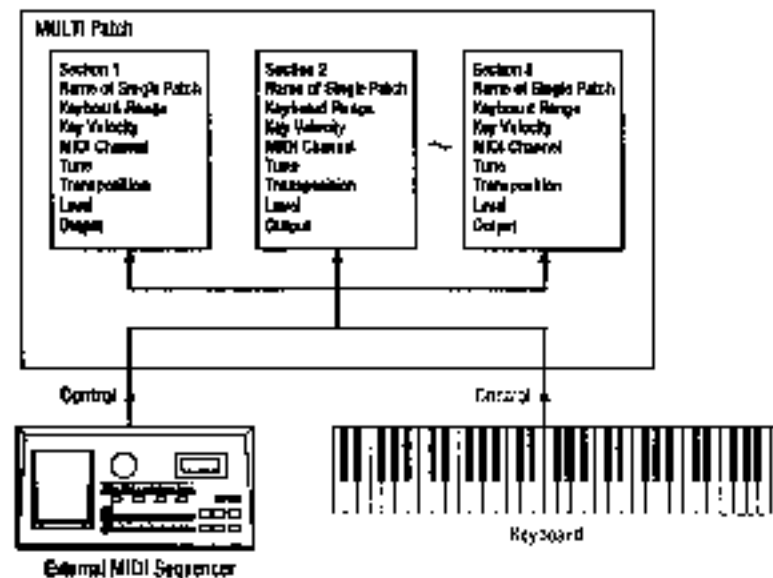


## 2-6. Editing a MULTI Patch

### 1. MULTI Patch Configuration

A MULTI Patch is a combination of up to eight SINGLE Patches. A MULTI Patch is divided into Sections which each consist of a SINGLE Patch plus various parameters that tie sound generation to Key Velocity, Keyboard Range, MIDI Channel, Tuning, Transposition, Level, and Output to play various sounds using the keyboard or MIDI.



### 2. Using MULTI Patches

MULTI Patches have no parameters for creating tones – MULTI Patch parameters are used to set how the tone of each Section is to be played. A number of tones can be played at the same time by setting all parameters but the tone name to the same values. A Velocity switch, where a different tone is played depending on how hard the key is struck, can be created by changing only the Velocity value. A detuned effect can be obtained by varying the pitch by a slight amount. Many tones can be played independently from a sequencer or computer by setting each to a different MIDI channel. By manipulating the MULTI Patch settings in this way, you can add a wide variety of effects to your performances.

### 3. Choosing a Section to Edit

This is used when editing Sections individually.

#### <Procedure>

- (1) Select the Section to be edited with the Section Select keys (1 through 8).



- (2) If you want to listen to the Section sounds individually, press the appropriate Section Mute (9 through 16) to temporarily cancel the sound of the other Sections.

#### ■ Display During Editing

Parameter	Section 1-8
ZONE LO	12345678
Piano	=C#-2

Single Patch Name

Value

The values are shown on the upper right side of LCD.

1-16: The MIDI channel of each Section

=: Muted Section

## 4. Editing Section Parameters

### ■ EDIT Group

Sets common Section parameters.

- VOLUME
- EFFECT (K4)/OUTPUT (K4r) Patch
- NAME

```
MIA-1 QRSTUWXYZ
VOLUME          = 100
```

- VOLUME  
(Value: 0 to 100)

This controls the volume of the entire MULTI Patch. Adjust the differences in volume between patches so that there is no unnatural change in loudness when patches are switched.

```
MIA-1 QRSTUWXYZ
EFFECT PACH= 32
```

- EFFECT Patch (OUTPUT Patch)  
(Value: 1-32)

Select the EFFECT to be used from the 32 EFFECT Patches previously set (K4 only – OUTPUT Setting is used on the K4r). (See P. 24, 71)

```
MIA-1 QRSTUWXYZ
OUTPUT PACH= 32
```

- NAME (1st through 10th)

Name the edited MULTI Patch. Up to 10 characters can be utilized, in the same way as for SINGLE Patches.

```
MIA-1 QRSTUWXYZ
NAME          1st= Q
```

### ■ INST Group

Select the SINGLE Patches to be used in the Sections.

- SINGLE Patch Selection

- SINGLE

(Value: INT – IA-1 to ID-16, EXT – EA-1 to ED-16)

Select SINGLE Patches.

**Note:** The unit's internal MULTI Patches cannot use SINGLE Patches on the cards. Similarly, the card's MULTI Patches cannot use the machine's internal SINGLE Patches.

```
SINGLE 218159104
PACH= 10-1
```

Use the VALUE Slider or  YES and  NO to select the SINGLE Patch. Switches A through D are used to select the EDIT parameters, and 1 through 16 are used to select Sections and for muting.

**Note:** Since SINGLE tones used in a MULTI Patch are controlled by patch numbers, changing the contents of a SINGLE Patch will also change the sound within the MULTI Patch.

## ■ ZONE Group

This sets the range for each Section.

