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## INTRODUCTION

Congratulations, and thank you for purchasing **WK2000HD** Multimedia Workstation. The instrument in your hand is the successful result of the combination of extraordinary sound quality, automatic accompaniment and a surprisingly easy-to-operate user interface.

## MULTIMEDIA WORKSTATION

**WK2000HD** is an Arranger Keyboard with multimedia features that render making music real fun.

With **WK2000HD** you can sing following the lyrics both on the display and on a TV monitor (TV Karaoke).

## THE OWNER'S MANUAL

Our best advice: read the Owner's Manual carefully: it is the best way to learn how **WK2000HD** operates.

The Manual is divided into separate User Guides. An Appendix with tables and MIDI specifications is given at the end.

## Specification

- **Poliphony and multitimbrality**

**WK2000 HD** is 32-note polyphonic (maximum), 16-part multi-timbral in Song mode and 8-part multi-timbral in Style mode. Each part is assigned to a track. In Real Time mode, 3 tracks (maximum) are assigned to the keyboard.

- **Sound Generation**

**WK2000 HD** Sound Generation uses PCM e Wavetable technology. Sounds are based on processed sampled waveforms. The keyboard's 32 oscillators generate "single oscillator" (32-note maximum polyphony) and "dual oscillator" (16-note maximum polyphony) sounds.

- **ROM Sound**

ROM (Read Only Memory) contains 464 Sounds including 17 Drumkits.

- **Sample-RAM**

The back-up memory can hold Samples that can be loaded from Floppy Disk.

- **Digital Signal Processor**

**WK2000 HD** features a double Digital Signal Processor that can be controlled in Real Time. Two different effects (1 Reverb and 1 Modulation/Delay) can be assigned and stored to each Performance.

- **Sequencer**

The on-board Sequencer allows you to record Song Styles (Real-Time recording method), to play Songs back and to play with Styles. Data saved in the sequencer is stored to the System-RAM (battery backed-up).

- **Play Direct from Disk**

Playing Direct from Disk means playing a Song in WK, PK, or SMF format directly from the Floppy Disk without having to load all data to memory. This feature becomes useful when you wish to play a Song or a Midi File that exceeds the available Sequencer memory.

- **Automatic Accompaniments**

**WK2000HD** features 96 ROM Styles that add automatic accompaniments to the 3 Real Time keyboard sections (Upper 1, Upper 2, Lower). Each Style features 4 Variations that contain Basic, Intro, Ending and Fill patterns, totalling 40 different patterns. Up to 7 User Styles (Styles loaded from disk) can be stored to **WK2000HD** memory.

- **Direct Style Memory e Direct Sound Memory**

**WK2000 HD** allows you to select and memorise 16 Styles and 16 Sound combinations in the direct access memory locations for quick access during play, useful for LIVE performances!

- **Disk Drive and Hard Disk**

The Disk Drive is a device that permits the transfer of useful data to and from Disks, allowing you to build a library of Songs, Styles, Performances and Samples. The disk drive can read and write onto **WK2** format 3.5" floppy disks with a capacity of 720 Kbytes (2DD type) and 1.4 Mbytes (2HD type). Other formats recognised are Ms-Dos (1.44 Mb) and Atari ST/Falcon (720 kb), both used for the exchange of MIDI Files. The on-board Hard Disk is a high speed access device devised to store large amounts of data (Songs, Styles, Performances and Samples) without having to use a large number of floppy disks. The Hard Disk can also be partitioned into several sections.

- **Karaoke**

The lyrics of a song can be read on the **WK2000HD** display (two lines, 24 characters each). Alternatively, the on-board video interface makes it possible to use **WK2000HD** in Karoke mode with an external TV monitor. The interface can be adapted to the different video standards used in Europe or in the U.S. In order to read the lyrics, the "TV text" function in the MIDI/GENERAL page must be turned on, and the RGB/SCART cable supplied with the keyboard must be connected to the TV set.

- **Updatable Operating System**

The Operating System, that is, the software that controls **WK2000HD**, is stored in a Flash ROM. It can be updated by loading more powerful releases that offer more functions.

- **MIDI**

Thanks to its fully implemented MIDI features, **WK2000HD** can become a master keyboard. Moreover **WK2000HD** can be controlled by another master instrument and operate like a 16 part multitimbral expander.

- **Direct Connection to a computer**

**WK2000HD** can connect directly to a computer (Mac, PC o Atari) by a single serial cable. This kind of connection can be alternative to a normal MIDI connection and needs no optional MIDI interface for the computer. The speed of the information exchange can be adapted to the specific computer used. Serial cables can be purchased at any computer shop.

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### **IMPORTANT WARNING**

**1. Make sure that the package is complete and contains:**

- a) **WK2000HD** Multimedia Workstation (the instrument);
- b) One floppy disk containing the operating system;
- c) One demonstration floppy disk dimostrativo;
- d) Music stand;
- e) Owner's Manual;
- f) Power cord;
- g) one RGB/SCART video cable to display song lyrics on a screen;
- h) Warrant certificate;
- i) the list of Generalmusic distributors.

- 2.** When contacting your retailer or authorised Generalmusic technical assistance centre, always quote the model name and serial number of your instrument.

## Preliminary notes

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Observe these important preliminary notes before getting into your instrument

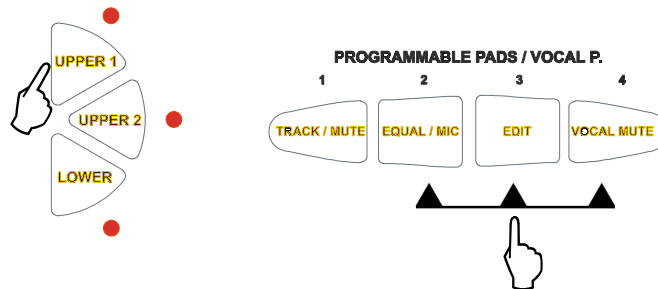
- **AVOID PLACING DISKS ON TOP OF THE SPEAKERS**  
Do not place floppy disks on top of speakers, near magnets, telephones, or other sources of electromagnetic fields. The disk contents could be damaged.

## SYSTEM RESET

---

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

- Simultaneously press and hold the **UPPER 1** selector button (located to the right of the display) together with the **PADS** buttons **2, 3** and **4**. The display shows the message "SysRESET" for a few seconds the sets ready for playing.



## WARNING!

The Reset operation irremediably cancels all user programmed data contained in the instrument's RAM.

## BATTERY DI BACK-UP

The **WK2000HD** is fitted with a Ni-Cd rechargeable battery to retain data while the instrument is off. The battery is recharged while the instrument is turned on (not just plugged in !). When the instrument is turned off, data is conserved in memory for approximately 30 days. If the battery discharges after not using the instrument for a long period of time, leave the instrument on for at least 8/10 hours to recharge it completely.

# WK2000HD Front Panel

**1. POWER.** Switch to the instrument ON and OFF.

**2. VOLUME.** Slider to control the instrument overall Volume.

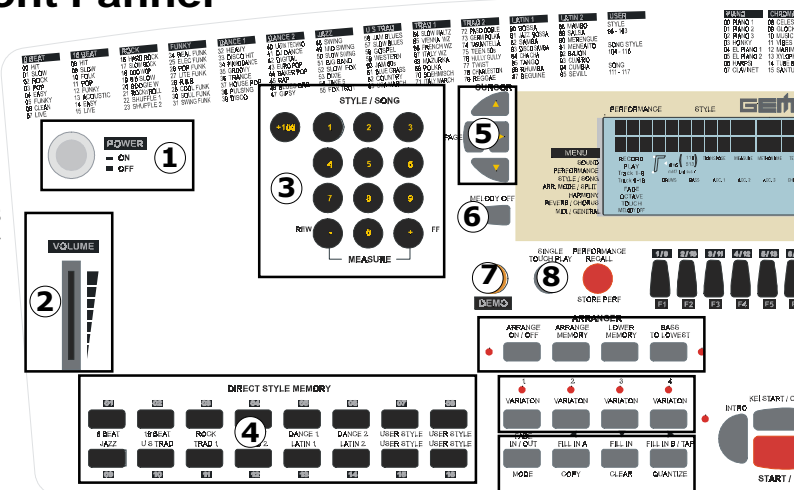
**3. STYLE/SONG.** Numeric selection keypad to select the Styles (00-95), User Styles (96-103), Song Styles (104-110) and Songs (111-117) by specifying the corresponding Program change number using the STYLE / SONG lists as a reference. Three digit selections are specified by pressing the + 100 button followed by the remaining two digits.

**4. DIRECT STYLE MEMORY.** Each of the 16 memory buttons of this section memorise a preferred Style selected from the ROM or User banks (the User Style must be loaded to memory) for a rapid recall. The overall memorised status of both direct memory sections can be stored to floppy disk or hard disk for future loading.

**5. CURSOR/PAGE.** Navigation keys. The **PAGE** keys select the edit function pages. The **CURSOR** key is used to move among the various sections of the page. The selected function is shown by a pointing arrowhead in the display.

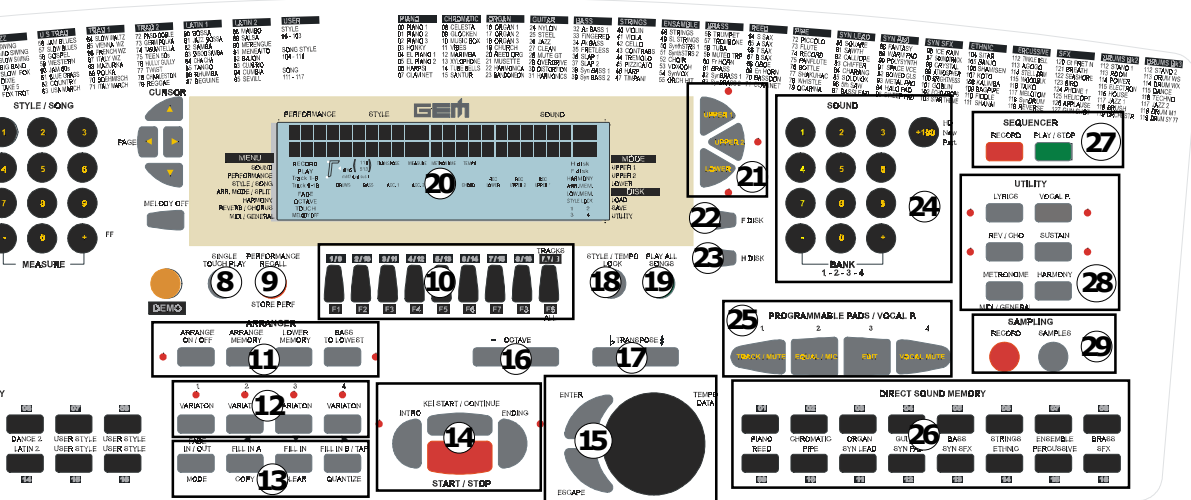
**6. MELODY OFF.** This button turns off the melody of a Song in playback, useful if a singer wants to sing along with the backing, or if you want to play the melody yourself.

**7. DEMO.** This key starts the Demo songs. The F1...F8 function keys select the 8 Songs that demonstrate the instruments potential. F9 key plays the Songs back in a sequence.



**8. SINGLE TOUCH PLAY.** When this function is active (the display indicates it as ON), the sounds of a Style-Performance are assigned to the Style tracks. The **ARRANGE ON/OFF** and **ARRANGE MEMORY** functions are automatically activated. In this mode, the 9 Function keys (F1 ... F9) recall 9 Single Touch Play settings that vary according to the selected Style. When the display indicator is OFF when a Style is selected, only the sounds from the Drum, Bass, Acc1,2,3 will change.

**9. RECALL/STORE PERFORMANCE.** Pressing this key puts you in Performance mode, and the cursor arrowhead in the display moves down to indicate PERF in the menu). The PAGE keys select the 7 groups that contain the 63 Performances (each group features 9); (F1...F9) Function keys recall the Performance. It is possible to modify the Performance settings and save them. If the key is pressed and held for about 2 seconds, the **STORE PERFORMANCE** is activated, where the control panel settings may be saved to the current Performance and even renamed it with a new Performance name.



**PERFORMANCE:** press and hold the button to activate the Store Performance function which allows you to save your settings to the Performances and change the Performance name.

**10. FUNCTION BUTTONS F1 ... F9 (S.T.PLAY/PERFORMANCE).** These buttons select Demo Songs, Performances, Single Touch Play settings and the tracks of the current Style, Song Style or Song, depending on the current status of the instrument. In Song mode the two rows of numbers under the buttons correspond to the 16 Song Tracks which are selected with the buttons F1 ... F8. Button F9 toggles between tracks 01-08 and 09-16.

**11. ARRANGER.** 4 functions which control the Styles.: **ARRANGE ON/OFF** enables (LED On) or disables (LED Off) the Style arrangements.

**ARRANGE MEMORY**, the Style arrangements continue playing (display indicator on) or stop (display indicator off) after releasing the keys from the keyboard below the split point.

**LOWER MEMORY**, the Sound assigned to the Lower keyboard section continues playing (display indicator on) or stops playing (display indicator off) after releasing the keys from the keyboard below the split point.

**BASS TO LOWEST**, when on (LED on), the Basstrack of the Style auto accompaniment follows the lowest left note of the chord played, allowing real time changes of the bass accompaniment according to the lowest note played. When OFF, the bass track follows the programmed pattern of the Style, regardless of the chord inversion played.

**12. VARIATION 1, 2, 3, 4:**

These keys change the Style variation patterns (the display indicator is ON). The selected variation is shown by the relative led which turns on.

**13. FADE, FILL A, FILL B/TAP.**

**FADE:** Starts and stops a Style with a gradual increase and decrease of volume. The first effect is obtained by pressing the Start key first and the FADE key together, the second by pressing the FADE while playing. FADE action is shown by the display indicator which turns on. **FILL A** (Fills to previous Variation): this key plays a Fill pattern (display indicator ON) and then goes back to the previous Variation. **FILL** (Fills to current Variation): it plays a Fill pattern and sticks to the current Variation. **FILL B** (Fills to next Variation): when this key is pressed while a Style is played (the display indicator turns ON), the Fill pattern is recalled and it passes on to the successive Variation. **TAP** - Tapping on this key 3 or four times automatically sets the beat speed and starts the Style in the desired Tempo.

**14. START/STOP, INTRO, ENDING, KEY START/CONTINUE.**

**START/STOP** Starts and stops a Style. **INTRO** places the introduction of a Style on stand-by before the Style starts. **ENDING** adds an Ending pattern to a Style before stopping it. **KEY START** synchronizes the start of a Style with a note or chord played in the lower keyboard area.

**CONTINUE** resumes the current Song Style or Song from the point where it had been stopped.

**15. TEMPO/DATA DIAL, ENTER, ESCAPE.**

in Song, Song Style and Style modes, the **Dial** is active for Tempo changes. When the instrument is set to one of the edit modes, the **Dial** operates as a data entry device. **ENTER** confirms specified data in edit situations. **ESCAPE** cancels specified data and/or escapes an edit situation.

**16. OCTAVE -/+.** A Track octave transposer which transposes the selected track over the maximum range of  $\pm 2$  octaves. Pressing both + and - buttons at the same time cancels the setting.

**17. TRANSPOSE b / #.** Raises (#) or lowers (b) the pitch of the instrument as a whole in semitone steps, over a range of  $\pm 12$  semitones. Pressing both buttons at the same time resets to 0.

**18. STYLE/TEMPO LOCK.**

**STYLE LOCK:** When this function is ON (the display indicates the status), when a Performance is selected only the keyboard sounds (Lower, Upper 1 e 2) change, while the accompaniment tracks remain unchanged. When it is OFF, recalling Performances changes all panel value, including Styles and keyboard sounds.

**TEMPO LOCK:** when active (display indicator ON), the current Tempo setting is locked for all Style changes. When OFF, each Style recalls the stored DIAL. When Tempo Lock function is ON, the display will show a flashing "Tempo" indication that alternates the current value with the "Lock" indication.

