

PK7

Software upgrade kit

Owner's manual

English



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Chapter 1 • PK7 Upgrade (operating system update)

This software upgrade implements the following new features:

1. Programmable (User) Styles;
2. Compatibility with the Word Box / MK1;
3. New KEY STOP function for the Styles.
4. New selection procedure for the Performances.
5. New MIDI TRANSPOSE function under the MIDI/GENERAL menu.
6. New MIDiset function under the MIDI/GENERAL menu.
7. A general optimization of the software.

Contents of the Upgrade Kit

1. Operating System disk.
2. 1 adhesive “Mode, Copy, Quantize” (for the programmable Styles) to apply on the front panel under the group of buttons marked “Fill In A, Fill In, Fill In B/Tap Tempo”.
3. Owner’s manual supplement.

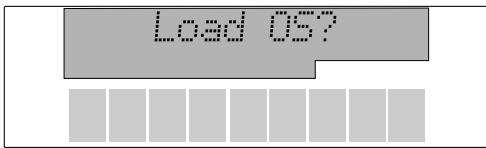
Loading the operating system

HOW TO UPDATE THE FLASH MEMORY

Before doing anything else, it is important that you follow the operating system loading procedure below to ensure that the instrument functions properly and that the additional features are implemented.

1. With the instrument turned OFF, insert the Generalmusic "PK7 OPERATING SYSTEM" disk included in your materials packet into the disk drive.
2. After you have inserted the disk, turn the instrument ON.

You will see a message in the instrument's display that says: **Load OS?**



3. Press ENTER to confirm and wait until the loading operation terminates.

During the update phase, the display shows the message: "Loading".

When the new system has finished loading your **PK7** has been permanently upgraded.

Note: To check the date of the last operating system release, go to the last page of the MIDI/GENERAL menu (rEL XX-XX-XX [date]).



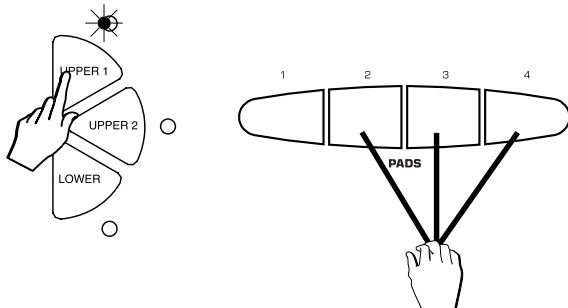
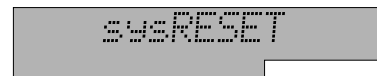
Note: If you press ESCAPE, the new operating system will not be loaded and the instrument will power-up with the previous operating system.

SYSTEM RESET

To restore the instrument's factory set status (default settings), proceed as described below:

1. Hold down the UPPER 1 activator button (located to the right of the display) and simultaneously press the three buttons 2, 3 and 4 of the PADS section.

The display shows the message "SysRESET" for a few seconds then sets ready for playing.



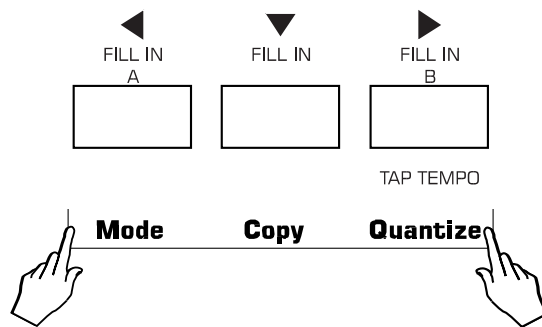
WARNING

The Reset operation cancels all user-programmed data contained in the instrument's RAM and restores the memory to factory conditions.

Before programming a new Style

The Programmable Styles make use of four new functions implemented by the new operating system: MODE, COPY, CLEAR, QUANTIZE. The MODE, COPY and QUANTIZE functions are activated using three buttons normally used in Style play mode: Fill In A, Fill In, Fill In B/Tap Tempo. The CLEAR function is activated using the CLEAR button of the SEQUENCER section.

The adhesive supplied with the Software Upgrade Kit should be placed under the Fill buttons to indicate 3 of the functions used by the Programmable Styles (Mode, Copy, Quantize), as shown below:



Chapter 2 • Programmable Styles (User)

The **PK7** sequencer memory can contain up to 8 User programmable Styles (96 - 103) which you can either load from disk or record yourself.

The Generalmusic disk-based User Style library contains a vast selection of User Styles to choose from. How to load User Styles is discussed in the Disk chapter of the owner's manual supplied with the instrument.

USER STYLE RECORDING

There are two different ways of making a new Style.

The first method is the quickest and involves modifying copies of existing Styles.

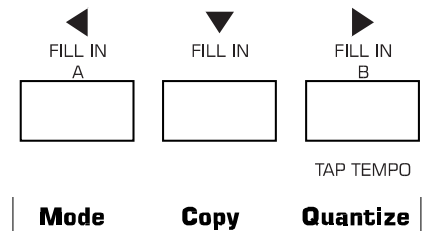
The second method is the most interesting because it allows you to record every part of the Style yourself (Drums, Bass, Acc.1, Acc.2, Acc.3), including the Variations and the Intro, Fill and Ending patterns. Use is made of the four buttons marked **MODE**, **COPY**, **QUANTIZE** and **CLEAR** (the first three buttons are normally used in Style playback mode for the Fill and Tap Tempo functions, while the Clear button is in the Sequencer section).

