



PKBRD6175P

Digital Musical Karaoke Keyboard

Portable Electronic Piano Keyboard
with Water-Resistant Bag (61 Keys), Keyboard stand,
Sustain pedal and Headset


USER GUIDE

PLEASE READ CAREFULLY BEFORE PROCEEDING

Please keep this manual in a safe and handy place for future reference

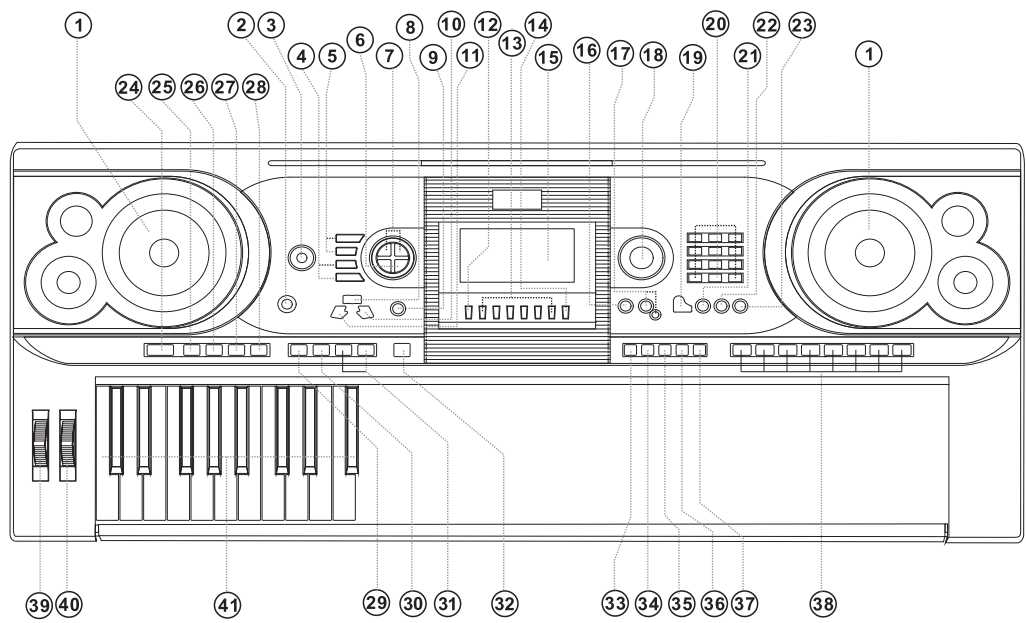
WARNING!

- Use the specified power adapter, and immediately replace damaged adapter if any.
- Do not disassemble the instrument, nor modify internal parts. If it malfunctions, discontinue the use immediately and have it repaired by professional serviceman.
- Before connecting the instrument to other devices, turn off all the power supplies.
- Do not play the instrument at the maximum volume or to an uncomfortable extent for a long time.
- Keep the parts of the instrument off heat source, for overheat may cause damage.
- Prevent liquid, dust, particles and other foreign matters from entering the instrument to cause corrosion of the instrument or short-circuit of its components.
- Pull the plug before cleaning the instrument.
Do not insert or pull the plug with wet hands.
- Use dry and soft cloth to clean the instrument. Do not use paint, alcohol or other chemical solvents to wipe the instrument so as to avoid damage to the instrument surface.
- Turn off the power supply and pull the plug after playing or in no-service condition for a long time.
- To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
- **Maximum Operating Temperature:** 40°C / 104°F
- Direct plug-in adaptor is used as disconnect device, the disconnect device shall remain readily operable.
- Do not install this equipment in a confined space such as a book case or similar unit, and remain a well ventilation conditions. The ventilation should not be impeded by covering the ventilation openings with items such as newspaper, table-cloths, curtains etc.
- **Warning:** Excessive sound pressure from earphones and headphones can cause hearing loss.
- The label location is on the bottom of the apparatus.
- The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall not be placed on apparatus.
- The direct plug-in adaptor is used as disconnect device, the disconnect device shall remain readily operable.

-  This marking indicates that this product should not be disposed with other household wastes throughout the EU. To prevent possible harm to the environment or human health from uncontrolled waste disposal, recycle it responsibly to promote the sustainable reuse of material resources. To return your used device, please use the return and collection systems or contact the retailer where the product was purchased. They can take this product for environmental safe recycling.

I. Control Panel and Extension Ports

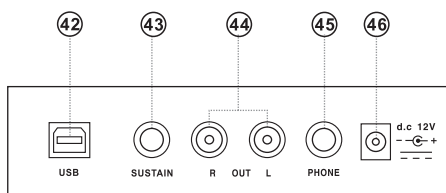
FRONT CONTROL PANEL



- | | | | |
|--------------------------------|---------------------|--------------------|------------------------|
| 1 Speaker | 11 Left | 21 Sound | 31 Prog/Null-Play |
| 2 Power Switch | 12 Memory | 22 Style | 32 Metronome |
| 3 Master Volume | 13 M1, M2...M6 | 23 Song | 33 Touch |
| 4 Tempo | 14 O.T.S | 24 Start/Stop | 34 Sustain |
| 5 Accom Volume | 15 LCD Display | 25 Intro/Ending | 35 Split |
| 6 Transpose | 16 Demo | 26 Fade In/Out | 36 Dual |
| 7 Octave | 17 Record/Play-back | 27 Fill-In A | 37 Keyboard Percussion |
| 8 Lesson | 18 Data Dial | 28 Fill-In B | 38 Panel Percussion |
| 9 Function | 19 Piano | 29 Sync | 39 Pitch Bend |
| 10 Right
(Chord Dictionary) | 20 Numbers | 30 Auto Bass Chord | 40 Vibrato |
| | | | 41 Chord Keyboard |

REAR PANEL

- 42 USB MIDI JACK
- 43 SUSTAIN JACK
- 44 OUT L/R JACK
- 45 PHONE JACK
- 46 DC 12V IN JACK



II. Preparation for Performance

USING AC/DC POWER SUPPLY ADAPTOR

The AC/DC power supply adaptor must be the one designated for the instrument. Connect one side to the power supply socket on the back-panel and the other to the city-power network. (*Please notice the input voltage should be the same as that of the power network.*)

HEADPHONE JACK

Insert the headphone (not included) into the phone jack on the back of the body, so that the inner loudspeaker can be cut off automatically and the playing and singing can proceed without disturbing others.