**19. PLAY ALL SONGS.** If a Song or MIDI File disk is inserted in the disk drive, pressing this key will play all the Songs or MIDIFiles available on disk in a sequence.

**20. DISPLAY.** A colored, backlit, LCD multi-function display simultaneously displays and provides access to the various parameters. The user interface shows the current status of the machine at all times. The ON or OFF status of the panel keys is shown by corresponding indicators or icons that turn on or off accordingly. When a MIDIFile is played, WK1 display will show the lyrics of the song in the first two lines (for a maximum of 24 characters). The surrounding silkscreened indications to the left and to the right, belong to the display area and will be described in detail in Chapter 2 ("Basic Concepts"), in the "Display" section.

**21. UPPER 1, UPPER 2, LOWER.** These keys enable (led ON) or disable (led OFF) the corresponding keyboard sections.

**22. FLOPPY DISK.** Enters the disk drive operating functions (Load, Save, Delete, Format) when transferring data to disk (SAVE), or from disk (LOAD).

**23. HARD DISK.** Enters the Hard Disk operating functions (Load, Save, Delete, Format and Utility) which allow you to organise the Hard Disk data.

**24. SOUND.** Enables (led ON) or disables (led OFF) the numeric keypad to recall Sounds (**00-127**) including the Drumkits located in banks 2, 3 and 4), referred to the

silkscreened values written above in the panel. Three-digit numbers are selected by first pressing the +100 key, followed by the remaining two digits. The sound banks 1, 2, 3 and 4) are selected in cyclic order by pressing the + and - keys simultaneously.

**25. PROGRAMMABLE PADS/ VOCAL P.** 4 buttons which provide sounds or samples that can be played in real time in any mode. All buttons are assignable (samples or percussive sounds). **VOCAL PROCESSOR:** when working with the Vocal Processor, each pads gains access to a related function (Track Mute [Pad1], Equal/Mic [Pad2], Edit [Pad3] and Vocal Mute [Pad4]);

**26. DIRECT SOUND MEMORY.** Each of the 16 memory buttons of this section can memorise a preferred configuration of the Upper 1, Upper 2 and Lower sections (including Sound and Effects assignments, Volume settings, etc.) for quick and easy selection during your live performances. The overall memorised status of both direct memory sections can be stored to floppy disk or hard disk for future loading.

**27. SEQUENCER.** Two buttons dedicated to the recording and playback of Song Styles and to the playback of Songs. **RECORD** automatically sets the sequencer for Song Style recording. Holding the button pressed for a few seconds gains access to the

Clear function which allows you to cancel recording errors and parts not wanted (all, chord, etc.)

**PLAY/STOP** starts and stops the Song Style recording and playback and the playback of Songs.

**28. UTILITY.** 6 useful functions which affect the instrument in several different ways.

**LYRICS:** When a MIDI file is played back, this key enables (led ON ) or disables (led OFF) the song lyrics in the display.

**VOCAL P:** gains access to the Vocal Processor functions.

**REV/CHO:** Enables (led ON) or disables (led OFF) The Digital Signal Processor.

**SUSTAIN:** applies the sustain effect to the three keyboard sections (Upper 1, 2 and Lower).

**METRONOME / MIDI GENERAL.**

A twin action button. **METRONOME:** activates/deactivates the metronome in play-back and record mode. **MIDI GENERAL:** press and hold the button to access in Midi General menu.

**HARMONY:** enables/disables the melody harmony function according to the current Harmony Type. Holding down the **VOCAL P, HARMONY** and **REV/CHO** buttons gains access to the edit of the corresponding function.

**29. SAMPLING (RECORD, SAMPLES).**

**RECORD** activates the sampling process, allowing you record your voice (through a microphone) or a musical instrument connected to the Mic/Line jack of the Vocal Processor interface. **SAMPLES** gains access to the SAMPLES bank.

**30. II DISK DRIVE.**

The Disk Drive is situated to the left of the instrument, under the keyboard. This device works with 3.5" DD disks and 2HD disks.

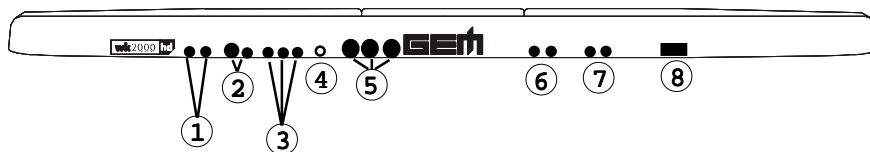
**31. PITCH/MODULATION BALL.**

This physical controller is preset for **PITCH BEND** (horizontal movements) and **MODULATION** (vertical movements) which affect the Performance tracks enabled for one or both effects.

**32. HEADPHONES.**

Jacks for headphones connection (optional). Connecting a pair of stereo headphones to the left jack automatically exclude the internal speakers (for silent playing). connecting to the right jack does not affect the internal speaker system.

## BACK PANEL WK2000HD (Connection)



**1. VOCAL PROCESSOR.** A Mic/Line interface installed by sliding the unit into the corresponding back-panel location. The Vocal Processor allows you to play through the instrument and add vocal harmonies to your playing (or to your voice), processes the signals fed into the Mic/Line jacks with the internal effects and allows you to sample the signals.

**2. INTERFACCIA VIDEO.** An interface with RGB and S-VHS ports to connect **WK2000HD** to a TV set or monitor to display the Lyrics of a Song. A Video cable is supplied with the instrument.

**3. PEDAL** (Damper, Pedal, Volume). Jacks for the connection of Switch action pedals (Damper, Pedal) and a continuous action pedal (Volume). The DAMPER pedal (optional) allows you to sustain the notes played, the PEDAL pedal (optional) allows you to control various functions (Switch UP1/2, Start/Stop, Fill A, Fill IN, Fill B, Intro, Ending), the VOLUME pedal (optional) allows you to control the overall volume or section volume.

**4. COMPUTER.** Serial port which permits **WK2000HD** to be connected directly to a computer (Apple Macintosh or IBM PC and compatibles). Data interchange between **WK2000HD** and PC or Mac requires appropriate setting in the MIDI/General functions .

**5. MIDI.** A MIDI interface consisting of MIDI IN, MIDI OUT and MIDI THRU ports to communicate with other external devices fitted with a MIDI interface (keyboards, computers, etc.). MIDI cables are not supplied with the instrument. When using **WK2000HD** on its own, these ports do not require to be connected.

**6. INPUT (RIGHT/MONO - LEFT).** Audio input jacks to allow external instruments to play through the internal amplification of the **WK2000HD**. The input level can be controlled with the appropriate potentiometer.

**7. OUTPUT (RIGHT/MONO - LEFT).** Stereo audio outputs to allow **WK2000HD** to play through an external amplification system (mixer, powered speakers, etc.).

**8. AC POWER CONNECTOR.** Connect the supplied power cord to this connector and the other end to a suitable outlet.

# 1

## GET STARTED

In this chapter you will find step by step instructions on the basic functions that will help you understand and get to know your instrument straightaway.

### Powering up and preliminary operations

#### POWER ON/OFF

In this chapter you will find step by step instructions on the basic functions that will help you understand and get to know your instrument straightaway.

### How to listen to the Demo Songs

Demo Songs of **WK2000HD** can be started at any time to get an idea of the real sound potential of this instrument.

1. Press the **DEMO** key.
2. Select one of the first 8 tasti function keys (**F1...F8**) below the display.

Each function key corresponds to a Song. By pressing the F9 key you can listen to all of the 8 Demo songs chained in a medley.

The Demo Song starts.

3. To stop the Demo Song press the function key again, or press the **DEMO** key to exit.

### PLAYING A SONG OR MIDI FILES

**WK2000HD** can play back a Song (in **GMX, WK2, PK7, WK3** or Standard Midi File [SMF] format) directly from Floppy disk or Hard disk, without having to load them to the memory.

### Listen a Song directly from Hard disk

**1. Press the HD button**

The name of the first partition is displayed together with the corresponding number

**2. Rotate the DIAL** to scroll through the Hard disk partitions in alphabetical order.

**3. Once you have selected the desired partition, press ENTER** to gain access.

**4. Rotate the DIAL** and select the desired file and press the **PLAY/STOP** or **START/STOP** button. The Song will start to play directly from Hard disk

**5. Press the LYRICS**, the Song lyrics are displayed in the reading area of **WK2000HD**.

**6. Press the PLAY/STOP** or **START/STOP** key at any time to stop the song playback.

### Listen a Song directly from Floppy disk

Get a floppy disk containing WK2, PK7, WK3, songs, or Standard MidiFiles.

**1. Insert the floppy disk into the disk drive.**

**2. Press the F.DISK** key.

**3. Rotate the DIAL** to scroll over the disk file directory until the name of the desired file appears.

**4. Press PLAY/STOP** or **START/STOP** to start the song direct from disk.

The "Wait!!!" message is shown for a few seconds, then the selected song starts playing.

**5. Press the LYRICS**, the Song lyrics are displayed in the reading area of **WK2000HD**.

**6. Press the PLAY/STOP** or **START/STOP** key at any time to stop the song playback.

**N.B.:** The **WK2000HD** Lyrics format is (**TUNE 1000**).

## Play on the keyboard and change the sound

### 1. Play on the keyboard

You will hear the "Piano" sound play across the full keyboard extension. The group of Keyboard Activators (Upper 2, Upper 1, Lower) shows **Upper 1** selected (**LED on**), indicating that the UPPER 1 keyboard section is active to play.

The **Upper 2** and **Lower** keyboard sections are also enabled for activation.

### 2. Press **Upper2** and play on the keyboard

A second sound is introduced, layered with the first.

Each note played on the keyboard plays two sounds simultaneously.



### 3. Press **LOWER** and play on the keyboard with both hands.

A third sound is introduced. The keyboard is now divided in two parts, with a Split point on B3 note. The **LOWER** keyboard section plays in the C2 - B3 area. UPPER 1 and UPPER 2 sections play in the C4 - C7 area.

### 4. Adjust the overall volume.

Use the VOLUME dial to adjust the overall volume of the instrument. Two thirds of the maximum range of the dial is recommended.

## Select Performances and listen to the sounds

### 1. Press the Performance Recall key.

### 2. Select a Performance.

Use the Function keys (F1...F9) to select one of the 9 Performances in the first bank.

### 3. Play on the keyboard

The selected Performance recalls a different combination of sounds. The keyboard setting may also change (Split or Full mode). Sounds and keyboard mode depend on the selected Performance. The Split point is the same for all Performances.

**Performances may:**

- recall combinations of up to 3 keyboard sounds;
- recall different settings of the control panel;
- recall Styles.

More details on the Performances are available in the "Performance" section of the Owner's Manual.

**4. Change the sounds.**

Use the Sound key (the led is ON) and the numeric keypad to select a sound. You can also press the + and - keys to select sounds step by step.

**Select STYLES and play with automatic accompaniments**

One Style will already be selected, but you can select another in the following way:

**1. Press SINGLE TOUCH PLAY.**

The corresponding box on the display is highlighted and the ARRANGE ON/OFF LED on the control panel turns on.

**2. Select a Style (the LED turns on) by pressing the corresponding number on the numeric keypad.**

**3. Press START/STOP.**

The drum accompaniment (Drum track) starts playing.

**4. Play a chord with the left hand (keeping below split point B3) and a melody with the right hand.**

A full instrumental accompaniment to your melody starts playing automatically.

The combination of the sounds playing in the accompaniment depends from the selected Style.

You can modify the preset combination of the sounds in real time by operating on the keyboard activators controls (Upper 2, Upper 1 e Lower).

More details can be found in the "Styles" chapter of this manual.

## Using the Pitch/Modulation Ball

You can modify the pitch of the keyboard sound while you are playing, using the Pitch Bend wheel located to the left of the keyboard. To obtain a **Modulation**, press the Modulation key. To obtain a **Pitch Bend**, move the wheel vertically (upwards or downwards). **Pitch Bend** and **Modulation** are variation of the pitch that imitate the vibrato or other typical effects of some instruments (trombone, guitar, violin, etc.).

## Use the Effects

The **REV/CHO** key can be active (led ON) or non active (led OFF). You can temporarily modify the active effects in a Performance or a Style, by holding the **REV/CHO** key down.

**WK2000HD** features 22 types of Reverb and 22 types of Modulation/Delay (Chorus) effect.

## Regulate the general Effects volumes

It is possible to regulate the general effect volumes to suit the surroundings.

Although each Performance recalls appropriate effect volume and mixer settings for each track, a general setting can be applied to render the General Effect Volume more or less intense with a single command.

1. Press and hold the **REV/CHO** button.
2. Press the **PAGE+** buttons repeatedly to scroll through the 22 Reverb or Chorus effects.  
The General Effect Level, shown next to the selected effect, can be regulated with the DIAL or the + and - buttons of the right hand numeric keypad. If you store the new settings to the current Performance (with the **Store Performance** command), they remain in memory (RAM) after turning off the instrument.

## Play with Headphones

- Plug a set of headphones into one of the front panel HEADPHONES jacks.

You can play and listen in total silence over the headphones without disturbing others in the same room by plugging into the left Headphone jack (the instrument's speakers are automatically excluded). Plugging into the right headphone jack does not affect the internal speakers. Use the **Volume** slider to regulate the headphone volume.

## Use the pedals

If you have purchased the optional Generalmusic pedals (volume and footswitch pedals), connect them to the relative **Volume** and **Damper** pedal on the rear panel.

Pedals will add the following controls:

- **Damper** = Damper (sustain)
- **Pedal** = Switch Upper1/2, Start/Stop, Fill<, Fill^,Fill>, Intro, Ending
- **Volume** = Master Volume

## Transpose the instrument (Semitones)

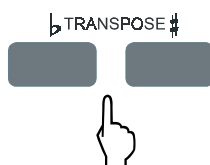
If you play a difficult tune that implies the use of many black keys, or if the tune you are playing is not in key with the Singer's voice or with another instrument, you can transpose **WK2000HD** to play in a different key.

TRANSCOPE *b*/*#* keys allow to transpose the instrument by  $\pm 12$  semitones (12 semitones = 1 octave).

1. Press the TRANSCOPE *b* or TRANSCOPE *#* keys.

In the central part of the display keyboard current tune status is shown (00 = default tuning).

2. Press TRANSCOPE *b* to lower the pitch, or TRANSCOPE *#* to raise the pitch.

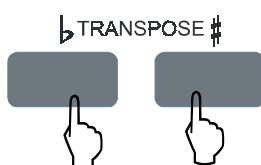


Each time the TRANSPOSE # key is pressed, the display will show an increase of one semitone.

If either key is pressed and held for some time, the transposer value changes continuously to reach the maximum value (-12 or +12) is reached.

### Clear the Transposer setting

If you press both TRANSPOSE keys at the same time, the transpose settings will be cleared and the keyboard will be restored to the original neutral (00) status.



## 2

## BASIC CONCEPTS

In this chapter you will find the basic concepts to make **WK2000HD** work, along with general information that will help you understand the various parts of the instrument.

To gain access to the keyboard functions, as well as following the instructions in the Owner's Manual chapter, you can follow a friendly shortcut: by holding down the key relative of the function you wish to modify, **WK2000HD** will automatically set into the desired function edit mode.

### Style, Song Style e Song

**WK2000 HD** operating modes are:

**Style/RealTime mode:** to play with the accompaniments or use WK1 as a normal keyboard. To enable this mode, select one among the 63 PERFORMANCES or a STYLE from the Style selection keypad. This is the default mode when **WK2000HD** is powered up.

**Song Style mode:** to record the keyboard sounds with accompaniments and create 8-track Songs. To enable this mode, press the STYLE key (led ON), select the desired number (104-110) on the numeric keypad and press the **RECORD** key.

**Song mode:** to playback Songs from a disk or from the memory. To enable this mode select the Song number (111-117) on the numeric keypad.

### Style and Real Time modes (Style accompaniments OFF)

Style and Real Time mode have a Performance in common.

In Style mode up to 8 (5+3) tracks can play simultaneously, while only up to 3 can play in Real Time mode. Performances are edited in the same way in both modes.

