... | 16 | MULTI PARAMETERS | 25 |
| MULTI PARAMETERS | 17 | MIDI IMPLEMENTATION | 26 |
| Setting the Parameters..... | 17 | ERROR MESSAGES | 28 |
| 1. Timbre ON/OFF..... | 18 | TROUBLESHOOTING | 28 |
| 2. Tone Number..... | 18 | SPECIFICATIONS/OPTIONS | 29 |
| 3. MIDI Channel..... | 18 | PRECAUTIONS | 29 |
| 4. 5. Key Window..... | 18 | | |

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| Note Number : True voice | 0 - 127 ***** | 0 - 127 21 - 108 | |
| Velocity Note ON Note OFF | *1 *1 | ○ 9n. v=1 - 127 × | |
| After Touch Key's Ch's | × *1 | × ○ *2 | |
| Pitch Bender | × | × | |
| Control Change 1 7 64 66 67 | *1 *1 *1 *1 *1 | ○ *3 ○ ○ ○ ○ | Modulation Volume Damper Sostenuto Soft |
| Prog Change : True # | *1 0-1 *4 0-1+N *4 ***** | 0-1 *5 0-1+N *5 | When card is inserted (N:number of Programs) |
| System Exclusive | ○ | ○ | |
| System : Song Pos : Song Sel Common : Tune | × × × | × × × | |
| System : Clock Real Time : Command | × × | × × | |
| Aux : LocalON/OFF : All Notes OFF Mes- : Active Sense Sages : Reset | × ○ *1 × | × ○ ○ × | |
| <p>Notes *1 Sends the received message through MIDI OUT. *2 Receives if AFTER TOUCH is ON. *3 Receives if MODULATION is ON. *4 Sends if PROGRAM CHANGE is ON. *5 Receives if PROGRAM CHANGE is ON.</p> | | | |

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| Aux : LocalON/OFF : All Notes OFF Mes- : Active Sense Sages : Reset | × *1 ○ × | × ○ ○ × | |
| <p>Notes *1 Sends the received message through MIDI OUT. *2 Receives if AFTER TOUCH is ON. *3 Receives if MODULATION is ON. *4 Sends if PROGRAM CHANGE is ON. *5 Receives if PROGRAM CHANGE is ON.</p> | | | |

Mode 1 : OMNI ON, POLY
 Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
 Mode 4 : OMNI OFF, MONO

○ : Yes
 × : No

MIDI IMPLEMENTATION CHART

| Function ... | Transmitted | Recognized | Remarks |
|--|-----------------------------|--------------------------|---|
| Basic Default Channel Changed | | 1 - 16 1 - 16 | Memorized |
| Mode Default Messages Altered | ***** | Mode 1 Omni On/Off | |
| Note Number : True voice | 0 - 127 ***** | 0 - 127 21 - 108 | |
| Velocity Note ON Note OFF | *1 *1 | ○ 9n. v=1 - 127 × | |
| After Key's Touch Ch's | × *1 | × ○ *2 | |
| Pitch Bender | × | × | |
| Control Change 1 7 64 66 67 | *1 *1 *1 *1 *1 | ○ *3 ○ ○ ○ ○ | Modulation Volume Damper Sostenuto Soft |
| Prog Change : True # | *1 0-1 *4 0-1+N *4 ***** | 0-1 *5 0-1+N *5 | When card is inserted (N:number of Programs) |
| System Exclusive | ○ | ○ | |
| System : Song Pos : Song Sel Common : Tune | × × × | × × × | |
| System : Clock Real Time : Command | × × | × × | |
| Aux : LocalON/OFF : All Notes OFF Mes- : Active Sense Sages : Reset | × *1 ○ × | × ○ ○ × | |
| <p>Notes *1 Sends the received message through MIDI OUT. *2 Receives if AFTER TOUCH is ON. *3 Receives if MODULATION is ON. *4 Sends if PROGRAM CHANGE is ON. *5 Receives if PROGRAM CHANGE is ON.</p> | | | |

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
 Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

○ : Yes
 × : No