Note: *Too high volume of the headphone may cause damage to hearing.*

CONNECTION WITH AMPLIFIERS OR ACOUSTICS

The instrument has an inner loudspeaker system and it can also be connected to other amplifiers or loudhailers. First, shut off the instrument and the outer equipment, then insert the stereo frequency cable into the OUT L/R on the back- panel and the other into the **LINE IN** or **AUX IN** jack of the outer equipment.

USB MIDI

MIDI is short for Musical Instrument Digital Interface. Through the MIDI jacks the keyboard can be connected to other music instruments or computers with MIDI by a piece of data line to transfer data. In this case, any performance on the keyboard can be transferred to the computer, and then recorded, composed or edited with an advanced software in the computer. All the MIDI music reserved in the computer can be transferred to the instrument and blared out.

The Methods of Applying the USB MIDI:

1. First, connect the instruments with the computer by the universal data line, and get the both power on.

2. Second, install and launch the music editing software, for example, **CAKEWALK**. Then the special hardware of the instrument will appear in the hardware containing the musical software, and shall be set as the default device. In this case, the data communication between the instrument and the computer has been established.
3. Third, set the MIDI channels of the instrument
(Please check it out in the introduction of the [Menu] button).

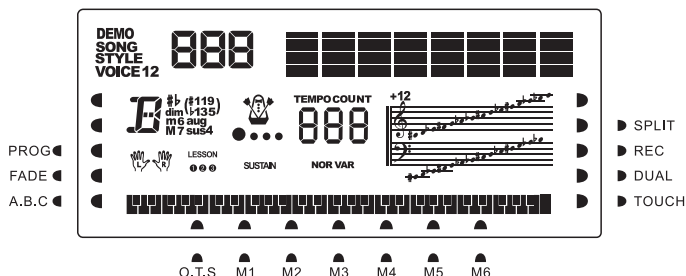
SUSTAIN PEDAL (NOT INCLUDED)

The instrument can be added to an outer sustain pedal, which can be used to make a sustain effect on the performance.

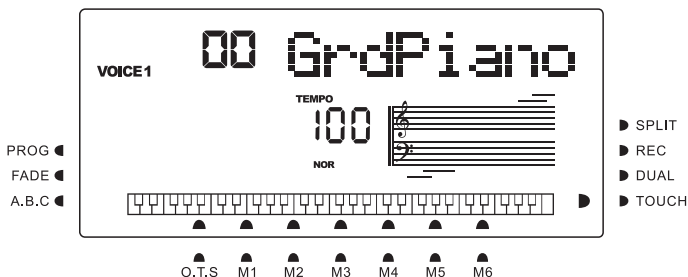
III. Basic Method of Performance

Press the [Power] button with the back light on, and the LCD screen shows some information of the current voice, tempo, function mode, etc.

The imaginary full screen that illustrates all mark cursors and parameters of different modes:



The full screen of the LCD when power on:



MASTER VOLUME ADJUSTMENT

Turn the master volume knob clockwise to increase the master volume; counter-clockwise to decrease. The knob also controls the volume of accompaniment.

DATA DIAL

Turning the [Data Dial] knob is a shortcut to pick out a voice, a rhythm, or a song. Turning it clockwise, bigger code can be reached; counterclockwise, smaller.

PANEL AND KEYBOARD PERCUSSIONS

There are 8 kinds of panel percussions and 61 keyboard percussions reserved in the instrument.

- Press the [Panel percussion] button, a corresponding percussion sound can be started by a certain keystroke.
- Press the [Keyboard Percussion] button with "PERCUS" appearing on the LCD screen. In this case, percussion performance can be carried out on the keyboard. A certain key corresponds to a certain type of percussion sound. Press the button again to exit the function.

IV. The Function Button

The following provides the details about the parameters that can be configured through the [Function] button.

Parameter name	Indication on the LCD	Adjustable range	The default
BEAT	04 Beat	00,02...09	04
SPLIT PT	19 Split Pt	1...61	19(#F3)
MIDI IN	ALL Midi In	01 - 16, ALL	ALL
MIDI OUT	01 Midi Out	01 - 16	01
BANK SELECT	01 Bank Sel	01 - 128	01

BEATS

Hold the [Function] button until "04Beat" appears on the LCD screen. In this case, any one of the nine different beat styles can be chosen, coded 00, 02 to 09. The target beat style can be picked out through the [+/-] buttons or the [Data Dial] knob.

SPLIT POINT

The key is called the split point which divides the keyboard into two parts, the accompaniment keyboard on the left and the melody keyboard on the right. The default split point of the instrument is on the 19th key from left, and the point can be reset on any key of the keyboard.

Repeatedly press the [Function] button until "19 Split Pt" appears on the LED screen. In this case, the split point can be reset by pressing the [+/-] buttons or turning the [data Dial] knob, or by the keystroke of the target key. Then the new split point is set after the choosing ends.

SETUP OF MIDI CHANNELS

1. MIDI IN

Press the [Function] button repeatedly until "MIDI In" appears on the LCD screen. In this case, the target channel can be chosen to play the input MIDI files by pressing the [+/-] buttons or turning the [data Dial] knob to the "all", which means all channels (coded 01 to 16) are available. All channels are preset available when the instrument is power on.