Style/Real Time Performances are always divided into two parts:

- the first 5 tracks are dedicated to the automatic accompaniment;
- the other 3 tracks are dedicated to the keyboard sections (Upper 1, Upper 2, Lower) to play in Real Time.

Sounds and accompaniments can be recalled by selecting:

selecting a Style (by specifying the corresponding number on the Style/Song selection keypad or by using the Direct Style Memory buttons);

or

selecting a Performance (by moving the arrowhead to the PERF menu function, or pressing the Performance Recall button, and selecting a Performance with the function buttons F1...F9 under the display).

### ■ **Style Lock and Single Touch Play buttons** ■

The sounds that are recalled by selecting Performances or Styles are governed by the status of the SINGLE TOUCH PLAY and STYLE LOCK functions.

#### **SINGLE TOUCH PLAY ACTIVE (display indicator on):**

Selecting a Style recalls the sounds of the auto accompaniment tracks and relative patterns, as well as the appropriate keyboard sounds for the selected Style. Memorised Tempo data is also recalled (if Tempo Lock is off).

#### **SINGLE TOUCH PLAY OFF (display indicator off):**

Selecting a Style recalls the accompaniment sounds, the Style patterns and Tempo data without changing the keyboard sounds.

#### **STYLE LOCK ACTIVE (display indicator on):**

When you select a Performance, the Style remains unchanged. Only the keyboard sounds are recalled but not those of the accompaniment tracks.

#### **STYLE LOCK OFF (display indicator off):**

Selecting a Performance recalls the Style, the Variation, Effects and the Tempo. Also changed are the sounds for the keyboard and the accompaniments (provided that the recalled Style Performance contains a different configuration of sounds).

## **TEMPO LOCK**

It is enabled by pressing and holding down the STYLE/TEMPO LOCK for a few seconds. The 3digit tempo display will show the LOC message blinking. Now the style can be changed and the tempo will not be affected..

To disable the function press and hold the STYLE/TEMPO LOCK once again.

## **SONG STYLE MODE**

Song Styles are 8-track songs created by recording the keyboard sounds played on the 3 keyboard tracks with the automatic accompaniment of the Styles (5 tracks). The Style chords are recorded in the CHORD track. Song Styles are a quick method to create backing tracks for singers or solo instruments.

Up to 7 Song Styles can be loaded to the **WK2000HD** memory.

**NOTE!:** Is not possible to save **Song Style** in **MIDI File** format .

To save a SongStyle as a MIDI File, connect **WK2000HD** to a **PC/Sequencer** using the MIDI connections or serial port

## **SONG MODE**

A Song is a multi-timbral 16-track performance, in which each track represents an instrument of the orchestra or of the band.

**WK2000HD** can load and playback songs in the following formats: **GMX, PK7,WK1,WK2, WK3** or **MidiFile** (Standard Midi File) created on other sequencers.

Up to 7 Songs can be loaded to the memory, if the locations are available.

**WK2000HD** can be used as a MIDI 16-part sound generator.

---

## Performance

A Performance is a combination of sounds and settings. Performances can store the current status of the panel buttons and information pertaining to the parts that make up a Performance to play in real time and with Styles. Performances memorise effect settings, the status of the controllers (pedals, Pitch/Modulation ball), the pads configuration, the MIDI channel configuration, the status of the tracks (On/Off), the Tempo setting and more. By selecting a Performance, all the settings memorised to the Performance are recalled in a single step.

There are 63 programmable Performances available to choose from, giving you a variety of possibilities of setting the **WK2000HD** to your liking with the least number of operations. In addition, in ROM (non-programmable) there are as many Style-Performances as there are ROM Styles, which you can recall at the touch of a button using the SINGLE TOUCH PLAY function.

### Real Time Performance

63 user-programmable Performances are arranged in 7 PERFORMANCE GROUPS. Performances recall combinations of the keyboard sounds, panel settings, Style, Variation and Tempo. Press the PERFORMANCE RECALL button to quickly access the Performances (select them with the F1...F9 buttons). Hold down the same button to activate the STORE PERFORMANCE command, which allows you to save the panel situation to the current Performance.

### Style Performance

96 default non-programmable Performances are associated to the ROM Styles which are permanently stored in the instrument's Read Only Memory. The default Style Performances are recalled when Styles are selected with the SINGLE TOUCH PLAY function selected (display indicator on). Style Performances recall sounds for the accompaniments and keyboard sections.

### Single Touch Play settings

Single Touch Play settings are additional Performances which are recalled by using the function buttons F1...F9 when the SINGLE TOUCH PLAY function is active (display indicator selected). In this condition, as well as being able to select the ROM Styles using the Style / Song selection keypad, you can also recall up to 9 preset real time keyboard settings (combinations of the Upper 1, Upper 2 and Lower sounds) which depend on the current Style. The possibilities are, therefore, endless when you consider that there are 96 ROM Styles, each with 10\* Single Touch Play settings (for a total of 960 preset settings!).

## **Song Style Performance**

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Song Style Performances (non-programmable) are associated to the Song Styles which are stored in appropriate memory locations as indicated in the Song / Style lists at the top of the instrument's control panel. The Song Style Performances recall sounds associated to the accompaniment tracks and keyboard tracks used in the recording.

## **Song Performance**

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Every Song loaded or played from disk is associated to a specific Song Performance which is automatically recalled by selecting the Song (111-117).

## **Can Performances be used via MIDI?**

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Every Song loaded or played from disk is associated to a specific Song Performance which is automatically recalled by selecting the Song (111-117).

Performances are a source of 16 Sounds via MIDI, regardless of the status of the instrument.

It is possible to modify the 16 Performance tracks using the Page buttons to the left of the display, but only when the arrowhead does not show the Perf function selected. If you are playing in real time or with the Styles, the configuration of tracks 10-16 does not influence either playing mode (track 9 is used by the Pads). On the other hand, if you are programming **WK2000HD** to use it as a multi-timbral slave device, all 16 tracks are considered.

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## Tracks

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A Track is the smallest part of a Performance and each type of Performance contains a number of tracks that correspond to the playing mode to which the Performance is associated.

A sound can be assigned to each track; the display always shows the sounds assigned to the keyboard sections (Upper 1, Upper 2, Lower). It is also possible to see the sounds assigned to all the tracks of the current Performance. The Tracks are divided into two groups: 01-08 and 09-16. If the display arrowhead shows the Song function selected, the function button F9 allows you to switch from the track set 01-08 to 09-16.

The Sounds assigned to the tracks are displayed as Program Change numbers. The bar graphs shown directly under the Program Change numbers represent the track Volume levels.

The status (ON or OFF) of the Upper 1, Upper 2 and Lower tracks can be changed by intervening directly on the corresponding section activators (Upper 1, Upper 2, Lower). The ON/OFF status of all the other tracks of the Performance (except the real time tracks) is changed by pressing the corresponding function buttons repeatedly (provided that the PERF function is not shown selected with the arrowhead). The ON/OFF status of the tracks is shown by the track name (e.g. 'Drum') which is displayed when ON or cancels when OFF.

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## Sounds

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**WK2000 HD** sounds can be:

- **Sound ROM**
- **Drumkit**
- **Samples**

### ROM-Sound

**WK2000 HD** contains 464 sample-based ROM Sounds (including 17 Drumkits).

The Sample Ram allows you to load one or more samples in memory, to increase the sound potential of the instrument.

### DRUM KITS

Drumkits assign a different percussive sound to each note of the keyboard. Banks 2 and 3 of the PERCUSSIVE Sound Group contain 16 Drumkits. Bank 4 contains a special drumkit (location 112) configured with some extra special sounds (DrumSFX) to tickle your imagination.

### SAMPLES

**WK2000 HD** can load samples in **WK1, WK2, PK7** and **WK3** formats. They can be loaded to the memory using the "Load All Disk" function.

## Connection

This section gives a brief explanation of the rear panel sockets and of the the types of connection possible for your **WK2000HD**

### POWER

This section takes a brief look at the types of connections that can be achieved using the rear-panel sockets.

### OUTPUT: RIGHT/MONO – LEFT

The rear-panel Stereo Right/Mono-Left output jacks allows the **WK2000HD** to be connected to an external amplification system (keyboard amplifier, domestic stereo system, mixing console, etc.). The signal is delivered processed by the instrument's internal effects processor.

For stereo reproduction, connect two jack cables to the Left and, Right jacks. For Mono reproduction, connect to the Right/Mono jack To exclude the instrument's internal amplification and use the audio outputs only, insert a jack into the headphones socket. Connect-ing the Right/M-Left jacks to external amplification equipment does not exclude the internal speakers.

### INPUT: RIGHT/MONO – LEFT

The Right/Mono-Left jacks allow you to play external instruments through the **WK2000HD** internal amplification system. For Stereo instruments, connect both jacks via suitable audio cables. For Mono instruments, connect to the Right/Mono jack only. The input signal volume can be controlled with the small knob situated next to the inputs.

### VOCAL PROCESSOR: MIC, LINE, GAIN

The **Mic** and **Line** jacks are sampling inputs which are situated on the optional Vocal Processor module.

You can connect a Microphone to the Mic jack in order to sample the signal and process it with the Vocal Processor.

The impedance of the Line jack is more suitable for signals sourced from electronic musical instruments and Hi-Fi. The Line input is also used for sampling.

The captured samples are stored in the Sample-RAM.

The **Vocal Processor** is fitted with a twin **Gain** control to regulate the level of the input signal before entering the system. The smaller inner knob controls the Mic signal while the larger outer knob controls the Line signal. The On/Off status of the microphone input as well as various associated Vocal Processor functions are selected with the Pads when the Vocal P. function is active (display arrowhead shown on near the Vocal P indicator).

## **MIDI**

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**WK2000HD** is fitted with a standard MIDI interface consisting of a MIDI IN, a MIDI OUT and a MIDI

THRU port for MIDI connections. Detailed information regarding MIDI applications are

found in the dedicated chapter further ahead.

Below follow brief instructions on the principal MIDI connections possible.

- **WK2000HD piloting another instrument.**

Connect the **WK2000HD** MIDI OUT to the MIDI IN of the other instrument.

- **WK2000HD piloted by a master keyboard.**

Connect the **WK2000HD** MIDI IN to the MIDI OUT of the master keyboard. For the master

keyboard to simulate the **WK2000HD** keyboard, set it to transmit on the same channel as the

**WK2000HD** Common Channel, setting all other channels to off.

## **PEDALS**

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Connect the optional pedals (Volume, Damper and Pedal) to the corresponding pedal connectors.

The default configuration of the pedals and the relative Control Change messages generated are as follows:

- **DAMPER:** Damper (generates CC64);
- **VOLUME:** Master Volume (generates CC07 on the Common Channel);
- **PEDAL:** Switch Upper 1/Upper 2.

## COMPUTER

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The **WK2000HD** can be connected directly to a computer by means of the COMPUTER connector.

This connection is alternative to MIDI; both types of communication are not permitted at the same time.

### Types of computer connection

**Macintosh and compatibles.** Connect to the MAC Modem port via a standard serial cable (DB8-DB8). Programme the sequencer to communicate with **WK2000HD**.

**PC IBM and compatibles.** Connect to the PC Serial port via standard DB8-DB9, DB8-DB25 cables. Select the appropriate communication velocity in the **WK2000HD** to communicate with the PC (see EDIT/GENERAL chapter).

## VIDEO INTERFACE

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The Video RGB and S-VHS outputs allow you to connect the instrument to an external monitor or domestic television set in order to project Song Lyrics onto the monitor. Set a domestic TV to operate in AV mode.

The **WK2000HD** is set to communicate with the European Video standard (PAL). For the U.S.A., the Video standard must be set to NTSC (see the EDIT/MIDI chapter).

## HEADPHONES

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Two headphones jacks are available on the back panel of the instrument which accept a standard pair of stereo headphones.

Plugging the headphones into the left HEADPHONES jack excludes the internal speakers to allow private listening. The right headphones jack does not exclude the internal speaker system if used.

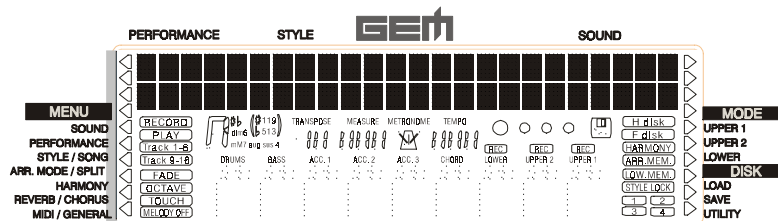
## MUSIC STAND

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**WK2000HD** is supplied with a music stand which is attached by inserting it into appropriate holes on the rear panel.

**N.B.** A different stand can be adapted to the double holes.

## IL DISPLAY



**WK2000 HD** features a large, backlit multifunction liquid crystal display that will simplify all operations performed on the instrument. The user interface is divided into 7 areas:

### 1) MENU (left)

It lists all functions that are accessed by the reference keys.

### 2) RIQUADRI (sinistra)

I riquadri luminosi visualizzano lo stato acceso/spento delle funzioni alle quali si riferiscono.

### 3) READING AREA (two lines, up to 24 characters)

When LYRICS function is active, the Song lyrics are displayed in this area. Alternatively, it shows the names of the events associated to Style, Upper1, Upper2, and Lower sections.

### 4) CENTRAL AREA

The following events are visualized in this area:

- the volume of the accompaniment tracks and of the Real Time sections;
- the left hand accompaniment chord;
- the Metronome ON/OFF status;
- the Tempo setting and relative metronome beat;
- the disk drive functions (Floppy Disk);
- the overall Transpose setting;
- the Sequencer measure counter;
- the values relating to functions;
- the names of the Sounds, Styles, Performances, Song Styles, Songs, and functions.

## 5) INDICATORS (right)

Show the ON/OFF status of the corresponding functions.

## 6) MODE

Names of the 3 real time keyboard sections selected with the corresponding buttons to the right (Upper 1, Upper 2, Lower). A LED indicator near the button shows which section is selected. The on/off status of the keyboard sections determine how the keyboard sounds are combined and set the keyboard modes (Full or Split).

## 7) DISK

Lists the available functions after selecting FLOPPY DISK with the PAGE and keys.

### DATA ENTRY

Modes, pages and values are selected as follows:

After selecting a function with the corresponding arrowhead, it is possible to:

- change Page (where two or more pages are given) using the PAGE keys,
- enter data (change parameter values) using the DIAL.

For example: to assign a different Sound to a track, first select the track with the corresponding function key (F1 ... F9). The selected track starts blinking in the display track area, indicating that it is ready to accept modifications (in this case, the PERF function **must not be selected and the SINGLE TOUCH PLAY function must be off**).

Some panel keys, when held down for about 2 seconds, give direct access to the edit panel of the selected function. These keys are:

STORE PERFORMANCE, STYLE/TEMPO LOCK, ARRANGE ON/OFF, HARMONY, REV/CHO, RECORD (Sequencer mode).

### ENTERING ALPHANUMERIC DATA

When you need to enter the name of a Performance, of a Song Style, or during SAVE operations in Disk mode, **WK2000HD** keyboard operates like a alphanumeric input peripheral. Each keyboard note corresponds to a letter, a number or a symbol.

Up to 7 character names can be entered through the keyboard keys. (up to 8 characters when working in FLOPPYDISK mode).

The table illustrates the position of the characters on the keyboard.

The leftmost notes are control keys:

- D2: CAPS - Toggles between Caps On / Caps Off (Capital and small letters).
- D#2:INS/OVER - Insert / Overwrite. Insert adds a character between two others, Overwrite, replaces existing characters. Overwrite is the default setting of the keyboard.
- E2: SPACE - a space is added
- F2: DELETE - deletes the selection or the successive characters.
- G2: ← (BACKSPACE) - deletes previous characters.

Move to the right or to the left using the + and - keys of the numeric keypad respectively..

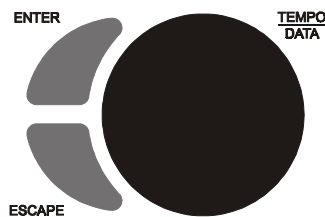
Press **ESCAPE** to exit.

Press and hold the **STORE PERF** key to record the new Performance name. Press **ENTER** to confirm.