- ZONE LO
- ZONE HI
- VEL SW

### ● ZONE LO/HI

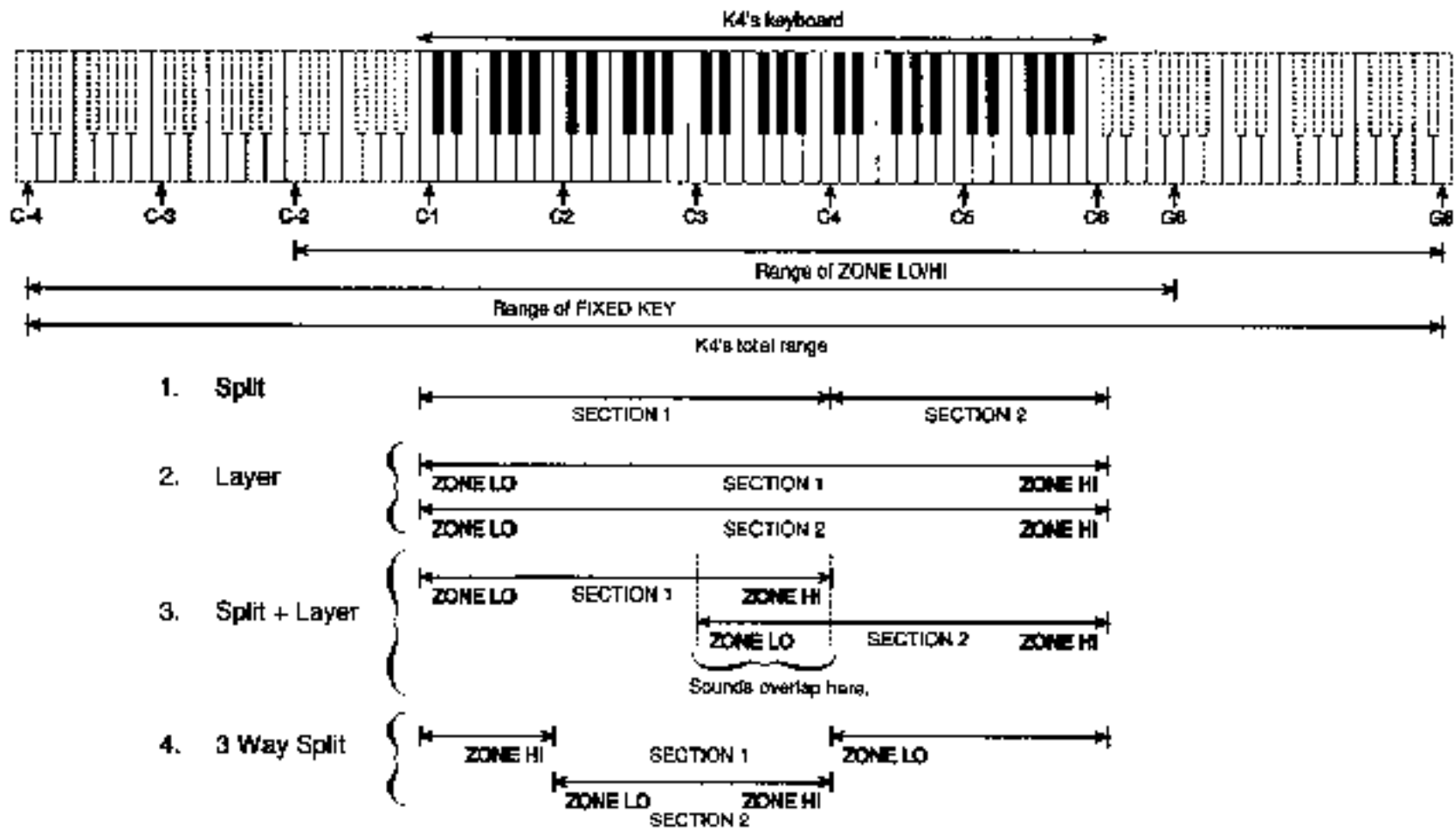
(Value: C-2 to G8)

Set the upper and lower limits for the tone range of the Sections.

```
ZONE LO 218-59104
Piano    =C#2
```

```
ZONE HI 2181359104
Piano    =G 4
```

**Note:** Setting ZONE LO to a higher value than ZONE HI causes the middle range to be silent, with both the upper and lower ends played.



VEL SW 2181359104  
Piano = LOUD

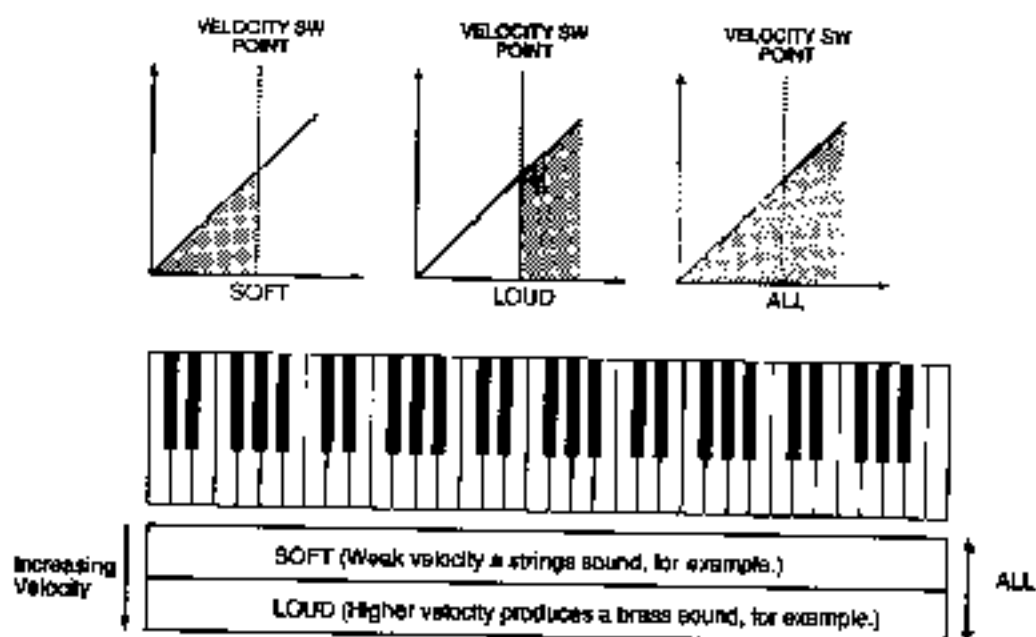
● **VEL SW (Velocity Switch)**

(Value: SOFT, LOUD, or ALL)

You can switch tones according to how hard you hit the keys (Velocity switch) by changing this setting for the Sections.

**Notes:** *SOFT: Played only when keys are lightly struck*  
*LOUD: Played only when keys are struck heavily*  
*ALL: Played under all conditions*

The velocity switch point at which switching between SOFT and LOUD takes place is set using SYSTEM/VEL SW POINT. (See P. 77)



Value	Effect
ALL	All strikes produce a sound.
SOFT	Only weak strike produces a sound.
LOUD	Only hard strike produces a sound.

■ **SEC Ch (Section Channel) Group**

Set the MIDI channels for the Sections.

- RCV Ch
- PLAY Mode

● **RCV Ch (Receiving channel)**

(Value: 1 through 16)

Set the MIDI receiving channel for each Section.

RCV CH 2181359104  
Piano = 2

● **PLAY Mode (K4 only)**

(Value: KYBD, MIDI, MIX)

Sets the section to play from the keyboard (KYBD), from MIDI, or both (MIX).

MODE 2181359104  
Piano = MIDI

## ■ LEVEL Group

Set the level and other parameters for Sections.

- LEVEL
- TRANSPOSE
- TUNE
- SUBMIX CH

LEVEL	2181359104
Piano	= 100

### ● LEVEL

(Value: 0 to 100)

Set the level for each Section.