Let's start with the second method.

Understanding the Style structure and the Riff

The first thing you need to know when you want to make a new Style is how a Style is structured. You already know that the automatic accompaniments are based on the system of chords. In particular, the Major, minor and seventh chords trigger three completely different arrangement patterns. There are 4 Variations of the Major, minor and 7th and each Variation breaks down into several different elements: the basic pattern, the Intro, the Fill and the Ending patterns. These four elements form the basis of a structure consisting of 40 short sequences, or "Riffs", for each Style. The table opposite shows all the patterns that make up a Style which you can program yourself.

What is a Riff? A Riff is a musical motif capable of repetition (looping). In fact, when you play with Styles, you will note that the patterns are in fact short repeating sequences. The basic Riff is the principal pattern of the Style which repeats continually until stopped, or until it is temporarily "broken" by a Fill, Intro or Ending pattern. A Riff can vary in length from one to sixteen bars (measures) long. Each Riff can consist of up to 5 Style tracks: Drum, Bass, Acc1, Acc2, Acc3.



Remember to apply the supplied adhesive under these 3 buttons.

Var1	Var2	Var3	Var4
Major1 basic	Major2 basic	Major3 basic	Major4 basic
minor1 basic	minor2 basic	minor3 basic	minor4 basic
7th1 basic	7th2 basic	7th3 basic	7th4 basic
IntroMajor1	IntroMajor2	IntroMajor3	IntroMajor4
Introminor1	Introminor2	Introminor3	Introminor4
Intro7th1	Intro7th2	Intro7th3	Intro7th4
EndMajor1	EndMajor2	EndMajor3	EndMajor4
Endminor1	Endminor2	Endminor3	Endminor4
End7th1	End7th2	End7th3	End7th4
Fill1	Fill2	Fill3	Fill4

The Style Riffs

ENTER USER STYLE RECORD MODE

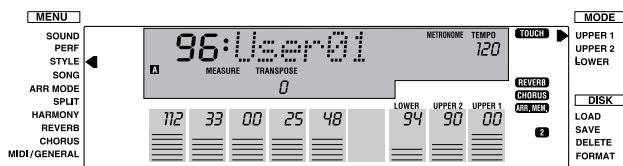
The easiest way to learn about how to make a new User Style is to try an example. Once you enter User Style record mode, you can either start to record right away, or program some of the starting parameters, depending on the type of Style you want to program.

The following procedure explains all the options available when recording your new Style.

Recall an empty User Style

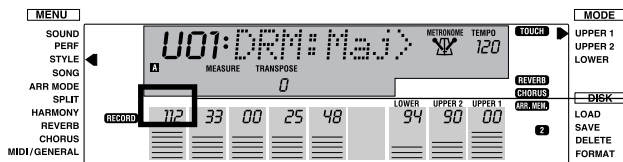
1. Specify one of the User Style location numbers (96-103) on the STYLE SONG keypad. In this example, select 96 on the keypad.

The name of the user location selected is shown as "User01", where the number changes according to the User Style number recalled (01=96, 02=97, etc.).



2. Hold down the RECORD button of the Sequencer for about 2 seconds to enter User Style Record mode.

The first time you enter User Style Record mode, the instrument sets automatically to record 2 bars (measures) of the Major riff of the Drum track (U01:DRM:Maj>).



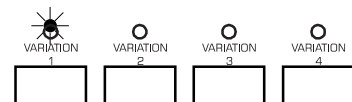
The Program Change number of the Drum Track is also shown flashing in the display.

If you play on the keyboard, you will hear a different percussion sound play for each note pressed.

Select a Variation to record - [Optional step]

3. The Variation being recorded will depend on the Var LED shown on, but you can change it by pressing the corresponding button.

In this example we are recording Variation 1.

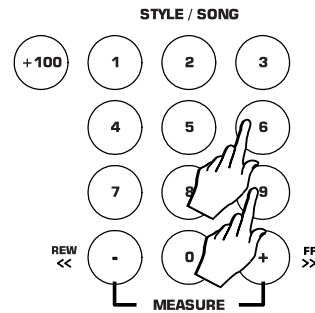


Change the recording speed (Tempo) - [Optional step]

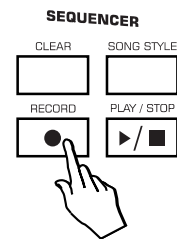
4. If you wish to record your Style at a different tempo, simply rotate the Dial.

Before you start recording, you may wish to change the preset recording speed, set at the default value of 120.

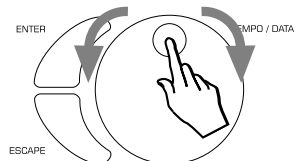
Whatever Tempo variations you make during the recording are not recorded, therefore, if you think the 120 setting is too fast or too slow to start with, rotate the dial to set the speed required.



Note: if you have already loaded some User Styles into memory, either select a number that you know to be empty, or cancel a User Style using the Clear Style function explained further ahead.



FLASHING



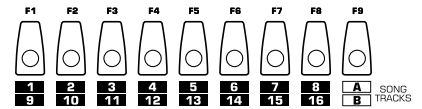
Select a different track to record - [Optional step]

- If you prefer to start recording your new Style with one of the other tracks, use the function buttons F1 - F5 to select the track you wish.

F1 = Drums, F2 = Bass, F3 = Acc.1, F4 = Acc. 2, F5 = Acc. 3.

In the example, we are recording the Drum track.