2. MIDI OUT

Press the [Function] button repeatedly until "MIDI Out" appears on the LCD screen. In this case, the target channel can be chosen to transmit the output MIDI files by pressing the [+/-] buttons or turning the [data Dial] knob. But some of the MIDI files cannot be transmitted, such as the auto rhythm, demonstration songs, and songs reserved in the instrument. When the instrument is power on, channel 01 is preset available.

BANK SELECT

Press the [function] button repeatedly with "Bank Sel" appearing on the LCD screen. In this case, the target voice bank, among 128 banks coded 01 to 128, can be chosen to adjust the voice of the MIDI keyboard by pressing the [+/-] buttons or turning the [data Dial] knob. When the instrument is power on, the preset voice bank is BANK01.

Note: There is just one voice bank, coded BANK 01, with 128 voices in the standard GM voice bank. If there are other voice banks in the computer, they can be added up to the instrument and defined with codes from BANK 01 to 128.

V. Sounds and Effect

SELECTION OF SOUND

There are 162 kinds of Sounds in the system, including 128 GM sounds, 6 groups of sounds for keyboard percussion, and 5 groups of sounds for folk music.

When power on, the default sound is the sound coded 00, which "00 Grd Piano" on the LCD screen stands for. Press the [Sound] button to start the voice set-up function. The target voice can be picked out through the number buttons, the [+/-] buttons or the [data Dial] knob. However, as for applying the number buttons, the target sound code should be input with three digits. That means "00" or "0" should be added up to the one or two-digit code, for example, if the target voice code is 65, digits 0, 6 and 5 should be input, and if it is 8, digits 0, 0 and 8 should be input.

PIANO

In order to make it more convenient for the users, the instrument is particularly designed with the [Piano] button, by pressing which the piano voice can be picked out directly.

1. Pressing the [Piano] button can make the instrument get into the piano mode with "PIANO" appearing on the LCD screen. The sound of any keystroke takes on the voice of piano.
2. While in the mode of accompaniment, pressing the [Piano] button can stop the accompaniment and make the instrument get into the piano mode. Press the button again, the function quits.

Note: *In the Piano mode, rhythms can be selected and played, also accompaniment control can work normally, but just the percussions without chord.*

DOUBLE-SOUND FUNCTION

The instrument has a double-sound function-any two sounds can be combined to make a new sound effect and enrich the sound complexity which seems to be made by playing two kinds of musical instruments. Before the [Dual] button comes into power, the sound of the instrument is marked "SOUND 1" on the LCD screen, and the second sound can be picked out as following:

1. Press the [Dual] button with "SOUND" appearing and the cursor pointing to "DUAL" on the LCD screen. The code of the second sound will also be displayed on the LCD screen. The preset second sound is Sound 48. In this case, the voice of keystrokes is a combination of the two sounds.
2. The second sound can be picked out by pressing the [+/-] buttons or turning the [data Dial] knob.

3. In the Double-voice function, the first sound can be changed by first pressing the **[Sound]** button to switch the instrument into the setup mode of "**SOUND 1**"; then by pressing the **[+/-]** buttons or turning the **[data Dial]** knob.
4. In the double-voice function, pressing the **[Dual]** button can stop the function, and the "**SOUND 2**" and the cursor pointing to "**DUAL**" on the LCD screen disappear, which means the system has returned to the setup mode of "**SOUND 1**".

Note: Out of the charge of "**auto chord**", the double-sound function can be applied on the whole keyboard; while in the charge of the "**auto chord**", it can be just applied on the melody keyboard not on the accompaniment keyboard.

SUSTAIN

1. Press the **[Sustain]** button with the cursor shining "**SUSTAIN**" on the LCD screen to start the function. The sound of the keystrokes takes on an elegant sustain effect.
2. Press the **[Sustain]** button again with "**SUSTAIN**" disappearing on the LCD screen to exit the function.

DYNAMIC-FEELING KEYBOARD

When the instrument is power on, the dynamic-feeling function is on as well with the cursor shining "**TOUCH**". Also pressing the **[Touch]** button can get the function on or off. The function can show the dynamic which is applied to the different keystrokes, so the function can strengthen the performance on the keyboard. The dynamic gets larger, the volume of the notes becomes larger. When the function quits, any dynamic of the keystrokes makes the same volume.

PITCH BEND

Switching the **[Pitch Bend]** upwards or downwards, the pitch will slide to alt or bourdon. Unlash the bend, the pitch returns normal.

VIBRATO BEND

When the **[Vibrato Bend]** stays lowest downwards, the vibrato function is power off. Switch it upwards, the function is on and the sound of the keystrokes takes on a sustain effect. Switch it upwards or downwards, the effect can be strengthened or weakened.

OCTAVE

The [Octave+/-] buttons can be applied to pitch the instrument an octave above or below. Press either the [Octave+] or the [Octave-] for the first time, the present octave value shows on the LCD screen; press either of them again, the pitch of the instrument can be an octave above or below within the rang of possibilities.

TRANSCOPE

Press the [Transpose▲] or [Transpose▼] button to transpose the tone of the notes. The transpose may be adjusted from "-6" to "+6". Apply the both buttons at the same time, the tone of notes turns normal to the preset value "0". In the transpose function mode, the transpose value can also be altered by turning the [data Dial] knob.

DOUBLE KEYBOARD

Press the [Split] button with the cursor shining "SPLIT" to divide the keyboard into two parts, the 24 keys on the left and the rest keys, to form a double keyboard. The pitch of the left part becomes an octave above while that of the right part falls an octave below, that is, the pitch of the two parts become consistent. Meanwhile, the sound of the two parts can be different. The left part keeps the primary voice but the right part can gain another one. Press the [Split] button again with the cursor darkening "SPLIT", the function quits and the voice of the whole keyboard keeps that of the previous right part.