TRANS	2181359104
Piano	= -24

### ● TRANSPOSE

(Value: -24 to 0 to +24)

This transposes the pitch of the Sections up or down in half steps. By layering a Section in normal pitch with Sections transposed by five and 12 half steps, you can play harmonies in a fifth and a full octave with one finger.

Settings can be made within a range of two octaves.

**Note:** TRANSPOSE does not effect SINGLE Patches with the DCO key track OFF.  
(See P. 46)

TUNE	2181359104
Piano	= -50

### ● TUNE

(Value: -50 to 0 to +50)

This performs fine tuning for Section pitches. You can create a thicker sound by slightly varying the pitch of several Sections with the same tone.

Settings can be made within a range of one half tone.

SUBMIX	2181359104
Piano	= H

### ● SUBMIX CH

(Value: A through H)

Within an EFFECT or OUTPUT Setting, you can set eight types of SUBMIX CHs which determine the level of the effect and the orientation of the sound image.

Here, the mode to be used by each Section is selected from among these eight settings. (See P. 24, 71)

## ■ Writing MULTI Patches

Save the edited patch in memory.

RECALL

**Notes:** Press the **RECALL** if you mistakenly leave the EDIT mode. The screen shown left will be displayed, and you can return to the mode you left by pressing the **EDIT**.

If you write the data, any data previously stored will be written over. Save patches you don't want to lose on the optionally available card (DC-16), or store them in a computer or sequencer such as the Q-80 using the MIDI DATA DUMP. (See P. 27, 82)

Make sure that the PROTECT is OFF, and perform the following procedure.

### <Procedure>

ONE WRITE  
TO \_\_\_\_\_ = 1A-1

- (1) Press the **WRITE** to display the following screen.
  - (2) Select the number of the patch you want to write with the VALUE Slider, and press **WRITE**.
  - (3) The message "EXEC?" will then appear. Press **+YES** to execute writing or **-NO** to cancel.
  - (4) If you pressed **+YES** in step (3), the message "SURE?" will appear to ask you for confirmation. Press **+YES** to execute writing or **-NO** to cancel.
- If necessary, set the PROTECT to ON.

**Note:** A new card must be formatted before it can be written to. (See P. 26)

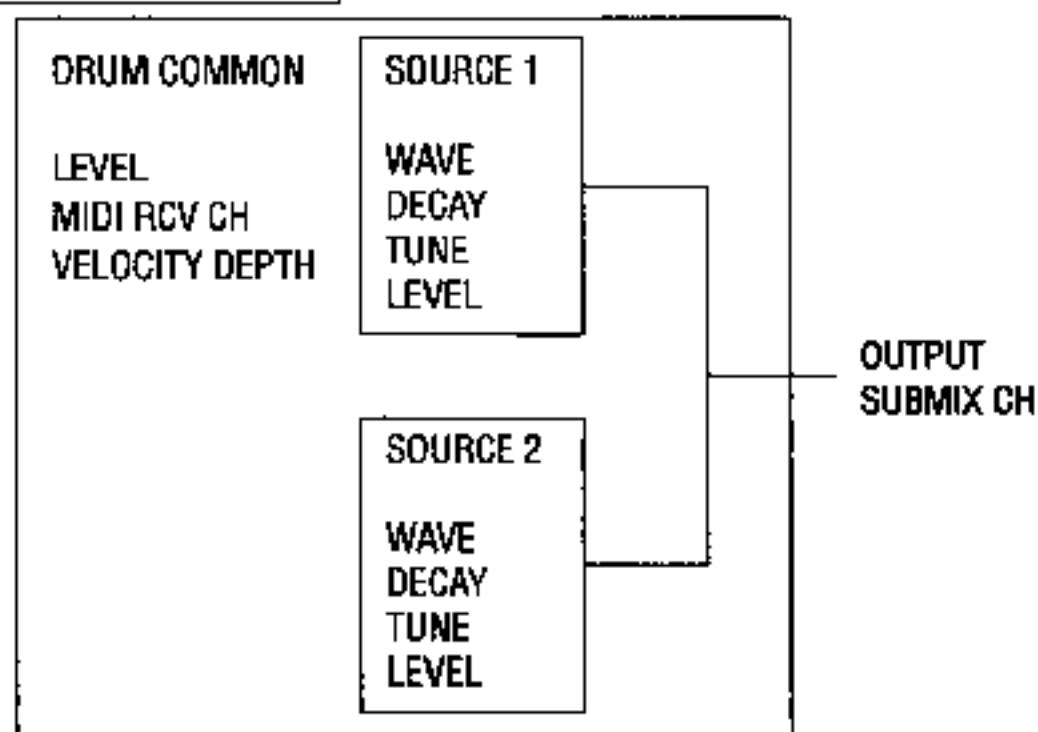
## 2-7. Editing Sounds for the DRUM Section

### 1. DRUM Section Configuration

The DRUM Section is a tone generator Section for rhythm which is different from the tone generator for SINGLE and MULTI Patches. A set of 61 patches, one for each key C1 through C6 (MIDI note numbers 36 through 96) can be programmed and played simultaneously with the SINGLE and MULTI Patches. The DRUM Section is also programmed on the card and either the internal or external one can be used. The maximum number of notes that can be played at the same time, including SINGLE and MULTI Patches, is 16.

DRUM		C 6
WAVE	S1	=256

The DRUM Section utilizes two Sources for each key, and settings for Wave, Decay, Tune, and Level can be made for each Source.



**Note:** The EFFECT and SUBMIX CH Settings for the DRUM Section use the EFFECT Settings for the currently selected SINGLE or MULTI Patch (K4 only - OUTPUT values Stereo L R, 1 - 6 are used for the K4r).

## ■ EDIT Screen

Parameter	Value	Selected Key
DRUM		C 6
WAVE S1	=256	

## ■ EDIT Procedure


### Common Parameters

#### ● VOLUME

(Value: 0 to 100)

DRUM		
VOLUME	= 100	

This controls the volume of the entire DRUM Section. Adjust the differences in volume for SINGLE Patch and MULTI Patch Sections so that there is no unnatural change in loudness when the DRUM Section is called up.

**Note:** The  also works during DRUM EDIT to allow the sound being created to be compared with the sound before editing.