Note: It is usually best to record the Drum track first because it provides the timing for all the other tracks that you will record afterwards.

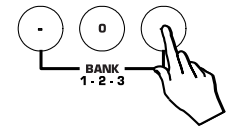


Select a different Riff - [Optional step]

- If you prefer to record a different Riff, use the +/- buttons of the right keypad to select the riff required.

The riffs available in the order of selection are shown in the table on page 2.1 of this chapter.

In the example, we are recording the basic Major riff of the Drum track.



Set the Time Signature, record key and number of bars - [Optional step]

- If you wish to change the starting parameters, press the MODE button.

When you enter Style Record mode for the first time, the Riff automatically selected for recording sets with a time signature of 4/4, the record key of "C" and a riff length of 2 bars.

To change the Time Signature: the MODE display is shown with the numerator of the Time Signature flashing and ready to be changed if necessary.

Rotate the Dial to enter the value required.

Press the + button of the right keypad to move the flashing cursor to the denominator value and rotate the Dial to enter the value required.

The possible Time Signatures available are:

1/2; 1/4; 1/8 - 2/2; 2/4; 2/8 - 3/2; 3/4; 3/8 - 4/2; 4/4; 4/8 - 5/4; 5/8 - 6/4; 6/8 - 7/4; 7/8 - 8/4; 8/8 - 9/8 - 10/8 - 11/8 - 12/8 - 13/8 - 14/8 - 15/8 - 16/8.

To change the Key parameter, press the + button of the right keypad to move the flashing cursor and rotate the Dial to select the record key.

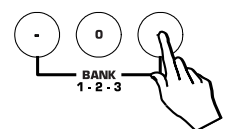
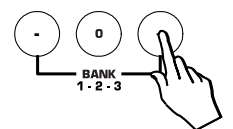
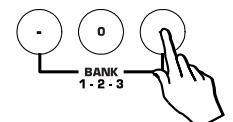
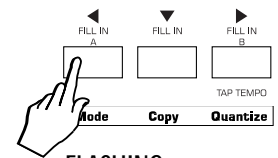
The note symbol (in this case "C") starts to flash.

Rotate the Dial to enter the value required.

Choosing to record your Styles in a preferred key provides musical uniformity because it guarantees the correct transposition of your chords when you change key in Style playback mode. It is preferable to record Major riffs in the key of C, minor riffs in the key of D and 7th riffs in the key of G.

To set the number of bars of the riff, press the + button of the right keypad to move the flashing cursor and rotate the Dial to enter the bar length. You can record up to 16 bars for the Riff.

- Press the ESCAPE button to exit the MODE menu and return to the User Style Record mode.



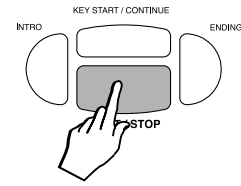
FLASHING

START RECORDING THE USER STYLE

Once you have set all your starting parameters, proceed to record your new Style as explained below.

1. Press START/STOP to start the recording.

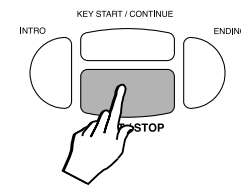
The Metronome starts and a one measure (bar) countdown (lead-in) starts. During this phase, any notes you play will not be captured by the sequencer. The “measure” counter monitors the recording by counting the measures and beats as the recording proceeds. “00” corresponds to the countdown measure.



2. Start playing after the lead-in.

The sequencer starts to capture the notes played. When the end of the riff is reached, the recording loops back to the beginning and repeats.

The looping feature is particularly useful for the Drums track because it allows you to build the pattern by adding new drum sounds to those already recorded.



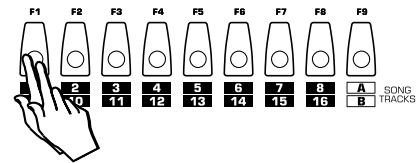
3. When you have finished recording the first track, press Start/Stop to stop recording.

The number of the Drums track continues to flash.

4. Confirm the recorded track by pressing the corresponding function button twice.

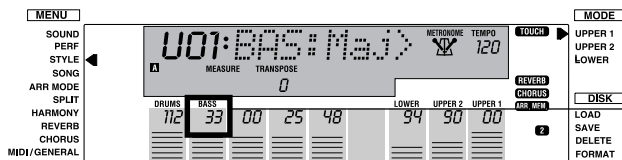
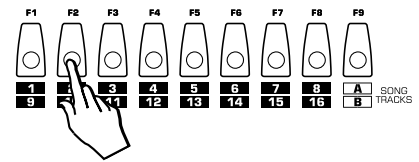
In this case, press F1 (Drums track) twice.

This is to confirm the recording and deactivate the Drums sounds from the keyboard.



5. Select the next track to record using the corresponding function button.

In this case, we will record the Bass track, therefore, press function button F2. The display shows the Drums track in “play” mode and the Bass track in record (flashing).



FLASHING

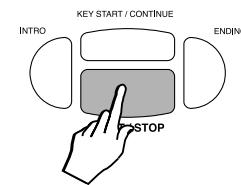
6. Press START/STOP to start recording the next track (in this case the Bass).

The Drums track starts to playback exactly as recorded.

7. Start to record the notes for the Bass accompaniment pattern.

8. When you have finished recording the track, press Start/Stop to stop recording.

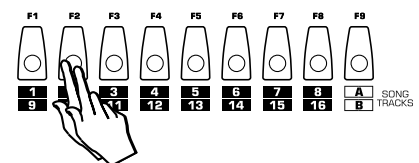
9. Confirm the recorded track by pressing the corresponding function button twice (in this case Bass - F2).