Note: *In the the auto-chord mode, the dynamic-feeling function, sustain effect, the pitch bend and the vibrato cannot work on the chord keyboard.*

VI. Auto-Styles

SELECTION OF STYLES

There are **200** different styles to be chosen from, ranging from 00 to 200.

When the instrument is powered ON, the defaulted style is the one coded "00".

Press the [style] button with "STYLE" appearing on the LCD screen, then the target style can be picked out through the number buttons, the [+/-] buttons or the [Data Dial] knob.

Note: *The target style code can be reached by inputting three digits. That means "00" or "0" should be added up to the one or two-digit code, for example, if the target style code is 66, digits 0, 6 and 6 should be input, and if it is 9, digits 0,0 and 9 should be input.*

START/STOP STYLE

Press the [Start/Stop] button to start or stop the accompaniment style.

SYNC

Press the [SYNC] button with beat dots twinkling on the LCD screen display. With the auto-chord function off, any keystroke on the keyboard can start a piece of style. But with the auto-chord function on, any keystroke on the chord keyboard can make the melody performance and the accompaniment style go on at the same time.

INTRO/ENDING

1. Before a piece of style proceeds, the [Intro/Ending] button can start, with the cursor shining "NOR" on the LCD screen, a piece of prelude, leading the normal style to play.
2. During the proceeding of a piece of style, pressing the [Intro/Ending] button can make the normal style proceed with a piece of ending, and then stop the whole style.

Note: *Before the ending ends, pressing the [Fill-in A] or the [Fill-in B] button can make the previous normal style proceed.*

FADE IN AND FADE OUT

1. When the style stops, press the [Fade In/Out] button with the cursor shining the "FADE". In this case, start a piece of style, then the style can fade in and reach at full blast within 8 seconds with the shining "FADE" disappearing.
2. During the proceeding of a piece of style, pressing the [Fade In/Out] button can make the style fade out from the full blast within 8 seconds, and the shining "FADE" disappears.

INTERMEZZO

1. During the proceeding of an accompaniment, hold the **[Fill In A]** button until a piece of intermezzo can be heard and the cursor shines **"VAR"** on the LCD screen, then the normal accompaniment proceeds.
2. During the accompaniment, press the **[Fill In B]** button and keep it until another piece of intermezzo can be heard and the cursor shines **"VAR"** instead of **"NOR"** on the LCD screen, then the normal accompaniment proceeds. The twinkling of the shining **"VAR"** shows the style is on the proceeding of a piece of variation.
3. By pressing the **[Fill-in A]** or **[Fill-in B]** button firmly, intermezzos can be inserted successively. After the intermezzo ends, there will be a normal accompaniment proceeding.

AUTO-METRONOME

Press the **[Metronome]** button, the instrument makes a ticking sound showing the beat. In this case, different styles of beat can be picked out through the **[Function]** button. Press the button again, the metronome function quits.

TEMPO ADJUSTMENT

The **[tempo]** buttons can be applied to adjust the tempo of styles.

Press the **[Tempo▲]** / **[Tempo▼]** button or turn the **[Data Dial]** knob upward or downward to quicken or slow the tempo of style in the value range of 40 to 280 beats per minute, and the current tempo value shows on the **"TEMPO"** on the LCD screen. Apply the both **[tempo]** buttons at the same time to bring the tempo value back to the preset one.

ACCOMPANIMENT VOLUME ADJUSTMENT

Press the **[Accom Vol▲]** / **[Accom Vol▼]** to increase or decrease the accompaniment volume in the value range of 00 to 31. Apply the both at the same time to bring the accompaniment volume value back to the preset one.

VII. Auto-Bass Chord and Chord Dictionary

Press the **[Auto Bass Chord]** button to start the auto bass chord function with the cursors pointing to A, B, C (which stand for the auto bass chord) shining on the LCD screen. In the charge of the auto bass chord, the 19 keys on the left part of the

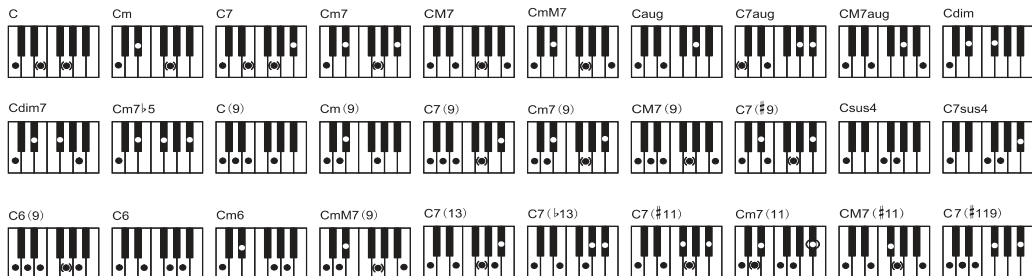
keyboard are the chord keys. During the style proceeding, a piece of auto bass chord can be started by keystrokes on the chord keys.

Note:

1. Press the [Function] button to change the split point and the range of the chord keyboard. (See the "Split Point" for details.)
2. The instrument can recognize both single-finger and fingered fingerings. It will accept whatever fingerings that accord to the fingered, but accept the single-finger when the fingerings don't accord to the fingered.

Fingered: Any fingerings of the fingered shown on the illustration below can produce the chord C major, and other chords can be played by analogy.