#### ● MIDI RCV Ch (Receiving channel)

(Value: 1 through 16)

DRUM		
RCV CH	= 10	

Set the MIDI receiving channel for the DRUM Section.

**Note:** This is independent of the OMNI ON/OFF for SYSTEM/MIDI. (See P. 79)

#### ● VEL (Velocity) DEPTH

(Value: -50 to 0 to +50)

DRUM		
VEL DEPTH	= +23	

Sets the depth of level change according to how hard the key is struck.

## 2. Creating the DRUM Section Tones

DRUM	C 6
KEY	= C 6

### ● KEY

(Value: C1 to C6)

Designate the keys to be set.

**Note:** The key to be set can also be selected by pressing the desired key directly, in any of the DRUM Section EDIT screens.

DRUM	C 6
WAVE S1	= 256

### ● WAVE S1 and S2

(Value: 1 through 256)

Designate the WAVES for Sources 1 and 2.

**Note:** The same waveforms available for SINGLE Patches (1 to 256) can be used.

DRUM	C 6
WAVE S2	= 256

### ● DECAY S1 and S2

(Value: 1 to 100)

Set the DECAY for Sources 1 and 2.

DRUM	C 6
DECAY S1	= 100

DRUM	C 6
DECAY S2	= 100

### ● TUNE

(Value: -50 to 0 to +50)

Adjust the pitch of the Sources. Settings can be made within a range of one octave up or down.

DRUM	C 6
TUNE S1	= -50

DRUM	C 6
TUNE S2	= -50

### ● LEVEL

(Value: 0 to 100)

Adjust the volume levels for the Sources.

DRUM	C 6
LEVEL S1	= 100

DRUM	C 6
LEVEL S2	= 100

### ● SUBMIX CH

(Value: A to H)

Within an EFFECT (OUTPUT) Setting, you can set eight types of SUBMIX CHs which determine the level of the effect and the orientation of the sound image. Here, the SUBMIX CH to be used as the instrument (DRUM) to be allotted to each key is selected from among these eight settings. (See P.24, 71)

DRUM	C 6
SUBMIX CH	= H

### ● COPY

(Value: C1 to C6)

You can copy the settings made from another key. For example, to create a tomtom sound that is identical with another setting except for pitch, you can skip the trouble of creating the second setting from scratch by copying the first one and changing only the pitch.

#### <Procedure>

COPY	C	6
FROM	KEY=C	1

- (1) Select the key to be copied to (by pressing it).
- (2) Press the **DRUM** several times to display the COPY screen.
- (3) Select the key you want to copy by pressing it, and then press the **DRUM**.
- (4) The message 'EXEC?' will then appear. Press **+YES** to copy or **-NO** to cancel.
- (5) If you pressed **+YES** in step (4), the message "SURE?" will appear to ask you for confirmation. Press **+YES** to copy or **-NO** to cancel.

### 3. Writing the DRUM Section

Save the edited DRUM Section in memory.

**Note:** If you write the data, any data previously stored will be written over. Save DRUM Section data you don't want to lose on the optionally available Card (DC-16), or store it in a computer or sequencer such as the Q-80 using the MIDI DATA DUMP. (See P. 82)

#### <Procedure>

**Note:** Make sure that the PROTECT is OFF, and perform the following procedure.

DRUM WRITE  
TO = INT

(1) Press the  to display the following screen.

DRUM WRITE  
EXEC?=Y/N

(2) Select INT (internal) or EXT (card) with the VALUE Slider or  and , and then press the .

(3) The message "EXEC?" will then appear. Press  to execute writing or  to cancel.

DRUM WRITE  
SURE?=Y/N

(4) If you pressed  in step (3), the message "SURE?" will appear to ask you for confirmation. Press  to execute writing or  to cancel.

**Note:** If necessary, set the PROTECT to OFF.

A new card must be formatted before it can be written to (See P. 26).

COMPLETED!

CANCELED!

# 2-8. EFFECT (K4) and OUTPUT (K4r) Settings

## 1. EFFECT Patches (K4 only)

The K4 can store 32 EFFECT Patches internally and 32 more on a card. An EFFECT Patch can be created from any one of the 16 DIGITAL EFFECTS of the K4 and added to the desired tone.

In addition to this, eight SUBMIX CHs can be stored in each EFFECT Patch. The Stereo Orientation (PAN) and Level of the Effect (EFFECT SEND) are stored for each SUBMIX CH (PAN only for the K4r).