## ENTER / ESCAPE

**ENTER** confirms an operation and the values assigned to the modified parameter. In some function pages, Enter confirms a value and executes an operation (e.g.: Load operation in Disk mode). Moreover, Enter can also provide access to Disk and Midi modes.

**ESCAPE** cancels an operation or the values assigned to the parameters.



**WARNING** - Be sure to turn down the volume of the external amplification system before connecting audio cables.  
Inserting jacks into the connectors can cause noise which may damage the speakers of the amplification system.

## **3** SOUND & PERFORMANCE

### **SOUNDS AND TRACKS**

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A Sound is assigned to each Performance track.

### **THE REAL TIME KEYBOARD SECTIONS (UPPER 1, UPPER 2, LOWER)**

The display constantly shows which tracks are assigned to the accompaniment and which ones are assigned to the keyboard section (this does not happen only when a special mode is selected, where the deactivation of the tracks is required).

The sections that can be played in Real Time are : Upper 1, Upper 2 e Lower; they correspond respectively to tracks 7, 8 e 9.

### **SOUNDS AND KEYBOARD MODES**

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The keyboard sounds can be combined in different configurations, by using the LOWER, UPPER 1 e UPPER 2 (keyboard section) keys, located to the right of the display.

A LED placed next to each of them shows their ON or OFF status.

It is possible to set the keyboard to FULL or SPLIT modes. By selecting one of them, the keyboard will work in two different ways.

### **FULL MODE**

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When in FULL Mode, you can play over the entire extension of the keyboard , either using a single Sound or two Sounds layered.

If you wish to play in Full mode, just turn off the LOWER section by hitting the LOWER key (the led will go out) as well as the ARRANGE ON/OFF key.

By doing this, the UPPER 1 e UPPER 2 sections, whether single or layered, will be assigned to the entire range of the keyboard (make sure that ARRANGE ON/OFF is turned off).

In this mode, when you play with Styles (and the ARRANGE ON/OFF led is ON), the automatic accompaniment will recognize the current SPLIT point and will assign the part of the keyboard to the left of the Split to the LOWER section.

If the LOWER section is turned off, the part of the keyboard to the left of the Split point will be silent.

The UPPER 1 e UPPER 2 sections can be activated or deactivated, according to your requirements.

## **SPLIT MODE**

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The SPLIT mode gives the opportunity to divide the keyboard into two separate sections, so that two different Sounds can be used at the same time: one Sound will be assigned to the section of the keyboard on the left of the Split point (LOWER) and the other one to the section on the right (UPPER 1 e/o UPPER 2).

When playing in Real Time you can switch to Split mode by simply turning the LOWER section on (the LED is on): to do this, press the LOWER key located to the right of the display.

In this way the keyboard will be divided into two sections, one to the left and one to the right of the Split point, as standard mode for the instrument.

To recap, the possible situations are as follows:

when ARRANGE ON/OFF is off (the accompaniment is off)

- a)** only UPPER 1 on: Sound from track 9 over the entire keyboard range;
- b)** only UPPER 2 on: Sound from track 8 over the entire keyboard range.;
- c)** UPPER 1 and 2 both on: Sound 8 and 9 are layered over the entire keyboard;
- d)** UPPER 1 and LOWER both on: Sound from track 7 left of the split and Sound from track 9 on the right;
- e)** UPPER 2 and LOWER both on: Sound from track 7 left of the split and Sound from track 8 on the right;
- f)** All on: Sound from track 7 left of the split, and Sounds from tracks 8 and 9 layered on the right.

Turning ARRANGE ON/OFF to on (the accompaniment is on) automatically sets to Split Mode and divides the keyboard at the Split point. In this case if LOWER section is not active, the left part of the keyboard will not play. On the contrary, the Sound from track 7 is associated to this section.

**The function of the other two sections is identical.**

## SELECTING A SOUND

### SOUNDS CAN BE SELECTED AS FOLLOWS:

- a) By recalling the desired Sound to the Real Time keyboard section: first press the SOUND key (led ON) and digit the corresponding Sound number on the numeric keypad;
- b) by recalling a Performance that contains the sound combinations as well as other performance parameters;
- c) by recalling a SINGLE TOUCH PLAY setting using one of the 9 Function keys (F1...F9).

### KEYBOARD SOUNDS

To assign a Sound to a keyboard section (Upper 1, Upper 2 e Lower), you must first select the section: use the UPPER 1, UPPER 2, LOWER keys, or the relative function keys.

Only one section at a time can be enabled.

#### 1. Press one of the section selectors to the right of the display.

The arrowhead moves immediately to the selected section, while the Sound it contains blinks in the display.

#### 2. Enter the Sound number on the numeric keypad.

To select a Sound whose number is greater than 99, first press the 100+ key, then enter the two remaining digits. (For example, taking the Sound table on the top right of the control panel as a reference, select Sound No. 100 BRIGHTNESS: first press the +100 key, then enter 0 twice in the SOUND keypad).

#### 3. Play on the keyboard and listen to the sound recalled.

Repeat the operation to change the sound of another section. The Sound shown in the display is always the one assigned to the section indicated by the right arrowhead.

### BANKS 1, 2, 3 AND 4

**WK2000HD** are arranged in SOUND BANKS. They can be selected pressing the + e - on the numeric keypad, at one time.

Banks 1,2 each 3 contain 128 sounds (Sounds from Bank 1 are General MIDI compatible); Bank 4 features 60 more Sounds that can be played back by selection Bank 4 and using either the + or - key from the right numeric keypad to scroll over its contents.

Banks 1, 2 and 3 are GMX compatible (GMX is an extended General Midi standard created by Generalmusic).

**WK2000HD** Drumkits are contained in Banks 2, 3 and 4 (112-119). You can choose among the 17 Drumkits are available. The relative drum maps are provided in the Appendix to the Owner's Manual. Bank 4 offers an extra Drumkit (DrumSFX). To assign a Drumkit to one of the keyboard sections, proceed as explained to select a Sound. Make sure that BANK 2 or BANK 3 are selected, then enter the Drumkit number (112-119). The current Bank number is shown by the numbered indicators, in the bottom right hand corner in the display.

## SELECTING A PERFORMANCE

If you are not satisfied by recalling a single Sound and wish to change the entire keyboard sound combination (including a Style, as described in detail in the "STYLE" chapter), you can select a Performance.

To recall a Performance, proceed as follows:

1. Press the PERFORMANCE RECALL key to have access to Performance mode, the arrowhead moves to Performance.
2. Use the function keys (F1...F9) located below the display to recall one of the 9 Performances of the first group (**WK2000HD** default setting is group 1);
3. Use the PAGE keys or the + and - keys in the numeric keypad to have access to the 7 groups of 9 Performances each.

The letter "P" and the relative group number appears in the display, along with the name of the single Performance selected. DIAL can be used to control Tempo in Performance mode.

## STYLE LOCK

Since a Style is associated to a Performance, by recalling a Performance you will also recall the Style assigned to it.

If you prefer not to recall Styles automatically, you can enable STYLE LOCK function: the accompaniment will remain unchanged with all Performances.

## ■ HOW TO PROGRAMME A PERFORMANCE ■

**WK2000HD** contains 63 user-programmable Performances that you can modify according to your needs.

Performance programming operations are quite simple. By programming a performance you will always recall your favourite Sound combinations, Styles and panel settings.

Follow the steps given below to modify a Performance. It is important to remember that the instrument **MUST NOT** be set to PERF mode - the left arrowhead of the display **MUST NOT** indicate the PERF menu function.

### **a) Assign Sounds to the tracks.**

Select a track with the corresponding function button (F1...F9) under the display, and recall a Sound using the procedure already described. Rotate the DIAL to control the track volume.

### **b) Change the ON/OFF status in Real Time keyboard tracks.**

Turn the UPPER 1, UPPER 2, e LOWER on or off.

### **c) Change the ON/OFF status of the accompaniment tracks (Drum, Bass, Acc1, Acc2, Acc3).**

Press the corresponding function button repeatedly to obtain the OFF status. It is not possible to change the ON/OFF status of the Real Time keyboard tracks with the corresponding function buttons (F7...F9) - see point 2 above. The ON/OFF status of a track can be seen at a glance by the corresponding name (for example 'Drum') which appears if ON or cancels if OFF.

### **d) Modify the volume of the tracks.**

Use the Function keys (F1...F9) to enter the desired track. The first page will be shown in the display. Press the CURSOR key once: the volume value will start blinking. Rotate the DIAL to modify the volume.

### **e) Transpose the tracks.**

Use the Function keys (F1...F9) to enter the desired track. Press the CURSOR twice: the transpose value will start blinking in the display. Use a DIAL to raise or lower the pitch by a semitone.

### **f) Modify the effects.**

The ON/OFF status of the REVERB and CHORUS functions, the corresponding effect types and the relative overall effect volume can be saved to the current Performance..

### **g) When the track is blinking, it is possible to modify each value in the single section.**

Use Page + and - keys to control the values.

## PERFORMANCE VALUES

- **VOLUME** : (00/127) displays the track Volume.
- **REVSEND**: (00/15) the value indicates the amount of Reverb effect in the track.
- **CHOSEND**: (00/15) the value indicates the amount of Chorus (Modulation/Delay effect) in the track.
- **TRANSP**: (-24/+24). indicates the transpose setting.
- **DETUNE**: (-63/+63) influences the overall fine tuning: it moves by 1/64th of a semitone.
- **PAN** : (00/31 right 00/-31 left) moves the sound of the track to the left or to the right.

By setting this value to the minimum with the **DIAL**, keys, the **PAN** mute message appears in the display; the sound is no longer heard but the effects are still active in the track. In this case, you will only hear the effect processed sound.

If the track is engaged by a Drumkit which already features a pan setting the message **PAN** lock appears: in this case **PAN** is not active.

- **VOLPED**: (ON/OFF) enables or disables the Volume Pedal control on the track (the Volume Pedal is optional and must be connected to the rear panel jack socket).
- **DAMPER**: (ON/OFF) enables or disables the Damper Pedal control on the track (the Damper Pedal is optional and must be connected to the rear panel jack socket).
- **PITCH/M**: (ON/OFF) enables or dsables the track for the action of the Pitch/Modulation control.
- **PITCHRG**: (00/12) indicates the Bender range: if the value is 00, the Pitch Bender wheel will have no effect on the track. A value higher than 00 indicates the wheel action in semitones (e.g.: 12=1 octave)

- **EDITSND:** (ON/OFF) If a Song in WK3 is loaded, which can possibly contain edited sounds, they can be listened to if the function is ON. If you wish to listen to the original, unmodified sounds, set this function to OFF. ON is the default setting.

Rotate the DIAL to modify the values.

You can exit any edit page at any time without losing your temporary modifications.

Save your modifications if you decide to change to a new Performance. Selecting a new Performance, or selecting the current one again, will imply losing your data unless you save them.

## **STORE PERFORMANCE**

The STORE PERFORMANCE function key allows you to save the panel configuration setting to a Performance. Use the STORE PERFORMANCE function whenever you have accomplished one of the actions described in the previous paragraph. In this way you will photograph the desired panel setting and you will be able to recall it at all times.

Press **ENTER** or **ESCAPE** to save or exit from the Store Performance operations.

Use the PERFORMANCE RECALL / STORE PERFORMANCE key to enter Performance mode: the arrowhead moves automatically to the PERF menu function.

The original Performances set by the factory cannot be cancelled definitively, but can be restored at all times by using the RESTORE function. **IMPORTANT:** When using this function the factory-set Performances will be restored to the original memory locations, clearing the location contents. Make sure that your programmed performances will be saved to a Floppy Disk before resetting with RESTORE.

To save Performances to disk, refer to the Disk chapter.

If you modify the first of the 63 available Performances, this will appear whenever **WK2000HD** is turned on.

You may choose not to store your programmed Performances to disk but keep them in the machine RAM memory taking advantage of the battery back-up. Keep in mind that in case the battery runs down all your data will be irretrievably lost.

To recap, a Performance is stored as follows:

- a) **Press and hold the STORE PERFORMANCE key;**
- b) **Press ENTER to confirm the display request ( ?).**

When you select a Style and SINGLE TOUCH PLAY function is ON, the original Performance (set by Generalmusic) is recalled. You can modify and store it to one of the 63 programmable Performance locations available.

### **SAVE CHANGES TO A DIFFERENT PERFORMANCE (OR CREATE A NEW ONE)** ---

If you wish to save the Performance to a new location, follow these instructions:

1. Press and hold the **STORE PERFORMANCE** key for a second;
2. Rotate the **DIAL** to move to the location that will contain the Performance.

The Performance number will be shown in the display (e.g.: P 11).

### **3. Press ENTER.**

The Performance will be saved to the new location.

### **PERFORMANCE NAME** ---

To change the Performance name, proceed as follows:

1. Keep the **STORE PERF.** key pressed for a few seconds
2. Use the symbol located below the keyboard to write the new name.
3. Confirm with **ENTER** to save the Performance.

## HOW TO RESTORE THE ORIGINAL PERFORMANCE SETTINGS

---

The **INIT** (refer to the "MIDI/GENERAL") function cancels all modifications applied to the Performances and recalls the original settings from the machine ROM memory.

1. Press and hold the **MIDI/GENERAL** key for a few seconds.
2. Scroll to the INIT page with the **Page** keys.
3. Rotate the **DIAL** to select the parts you wish to restore.
  - o **All Memory**
  - o **Sequencer**
  - o **Performance**
  - o **Samples**
4. Press **ENTER** button.

## 4 STYLES

You can enjoy playing the keyboard sounds in real time while WK1 automatically adds the accompaniment, as if you were playing with a band of musicians. The automatic arrangements are provided by the **WK2000HD** Styles.

This chapter describes the automatic arrangements of the Styles, how to select them and how to store them to the Performances.

The tracks contain several programmable parameters: sound, volume, pan, transpose, detune reverb, chorus, pitch bend, pedal volume and damper.

The arrangement patterns cannot be changed in the ROM Styles; in the USER Style locations (96-103), it is possible to load disk-based Styles in the following formats: WK1, WK2, PK7 and WK3.

**IMPORTANT:** If the disk-based User Style contains less than 4 Variations (e.g. only 2), after loading the Styles, be sure that the Variation indicator in the display indicates either Variation 1 or 2. This is to prevent total silence at Style Start.

### About WK2000HD Styles

Styles are a collection of musical patterns typical of various forms of making music, ranging from rock and pop to traditional and Latin music.

Each **WK2000HD** Style features 4 Variations, 4 Intros, 4 Fills and 4 Endings. A Style, therefore, provides a complete range of musical structures with which you can play whatever type of music you prefer.

Styles provide automatic accompaniments that are based on the chord played on the keyboard: the accompaniment patterns change to suit the current chord.

Each Style consists of 8 tracks: the first 5 are engaged by the sequencer for the auto accompaniments, and the remaining 3 belong to the real time keyboard sections. The 5 accompaniment tracks are divided as follows: track 1 Drums (drum sets), track 2 BASS, tracks 3, 4 and 5 correspond to ACC1, ACC2, ACC3 respectively (accompaniments 1, 2 and 3).

**WK2000HD** contains 96 permanent ROM Styles in the machine memory and can store additional 8 USER Styles to load from disk in the RAM memory.

The Styles are arranged in groups of 8, as shown in the Style table on the top of the instrument panel (STYLE/SONG).

## Selecting a Style

**1.** Press the SINGLE TOUCH PLAY button (the corresponding display indicator turns on).

With the S.T.PLAY function on, the Style you select will always be recalled from the machine ROM version (fixed) and any operation carried out on the panel will not be stored.

The S.T.PLAY key also automatically activates the ARRANGE ON/OFF and ARRANGE MEMORY functions (in the ARRANGER panel section - the ARR. MEM display indicator also turns on).

**2.** Specify the number corresponding to the desired STYLE on the left hand selection keypad.

**WK2000HD** sets automatically to Style mode.

**3.** If you wish to change the Sound assigned to one or more tracks, first check that the PERF menu function IS NOT selected and that the S.T. PLAY function is OFF, then press the corresponding function key (F1...F9) to enable the track, that will start blinking in the display.