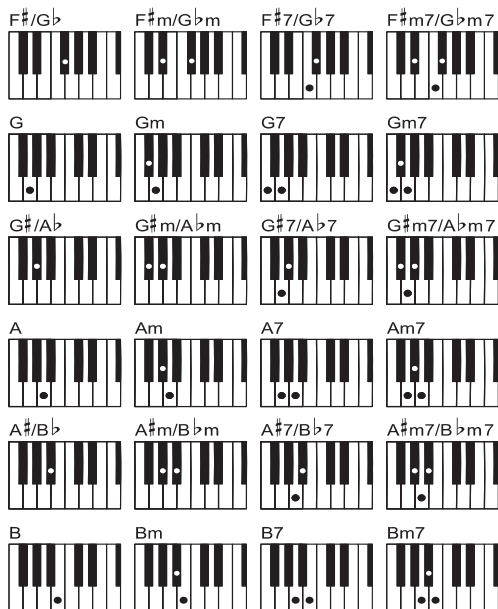
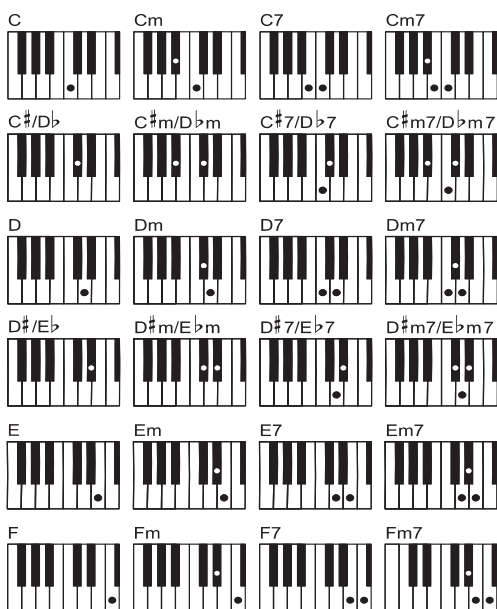
Fingerings of the fingered (C major)



Single-finger:

(The following fingerings are designed to be accepted by this instrument.)

1. **Major triad:** Play the chord roots
2. **Minor triad:** Play the chord roots and any black key on their left at the same time.
3. **Dominant seventh chord:** Play the chord roots and any white key on their left at the same time.
4. **Minor seventh chord:** Play the chord roots, a white and a black keys on their left at the same time.



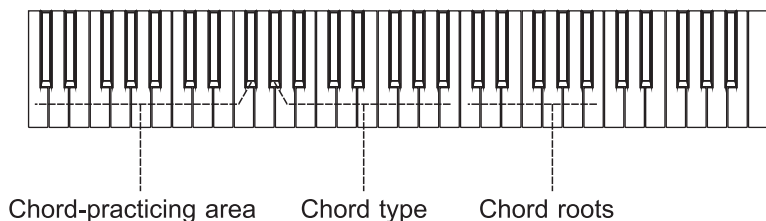
THE CHORD DICTIONARY

The chord dictionary is actually a chord handbook reserved in the instrument in which the notes forming a chord can be looked up. All the chord notes are shown on the screen to lead the learner to play chords. This function is very beneficial to the first learners who know the chord names to master the fingerings.

1. Press the [Chord Dictionary] button to start the function with "DICT" appearing on the LCD screen as well as "C", which stands for C major triad and note symbols on the staff. The chord roots and type of chord can be defined on the melody keyboard on the right of the split point, then the corresponding keys will be shown on the keyboard and note symbols on the staff on the screen, so the learner can play the chord on the accompaniment keyboard according to the representation on the screen.
2. When the chord notes are correctly played on the accompaniment keyboard, there will be a clapping to celebrate. When the chord notes aren't correctly played, there will be **BASS** sound of the keys that are played.
3. Press the [Right/Chord Dictionary] button again to stop the function.

Note:

1. There is no sound for the keystrokes on the melody keyboard (on the right of the split point) which are to define the chord roots and type of chord.
2. No chords can be played out of the range of the chord keyboard, that is to say, chords should be played on the keys on the left of the split point.



VIII. Demonstration Songs

There are 2 pieces of different style of demonstration songs reserved in the system.

DEMO SONG SELECTION

1. Press the [Demo] button with "DEMO" shining as well as the code of the current song and the beat dots on the screen, the system is set into the mode of playing the two demo songs successively.
2. During the demo song proceeding, the song can be replaced with the other one through the number buttons, the [+/-] buttons or the [Data Dial] knob.
3. Press the [Demo] button again to stop the playing and quit the function.

IX. Teaching Songs

There are 100 pieces of different style of songs reserved in the system which can be used as a great learning tool as well as the music appreciation.

TEACHING SONG SELECTION

1. Press the [Song] button to start the "song" mode with "SONG" shining as well as the code and abbreviation of the current song on the screen, and the system is set into the mode of playing the 100 songs successively.
During the song proceeding, the song can be replaced with another one through the number buttons, the [+/-] buttons or the [Data Dial] knob.

2. During the song proceeding, press the **[Start/Stop]** button to stop playing the current song, but the system still remains in the **"song"** mode; press the button again to continue playing the current song repeatedly.

Note: To get the instrument back to the mode of playing the 100 songs successively, the **"song"** mode should exit first, then gain power again through the **[Song]** button.

SONG EXIT

1. During the song proceeding, press the **[Start/Stop]** button to stop playing the current song, but the system still remains in the **"song"** mode.
2. Press either the **[Sound]** or the **[Style]** button at the end of the song to exit the **"song"** mode and start the corresponding function.

FUNCTION OF THE "LEFT" AND "RIGHT" OUT OF LEARNING MODE

During the song proceeding, press the **[Left]** or **[Right]** to turn on or off the sound of the left channel or right. For example, press the **[Left]** button, with the **"LEFT"** shining on the left of the screen, to open the sound channel for the right-handed melody, but to shut up the sound channel for the left-handed accompaniment or melody. The same operation holds for the **[Right]** button.

Note:

1. When the **"song"** mode is out of charge, press the **[Right/Chord Dictionary]** button to start the **"chord dictionary"** mode; press it again to exit the mode.
2. When a song comes to an end, press the **[Right/Chord Dictionary]** button for at least 2 seconds to start the **"chord dictionary"** mode.