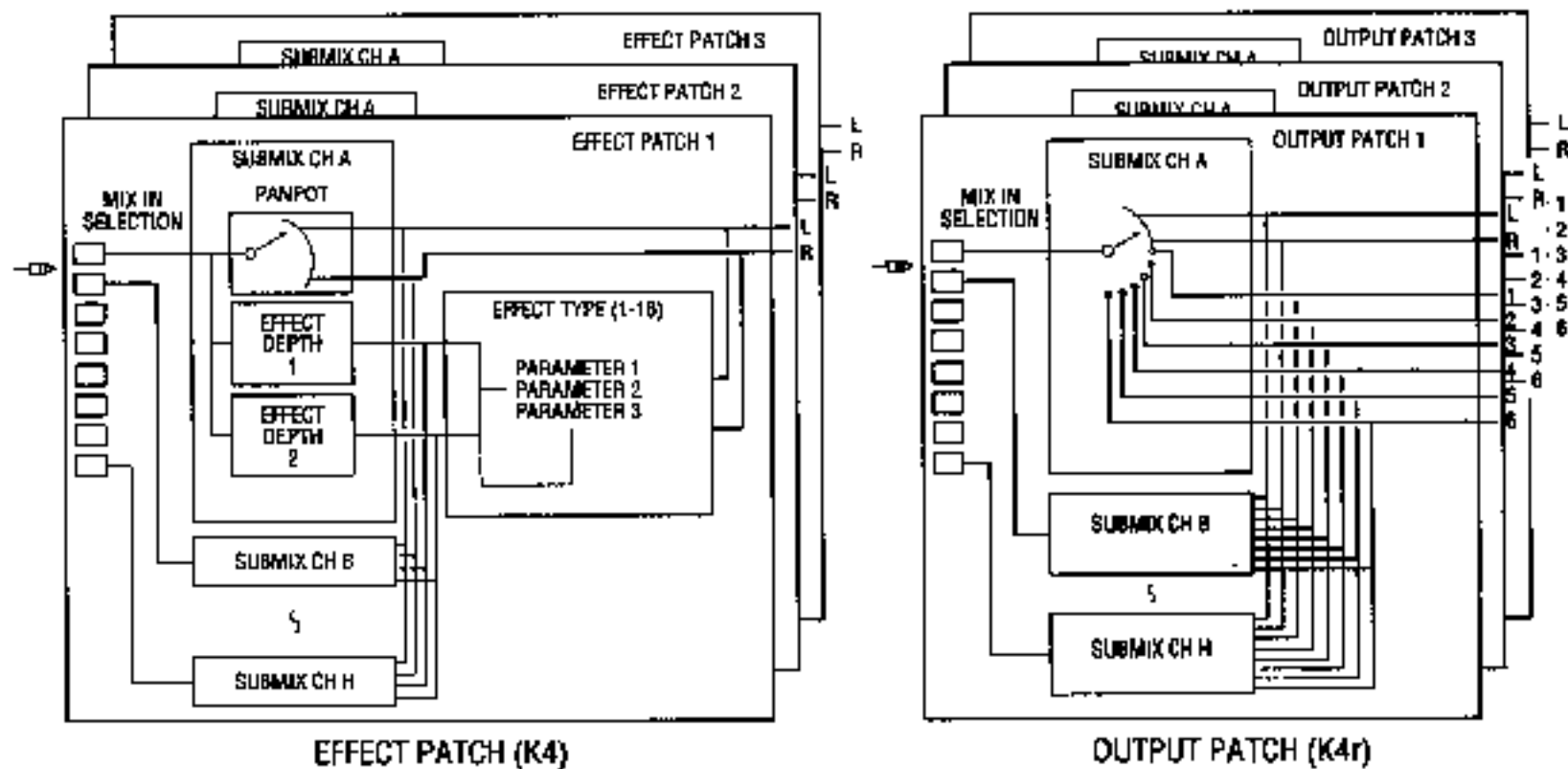
Selecting an EFFECT Setting for a SINGLE Patch specifies which EFFECT will be applied to the patch, and selecting the SUBMIX CH for an EFFECT Setting specifies the Level of the Effect as well as its sound image orientation.

PAN and EFFECT DEPTH can be selected as desired for each SUBMIX CH. You can select only one EFFECT Setting for an entire MULTI Patch, but you can set a SUBMIX CH for each of the Sections (1 through 8).

The EFFECT and SUBMIX CH Settings for the DRUM Section use the EFFECT Settings for the currently selected SINGLE or MULTI Patch (K4 only – OUTPUT values are used for the K4r).

## 2. OUTPUT Patches (K4r only)

While the K4r has no EFFECTS, it is equipped with six independent OUTPUT jacks as well as left and right Stereo jacks (the K4 has only left and right Stereo jacks). The OUTPUT Patch is where data on how SINGLE Patches, MULTI Patches, and the DRUM Section are connected to these eight output jacks is stored. The only parameter within SUBMIX CHs is PAN. The K4r can be used in the same way as the K4.



**Note:** By using headphones, you can monitor the sound of the right and left outputs, although the Individual Outputs (1-6) can not be heard. (K4r)

With VOLUME Slider, you can control the output level of the R/MONO, & L and PHONES outputs. The Individual Outputs are not affected. (K4r)

### 3. Programming Parameters

```
SIA-1 ABCDEFGHIJ
EFFECT PACH= 32
```

```
MIA-1 ABCDEFGHIJ
OUTPUT PACH= 32
```

**<Procedure>**

- (1) Select the EFFECT (K4) or OUTPUT (K4r) Setting while in the SINGLE or MULTI EDIT mode. (See P. 33, 61)
- (2) Press the **EFFECT** (or **OUTPUT** for the K4r).

● **EFFECT TYPE (K4 only)**

(Value: 1 to 16)

Set which of the 16 built-in DIGITAL EFFECTS is to be used.

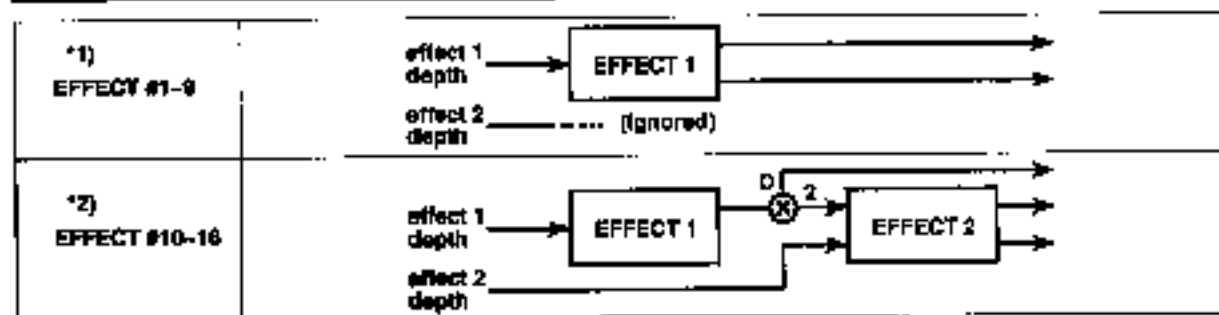
**<Procedure>**

```
EFFECT PACH = 32
TYPE = 1
```

- (1) Press the **EFFECT** several times to display the EFFECT TYPE Setting screen.
- (2) Make the setting using the VALUE Slider or the **+YES** and **-NO**.

● **Parameters 1 to 3 (See P. 92')**

EFFECT No.	EFFECT NAME	PARAMETER 1	VALUE	PARAMETER 2	VALUE	PARAMETER 3	VALUE
1	REVERB 1	PRE DELAY		REV.TIME		1 → 2 BAL	
2	REVERB 2	PRE DELAY		REV.TIME		1 → 2 BAL	
3	REVERB 3	PRE DELAY		REV.TIME		1 → 2 BAL	
4	REVERB 4	PRE DELAY		REV.TIME		1 → 2 BAL	
5	OVER DRIVE	PRE DELAY		DATE TIME		1 → 2 BAL	
6	REVERSE GATE	PRE DELAY		DATE TIME		1 → 2 BAL	
7	Normal DELAY	PRE DELAY		DATE TIME		1 → 2 BAL	
8	Stereo PARALLEL DELAY	FEED BACK		DATE TIME		1 → 2 BAL	
9	CHORUS	DRIVE	0-7	REV.TIME	0-7	1 → 2 BAL	0-30
10	OVER DRIVE+ Normal DELAY	DRIVE		REV.TIME		1 → 2 BAL	
11	OVER DRIVE+ Normal DELAY	DRIVE		REV.TIME		1 → 2 BAL	
12	OVER DRIVE+ REVERB	DRIVE		REV.TIME		1 → 2 BAL	
13	Normal DELAY+ Normal DELAY	DELAY 1		REV.TIME		1 → 2 BAL	
14	Normal DELAY+ Stereo Par.DELAY	DELAY 1		REV.TIME		1 → 2 BAL	
15	CHORUS+ Normal DELAY	CHORUS		REV.TIME		1 → 2 BAL	
16	CHORUS+ Stereo Par.DELAY	CHORUS		REV.TIME		1 → 2 BAL	