10. Proceed with the recording of other tracks using the same methods described above.

When you have finished recording the tracks of the first Variation, you have several options to choose from:

- **Select another Riff** (DrumMinor, Drum7th, DrumIntro, DrumEnding, DrumFill, etc.).

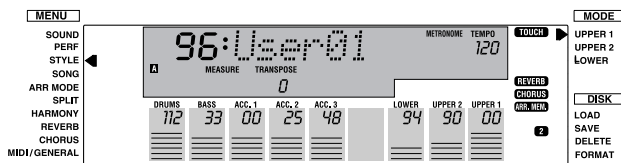
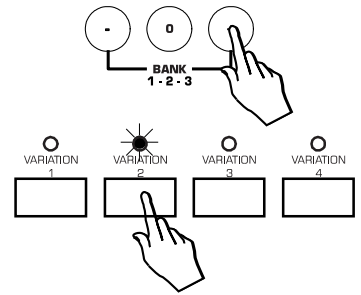


In this case, select the Riff with the +/- buttons of the right keypad.

• **Select another Variation.** In this case, press one of the Var buttons shown off.

To obtain the best results, keep things as simple as possible and render each variation richer by gradually increasing the number of notes and tracks. For example, record the Major Variation 1 with only three tracks (Drums, Bass, Acc1) using simple patterns. For Variation 2, record the Major and minor riffs for the three tracks (Drums, Bass, Acc1) but with slightly different patterns. For Variation 3, record the Major and minor riffs for four tracks (Drums, Bass, Acc1, Acc2), with more pattern changes. For Variation 4, record all the Major, minor and 7th riffs for all 5 tracks (Drums, Bass, Acc1, Acc2; Acc3), this time with richer patterns. For each variation, try to record different Intro and Ending patterns for the Maj, min and 7th riffs. Only one Fill per variation can be recorded.

11. When you have finished recording your new User Style, press ESCAPE to exit the Sequencer.

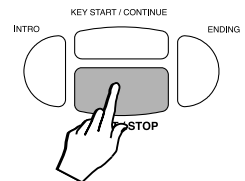


LISTEN TO THE USER STYLE PLAYBACK

1. Press Start/Stop to start the User Style.

Note: If you have recorded less than 4 Variations, check that the LED of one of the recorded Variations is on, otherwise pressing Start will have no effect.

2. Play with the User Style as you would play a Rom Style.



Editing your new User Style

OVERDUB, QUANTIZE, CLEAR NOTE, CLEAR RIFF, CLEAR TEMPO, CLEAR ALL STYLE

If the User Style is not to your satisfaction, there are several things you can do to put it right. These operations can be carried out as soon as you finish recording a riff, or when you have recorded all the Style.

1. If you have just finished recording a riff, remain in Record mode.
2. If you are not in record mode, press the RECORD button to enter Record mode and select the Riff to edit.

Use the +/- buttons of the right keypad to select the Riff and the function buttons F1 - F5 to select the track.

At this point carry out one of the following edit operations:

ADD NEW EVENTS (OVERDUB)

If a riff sounds too scarce, you can add new events to those already recorded.

1. Press the Start/Stop button to listen to the playback of the riff (while still in record mode).

2. Play the notes that you want to add to the sequence.

The new events are overdubbed (added) to the old.

3. Stop the playback and repeat the procedure for other riffs if necessary.

QUANTIZE

Quantize is an auto corrector of timing during the recording phase. This function is particularly useful if your timing is not so good, because it "shifts" recorded events to the nearest fraction of a bar according to the resolution determined by the current Quantize value.

1. Listen to the playback of the riff that needs to be optimized and press the QUANTIZE button.

Playback stops and the display shows the current Quantize value.

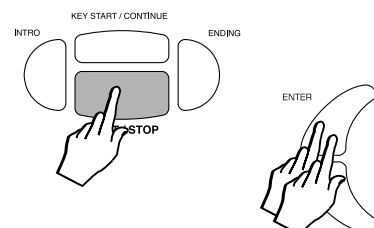
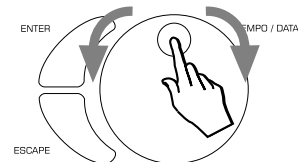
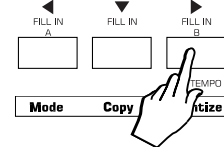
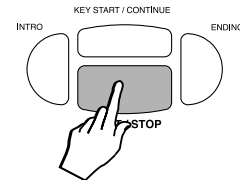
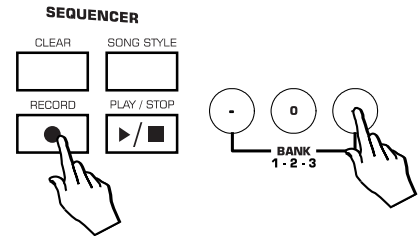
2. Rotate the Dial and select a new quantize value.

3. Press Start/Stop to listen to the playback.

4. If the sequence sounds ok, press ENTER twice to confirm the quantized recording.

If the sequence still sounds out of time, press Start/Stop to stop playback, select a new Quantize value and start the playback again. Continue in this way until you have optimized the sequence correctly.

Use the same method for all the recorded riffs that you think require optimization.



CLEAR NOTE

If a riff contains wrong notes, you can erase up to 5 single notes from a recorded track.