You can now change the Sound by digiting the corresponding number on the right hand selection keypad.

If you wish to modify the track volume level, rotate the DIAL.

**4.** Press **START / STOP** to start the Style.

This operation may be also performed while a Style is playing. In this case the new Style selected will start on the successive beat.

## Recall a Style using the Direct Style Memory buttons

A quick and easy way of recalling a Style is by pressing one of the **Direct Style Memory** buttons.

You can save your most frequently used Styles in the 16 available locations simply by selecting the Style, then holding down one of the Direct Style Memory buttons for a few seconds. The displayed Style name disappears for an instant, then reappears again.

The memory button stores the memorised Style until you decided to save a different Style to the same location. The configuration of the direct access buttons (Style and Sound) can be saved to floppy disk or Hard disk using the Save Performance operation.

## Recalling a Style from a Performance

Each Performance contains a Style that can be recalled at any time. Press and hold down the **STORE PERFORMANCE** key for a few seconds. When the ("?) message appears in the display confirm with **ENTER**.

The current panel configuration, including the active Variation and Tempo will be stored to the Performance.

Therefore it is possible to recall a Style (and the relative Variation/Tempo) by selecting a Performance, provided that the STYLE LOCK function is not active.

1. Disable STYLE LOCK if this is ON (the display indicator to must be OFF).
2. Press the PERFORMANCE RECALL key if you are not yet in Performance mode.

The name of the first Performance in the first group and the name of the current group (es. P11: GranPNO) will appear in the display.

Each function key selects one of the 9 Performances of the selected group.

3. If you wish to change group (7 groups are available) use the PAGE+ e PAGE- key , or the + e - keys in the numeric keypad. Rotate the DIAL to control Tempo.

Recalling a Performance automatically disables the SINGLE TOUCH PLAY function and restores **WK2000HD** to the default status of the Performance. If the TEMPO LOCK function is disabled, the Tempo is also updated.

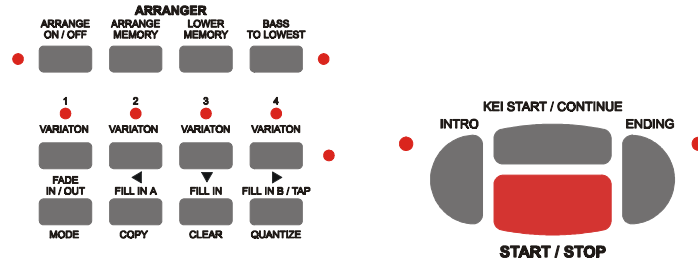
4. Press **START / STOP** to run the Style.

## TOTAL CANCELLATION OF THE USER STYLE (CLEAR)

In User Style mode, only total cancellation of the Style location (96 - 103) is permitted. For this application, first be sure that one or more styles are present in memory, then select a User Style and carry out the **CLEAR** operation by holding down the **RECORD** button in the sequence and confirming twice with **ENTER**.

## THE STYLE CONTROLS

The keys and controls of the Style functions are explained in the next few paragraphs.



### START/STOP

Starts or Stops the automatic accompaniments (Styles). When recording a Song Style, this key will be used to start the Style: the Song Style will be recorded by the Sequencer area with the PLAY/STOP key.

While the Style or Song is playing, the display shows 4 tempo monitoring indicators next to the metronome icon.

Before pressing START/STOP you can preset one of either INTRO, FILL or ENDING play as an introduction to the Style.

### KEY START

This function synchronises the start of the automatic accompaniments with a note pressed on the lower split keyboard without having to use START/STOP (if you are not playing in Free Style mode, you can start the accompaniment playing in the lower keyboard section).

#### Key Start can be disabled by:

- pressing ENDING: the Style runs freely to the end;
- pressing Key Start once again: the Style terminates.

#### Key Start is not disabled when:

- pressing START/STOP to interrupt the Style;
- pressing INTRO, ENDING, or FILL before starting the Style.

Key Start function can be enabled or disabled also when a Style is playing.

### **INTRO**

Plays an introductory sequence of one or two measures. After pressing INTRO (the corresponding display indicator turns on), press START/STOP to start the Style with the Intro.

INTRO can also play as a Fill In if pressed during Style play.

### **ENDING**

Stops a Style accompaniment with an ending ("coda"). The corresponding display indicator turns on when ending is selected.

If you preset ENDING before Style start, it plays as an Introduction

### **VAR 1 - VAR 2 - VAR 3 - VAR 4**

These keys control 4 different variations of the same Style.

Before starting the accompaniment, you can decide in which Variation you wish to play. While you are playing, you can switch from a Variation to another by simply pressing the desired Variation key.

An appropriate INTRO, a FILL and an ENDING are associated to each Variation.

### **FADE IN/OUT, FILL A, FILL, FILL B**

#### **FADE IN/OUT**

You may wish the accompaniment to start or end with a gradual increase or decrease of the Style volume level.

Press the FADE button before the starting the accompaniment. The Style volume gradually increase over the first measures.

If you press FADE while the Style is playing, the volume of the accompaniment will dissolve to silence, and the Style will stop automatically.

The FADE function is shown at the left in the display.

### **FILL A, FILL, FILL B**

These keys add Fill patterns to a Style.

**FILL A** adds the pattern and recalls the Variation preceding the current one.

**FILL** adds the pattern and does not change the current Variation.

**FILL B** adds the pattern and recalls the Variation following the current one.

Fills are normally one or two measures long. If you press and hold down the Fill key you will listen to the entire Fill pattern playing continuously.

You can preset a Fill pattern before starting a Style. In this case Fill will be used as an INTRO.

### **TAP TEMPO (FILL B second feature)**

Tap a beat on this pad when the accompaniment is off.

You will set the Tempo speed and the Style will be playing with that Tempo. The display will show the new setting.

To mark the tempo, you should tap on the pad as many times as the Time Signature number is: that is, tap 4 times to mark 4/4 or three times to mark 3/4.

A sound of drumsticks will click to mark the Tempo beat.

### **ARRANGE ON/OFF**

When ARRANGE ON/OFF is on (LED on), all the accompaniment tracks are enabled for play. If this button is off, only the Drum track will play after the start.

### **ARRANGE MEMORY**

When Arrange Memory is ON, the automatic accompaniment will continue playing even if the hand playing the arrange chord is raised from the keyboard.

When OFF, if the hand is raised from the keyboard, the accompaniment is interrupted and only Drum track will continue playing.

### **LOWER MEMORY**

When LOWER MEMORY is on (the display led is ON), the notes played in the right hand section of the keyboard will keep on playing even if the left hand is raised.

When the function is OFF, the sound in the Lower keyboard section will end as the left hand is raised.

The Lower memory function is useful to hold "pad" sounds without using a Damper Pedal, which may be of more use for the right-hand section of the keyboard.

### **BASS TO LOWEST**

When ON, the bass of the automatic accompaniment will play around the lowest note in the chord.

When OFF, the bass follows the original Style pattern

Bass to Lowest permits real time changes to the otherwise fixed bass pattern of a Style, by playing different chord inversions.

## The Style Tempo

---

The Tempo of a Style can be changed by rotating the DIAL either before starting or during a Style, regardless of the TEMPO LOCK status.

**Important:** Use the DIAL with care: in certain situations, this control may affect other parameters; for example, if a Style track is flashing, the Dial will change the relative Volume.

The current Tempo can be stored to a Performance, and be ready for new settings. To recap, it is possible to:

- a) select a Style with Single Touch Play active and recall the original Style tempo from the ROM;
- b) recall a Performance where a user programmed Tempo was stored;
- c) Establish a Tempo that will not be subject to changes by using the Tempo Lock function.

### TEMPO LOCK

The TEMPO LOCK function locks the current Style Tempo allowing you to recall Styles without changing the Tempo, regardless of the status of the Single Touch Play button.

Nevertheless, it is always possible to change the Tempo in real time by rotating the DIAL.

The activation of TEMPO LOCK is shown in the display with the alternate flashing of the Tempo setting and the word "LOC".

When Tempo Lock is on, the Tempo setting remains fixed for all subsequent Style and Performance selections.

When TEMPO LOCK is off, the selection of a Style or a Performance recalls the memorised Tempo setting.

### SAVING TEMPO TO A PERFORMANCE

---

To save the current Tempo setting to a Performance, carry out the following procedure:

1. Select a Performance which you intend to use to save a new Tempo setting.
2. Rotate the DIAL to set the new Tempo.
3. Press and hold the STORE PERFORMANCE button for a few seconds.
4. Press ENTER to confirm the request shown in the display ("?").

The save operation can also be carried out while the Style is playing.

## THE SPLIT POINT

The Split corresponds to the point which divides the keyboard into two parts, left (lower) and right (upper). The Split point can be set to any note of the keyboard, allowing you to modify the keyboard extension dedicated to the recognition of the chords that trigger the auto accompaniments.

By changing the Split point, you automatically modify the extensions of the LOWER and UPPER keyboard sections.

### HOW TO SET A NEW SPLIT POINT

1. Press the **ARRANGE ON/OFF** key for a few seconds.

The display will show the default split setting with a message: B3/C4

2. Press the **CURSOR** key to move to the split point selection

3. Press the keyboard note you wish to set as the new Split point.

4. Press **ESCAPE** to exit.

The new Split point is now set to all the instrument. It will remain in **WK2000HD** memory even if this is turned off.

## ARRANGE MODE

The **WK2000HD** has 4 different Chord recognition modes which trigger the automatic accompaniment in different ways:

### FINGERED 1, FINGERED 2, ONE FINGER and FREESTYLE

Press and hold down ARRANGE ON/OFF for a few seconds to get into Arrange mode: the display will show the following messages: Arrange Mode: Fingered 1; Keyboard split. Use the Cursor key to select the mode you wish to modify, and rotate the DIAL to change the selection.

#### FINGERED 1

At least three notes are needed for the chords to be recognised.

#### FINGERED 2

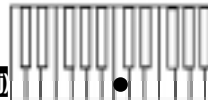
The chord will play according to the actual notes pressed. A three note chord will trigger the full accompaniment. With one or two notes, the chord will be recognised but the notes played of the accompaniment will be limited to those actually played.

## ONE FINGER

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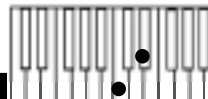
● A single note played below the Split Point is recognised as the root of a major chord.

**C (maj)**



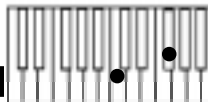
● To obtain a minor chord play the root and the minor third (e.g. C and Eb).

**C min**



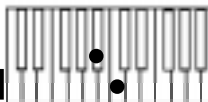
● For a diminished, play the root and the diminished fifth (C + Gb above or below C).

**C dim**



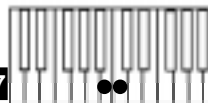
● For a seventh chord play the root and the seventh (C + Bb above or below C).

**C 7**



● For a major 7th, play the root and the augmented seventh (C + B above or below C).

**C maj7**



## FREESTYLE

---

A three note chord is recognised anywhere on the keyboard, even if played above the current split point. If you play one or two notes, the chord is not recognised and the accompaniment does not change.

This chord recognition option allows you to play your melody anywhere along the keyboard with the Upper 1 and /or Upper 2 keyboard sounds. Selecting FreeStyle disables the Lower

keyboard section, if active.

Use the following procedure to select the desired chord recognition option:

1. Press the Cursor buttons as many times as necessary until the arrowhead is next to the ARR.MODE menu function. The display shows the current chord recognition mode in large letters.
2. Press the PAGE buttons repeatedly to scroll through the options until the one desired is shown.

## **Single Touch Play, Store Performance/Performance Recall, Style/Tempo Lock**

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### **SINGLE TOUCH PLAY**

The SINGLE TOUCH PLAY button assigns the factory set sounds stored in ROM to all the tracks (accompaniment as well as keyboard) for each Style/ In addition, this button activates the ARRANGE ON/OFF button (LED on) and the ARRANGE MEMORY function (corresponding display indicator on).

When SINGLE TOUCH PLAY is off, selecting Styles recalls only the Style accompaniment sections without changing the keyboard sounds.

The ON/OFF status of the SINGLE TOUCH PLAY button is shown in the display by the corresponding indicator (S.T.PLAY).

With SINGLE TOUCH PLAY on, the function buttons (F1 ... F9) also recall 9 "Single Touch Play" panel settings for the Real Time keyboard sections.

Each ROM Style is associated to 9 different possibilities, for a total of 864 situations, in addition to the 96 basic configurations (one for each Style).

### **PERFORMANCE RECALL / STORE PERFORMANCE**

This twin action button allows you select Performances, and to save all modifications to the current Performance or to a different one.

As already explained, a Performance memorises various parameters that you can change at will.

If you hold down the STORE PERFORMANCE for a few seconds then reply to the Performance store confirmation request ("?) with ENTER, all the modifications carried out up to that moment are memorised to the PERFORMANCE.

If you want to maintain the 'old' Performance as well as the new one, rotate the DIAL before pressing ENTER, and select a different location.

The Performance number appears in the 3 digit display area only after activating the STORE PERFORMANCE command.

The PERFORMANCE RECALL / STORE PERFORMANCE button also allows quick access to the PERFORMANCE function.

If you press and hold this button for about 2 seconds, the arrowhead goes directly next to the "PERF" menu function and sets the instrument to Performance mode (without using the cursor buttons).

**Note:** In SONG and SONG STYLE modes, pressing STORE PERFORMANCE only displays the number of the selected destination (without showing the letter "P").

### **STYLE/TEMPO LOCK**

The STYLE LOCK function allows you to select Performances without changing the current Style.

With STYLE LOCK active (corresponding display indicator on), you can pass from one Performance to another without changing the Style.

If you hold down this button for about 2 seconds, the TEMPO LOCK function activates (as already explained).

TEMPO LOCK and STYLE LOCK can both be active at the same time.

Activation of the TEMPO LOCK function is displayed by the alternate flashing of the Tempo setting with the word 'LOC'. This function maintains the current Tempo setting for all Style and Performance changes. When off, selecting a Style or Performance also recalls the memorised tempo setting.

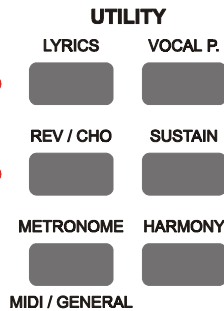
## The UTILITY section

The UTILITY section, on the right of the control panel, consists of 6 buttons:

LYRICS, VOCAL P, REV/CHO, SUSTAIN, METRONOME, HARMONY.

### LYRICS

When a MIDI File is played back, this key enables (led ON) or disables (led OFF) the song lyrics in the display.



### VOCAL P.

Push the VOCAL P button to access to the Vocal Processor menu. Connecting a microphone to the MIC Input, on the rear panel, the VOCAL P button enable (LED on) or disable (LED off) the vocal harmonization assigned to the Vocalist Track of the Song.

### REV/CHO

**WK2000 HD** can process the signals it generates, thanks to two built-in multieffect devices that affect the sections independently.

It is possible to set the effect processor to active (Led ON) or non active (Led OFF) mode.

To modify Reverb or Chorus and their Send, keep the **REV/CHO** key pressed for at least one second. The Multieffect page will appear on the LCD display. The parameter that can be modified starts blinking. Rotate the **DIAL** to modify the effects.

Use the **CURSOR** key to move among the various parameters.

When each effect is displayed, the relative general volume is indicated.

### SUSTAIN

Active (**led ON**), non active (**led OFF**)

This is a general control which activates the sustain effect on all three Real Time keyboard sections, independent of the Damper pedal.

If you want to sustain the Sounds of the UPPER 1, UPPER 2 and LOWER sections, activate this function.

### METRONOME

This button activates the Metronome in Play and Record situations. When active, the corresponding icon turns on in the display.

## **HARMONY**

Enables or disables the HARMONY function, a feature which can orchestrate your playing, making simple one-note melodies sound as if they are being played by a full orchestra. The corresponding display indicator turns on when HARMONY is active.

The structure of the automatic harmony is based on the current Harmony Type setting and operates only when the keyboard is split.