X. Lessons

The three buttons **[Lesson]**, **[Left]**, **[Right]** can start three types of learning modes, which can separately lead the learner to play the teaching song step by step.

LESSON I

This lesson aims at practicing musical duration rather than pitch. Any keystroke with correct duration can make correct changes of the current notes and chords, but not sound of the corresponding notes.

LESSON II

This lesson aims at practicing playing the correct notes against the indicative keys shown on the screen. Keystrokes of the correct notes can keep the song going on, or the song will be suspended until the correct note is picked up.

Note: In this mode, only correct notes can be played, but the wrong ones get no reaction.

LESSON III

This lesson aims at practicing playing the correct notes with correct duration. With the learning song normally playing, the correct notes must be played with correct duration of the original song. Without any keystroke, the system just play the accompaniment of the song.

LEFT AND RIGHT-HANDED PRACTICING

This lesson aims at practicing playing respectively with the left or the right hand, or with the both. Press the **[Right]** button to conceal right-handed melody and then practice playing with the right hand. Press the **[Left]** button to conceal left-handed melody or the changes of the left-handed chords and then practice playing with the left hand. Press the both buttons at the same time to conceal left and right-handed sound and then practice playing with the both hands.

LESSON FUNCTION SETUP

1. Press the **[Lesson]** function to start the "**song**" state, then press the **[Start/Stop]** button to stop the song.
2. Pick out a pleasant song by pressing the number buttons or the **[+/-]** buttons or turning the **[Data Dial]** knob.
3. When the "**song**" mode is out of charge, press the **[Lesson]** button successively to choose Lesson I, Lesson II, Lesson III, or to quit the "**lesson**" function. Any chosen lesson will have a corresponding shining cursor together with shining "**LEFT**" or "**RIGHT**" on the screen. Then press the **[Start/Stop]** button to start lessons and the indications of the melody or chord notes will be shown on the stave and keyboard on the LCD screen.

4. Press the [Left] button to start left-handed practice with the shining "**left hand**" on the screen. Press the [Right] button to start right-handed practice with the shining "**right hand**" on the screen. Press the both buttons to start left and right-handed practice with the shining "**left and right hands**" on the screen. When there is no choice, the system will start the right-handed practice automatically.
5. When a lesson is finished, the system will play the current song and keep the previous lesson mode.

Note: Different styles of the songs make the left-handed practice different. When playing rhythm style songs, the left hand is to play chords; when playing other songs, the left hand is to play left-handed melody or accompaniment (The songs coded 00 to 84 are the rhythm style songs). During a lesson, the lesson mode can not be switched freely.

XI. Storage and Memory Function

The storage and memory function is to store the setup voice, style, tempo and other relative parameters of the working mode that needs to be changed for in the performance. It is also applied to draw out the needed parameters directly in the performance. There are six modes of memory to be drawn from freely.

STORAGE OF PARAMETERS

First, set up the needed sound, style, tempo and other relative parameters of a working mode. Second, press the [Memory] button firmly, then press any one of the memory mode buttons (M1, M2, M3, M4, M5, or M6) to store the working mode. There will be a corresponding shining cursor to show the memory mode in which all the parameters are stored.

DRAWING OUT PARAMETERS

During the performance, press any one of the memory mode buttons to draw out the stored the parameters of the needed working mode to replace the current one.

Note:

1. After a memory mode drawn out, all the parameters can be reset and become different with those stored previously. In this state, the corresponding shining cursor at the bottom of the screen disappears showing the mode has been changed.
2. There is no power cut protection for all the memory modes, so when the instrument regains power, the stored parameters are lost.

XII. Setup of the O.T.S (ONE TOUCH SET)

The O.T.S function has stored the often-used voices that suitable for the styles. There are four defaulted sounds to match every piece of style.

1. Press the [O.T.S] button to start the "auto bass chord" with the shining "O.T.S" and "M1" at the bottom of the screen.
2. After getting the target style ready, press the four memory buttons (M1 to M4), then the style played on the keyboard will combine the four defaulted voices perfectly.
3. In this function state, press the button again to exit the function.

Note: In the charge of the [O.T.S] button, the storage and memory function cannot be started.

XIII. Record

PREPARATION FOR RECORD

Press the [REC] button with four beat spots twinkling and the "REC" shining on the screen to show the system has got ready for recording. The pleasant sound, style, tempo, sustain and other parameters can be set up before recording.

RECORD

In this state, all notes that played on the keyboard are recorded with four beat spots on the screen successively twinkling at the setup tempo.

In the "**record**" mode, a piece of accompaniment can be recorded directly after it is started. In the "**auto bass chord**" state, any keystroke on the auto accompaniment keyboard can start a piece of style.

But when the "**auto bass chord**" is out of charge, a piece of style can only be started by pressing the [Start/Stop] button. During the recording of accompaniment, melody notes can also be played on the keyboard and recorded together.

Note:

1. There is no power cut protection, so when the instrument regains power, the recorded data are lost.
2. The new record will replace the primary one when this record function is applied again.
3. The amount of the recorded notes is affected by all the recorded data, including different sounds, style, tempo, etc.

AFTER RECORD

1. In the "**record**" mode, press the [REC] button again to stop recording.
2. During the time that a style is proceeding and being recorded, press the [Intro/Ending] button to start a piece of ending. When the ending ends, the system will automatically stop recording and exit the "**record**" mode.
3. During recording, the completely taken-up memory will stop recording with "**FULL**" shining for 3 seconds on the screen, then exit the "**record**" mode.

PLAYBACK

After the recording stops, press the [Playback] button to replay the recorded track.