1. Select the recorded Riff and press the CLEAR button.
2. Select the Track you want to work on with the corresponding function button. In this case, we are erasing a note in the Drums track.
3. Start the playback and look at the measure counter to see at which point the note to erase is played.
4. An instant before the sequencer reaches the intervention point, press the note to erase on the keyboard.

In this way you can erase up to 5 notes from the riff in playback.

5. Press Start/Stop to stop the sequence.
6. Press Escape twice.

Use the same method for all the recorded riffs that you think require optimization.

Note: If you press Enter twice, you will clear the entire Riff.

CLEAR TRACK, CLEAR RIFF, CLEAR TEMPO, CLEAR ALL

The CLEAR function can clear a single Track of a Riff, all the tracks of a Riff, the Tempo track of the entire Style or the entire Style.

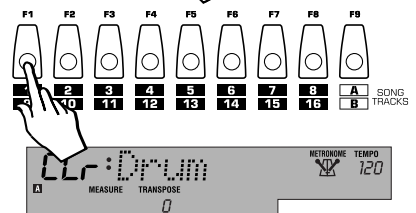
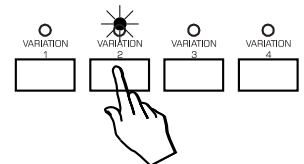
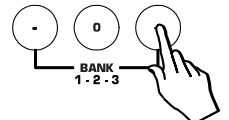
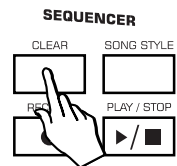
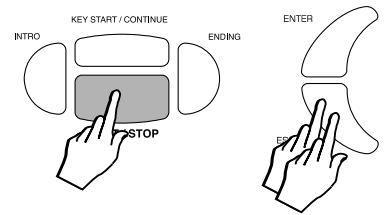
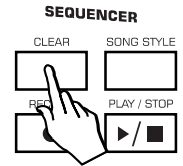
Clear Track and Clear Riff affect the current Variation. Clear Tempo and Clear All affect the entire Style.

1. With the Style in Record mode, press the CLEAR button.
2. **Select the Riff** to clear using the +/- buttons of the right keypad.

You can choose between the following

Maj, Min, 7th, Int, In-, In7, End, En-, En7, Fill, Tempo, ALL.

3. **Select the Variation** by pressing the corresponding Var button.
4. **Select a Track** to erase by pressing the corresponding function button (F1 - F5).



5. **Select Clear Tempo** with the +/- buttons of the right keypad if you want to cancel the recording speed that you used to record your Style and set the default tempo of 120.

You can also cancel Tempo changes recorded in other compatible User Styles (WK3, PS1500).

6. **Select Clear All** with the +/- buttons of the right keypad to cancel the entire Style.

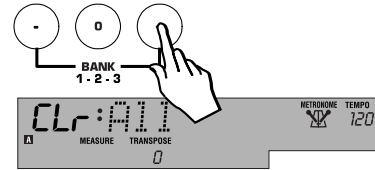
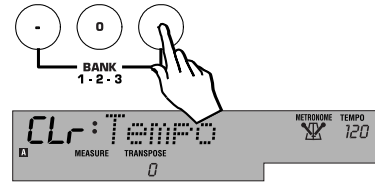
7. After selecting the element required (track, riff, Tempo, All), press ENTER twice.

If you press ESCAPE, you return to the record mode display.

A recorded track is easily identified by the track name that appears above the Program change number.

SAVE YOUR USER STYLES TO DISK

User Styles remain intact in memory after power down, but to avoid losing your programmed data, it is best to save your User Styles to disk or Hard Disk. Use the Save Style or Save Styles procedures explained in the Disk & Hard Disk Chapter of the owner's manual.



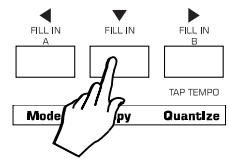
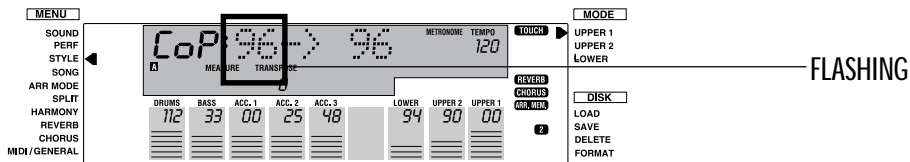
STYLE COPY

The COPY function is the quickest method of making a new Style, because it allows you to copy an existing Style (Rom or User) to one of the 8 User Style locations available in memory (96-103), then modify the copy.

You can, for example, modify a Rom Style copy by adding or removing notes from one or more riffs of the Style tracks.

1. After entering Record mode, press the COPY button.

The display shows the following message:



The flashing left Style number represents the source Style. The right number represents the destination, which is selected automatically. For example, if a User Style already occupies location 96, the destination number shown will be 97.

2. Rotate the Dial to select the Style to copy.

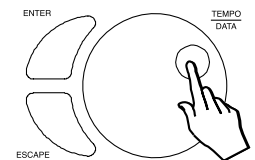
You can also use the +/- buttons of the right keypad.

You can choose the numbers from 00 - 103.

3. Press ENTER twice to confirm the operation.

At this point, you can add or remove events, cancel tracks and record new ones, etc..

Pressing Escape returns to the record mode display.