\*"1 → 2 BAL" in PARAMETER 3 controls the level of sound from EFFECT 1 sent to EFFECT 2.

```
EFFECT PACH = 32
PRE DELAY = 7
```

**<Procedure>**

- (1) Press the **EFFECT** several times to display the EFFECT Parameter Setting screen.
- (2) Make the Setting using the VALUE Slider or the **+YES** and **-NO**.

(OUTPUT)

EFFECT PACH	32
SUBMIX EDIT=	H

### ● SUBMIX CH EDIT

(Value: A through H)

Select the SUBMIX CH to be edited. (See P. 24, 71)

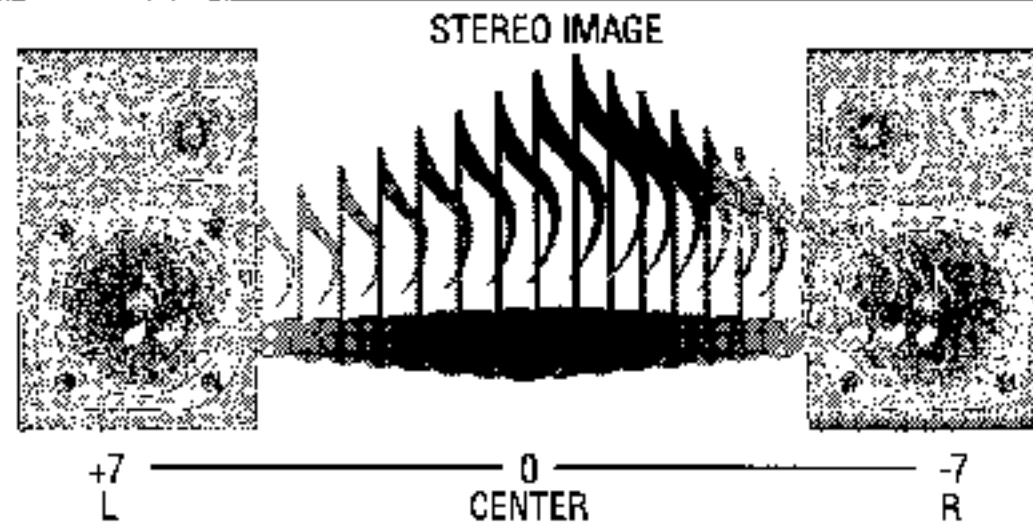
#### <Procedure>

- (1) Press the **EFFECT** several times to display the SUBMIX CH Select screen (K4 only – use the **OUTPUT** on the K4r).
- (2) Select with the VALUE Slider or the **+YES** and **-NO**.
- (3) Repeat steps (1) and (2), if you want to edit other SUBMIX CHs.

### ● PAN

(Value: -7 (Right) to 0 (Center) to +7 (Left), INDIV 1 to INDIV 6 [K4r])

**Note:** Determine the sound image orientation of the tone using the SUBMIX CH. When you use the K4r's card on K4, the patches assigned INDIV1 through INDIV6 are output from center.



(OUTPUT)

EFFECT PACH	H
PAN	= +7

#### <Procedure>

- (1) Press the **EFFECT** several times to display the PAN Setting screen (K4 only – use the **OUTPUT** on the K4r).
- (2) Make the setting with the VALUE Slider or the **+YES** and **-NO**.

### ● EFFECT SEND 1 and 2 (K4 only)

(Value: 0 to 100)

Set the level of the Effect.

*Effect modes 1 through 9 are Single type Effects (only one type of Effect is applied).*

#### <Procedure>

- (1) Press the **EFFECT** several times to display the SEND Setting screen (K4 only – use the **OUTPUT** on the K4r).
- (2) Make the Setting with the VALUE Slider or the **+YES** and **-NO**.
- (3) Set SEND 2 with EFFECT Type 10 through 16.

(OUTPUT)

EFFECT PACH	H
SEND 1	= 100

## 4. Explanation of Effect Types

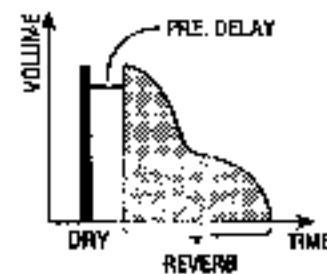
### ● REVERB

Reverb can simulate sound in a room, whether a bathroom, garage, concert hall, or the Taj Mahal. There are several parameters that affect reverb.

**Reverb Time** is how long the reverb will sound. This approximates the size and 'liveness' of the room.

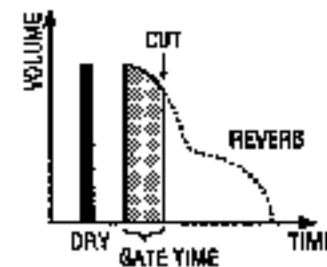
**Pre-delay** is the time before any reverb effect starts. In an actual room this is related to the distance between the source and the nearest wall surface, which provides the *first reflection* of the sound and starts the sound reverberating throughout the room. Naturally in a large room the Pre-delay would be longer; in a small room, shorter.

**Tone** relates to the construction of the room, whether tile (bright) or carpet (dull).



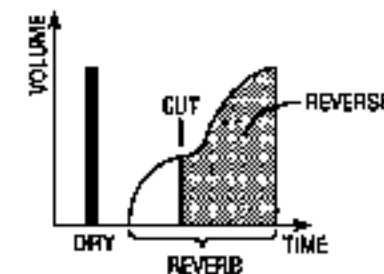
### ● GATE REVERB

Gated reverb is reverb processed through a gate. The gate cuts off the reverberation before it decays naturally, a popular effect in recording studios. Good for drums.