By holding down the HARMONY button for about 2 seconds, the display shows the currently selected Harmony Type.

With the **PAGE** buttons, you can select the Harmony type that best suits the kind of music that you are playing.

The types of Harmony available are divided into two categories, according to whether the Harmony depends on the notes played with the left hand or not.

Harmony types that depend on the notes played below the split point:

**Closed** : The notes played on the left hand are added to the melody note exactly as played. The harmonising chord is a closed (or tight) position (notes fall within the same octave).

**Open 1** : same as close but with an open chord (notes spread over 2 octaves).

**Open 2** : similar to Open 1 but with the notes played on the left hand randomly assigned to the right.

**Block** : transforms the melody note into a full four or five note chord, each note in perfect harmony.

Harmony types that are independent of the notes played below the split point:

**Octave 1** : doubles the note of the right hand by playing an octave higher. No left hand chord required.

**Oscar** : doubles the note of the right hand with a note two octaves below. No left hand chord required. This structure is based on the harmony typically used by the jazz musician Oscar Peterson.

**Jazz** : adds two notes above the note played by the right hand, at intervals of a fourth and a minor seventh. No left hand chord required.

**Rock** : creates a three note chord consisting of the melody note, a fifth interval and an octave interval (e.g. C-G-C'). No left hand chord required.

## **5** DISK & HARD DISK

Working with a hard disk and floppy disks provides you with a means of building a library of Sounds, Samples, Performances, Styles, Songs and Song Style that can be loaded into the

**WK2000HD** RAM at any time.

This chapter introduces you to the concepts of Files, Hard Disks, Floppy Disks and RAM Memory, explains the principal functions by showing you how load and save Songs, Styles, Performances, Samples and MIDI Files and other files compatible files.

### **FLOPPY DISK**

If this is the first time you are using floppy disks, you are recommended to refer to the pages at the end of this chapter which discuss disk handling precautions, how to insert and extract disks and other general information.

#### **Floppy Disk formats**

**WK2000HD** handles 3.5" HD and 3.5" DD disks. These are of the most commonly used type, available in office stationer's, supermarkets and computer outlets.

**WK2000HD** is able to read data stored on disks in one of the following formats: GMX, WK, PK, MIDI FILE, MS-DOS, Atari ST/Falcon, and Generalmusic CD Series disks.

**WK2000HD** is not able read Song, Style and Sound data in non-Generalmusic instrument formats. The exclusive format of musical instruments adopted by one manufacturer is incompatible with instruments of other manufacturers. To exchange Songs with instruments of other manufacturers, the Song must be saved as MIDI file format data to an MS-DOS formatted disk.

#### **Files**

Data is stored on disks in the form of files. Files identify Songs, Song Styles, Performances, Styles and Samples.

#### **File Types and extensions**

The types of File encountered when working in the Disk environment are identified by a name (which appears in the 8 digit display area) and an extension (shown in the 3 digit display area) which identifies the type of file. In file types that include SONGS in the PK, WK, STYLES and ALL formats, the extension is not displayed. The extensions of all other recognised file types are listed in the paragraph explaining the LOAD function afterwards.

## The Hard Disk

The Hard Disk (HD) is a large internal memory incorporated in the **WK2000HD** capable of storing files (Songs, Midi Files, Performances, Styles, Song Styles and Samples). You can think of the Hard Disk as being a large number of virtual floppy disks (partitions) which can be accessed at high speed. The load and save operations are very similar to the same functions found in the Floppy Disk mode. The owner's manual refers to the Hard Disk "Partition" as the equivalent of the term "Floppy disk" to differentiate between the two devices.

## Access to the Hard Disk

Press the **HARD DISK** button to gain access to the HARD DISK, then use the **DIAL**, or the **+/-** buttons of the right hand numeric keypad, or specify a partition number on the same keypad, followed by **ENTER**. When the partition is open, use the Dial (or +/- buttons) as navigational tools and work as if you were using a normal floppy disk. The Hard Disk functions are identical to those used in the Floppy Disk (**LOAD**, **SAVE**, **DELETE**, **FORMAT** and **UTILITY**).

## THE FLOPPY DISK AND HARD DISK FUNCTIONS

Any file handling operation concerning the transfer of data to and from the main memory takes place in the «Disk mode» pages, entered by pressing the **DISK** button.

The principal disk operations are spread across 4 pages.

**1. LOAD** Loads data to RAM or HARD DISK

**2. SAVE** Saves data from RAM to Floppy Disk or a Hard disk partition

**3. DELETE** Cancels files from Floppy disk or a Hard disk partition.

**4. FORMAT** Formatting procedure and total cancellation of a Floppy disk or Hard disk partition

**5. UTILITY** Copy functions for single files and for entire Hard Disk partitions, Hard Disk protection and formatting.

**NOTE:** Access to the Floppy Disk or Hard Disk is not permitted during a "DIRECT FROM DISK" song playback operation.

## WHAT IS A MIDI FILE?

---

A Standard MIDI File (SMF) is a storage format created to maintain data compatibility among different devices complying with the Standard MIDI File format. This format allows Songs to

be exchanged between different instruments and computers. If a Song is saved as a MIDI file on an MS-DOS disk, you can be certain that all the most recent generation of instruments and any computers will be able to load and read that Song. **WK2000HD** reads format 0 and 1 MIDI files, and saves MIDI files in format 0.

## GENERAL MIDI (GM)

---

To facilitate compatibility between different makes of instruments, MIDI files should be in General MIDI standard, a common platform for sounds and the way they are selected.

General MIDI stipulates common standards regarding the listing of sounds, Program Change numbers for sound selection, the percussive sound configuration in the Drumkits, the assignment of MIDI channel 10 to the drumkit track, a minimum polyphony (24) and a maximum number of tracks (16).

In the **WK2000HD**, Sound Banks 1 and Drumkit Bank 2 are fully GM compatible. **WK2000HD** recognises

GM compatible MIDI Files, thanks to a message contained in the MIDI File (General MIDI ON). If this message is not detected, sounds that differ to a Drumkit may be assigned to MIDI channel 10.

To ensure correct loading of GM compatible MIDI files that do not contain the "General MIDI ON" flag, set the General MIDI parameter to ON in the «Edit MIDI» pages. **WK2000HD** can save

GM compatible MIDI Files when the General MIDI parameter is set to ON.

## GMX FORMAT

---

The GMX format is an extension of General MIDI specifically created by Generalmusic which renders the first three sound banks of all **WK** Series instruments completely compatible.

## **LOADING SONGS AND MIDI FILES**

Up to 7 locations are available in RAM (111-117) to load Songs and MidiFiles. The locations are accessed by moving the display arrowhead next to the SONG menu function and specifying the relative number on the left hand selection keypad. It is also possible to select a SONG location by specifying the relative Song number (111-117) directly, without first positioning the arrowhead.

**WK2000HD** can also load Songs from CD Series, WK3 and PK7 Songs disks.

## **LOADING STYLES**

Up to 8 locations are available in RAM to load disk-based USER Styles (96-103). **WK2000HD** can also load Styles from WK1, WK2, WK3 and PK7 Styles disks.

## **LOADING PERFORMANCES**

Up to 63 locations, divided into 7 Groups of 9, are available in RAM to load Performances.

The Performance locations are accessed with the + and – buttons of the right hand selection keypad (provided that the display arrowhead is NOT positioned next to the PERF menu function). As well as the Performance settings, the contents of the Direct Style Memory and Direct Sound Memory buttons is also loaded.

**WK2000HD** can also load Performances from WK1, WK2, WK3 and PK7 disks.

## **LOADING SAMPLES**

Samples are loaded directly to the battery-backed Sample RAM.

**WK2000HD** can also load Samples from WK1, WK2, WK3 and PK7 disks.

## **LOADING SONG STYLES**

Song Styles can only be loaded into memory using the «Load All» procedure, as this kind of file exploits various different sections of the instrument at the same time.

## LOAD OPERATION

Disk or Partition data can be loaded into the **WK2000HD** RAM using one of the following methods:

- as single elements (Load Song, Load Style, Load MidiFile);
- as a set of files corresponding to Groups (Load Styles, Load Performance (Performance Groups), Load Samples);
- as an "ALL" file, all the data contained in the disk previously loaded with the ALL procedure.

The WK and PK Songs and MidiFiles can be played directly from disk or Hard disk partition without loading the data to memory beforehand.

### The Load procedure

#### FLOPPY DISK

1. Insert the floppy disk into the disk drive and press the **FLOPPY DISK** button.

The DISK icon in the display either starts to flash, or remains on according to the SLOW or FAST setting, and the right display arrowhead is shown next to the LOAD menu function.

The display shows the name of the first file available on disk.

Depending on the type of file shown, the 3 or 8 digit display area shows the relative extension (Mid, PerfoPWK, SamplSWK, etc.). In the case of WK or PK Song files, no extension appears.

2. Select the desired file by rotating the **DIAL**, or using the **+** and **-** buttons of the right hand selection keypad.
3. Press **ENTER**.

The drive starts running and the file is loaded to the first available location in memory.

#### HARD DISK

1. Press **HARD DISK** button.
2. Rotate the **DIAL** to scroll through the Hard disk partitions in alphabetical order.
3. Once you have selected the desired partition, press **ENTER** to gain access.
4. Using the **DIAL** or the **+ /** keypad buttons, select the desired file to load.
6. Press **ENTER**. The file loads to memory

## RECOGNISING FILES WITH EXTENSIONS

All files, except Songs in WK and PK format, STYLE and ALL files, are recognised by their extensions.

For MIDI Files and single User STYLES, the 3 digit display area shows the extension 'Mid' and 'U01-U08' respectively.

For SAMPLES and PERFORMANCES, the 8 digit display area shows the extension in the form "SamplSWK" and "PerfoPWK".

For CD files, the 3 digit display area shows the extension 'Cd', while the 8 digit display area shows the file name with one of the three possible extensions: SNG, STY, SMP.

**WK2000HD** is compatible with CD SONG, STYLE and SAMPLE files, but not CD SONG STYLES.

The floppy disk may contain the following file types: SONGS, MIDI FILE, STYLES, PERFORMANCES and SAMPLES.

- To load all the Styles as a group, once you have entered Disk mode, press the **PAGE** button. The word STYLES will appear in the display. Press **ENTER** to start the loading procedure.

- To load all the files present on disk, press **PAGE** again. The word ALL will appear in the display. Press **ENTER** to start the loading procedure.

- To listen to the Songs loaded to memory, specify the relative number (111-117) on the left hand selection keypad and press **PLAY/STOP** to start the playback.

- To play a User Style loaded to memory, select the User Style (96-103) by specifying the relative number on the left hand selection keypad, press **SINGLE TOUCH PLAY** and start the Style as you would start a normal ROM Style.

## SAVE OPERATION

Although data are retained in the machine RAM memory even when the instrument is turned off, it is advisable to save a copy of your data to a Floppy Disk. RAM is best used as a dynamic work area and not as a data storage device.

**WK2000HD** can be saved to a Floppy Disk:

1. as single elements (Song, Style, MidiFile);
2. as set of files from a Group (AllStyles , Performances, SMP)
3. as an " ALL" operation, that is, saving all the data kept in the RAM memory.

To save a file as a single element, you can either use the same name, or rename the file. No name is requested to save a Performance, a Style or an ALL format file.

### The Save Procedure

1. Get a formatted disk and insert it in the drive.  
If the disk is write-protected, remove the protection.
2. Press the **FLOPPY DISK** key and move to SAVE page using the **PAGE +** button.  
The first page of the SONG mode is shown in the display.
3. Press the **CURSOR** key to select the format of the file you wish to save (Song, SMF, Perform, STY, AllSty, SMP, AllDisk).
4. Once you have selected the desired mode (e.g.: SONG), PRESS **ENTER**.

The name of the first Song contained in the RAM memory appears in the display.

5. Rotate the **DIAL** or use the right + / - keypad buttons to select the Song you wish to save.
6. Press **ENTER** to confirm the selected Song.

The following message appears in the display "SAVE: (+ filename)". Use Keys to write [ENT] ". The file is ready to be saved to disk.

7. If you want to write a different name for the Song, use the keyboard as already described for alphanumeric entry in the first chapter.

If you want to save with the same name, proceed to the next step.

8. Press **ENTER**.

The display shows the message SURE?, or OverWrt? (the latter only if the disk you are saving to contains a file with the same name).

If necessary, write a different name to avoid overwriting the existing file with the same name.

9. Press **ENTER** to save the file to disk.

**Note:** If the disk drive contains an unformatted disk, pressing SAVE prompts the message "UNFORMAT".

If the disk is protected, pressing SAVE prompts the message, "PROTECTED".

If the disk is damaged, pressing SAVE prompts the message "CORRUPTED".

## **HARD DISK**

1. Press the **HARD DISK** button.

The HARD DISK display icon activates.

The name of the first partition is displayed together with the corresponding number .

2. Rotate the **DIAL** to scroll through the Hard disk partitions in alphabetical order.

You can pass directly to the partition required by specifying the relative number on the right hand selection keypad. It is also possible to scroll with the + / - buttons of the keypad.

3. Once you have selected the desired partition to save to, press **ENTER** to gain access.

4. Move the right display arrowhead next to the SAVE menu function using the cursor buttons.

5. Using the **PAGE** buttons, select the file type that you wish to save (SONG, MIDI F, STYLE, STYLES, etc.).

6. Press **ENTER**.

7. Rotate the **DIAL** to select the single file to save (Song, MIDIF, Style, etc.).

8. Confirm all the confirmation requests that follow with **ENTER** to save the file to Hard Disk.

## **COPY FUNCTION**

---

Use this function to cope files and partitions

1. Press **HDISK** button
2. Use the **PAGE+** keys and select **COPY 1.44**
3. Press **ENTER**
4. The display will show the message destination part.
5. To be shure that a floppy disk is inserted in the disk drive, press **ENTER** to confirm and start Copy procedure.
6. Select the destination copy with the DIAL

## **SAVING MIDI FILE**

---

If you your Songs to play on instruments of other manufacturers, or on computers, you must save them as MIDI Files on Ms-Dos or Atari format disks. **WK2000HD** saves format 0 MIDI Files.

To save General MIDI (GM) compatible MIDI Files, be sure that General MIDI parameter is set to ON (see the MIDI/GENERAL chapter). Performance track parameters are converted to the corresponding MIDI controllers (Bank Select MSB and LSB, Program Change, Volume, Pan, Control Change 91 and 93 for the Effects).

If the Song also contains a Lyrics track, this is converted into Lyric events, and the resulting file takes the form of a Karaoke MidiFile.

All **WK2000HD** Songs saved as MIDI Files conform to the GMX format, to maintain compatibility with all instruments of the WK Series instruments with an on-board Disk Drive.

## **SAVING SONG STYLE**

---

Song Styles can only be saved to disk using the "Save All" procedure. This type of file utilises several different sections of the instrument at the same time, therefore, "Save All" is the only suitable procedure available.

## Delete

---

The Delete function allows the cancellation of a single file from a floppy disk or Hard Disk partition.

### **DISK**

1. Insert a the floppy disk that contains the file to erase into the drive.
2. Press the FLOPPY DISK button then move the right display arrowhead next to the DELETE disk menu function with the cursor buttons.
3. Rotate the DIAL until the name of the file you wish to cancel is displayed.
4. Press ENTER twice to cancel the file.

After a short period, the file on disk is cancelled.

### **HARD DISK**

1. Press the **H DISK** button and rotate the DIAL until the partition you wish to work on is displayed.
2. Press **ENTER**.
3. Move the right display arrowhead next to the DELETE disk menu function with the cursor buttons.
4. Rotate the **DIAL** until the name of the file you wish to cancel is displayed.
5. Press **ENTER** twice to cancel the file.

## UTILITY FUNCTIONS

### Floppy disk formatting procedure

---

To be able to read and write data to disks, they must be of a format that **WK2000HD** can recognise before being used. If you try to use a disk of an incompatible format, the drive prompts an appropriate message inviting you to retry with another disk.

Two formatting operations are available.