The User Style Performance

All empty User Styles carry a default User Style Performance consisting of the following Sounds assigned to the accompaniment tracks:

Default User Style Performance configuration

Track	Sound	Pr. Change
Drums	Stand1	112
Bass	Finger	33
Acc1	Piano1	00
Acc2	SteelGtr	25
Acc3	Strings	48

PROGRAMMING THE USER STYLE PERFORMANCE

Unlike the Performances for Real Time, Song/Style and Song modes, the User Style Performance cannot be accessed directly from the Store Performance button. Each User Style is associated to a single Style Performance which is stored to the current User Style location only and not to other locations.

A User Style Performance must be programmed while you are in User Style Record mode. Use the methods already described in the Performance chapter to change the sounds and track parameters. Check that the name of the track appears above the Program change number (press the corresponding function button twice).

Once you have programmed the User Style Performance, hold down the STORE PERFORMANCE button and confirm with ENTER.

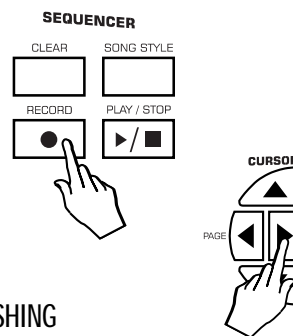
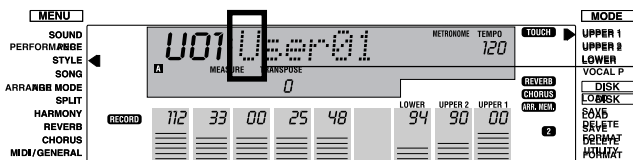
The modifications are memorized directly to the User Style location.

Proceed with the recording as already described.

NAMING YOUR USER STYLE

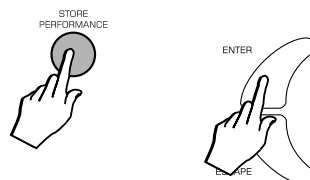
You can give your User Style a name using the procedure already described in the Performance chapter of the owner's manual. It is important to remember that you must be in Record mode before you press the Page button to select the Performance Name write page.

1. With the User Style selected, hold down the RECORD button to enter Record mode (if necessary).
2. Press the PAGE button to pass to the name page.



3. Proceed to enter the name using the keys of the keyboard, as already described in the Performance chapter.
4. Hold down the STORE PERFORMANCE button and confirm with ENTER.

The User Style name will be memorized.



Chapter 3 • Additional features

As well as the new functions already described, the software upgrade implements the following additional features.

1. Compatibility with the Word Box / MK1

Compatibility with the “Word Box / MK1” format allows you to project Songs lyrics on a TV (or other video device) contained in MIDI Files distributed by the company M - LIVE (ex Midi Soft).

The M - LIVE MIDI File disks can be found in most musical instrument retail outlets.

IMPORTANT: PK7 is compatible with the second version “Syllabized” Word Box / MK1 MIDI File format. The second version (syllabized) MIDI Files include the Control Change 31 message, essential for the syllabization of the lyrics. If this control is not preset in the file, the lyrics cannot be projected on the video device. Since the **PK7** is compatible with the Word Box format via MIDI (by means of Control Change 31 transmitted on channel 01), you will nevertheless still be able to project lyrics using both first and second version MIDI Files when using the Word Box device distributed by the company M - LIVE (ex Midi Soft). Simply connect a MIDI cable from the **PK7** MIDI Out port to the MIDI In port of the Word Box unit.

Note 1 : Before connecting the Word Box to the **PK7**, you must first set the two internal switches “1” and “2” of the unit to their “OFF” positions. This mode of operation (Standard Control Change Mode), makes it possible to project Song lyrics on the external video device.

Note 2 : If you have purchased first and second version backings for the Word Box, you will be able to connect both a TV (or other Scart/RGB video device) using the supplied Scart/RGB cable, as well as the Word Box unit using a MIDI cable.

Note 3 : If the Song Lyrics do not appear in the Word Box, set the **PK7** correctly for this type of MIDI connection by selecting the “Multichannel” MidiSet preset under the MIDI menu found in the MIDI/GENERAL function. How to select the MidiSet presets is explained further ahead.

2. Software optimization

This section explains other new features implemented by the new operating system.

MIDI SET

Using the MidiSet presets is a quick and easy way of configuring your **PK7** correctly for the MIDI device that you intend using to control with the **PK7** or to pilot the **PK7**. Thanks to the MidiSet function, you can quickly recall the MIDI setting best suited to the master instrument (Sequencer, Computer, Accordion, Piano, Keyboard, Guitar etc.) or slave.

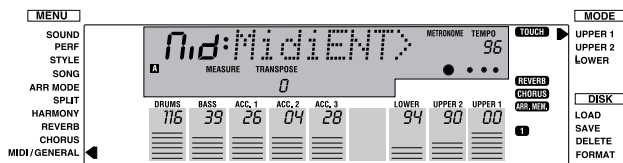
The MidiSet presets automatically locks the current Midi channel settings (Channel Lock ON) to allow you to load any disk-based file to memory without affecting the MIDI settings and the MidiSet preset. The MidiSet function is found under the MIDI menu in MIDI/GENERAL. Once you have selected the MIDISSET function, use the function buttons F1 ... F9 to select the preset required.

Note: When you press one of the function buttons in MidiSet mode, the selected MidiSet preset configures the instrument automatically.

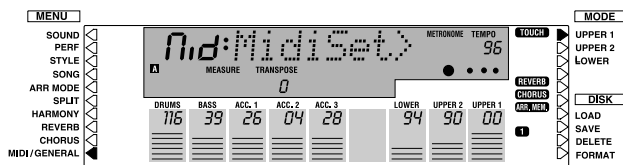
After selecting the desired preset, the 63 Performances of the **PK7** will all be configured for the correct communication with the master device.