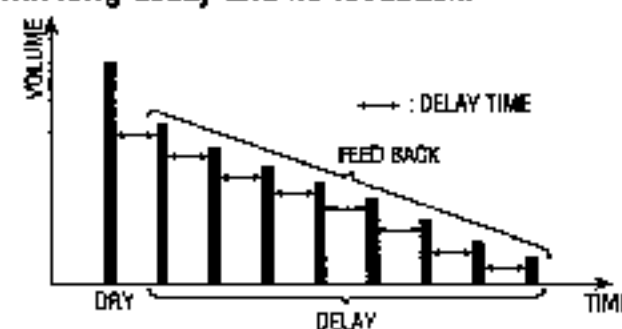
### ● REVERSE GATE

In this type, the original sound plays normally, but the reverb is sampled and then played in reverse. Great for drums especially snare.



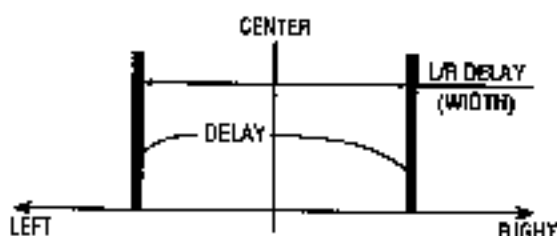
### ● NORMAL DELAY

This effect produces a repeating delay, that decays gradually to zero. Delay Time adjusts the time between repeats, Feedback adjusts the relative level between each successive repeat, tone adjusts the timbre of the delay. This is useful for many situations, for example bass guitar using a short delay time and a small amount of feedback, or a synth solo with long decay and no feedback.



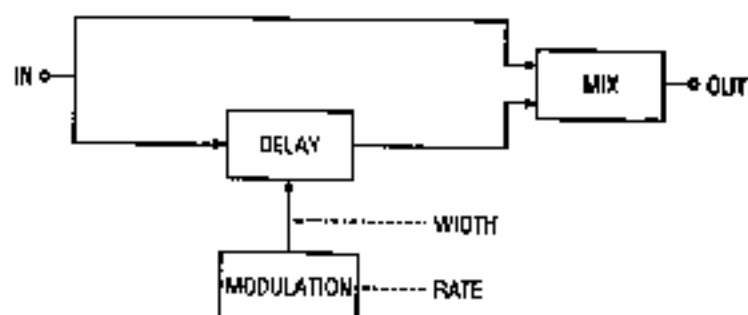
● **STEREO PAN DELAY**

This is the same as the normal delay except the repeats alternate from left and right outputs. Width controls the panning between center and extreme Left/Right.



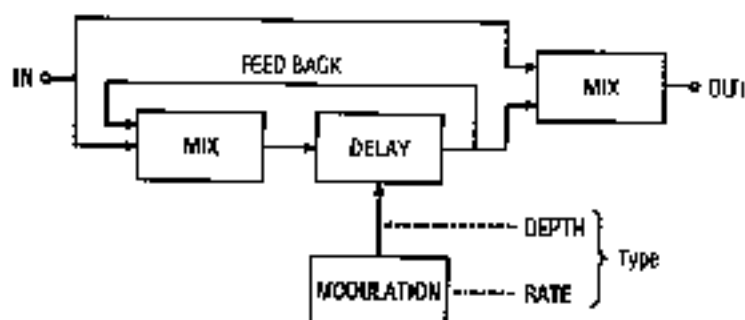
● **CHORUS**

Chorus creates slight variations in pitch and time, like a rotating organ speaker, resulting in enhanced dimensionality of sound. Chorus is created by delaying a sound by a very small amount (1 to 2 milliseconds) and mixing the delayed sound with itself. The traditional 'sweeping chorus' sound is caused by modulating the delay time with an LFO. In the K4, the chorus has controls for the speed of modulation (rate) and the amount of modulation (width).



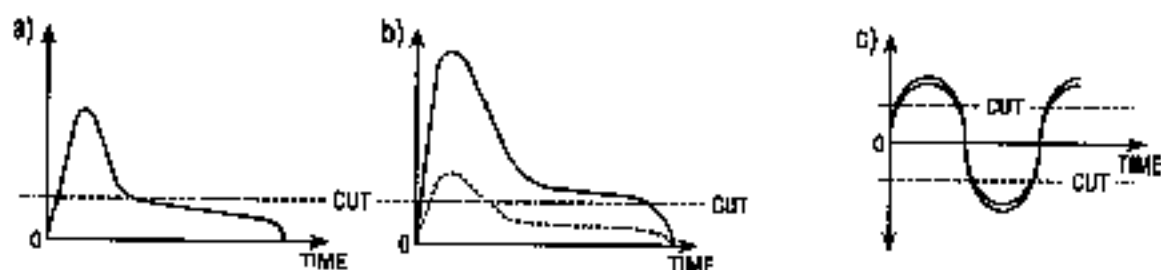
● **FLANGER**

Flanging is similar to chorusing, except a feedback control allows the delayed signal to be delayed again, similar to a repeating echo except the repeat times are so short that a deeper modulation effect is caused. Flanging is useful for guitar and other electric sounds.



● **OVER DRIVE**

Overdrive adds a clipping distortion to the sound, milder than a fuzz tone but more useful. Drive controls the amount of clipping. Try it with guitar or organ.



## 5. Writing EFFECT (K4) and OUTPUT (K4r) Settings

<Procedure>

**Note:** Make sure that the PROTECT is OFF, and perform the following procedure.

(OUTPUT)

```
EFFECT WRITE
TO           = I 1
```

(OUTPUT)

```
EFFECT WRITE
EXEC?=Y/N
```

```
EFFECT WRITE
SURE?=Y/N
```

+YES

COMPLETED!

-NO

CANCELED!

- (1) Press the **WRITE** to display the following screen.
- (2) Select INT (internal) or EXT (card) with the VALUE Slider or **+YES** and **-NO**, and then press the **WRITE**.
- (3) Select the number of the EFFECT to be written with the VALUE Slider or the **+YES** and **-NO**, and then press the **WRITE**.
- (4) The message "EXEC?" will then appear. Press **+YES** to execute writing or **-NO** to cancel.
- (5) If you pressed **+YES** in step (4), the message "SURE?" will appear to ask you for confirmation. Press **+YES** to execute writing or **-NO** to cancel.