### **FORMAT 720 KB**

This operation formats a 3.5" DD floppy disk in MS-DOS/Atari ST format (capacity 720 kilobytes).

you can format a disk while you are playing a Style.

### **FORMAT 1.44 MB**

This operation formats a 3.5" HD floppy disk for **WK2000HD** use with a capacity of 1.44 Mega-bytes.

The format is completely compatible with the standard MS-DOS format to permit the exchange of files with the WK and PK Series instruments, computers running MS-DOS, Windows, OS/2, Macintosh, some models of Atari and Amiga.

The formatting process can be carried out regardless of the current mode. For example,

### **Floppy Disk Formatting procedure**

Formatting tasks are carried out in the last page of the Disk functions. If you are formatting a used disk, remember that the format process cancels all data present on the disk.

1. Insert a new (or used) disk (HD or DD type) into the drive and press the **DISK** button.
2. Move the right display arrowhead next to the FORMAT function with the **CURSOR** buttons.
3. If necessary, use the **CURSOR** buttons to pass to the next select the procedure "720Kb?"
4. Press **ENTER** twice to start the formatting procedure.

### **Creating a new partition (NEW PART)**

On the right hand selection keypad, the button "+100/NEW" allows you to create a new partition when you are working with the Hard disk.

1. Press the HARD DISK button.
2. Press the "+100/NEW" button.

The display requests confirmation with the message: "New Part?".

3. Confirm with **ENTER**.
4. At this point, you can insert a name for the new partition.

Use the keyboard to write the name. Up to 8 characters can be used.

5. Press **ENTER**.

The display requests confirmation of the operation with the message: "SURE ?".

6. Press **ENTER** again.

After a short instant, the new Hard Disk partition will be created.

## GENERAL DISK-HANDLING TIPS

If this is the first time you use a Floppy Disk and do not feel comfortable about handling such delicate magnetic aids, read this section very carefully.

### Inserting a Floppy disk into the drive

Floppy Disks are inserted in the disk drive with the label side up, and the metallic shutter first in. Push the disk smoothly and firmly until it clicks into place.

Hold the disk straight and avoid forcing it in while inserting.

### Ejecting a Floppy disk

Before ejecting a Floppy Disk, make sure that the operation led in the drive is OFF, and that WK1 display shows no disk operation being in progress.

To extract the Disk, press the eject button and remove the disk.

### Disk protection

Floppy disks feature a protection tab that safeguard valuable data and prevent accidental cancellation.

To remove the protection and be able to write on the disk, slide the plastic tab upwards, closing the hole.

To protect the Floppy Disk so that it is not possible to erase or overwrite the contents, slide the plastic tab downwards, opening the hole.

You can use a pen or a pointed object to slide the tab.

## Handling Floppy disks

---

Floppy Disks should be handled with great care, to prevent damage or loss of data.

- Never open the metal protection shutter or touch the soft surface of the Floppy Disk.
- Never leave a Floppy Disk inside **WK2000HD** disk drive when you carry the keyboard around. Vibrations may cause the drive head to scratch the disk and make it useless.
- Never place Floppy Disks in proximity of TV sets, computer monitors, amplifier, loudspeakers, power transformers or other device which is a potential source of magnetic field. The disk contents could be seriously damaged or lost.
- Never leave the disks in extremely warm or cold places. Do not expose them to direct sunlight. Protect them from dust or dirt.
- Do not place objects on top of a Floppy Disk.
- Always return a Floppy Disk in a protective case after use.

## BACK-UP COPIES

---

It is advisable to keep back-up copies of all your floppy disks. "Back-up" is technical jargon for "a second copy" of a disk. Back-up copies of your data stored in a safe place are extremely important, to safeguard against the loss or damage to the originals, or against the loss of data contained in the instrument.

To copy data from one disk to another, you always need to go through the RAM first, loading the original to RAM then saving it to the destination back-up floppy disk.

**NB.** in order for the ALL procedure to load correctly, you must first save the files to disk with SAVE ALL after having loaded them to RAM one at a time.

---

### **NOTA**

**FORMATO 0:** *all the tracks are mixed onto a single track.*

**FORMATO 1:** *all the tracks remain separate (multi-track).*

---

### What is a song?

A Song is a multitrack recording of several instrumental parts, each of them corresponding to a track.

Songs can be loaded from disk in the following formats:GMX, WK, PK, CD and Standard MIDI File (SMF 0 and 1).

Tracks contain "MIDI events" that correspond to as many MIDI messages. The MIDI messages can be Note, Pitch Bend, Program Change messages, and a series of Control Change messages to control the change of Sound Bank for the Sounds, the Sustain or Volume pedals, the Pan and several other values. The MIDI events recorded in the tracks are not actual sounds, but messages exchanged with WK1 internal sound generators or with an external expander that **WK2000HD**, controls. A song is a series of MIDI events distributed over each track.

### The Song Performance

Each **WK2000HD** Song is associated to a single Song Performance. When a Song is loaded or saved in MIDI File format, all values that the Song Performance contains are converted, into the corresponding MIDI messages (Program Change, Pan, Volume, Effects) within each track.

### Selecting a Song

**WK2000HD** can save up to 7 Songs in the SONG group of the USER section (from 111 to 117, if the memory locations are not all in use).

### How to select a Song

Refer to the "DISK " chapter for instructions about how to load a Song or MIDI Files from a Floppy Disk.

- Digit the number corresponding to the desired song (111-117) in the left numeric keypad.

E.g.: to select the Song from location 111, Press the " +100 " key and then digit 1 and 7.

The left cursor arrowhead will automatically move to the **STYLE/SONG** menu function.

## SONG PLAYBACK

---

If you select a Song from the memory, proceed as follows to listen to it:

1. After selecting the Song, press the **PLAY/STOP** key to start the playback.

While the song is being played, the display indicator will show the Tempo and the measure counter in the display will show the current Song position.

2. Rotate the **DIAL** to change the TEMPO.
3. Press the **PLAY/STOP** or **START/STOP** keys to stop the playback.

The Song stops at a precise point (shown in the display counter).

4. Press **KEY START/CONTINUE** to resume the playback from the point where it has been stopped.
5. Press the **STOP** and then the **PLAY** key to restart the playback from the beginning.

If you wish to playback your Song directly without loading it to **WK2000HD** internal memory, seek for it in the Floppy Disk and play **START/STOP** to start it. Refer to the "DISK" chapter for more detailed instructions.

### **FF / REW**

If a Song is in memory, it is possible to use the **FF/REW** buttons, located in the left hand selection keypad. These two buttons allow you to advance or 'rewind' the Song measure by measure, providing a useful means of "studying" the Song in all its parts from any point of the song you desire, without having to take it back to the beginning every time.

- To advance at high speed, hold down the **FF>>** button and release it when you want to stop at a desired point.

- To "rewind" the Song at high speed, hold down the **REW<<** button and release it when you want reach the desired stop point.

- To go directly to a specific measure, hold down both **FF** and **REW** buttons and specify the required measure number using the numeric keys of the keyboard (the last two higher octaves). The number appears in an entry zone which activates when both **FF/REW** buttons are pressed.

Press **ENTER** to confirm the number and pass to the specified measure.

### **CANCELLATION OF A SONG (CLEAR FUNCTION)** \_\_\_\_\_

If you are not satisfied with how a track of a Song or MIDI File plays, you can cancel the track using the instructions explained in the Song Style chapter, under the CLEAR function.

After selecting the Song (111 - 117), it is possible to cancel the entire song file (ALL), the tempo (TEMPO), the Common track (COMMON), any of the 16 tracks that you select with the Dial.

### **MELODY OFF**

The MELODY OFF function allows you to listen to the Song playback without the melody, useful for a singer to sing along with the backing, or to play along with the song.

Press MELODY OFF to cancel the playback of the melody - the corresponding display indicator turns on to show the activation of the function.

### **PLAY ALL SONGS**

This function allows you to playback all the Songs or MIDI Files present in a Disk or Hard Disk Partition without at first loading all the data to memory.

After inserting the disk in the drive, or selecting a Hard Disk Partition and pressing ENTER, simply press the PLAY ALL SONGS button to start the playback.

### **PLAY A SONG WITH A TRACK IN REAL TIME** \_\_\_\_\_

Most of the Songs that you load into your **WK2000HD** will most probably have all the tracks engaged by the sequencer. You can check this at a glance by looking at the status of the tracks in the display. If they are all on, including tracks 09-16 (use function button F9 toggle between tracks [01-08] and [09-16], you'll find that there are no free tracks to play along with the Song during playback.

If one or more tracks are off, this indicates that they are not engaged by the sequencer.

If you want to play along with your Song, you can either:

- A) disengage one of the tracks used by the Song, or
- B) activate one of the tracks not used by the Song.

#### **A. Disengage one of the tracks used by the Sequencer**

1. Select a Song and press PLAY/STOP to start the playback.

Check which tracks are not engaged for the Song.

---

Song

Page 56

**2. Press one of the function buttons corresponding to an engaged track.**

The Volume bars start to flash, indicating that the track is active.

**3. Press the same function button corresponding to the activated track a second time.**

The sound number of the track is cancelled and the track stops playing.

**4. Press the same function button once more.**

The track's sound number starts to flash. The corresponding track is disengaged from the sequencer and is active to play in real time.

**5. Play on the keyboard.**

You'll hear the sound that was previously assigned to the sequencer track. Now you can play along with the Song.

**6. To re-engage the track to the sequencer, press the same function button.**

The track turns on, it is re-engaged by the sequencer and starts to play the recorded notes of the Song.

**B. Activate one of the tracks not used by the Song**

**1. Press twice the function button corresponding to a track not used by the Song (off).**

The track starts to flash.

**2. Play on the keyboard.**

You'll hear the sound currently assigned to the activated track.

**3. Press the same button again to deactivate the track.**

The track is deactivated for play.

## DISPLAYING LYRICS

---

If your Song or MIDI File contain the Lyrics track (the text of the song), you can have them displayed both to on an external monitor, and to **WK2000HD** display. In this way you will be ready to sing in Karaoke style.

If you wish to do so on the display, proceed as follows:

- Select the MIDI file and press the START/STOP key to start the playback;
- Press the LYRICS key to enable Karaoke function (led ON);

The display will show the lyrics in the first two rows.

If you wish the Lyrics to be displayed by o an external monitor, or by a domestic TV set, follow the instructions below very carefully:

### **1. Connect the RGB or S-VHS cable to the TV set or to the monitor.**

**WK2000HD** is default set to communicate with video devices which comply with the European PAL Standard. To communicate with American NTSC standard, it is necessary to set the " Video Select Mode " in the MIDI/GENERAL mode to NTSC . If your TV-set features a S-VHS connection, it is best to use the S-VHS connector provided with **WK2000HD** . Refer to the "MIDI/GENERAL" chapter, or to the "Connections" paragraph in Chapter 2 for better details.

### **2. Scroll to page 3 in the MIDI/GENERAL section and set the "TEXT LYRICS" function to ON rotating the DIAL.**

### **3. Turn the TV to the AV channel.**

Refer to the instruction booklet of your TV set to select AV channel. If you are using an external monitor, it should normally be set to AV channel.

### **4. Select the desired Song (da 111 a 117).**

### **5. Press the PLAY/STOP key to start the selected Song.**

**Note:** When you load a Song to memory, the destination selected corresponds to the next available location and the procedure is cyclic. For example, if Song location 111 is already occupied, the next loading destination will take place at location 112. When all locations are occupied, the procedure starts from the beginning and selects location 111, cancelling the song previously loaded.

## **7** **SONG STYLE**

A Song Style is an 8-track Song created by recording a Style (Rom or User) with the keyboard tracks (Upper 1, Upper 2, Lower). Song Styles capture the chords that trigger the Style accompaniment patterns on a "Chords track" and you can choose to record one or more keyboard tracks according to your requirements. During the recording, you can exploit the Intro, Fill and Ending patterns and change Style at will. In practice, what you normally do in real time with a Style is captured by the sequencer in Song Style Record mode to create a Song Style.

Up to 8 tracks are engaged by the Sequencer to record a Song Style: 5 associated to the accompaniment patterns (Drum, Bass, Acc3, Acc2, Acc1) and 3 to the keyboard tracks (Upper 1, Upper 2, Lower).

Only Song Styles in **WK2000HD** format only can be loaded to the RAM using the "Load All Disk".

Song Styles are similar to Songs in several of their aspects, except that they do not contain a Lyrics track.

### **Song Style Performance**

Each Song Style is associated to a single Song Style Performance which contains all the parameters and settings for a Song Style. This simplifies Song Style recording, because all the information necessary to record and playback are housed in the Song Style Performance without having to set parameters while recording. When you record a Song Style, it is best to programme the associated Song Style Performance beforehand.

A Song Style cannot be saved as a MIDI file, only as an "ALL" data package.

### **Song Style selection**

**WK2000HD** can store up to 7 Song Styles in the locations numbered from 104 to 110 in the USER section.

## SELECTING A SONG STYLE ---

Refer to the DISK chapter for explanations regarding how to load Song Styles to **WK2000HD** memory from disk, then proceed as follows:

1. Make sure that one or more Song Styles are loaded. Then digit the number corresponding to the desired Song Style on the left hand selection keypad

The left display arrowhead moves automatically next to the SONG menu function.

2. Use the PLAY/STOP key to start the Song Style.
3. Press the STOP key to arrest the Song Style at any time.

**Note:** Pressing the START/STOP button starts the last selected Style, while the PLAY/STOP button starts the last selected Song, or has no effect if the relative location is empty

## Play a Song Style in Real Time ---

In almost all cases, the Song Styles will have all tracks engaged by the sequencer. You can check this at a glance by looking at the status of the tracks in the display. If they are all on, this means that they are all used by the sequencer.

If one or more tracks are off, this indicates that they are not engaged by the sequencer. If you want to play along with the Song Style during playback with one of the keyboard tracks, you can either:

- **A)** deactivate one of the Real Time tracks used by the Sequencer.
- **B)** engage one of the Real Time tracks not used by the Song Style.

**Note:** The accompaniment tracks can only be deactivated. Refer to the "SONG" chapter for the instructions referred to the above operations.

When a Song Style is in Play mode, access is possible to UPPER1, UPPER2 and LOWER sections with the relative keys and with the F7, F8, F9 function keys.

## Song Style Recording

Song Styles offer an excellent means of preparing backings for a soloist. For example, you can record two keyboard tracks (Upper 2 & Lower) with accompaniments, then use Upper 1 to play the melody in real time with the Song Style in playback.

Song Styles record all panel interventions made during the recording: changes of Style, use of the Intro, Fills, Endings, Fade In/Out, activation/deactivation of the effects, Harmony On/ Off and more. The events generated by the panel interventions are recorded in the COMMON track.

The COMMON and CHORDS tracks activate automatically when you enter Song Style Record mode.

Before recording a Song Style, it is convenient to completely erase the sequencer memory in order to exploit the total RAM capacity but more importantly, to be able to save the Song Style without unwanted elements. As the Song Style is saved as an ALL data set, therefore, whatever is contained in RAM will also form part of the Song Style; better, therefore, if the Song Style is recorded with a clean, empty RAM to start with.

To clear the RAM of all the contents, refer to the CLEAR function towards the end of this chapter. Use the Clear option "InitSEQ" (this will retain all your Performances and Samples).

### Entering the Song Style record mode

Press the **RECORD** button: the first free Song Style location is automatically set up for the recording.

At this point, if you press **PLAY/STOP** the sequencer starts to record and allows you to record the real time tracks without the accompaniment.

While you play, the **WK2000HD** records the panel situation and all the operations that you carry out.

The CHORD track is automatically activated only if empty. The keyboard tracks are recorded only if their relative indicators are shown on in the display.

You can decide to start without or with the auto accompaniment.

## **Recording**

If you have already started recording the keyboard tracks without the accompaniment, you can continue by introducing the accompaniments as follows.

**1.** Press **INTRO** if you want to trigger the accompaniments with an introduction.

As an alternative, you can use the Fill or Ending as an intro. You can also use the Fade In to bring in the accompaniments with a gradual increase of volume.