MidiSet selection procedure

1. Move the left arrowhead next to the MIDI/GENERAL menu function with the Cursor \blacktriangleleft or \blacktriangleright buttons.
2. With the Page \blacktriangleright button, select the Midi ENT function.



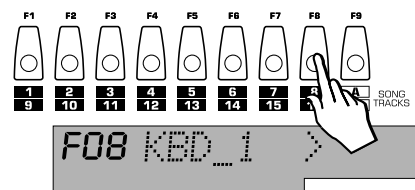
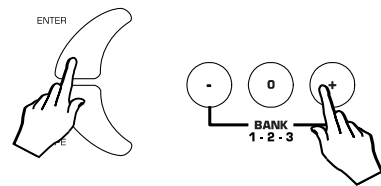
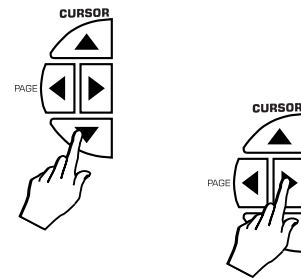
3. Press ENTER to gain access to the MIDI functions and select the "MidiSet>" parameter using the +/- buttons of the right keypad.



4. Select the MidiSet presets using the function buttons F1 ... F9.

If you are piloting the **PK7** using a MIDI keyboard, select the option "KBD_1" with function button F8.

5. Press ESCAPE three times to exit the function.



MIDISSET Presets (Midi Lock=ON)

- **MultiCh (F1):** All Channels from 01 to 16 open, Common = Off, Chord = Off.

With the MultiChannel preset you can connect to an external Sequencer or Computer to program your sequences using the **PK7** as the sound generator. Connect both MIDI IN and OUT ports of the **PK7** and set the Soft Thru function of the Computer to ON.

In the **PK7**, remember to set one track (for example, the Upper 1 keyboard section) for play with no split (Lower off and Arrange On/Off disabled).

- **RP/RPT (F2):** All Channels from 01 to 16 off. Common = 01, Chord = Off.

This preset allows you to connect the **PK7** to any digital Piano of the Generalmusic Real Piano Series (RP and RPT) and pilot the **PK7** via a single Midi channel. This will allow you to play the **PK7** panel configuration from the master device.

- **RPsplit (F3):** Drum = Off, Bass = Off, Acc1 = Off, Acc2 = Off, Acc3 = Off, Lower = 02, Upper1 = 01, Upper2 = 01, Common = Off. Chord = 02. All other channels = Off.

Set this preset if you connect the **PK7** to the RP100 and RP200 digital piano models by Generalmusic. With the three keyboard sections of the **PK7** muted, the RP piano sound can be heard from the split point upwards. Remember to set the split point in the master instrument (consult the owner's manual of the RP 100/200).

- **Piano (F4):** Channels from 01 to 16 off, Common = 01, Chord = Off.

Use this preset when you connect to a MIDI Piano. This will allow you to play the **PK7** panel configuration from the master device. This setting can be used for Midi Pianos that transmit over one channel only.

- **Accord1 (F5):** Bass = 03, Lower = 02, Upper1 = 01, Upper2 = 01, Common = Off, Chord = 02. All other channels = Off.

This preset allows you to use a MIDI accordion according to the standard established for accordions. As well as the Midi channel settings, this preset also sets the **PK7** control panel to operate as follows:

The "Bass to Lowest" function operates as a BASS ON/OFF: this allows the accordionist to manually activate or mute the Bass section of the **PK7** at will.

The "Lower" section operates as a Chords ON/OFF for the accordion when the rhythm section is not playing. When the rhythm section is playing, the notes of the Lower section are added to the auto accompaniments.

- **Accord2 (F6):** Drum = 10, Bass = 03, Acc1 = 05, Acc2 = 06, Acc3 = 07, Lower = 02, Upper1 = 01, Upper2 = 01, Common = 16, Chord = 02. All other channels = Off.

This preset provides:

a) exactly the same features as the Accord1 preset (explained above);

b) if the MIDI accordion is able to transmit Program Change messages, it is possible to change the Styles of the **PK7** by sending program change numbers 00-96 across the Common channel (Ch. 16).

-
- **Guitar (F7):** Upper1 = 01, Upper2 = 01, Common = off, Chord = 01. All other channels = Off.

This preset is best suited for the connection of a MIDI guitar and allows you to play the **PK7** panel configuration from the master device. The guitar will be able to play the **PK7** Style chords and add the Upper 1 and Upper 2 sounds to those of the guitar. The Style chords will be recognized when the guitar notes are played all at the same time and not in arpeggio form. At least 3 note chords must be played and the Arrange Mode setting should be either Fingered 1 or FreeStyle.

- **KBD_1 (F8):** Channels from 01 to 16 closed, Common = 01, Chord = Off.

The Keyboard1 preset allows you to connect the **PK7** to a MIDI keyboard and play the **PK7** panel configuration from the master device. This preset is suitable for master keyboards capable of transmitting across a single MIDI channel.

The KBD-1 preset is also best suited to the keyboards of the Generalmusic WX Series.

- **KBD_2WS (F9):** Channels from 01 to 16 off, Common = 16, Chord = Off.