XIV. Program

PROGRAM

Press the [Prog] button with the "Prog" cursor shining on the screen to change the keyboard into a percussion one.

Then press a key or a panel drum to start the program function.

Press the [Prog] button once more to stop programming.

The completely taken-up memory can stop the program as well.

The newly edited rhythm or the new record will take the place of the primary one.

NULL PLAY

Press the [Null Play] button, the edited rhythm can be played repeatedly.

Press the button again to stop the playing.

Appendix

SOUNDS

No.	Name
Piano	
00	Grand Piano
01	Bright Piano
02	El Grd Piano
03	Honky-tonk Piano
04	Elec piano 1
05	Elec Piano 2
06	Harpsichord
07	Clavi
Mallet	
08	Celesta
09	Glockenspiel
10	Music Box
11	Vibraphone
12	Marimba

No.	Name
13	Xylophone
14	Tubular Bell
15	Santur
Organ	
16	Drawbar Organ
17	Jazz Organ
18	Rock Organ
19	Church Organ
20	Reed Organ
21	Accordion
22	Harmonica
23	Tango Accordion
Guitar	
24	Classic Guitar
25	Steel Guitar

No.	Name
26	Jazz. Guitar
27	Clean Guitar
28	Muted. Guitar
29	Overdriven Guitar
30	Distortion Guitar
31	Guitar Harmonics
Bass	
32	Acoustic Bass
33	Finger Bass
34	Picked Bass
35	Fretless Bass
36	Slap Bass 1
37	Slap Bass 2
38	Synth Bass 1
39	Synth Bass 2

SOUNDS

No.	Name
Strings	
40	Violin
41	Viola
42	Cello
43	Contrabass
44	Tremolo Strings
45	Pizzicato Strings
46	Harp
47	Timpani
Strings Ensemble	
48	Strings 1
49	Strings 2
50	Synth Strings 1
51	Synth Strings 2
52	Choir Aahs
53	Voice Ooh
54	Synth
55	Orchestra Hit
Brass	
56	Trumpet
57	Trombone
58	Tuba
59	Muted Trumpet
60	Horn
61	Brass Ensemble
62	Synth Brass 1
63	Synth Brass 2
Reed	
64	Soprano Sax
65	Alto Sax
66	Tenor sax
67	Baritone Sax
68	Oboe
69	English horn
70	Bassoon
71	Clarinet
Pipe	
72	Piccolo
73	Flute
74	Recorder
75	Pan Flute
76	Blown Bottle
77	Shakuhachi
78	Whistle
79	Ocarina

No.	Name
Lead	
80	Square
81	Sawtooth
82	Calliope
83	Chiff
84	Charang
85	Voice
86	Fifths
87	Bass lead
Pad	
88	Fantasia
89	Warm
90	Poly Synth
91	Choir
92	Bowed
93	Metallic
94	Halo
95	Sweep
Effects	
96	Fx1
97	Fx2
98	Fx3
99	Fx4
100	Fx5
101	Fx6
102	Fx7
103	Fx8
Ethnic	
104	Sitar
105	Banjo
106	Shamisen
107	Koto
108	Kalimba
109	Bag Pipe
110	Fiddle
111	Shanai
Percussive	
114	Tinkle Bell
113	Agogo
114	Steel Drums
115	Woodblock
116	Taiko Drum
117	Melodic Tom
118	Synth Drum
119	Reverse Cymbal

No.	Name
Sound Effects	
120	GT Fret Noise
121	Breath Noise
122	Seashore
123	Bird Tweet
124	Teleph Ring
125	Helicopter
126	Applause
127	Gunshot
Chinese Instrument	
128	Pipa
129	Erhu
130	Guzhen
131	Banhu
132	Qudi
Synth Voice	
133	70elep
134	Fzpiano
135	Ep3
136	Ep4
137	Ep5
138	Harpian
139	Clavr2
140	Clavr3
141	Organ Box
142	E. organ
143	Churc2
144	Syn Organ
145	Altoel
146	Fz guitar
147	Syn elgt
148	Picel bas
149	El violin
150	Brassfm
151	Fmlead
152	Fantalf
153	Polyaa2
154	Bowedg2
155	70elpad
Drum Kit	
156	Standard Kit
157	Power Kit
158	Dance Kit
159	808 Kit
160	Brush Kit
161	Orchestra Kit

STYLES

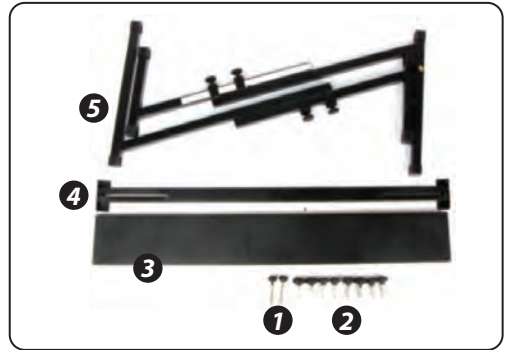
NO.	Name
BEAT & POP	
00	8 Beat 1
01	8 Beat 2
02	8 Beat 3
03	8 Beat 4
04	60's 8 Beat
05	8 Beat Ballad
06	8 Beat Rock
07	16 Beat 1
08	16 Beat 2
09	16 Beat Pop
10	16 Beat Shuffle
11	Ballad
12	Slow Ballad
13	16 Beat Ballad
14	Unplugged
ROCK	
15	Rock
16	Pop Rock
17	Fast Rock
18	Slow Rock 1
19	Slow Rock 2
20	Rock & Roll
21	Heavy Metal
22	Blues Boogie
23	Blues
24	Shuffle
25	Blues Shuffle
26	Rock Shuffle
27	Charlston
DANCE	
28	Disco 1
29	Disco 2
30	Disco Funk
31	Dance
32	House 1
33	House 2