**Notes:** If necessary, set the PROTECT to OFF.

A new card must be formatted before it can be written to. (See P. 26)

## 2-9. SYSTEM Programming

---

This sets the values that affect the entire K4/K4r unit. These values can be divided broadly into the following three groups.

- SYS (SYSTEM)
- TRS (MIDI Transmit)
- RCV (MIDI Receive)

### ■ SYS (SYSTEM) Group

- TUNE
- TRANSPOSE
- LOCAL CONTROL
- VELOCITY SWITCH POINT

● **TUNE**  
(Value: -50 to 0 to +50)  
See P. 14.

● **TRANSPOSE**  
(Value: -12 to 0 to +12)  
See P. 14.

● **LOCAL CONTROL (K4 only)**  
(Value: ON or OFF)

```
SYSTEM
LOCAL      =ON
```

LOCAL CONTROL is a function for disconnecting the K4 keyboard from the internal tone generator. (For details, see "The Fundamentals of MIDI" on P. 18.)

ON: The keyboard is connected to the tone generator.  
OFF: The keyboard is separated from the tone generator.

*Note: This is handy when using the K4 as a MULTI tone generator for a MIDI sequencer or computer. If you don't hear any sound on the K4 when playing the keyboard, make sure local control is on.*

● **VELOCITY SWITCH POINT (VEL SW POINT)**  
(Value: 1 to 128)

```
SYSTEM
VELSW POINT=64
```

The Velocity Switch Point at which switching between SOFT and LOUD takes place is set using the MULTI PLAY and Velocity Switches. (See P. 63, 87)

## ■ TRS (TRANSMIT) Group

These are the settings for MIDI Transmission.

- TRANSMIT CHANNEL
- PROGRAM CHANGE
- PRESSURE
- BENDER
- MODULATION
- HOLD
- VELOCITY

### ● TRANSMIT CHANNEL (TRS CH)

(Value: 1 to 16)

Sets the channel for MIDI Transmission.

```
MIDI
TRS CH      = 1
```

### ● PROGRAM CHANGE (TRS PGM)

(Value: ON or OFF)

Selects whether a Program Change is to be transmitted.

```
MIDI
TRS PGM     = ON
```

### ● PRESSURE (TRS PRS) (K4 only)

(Value: ON or OFF)

Selects whether Pressure data is to be transmitted.

```
MIDI
TRS PRS     = ON
```

### ● BENDER (TRS BND) (K4 only)

(Value: ON or OFF)

Selects whether Bender data is to be transmitted.

```
MIDI
TRS BND     = ON
```

### ● MODULATION (TRS MOD) (K4 only)

(Value: ON or OFF)

Selects whether Modulation data is to be transmitted.

```
MIDI
TRS MOD     = ON
```

### ● HOLD (TRS HOLD) (K4 only)

(Value: ON or OFF)

Selects whether Hold pedal data is to be transmitted.

```
MIDI
TRS HOLD    = ON
```

### ● VELOCITY (TRS VEL) (K4 only)

(Value: ON or OFF)

Selects whether Velocity data is to be transmitted.

```
MIDI
TRS VEL     = ON
```

## ■ RCV (RECEIVE) Group

These are the settings for MIDI Reception.

- RECEIVE CHANNEL
- OMNI ON/OFF
- PROGRAM CHANGE
- PRESSURE
- BENDER
- MODULATION
- VOLUME
- HOLD
- VELOCITY
- EXCLUSIVE

### <Procedure>

- (1) Press the **SYSTEM** to display the SYSTEM COMMAND Select screen.
- (2) Select 'RCV' with the **+YES** and **-NO**.

MIDI RCV CH	=	1
----------------	---	---

### ● RECEIVE CHANNEL (RCV CH)

(Value: 1 to 16)

Sets the channel for MIDI Reception.

MIDI OMNI	=	ON
--------------	---	----

### ● OMNI

(Value: ON or OFF)

Selects OMNI ON or OFF. If OMNI is On, data on any channel will be received and played when in SINGLE mode.

MIDI RCV PGM	=	NORM
-----------------	---	------

### ● PROGRAM CHANGE (RCV PGM) (See P. 88)

(Value: OFF, NORM, SECT or LINK)

Selects whether a Program Change is to be recognized.

**OFF:** All data will be ignored.

**NORM:** Switches between SINGLE Patches (0 to 63) and MULTI Patches (64 to 127).

**SECT:** Switches between SINGLE Patches in the eight MULTI Patch Sections which have matching MIDI channels.

**LINK:** Switches the K4/K4r to the next patch in the LINK series.

<b>SINGLE</b>		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	A	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	B	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	C	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
	D	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
<b>MULTI</b>		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	A	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
	B	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
	C	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
	D	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127

**Notes:** These program change numbers are used for both internal and external memory.

If you want to change from internal to external patch banks (or vice versa), you should send an **EXCLUSIVE** Message for K4/K4r before sending program change number. The data format of **MIDI EXCLUSIVE** Message is as See P. 88

This **SYSTEM EXCLUSIVE** Message is also transmitted when the "SINGLE: INT/EXT" or "MULTI: INT/EXIT" switches.

```
MIDI
RCV PRS      =ON
```

● **PRESSURE (RCV PRS)**

(Value: ON or OFF)

Selects whether Aftertouch data is to be recognized.

```
MIDI
RCV BND      =ON
```

● **BENDER (RCV BND)**

(Value: ON or OFF)

Selects whether Bender data is to be recognized.

```
MIDI
RCV MOD      =ON
```

● **MODULATION (RCV MOD)**

(Value: ON or OFF)

Selects whether Modulation data is to be recognized.

```
MIDI
RCV VOL      =SECT
```

● **VOLUME (RCV VOL)**

(Value: OFF, NORM, SECT)

Selects whether Volume data is to be recognized.

```
MIDI
RCV HOLD     =ON
```

● **HOLD (RCV MOD)**

(Value: ON or OFF)

Selects whether Hold data is to be recognized.

```
MIDI
RCV VEL      =ON
```

● **VELOCITY (RCV VEL)**

(Value: ON or OFF)

Selects whether Velocity data is to be recognized

```
MIDI
RCV EXCL     =ON
```

● **EXCLUSIVE (RCV EXCL)**

(Value: ON or OFF)

Selects whether **SYSTEM EXCLUSIVE** data is to be recognized.