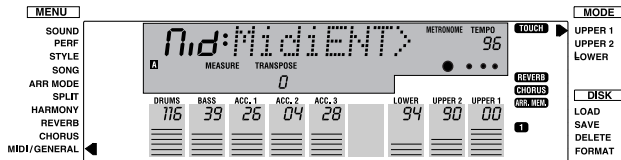
This preset is best suited for connection of the **PK7** to the Generalmusic WS Series keyboard and allows you to play the **PK7** panel configuration from the master device.

This preset is suitable for master keyboards capable of transmitting across a single MIDI channel.

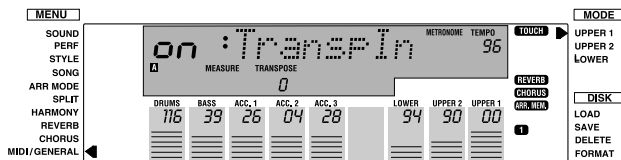
TRANPOSE IN

This function allows the pitch shifting (in half steps) of the MIDI notes sent to the PK7 via the Master controller. To deactivate MIDI transposition, set the parameter to OFF. When piloting the PK7 via MIDI, set this parameter to ON.

1. Move the left arrowhead next to the MIDI/GENERAL menu function with the Cursor or \blacktriangledown buttons.
2. With the Page \blacktriangleright button, select the Midi ENT function.



3. Press ENTER to gain access to the MIDI functions and select the "TransIn>" parameter using the +/- buttons of the right keypad.



4. To deactivate the reception of transposition messages via MIDI, set this parameter to OFF.

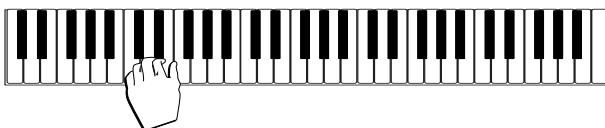
Use the DIAL to toggle between ON and OFF.

5. Press ESCAPE twice to exit the function.

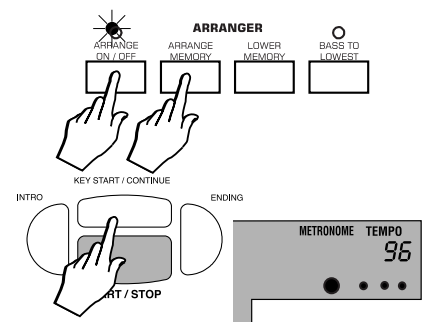
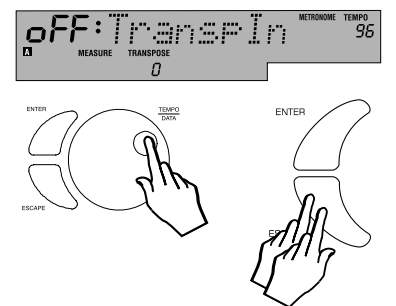
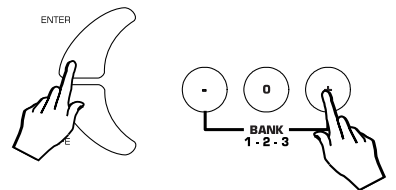
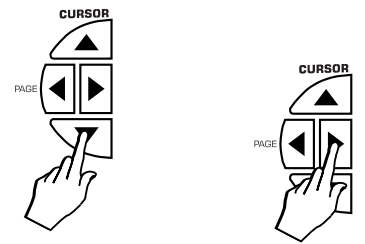
THE KEY STOP FUNCTION (MAINTAINING CHORDS)

The KEY STOP function allows you play chords in staccato Style and maintain them for the selected Style. Key Stop is useful when you want to play pieces that contain staccato parts while playing the piece (introductions, codas, etc.). KEY STOP operates globally and is independent from the selected Midi Set setting.

1. Select a Style.
2. Activate (if necessary) ARRANGE ON/OFF (LED on).
3. Deactivate ARRANGE MEMORY (LED off).
4. Activate Key Start
4 round indicators are displayed under the metronome icon.
5. Play one or more chords in "staccato" form (the triggered arrangement will stop instantly at release).



6. Hold down a chord for at least half a second* then release it.
The chord will be maintained automatically.



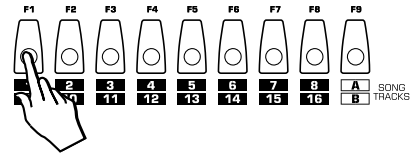
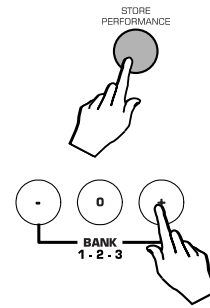
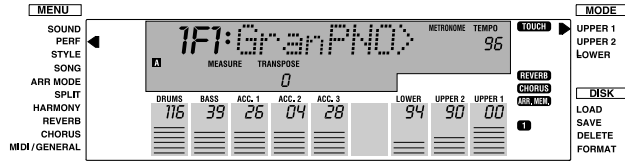
* **Note:** not less than one quarter of a second.

THE 63 PANEL PERFORMANCES

The new software update has optimized the 63 realtime Performances in order to quickly understand both the current Performance Group and number.

When you select a Performance (by pressing the Store Performance button), the 3 digit display shows the current Group number (from 1 to 7) followed by the Performance number (from 1 to 9).

The Group is selected with the +/- buttons of the right keypad and the Performance with the function buttons (F1 - F9).



In this way you can quickly see which function button was last used to select the Performance and which Group.

The name of the Performance is shown in the 8 digit display as before.

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