NO.	Name
34	Rap
35	Euro Beat
36	Hip Hop
37	Techno
SOUL & FUNK	
38	Funky Pop
39	Jazz Funk
40	Cool Funky
41	Soul 1
42	Soul 2
43	Soul Shuffle
44	Soul Blues
45	R & B
46	6/8 Gospel
47	Pop Groove
JAZZ	
48	Swing
49	Cool Jazz
50	Pop Swing
51	Swing Fox
52	Big Band
53	Big Band Medium
54	Jazz Waltz
55	Ragtime
56	Dixeland
57	Quick Step
COUNTRY	
58	Country 1
59	Country 2
60	Pop Country
61	Country Rock
62	Country Folk
63	3/4 Country
64	Country Waltz
65	Country Shuffle
66	Country Boogie
67	Country Blues

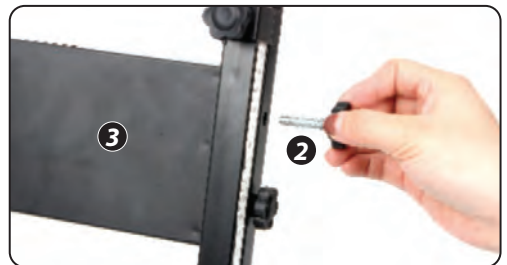
NO.	Name
68	Country Quick Step
69	Bluegrass
LATIN	
70	Bossa Nova 1
71	Bossa Nova 2
72	Rhumba
73	Pop Rhumba
74	Cha Cha
75	Pop Cha Cha
76	Tango
77	Jazz Samba
78	Reggae
79	Pop Reggae
TRADITIONAL	
80	1-Mar
81	2-Mar
82	German March
83	6/8 March
84	Polka
85	Pop Polka
86	Waltz
87	Slow Waltz
88	Vienna Waltz
89	Musette
PIANO	
90	8 Beat
91	Ballad
92	Boogie
93	Jazz
94	Swing
95	Jazz Waltz
96	Twist
97	March
98	6/8 March
99	Waltz
BEAT & POP-1	
100	8 Beat 1 - 1

Keyboard Stand Assembly

1. First, prepare all the assembly parts



2. Second, take the No. 2 screw and the No. 3 support plate, fix them to the two support brackets of No. 5 and tighten them separately.



3. Take the No. 2 screw and the No. 4 stand to the top of the No. 5 stand and tighten.



4. The installation is complete, the longest No. 1 screw is used to fix the keyboard on the stand.



Features:

- Wire MIDI
- 200 World Well-Chosen Auto Accompaniment Styles
- 8 Percussions pads / Keyboard Percussions
- 2-in-1 Karaoke Keyboard: Play & Sing-Along
- Compact & Portable Musical Piano
- Simple Electronic Plug-in Operation
- Rotary Plate for Sound Changing
- Portable Piano
- Built-in Full Range Stereo Speakers
- Connect & Stream Audio from External Devices
- Can Connect to Speaker and Play Sound
- Multiple Preset Selectable Keyboard Sound, Tone & Rhythm Styles
- Digital LCD Display
- Adjustable Volume Control
- Record & Playback Mode
- 162 Sounds Include 128 GM Standard Sounds, 5 Folk Music Instrument Sounds, 23 Synth Sounds, 6 Drum Kit Sounds
- Basic Control: Master Volume/Accom Volume/Chord Volume/Tempo Control
- Auto Chord Function: Single Chord / Fingered Chord / Chord Dictionary
- Teaching Functions: One-key/Follow/Assemble
- Pitch bend/Vibrato/Sustain/Touch Sensing/Dual sound function
- Keyboard Split/Octave/Transpose Function
- Sync/Start/Stop/Fade In/Fade Out/Intro/Ending/Fill in A&B/Metronome
- USB Input/Sustain Pedal Input
- Speaker Output (L/R)/Headset Output
- Perfect for Home Theater Living Room Performances
- Fun for Kids of All Ages: Children & Adults

What's in the Box:

- Digital Musical Karaoke Keyboard
- Book Rack
- Adapter
- Power Plug
- Keyboard Stand
- Sustain Pedal
- Waterproof Bag
- Headset

Keyboard Stand Specs:

- Baked Varnish
- Detachable Function
- Construction Material: Iron+ABS
- Length: 31.5" -inches
- Width: 8.3" -inches
- Height: 57.5~67.5 cm
- Weight: 1.75 kg
- Bearing: 15 kg

Headset Specs:

- Construction Material: ABS + Laser decorative sheet
- Wire Material: PVC flat wire
- Wire Length: 1.2M
- Plug Diameter: 3.5mm 1/8
- Weight: 0.14 kg

California Prop 65 Warning



WARNING:

This product contains Butyl benzyl phthalate (BBP) which is known to the state of California to cause cancer birth defects and other reproductive harm. Do not ingest.

For more info go to: www.P65warnings.ca.gov

Sustain Pedal Specs:

- Normally On/Off Function
- Length: 9.45" -inches
- Width: 3.15" -inches
- Height: 2.8" -inches
- Weight: 1.75 kg

Technical Specs:

- (61) Keyboard Keys
- 162 Sounds Include 128 Gm Standard Voices, 5 Folk Music Instrument Voices 23
- Synth Voices, 6 Drum Kit Voices
- 10 Demonstration Songs: One/All
- Audio Interface: Aux (6.5mm) Input Jack / RCA L&R Output Jack / Mic Input
- Max Sound Level: Up to 110 dB
- USB/Power Cable Length: 3.9' ft.
- Construction Material: Engineered ABS
- Power Supply: DC 12V / AC adaptor
- Piano Dimensions (L x W x H): 36.6" x 11.97" x 3.7" -inches



Questions? Comments?

We are here to help!

Phone: (1) 718-535-1800

Email: support@pyleusa.com