**2.** Press **START/STOP** to start the auto accompaniments.

**3.** Start playing.

**4.** Now proceed as you would with a normal Style.

- Use the Fills;
- Change Variation;
- Change Style;
- Play the Pads;
- Adjust the Volumes;
- Use the pedals (Volume and/or Damper);
- Change the sounds etc.....

**5.** When you want to end your Song Style, you can either:

- Stop the Sequencer with **PLAY/STOP**  
or;
- Stop the Sequencer with an **ENDING**.

## **Listen to the Song Style Playback**

**1.** When you have finished recording the Song Style, press **RECORD** or **ESCAPE** to escape the Sequencer.

**2.** Press **PLAY/STOP** to start the playback.

**3.** If a keyboard track is not engaged by the sequencer, you can use it to play along with the Song Style.

**NOTE:** The **FF>>** and **REW<<** buttons are not enabled in Song Style mode. Refer to the Song chapter for an explanation of their use.

## Clear Song Style (User Song Style)

If the Song Style is not to your satisfaction, it is possible to intervene by cancelling some parameters by means of the CLEAR function . The CLEAR function is incorporated within the RECORD operations.

- Hold down the **RECORD** button for a few seconds to gain access to the CLEAR function. The display shows several Clear options which you can now select with the **PAGE** buttons.

**1. ALL:** clears (initialises) all the recorded events of the SONG STYLE except the last programmed Performance. In practice, only the recorded sequences are cancelled from the last recorded Song Style.

**2. CHORD:** When the CHORD track is empty, the word CHORD in the display starts to flash (indicating that it is ready to record chord events). The Chord track can be recorded only the first time; if you want to record the chord track again (to cancel wrong events), you must clear the entire track with Clear CHORD.

**3. LOWER:** Cancels track 7.

**4 UPPER 2:** Cancels track 8.

**5. UPPER 1:** Cancels track 9.

**6. PAD:** Cancels all Pad events.

**7. TEMPO:** Cancels all Tempo events captured in the Tempo track.

**8. COMMON:** The Common track records all events generated by the panel interventions effected during the recording (changes of Var, Fill, etc.). Clear Common cancels all these type of events from the recording.

To cancel, it is sufficient to select the desired event type with the **PAGE** buttons, press **ENTER** once and confirm again with **ENTER**.

Your recorded Song Styles remain intact in memory even after power down. Nevertheless, to avoid unwanted cancellation, it is better to save them to disk or Hard Disk (using the Save All command) for future use.

It is also possible to carry out the CLEAR operation on USER SONGS and USER STYLES.

## Clear "User Song" & "User Style" ---

Se non gradisci una traccia di una song o di un midifile, puoi cancellarla selezionando la song (111 - 117) e seguendo le istruzioni del clear della Song Style. Potrai cancellare: tutto il file (ALL), il tempo (TEMPO), la traccia Common (COMMON), ognuna delle 16 tracce selezionabili tramite il DIAL. Per questa applicazione è necessario prima di tutto, raggiungere, premendo il tasto RECORD per qualche secondo e spostandoti con il tasto CURSOR e PAGE, l'ambiente desiderato e poi eseguire l'eventuale CLEAR.

L'ambiente User Style permette soltanto la cancellazione totale della locazione relativa allo Style corrente (8 locazioni 96 - 103).

## Song Style name ---

To assign a new name to your Song Style, first enter into Song Style Record mode.

Use the Page buttons to enable the name write function and follow the procedure described in the paragraph 'The Performance Name' on page XX.

**Important:** the SONG function is automatically selected every time you press the **PLAY/STOP** button.

## **8** PROGRAMMABLE STYLES (User)

**WK2000HD** sequencer memory can store up to 7 programmable User Styles (96 - 103) which can either be loaded from disk or programmed by the user. An extensive User Style library, available on Generalmusic Floppy Disks, offers a large selection of User Styles to choose from. Styles can be created according to two methods. The easier of the two consists in modifying existing Styles. The second method, which may be more complex but is sure more interesting, is programming Styles from scratch, creating every single part of the Style (Drums, Bass, Acc.1, Acc.2, Acc.3, Variation, Intro, Fill e Ending).

Use the **MODE**, **COPY**, **CLEAR**, and **QUANTIZE** to program a Style (these keys are more frequently used in Style Playback mode, as Fills, Tap Tempo and Fade functions).

Follow the steps below to program your own Style.

### THE BASIC STRUCTURE OF A STYLE RIFF

It is important to be familiar with the basic structure of a Style. Styles provide automatic accompaniments based on the chords.

Major, minor and 7th chords generate three very different types of accompaniment.

Each accompaniment generated by Major, minor or 7th chords, is divided into four Variations. Each Variation is divided into various parts: Basic, Intro, Fill, Ending, which compose the basic structure of each Style, in 40 short patterns, or the "Riff".

A Riff is a music pattern that plays cyclically. When you play with Styles you will hear brief patterns that repeat themselves. A "basic" Riff is the main part of a Style, repeatedly played until it is stopped, or until it is interrupted by Fill, a Intro or an Ending. The length of a Riff is variable between 1 measure (MIN) and 16 measures (MAX).

<b>Style Riff.</b>			
<b>Var1</b>	<b>Var2</b>	<b>Var3</b>	<b>Var4</b>
Major1 basic	Major2 basic	Major3 basic	Major4 basic
minor1 basic	minor2 basic	minor3 basic	minor4 basic
7th1 basic	7th2 basic	7th3 basic	7th 4 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

## Recording a User Style

### A. Setting the User Styles parameters

Il seguente esempio vi mostra tutte le opzioni disponibili quando registrate un nuovo Style.

#### Selecting an empty User Style location

**1.** Make sure that the STYLE led in the numeric keypad is ON.

**2.** Digit the number of one of the User Style locations (96-103).

Location 96 is selected in this example. The display will show the selected location number ("User01"). The number changes with each Style selected (01=96, 02=97, etc.).

**3.** Press and hold the REC key in the Sequencer section for at least 2 seconds to switch to Record mode.

**WK2000HD** directly sets to User Style recording mode. The Drums track (U01:DRM:Maj>) is ready to record the "Major" Riff. The relative Program Change number in the Drums track starts blinking in the display.

If you play on the connected keyboard, you will hear a drum sound with each note you play.

## Selecting a Variation - [Optional]

4. The Variation currently being recorded is shown on the top left display area. You can change the Variation by pressing the relative key.

*Variation No. 1 is recorded in this example.*

## Modifying the recording Tempo - [Optional]

5. Rotate the DIAL if you wish to select a different Tempo for your Style.

The default setting value of Tempo is 120.

The Variations to the Tempo effected while programming are not recorded. If the 120 default setting for your Tempo is too slow, rotate the DIAL to select the desired speed.

## Selecting a different recording track - [Optional]

6. You may wish to start recording your Style from a different track that is not default set one (Drums). Use the (F1 - F5) Function keys to select the desired track among the following ones:  
F1 = Drums, F2 = Bass, F3 = Acc.1, F4 = Acc.2, F5 = Acc.3.

In this example, recording start from Drums track.

**Note:** Recording from the Drums track first will set the TEMPO that will be applied to the other tracks recorded successively.

## Selecting a different Riff - [Optional]

7. If you prefer to record a different Riff, use the +and- in the numerif keypad to select the desired Riff.

In this example the Riff recorded is basic Major in the Drums track.

**Note:** If some User Style have already been loaded to the machine memory, select the first available (empty) location. Alternatively, you can disengage a location, erasing the contents with the Clear Style function, explained in detail in the relative paragraph.

## Setting the Time Signature , the Pitch (key-transposing) and the Beat number - [Optional]

- 8.** To change the basic parameters, press the **MODE** function key. As soon as the User Style recording mode is enabled, the default settings of the automatically selected Riff are:
- the Tempo is set to 4/4
  - the Key is set to "C".
  - the length is two (2) measures.

### Changing the Tempo

The Tempo counter blinks in the display.

Press the **CURSOR** key to move the flashing cursor and rotate the **DIAL** to enter the desired value.

The Time Signature available values are the following ones:

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.

### Changing the Pitch

Press the **CURSOR** key to move the flashing cursor and rotate the **DIAL** to select the desired pitch.

The indication of the current key note ("C" in our case) will start blinking in the display.

Rotate the **DIAL** to enter the desired value.

Setting the Pitch keeps your Style always in tune as it automatically transposes the chords to the selected key even when the Style is changed during playback.

The recommended pitch is "C" for Major chord Riffs, "D" for minor chord Riffs and "G" for 7th chord Riffs.

**To set the number of beats to a Riff**, press the **CURSOR** key to move the flashing cursor, and rotate the **DIAL** to select the number of beats. You can record up to 16 measures for each Riff.

- 9.** Press the **ESCAPE** key to exit and return to User Style recording mode.

## Recording a User Style

---

After setting the parameters, follow the instructions to record a new Style.

- 1.** Press the **START/STOP** key to start recording. One empty beat is executed. The notes played during the empty beat will not be saved to the Sequencer. The measure counter is active in the display and the events occurring are shown. "00" measure indicates the empty beat.
- 2.** Start playing after the empty beat. The Sequencer will record each note played. When you get to the end of the Riff, recording starts again from the first measure and the notes played until this time are played back. This feature is particularly useful when recording the Drums track, since it is possible to add a new instrument every time the loop restarts.
- 3.** When you have finished recording the first track, press the Start/Stop key to stop the recording. The numer correspondent to the Drums track is still blinking.
- 4.** Press the Function key correspondent to the recorded track twice. In our example, press the **F1** (Drums) function key twice to disengage the Drums sound from the keyboard.
- 5.** Select the next track you wish to record by pressing the corresponding Function key. In our example, the next track to be recorded is the Bass track, corresponding to F2 function key. The Drums track will be indicated in "play" mode in the display, while the Bass track starts blinking.
- 6.** Press the **START/STOP** to start recording the Bass track. Drums track will start playing while the Bass track is being recorded.
- 7.** Start recording the Bass tracks notes.
- 8.** When you are finished, press the **START/STOP** key to stop recording.
- 9.** Press the Function key corresponding to the newly recorded track twice. In our example, press F2 (Bass - F2).

**10.** You can now record other tracks following the same procedure.

When you finish recording the tracks of the first Variation, you can either:

- **select a new Riff** (BasicMin, Basic7th, IntroMaj, IntroMin, Intro7th, Fill, etc).

Use the + and – keys in the numeric keypad to select the Riff; or:

- **select a new Variation.** In this case press one of the Var. keys (led ON).

Always remember that simple Variations lead to the best results. A simple Variation can be enhanced and enriched by adding new tracks. For example, you can record Major Variation 1 on three tracks only (Drums, Bass, Acc1) and with simple patterns. Record Variation 2 setting Major e Minor in the same tracks (Drums, Bass, Acc1), but adding small differences. Variation 4 can be recorded on 4 tracks (Drums, Bass, Acc1, Acc2) and further changes to its patterns. Variation 4 could feature Major, Minor and 7th chords on all of the five tracks (Drums, Bass, Acc1, Acc2, Acc3) and more complex Riffs.

**NOTE:** *Each Variation may only contain a Fill pattern.*

**11.** When you finish recording, press ESCAPE to exit the Sequencer mode.

## User Style playback

---

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

**NOTE:** *If you have recorded less than 4 Variations, make sure that the leds corresponding to the Variations are ON. If they are not, no sound will be heard.*

**2.** Play with your User Style as if you were using a normal ROM Style.

## **Modifying a User Style**

### **Overdub, Quantize, Clear Note, Clear Riff, Clear Tempo, Clear All Style**

Various options are available to modify your User Style. You can apply changes as soon as you have finished recording a Riff or a Style.

- 1.** If you have finished recording a Riff, do not exit the Record mode.
- 2.** If you are not in Record mode, press the RECORD key to enable the mode, then use the + and - to select the Riff you wish to modify. Select the desired track by pressing the corresponding Function (F1 - F5) key.

Your style can now be modified. The following modification options are possible:

#### **Adding new elements (Overdub)**

---

You can add new elements to a recorded Riff.

- 1.** Set the Riff to Record mode.
- 2.** Play the notes you wish to add to the pattern. The new elements will be added (overdub) the existing ones.
- 3.** Stop the recording and repeat the procedure for each track you wish to modify.

#### **Quantize**

---

Quantize function self-corrects errors in the recording Tempo. In other words, small possible imperfections are trimmed and corrected, and the beats are made homogeneous within a bar, according to the established Quantize value.

- 1.** Select and playback the Riff you wish to correct, then press the **QUANTIZE** key  
The playback stops and the Riff, track and current quantize value are shown in the display.

**2.** Use the **CURSOR** key to move to the Quantize parameter, and rotate the **DIAL** to select a new value.

**3.** Press the **START/STOP** key to listen to the corrected Riff.

**4.** If you are satisfied with the corrections, press the **ENTER** key twice to confirm.

If you wish to further improve the pattern, stop the execution by pressing the Start/Stop key. Select a new quantize value and listen to the newly modified riff again. You can continue until the patterns sounds perfect.

### **Clear Note**

---

If you detect that a Riff contains wrong notes, you can clear them. Up to 5 notes can be cleared at the same time from the recorded Riff.

**1.** Select the Riff you wish to correct, then press the **CLEAR** key.

**2.** Select the track you wish to modify by pressing the relative Function key.

In our example, the Drum track will be corrected by cancelling a few notes.

**3.** While the Riff is playing, check the beat counter and identify at what point and which notes you wish to clear.

**4.** Press the keyboard note you wish to cancel just a little below the established point.

**5.** Stop the pattern by pressing the **START/STOP** key.

**6.** To exit CLEAR mode, press the **ESCAPE** key twice.

Apply this procedure to any Riff you wish to improve.

### **Clear Track, Clear Riff, Clear Tempo, Clear All**

---

Clear Track function is used to clear a single track of the Riff, all the tracks of a Riff, the Tempo track in a Style or the entire Style. Clear Track and Clear Riff functions modify the current Variation. Clear Tempo and Clear All modify the entire Style.

1. When the Style is in Record mode, press the **CLEAR** key.
2. **Select the Riff** you wish to cancel using the + and - in the numeric keypad.  
You can choose among the following Riffs::  
BasicMaj, BasicMin, Basic7th, IntMajor, IntMinor, In7\_th, EndMajor, EndMinor, End7\_th, Fill, TempoTrk, ALL.
3. **Select the Variation** by pressing the relative key.
4. **Select the track** you wish to cancel by pressing the corresponding Function (F1- F5) key.
5. **Select the Clear TempoTrk** function by rotating the **DIAL** if you wish to cancel the recorded Tempo and bring it back to its original default status.
6. **Select the Clear All** function by rotating the **DIAL** to completely cancel the Style.
7. After selecting the desired section desiderata (Track, Riff, Tempo, All), press **ENTER** twice to confirm.  
Press **ESCAPE** to exit and return to Record mode.  
A recorded track is identified by the name appearing above the Program Change number.

## **Saving your User Style to a Floppy Disk** \_\_\_\_\_

User Styles are stored to the machine memory even when **WK2000HD** is turned off. To prevent unwanted loss of data, you are recommended to save your User Styles to a Floppy Disk. Information about Save Style procedure are given the "DISK" chapter of the Owner's Manual.

**Note:** Pressing **ENTER** twice will cancel the Riff completely.

## **Style Copy** \_\_\_\_\_

COPY Function is used to copy an existing Style (either ROM or User) to one of the 8 Style User locations (96-103) available in the memory. For example, you can use the COPY function to copy a ROM Style and successively modify the copy by adding or cancelling elements from the Style tracks.

1. When in Record mode, press the COPY function key. The number blinking to the left corresponds to the source Style. The number to the right is the destination, automatically selected. For example, the User Style in location 96 will have location 97 as destination.
2. Rotate the DIAL to select the Style you wish to copy (00- 103).
3. Press **ENTER** twice to confirm copy. Press **ESCAPE** to exit the function and return to Record mode.

## The User Style Performance

All empty User Styles contain a default Performance default made of the following sounds, assigned to the accompaniment tracks:

Default setting of a User Style Performance

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

## How to program a User Style Performance

It is NOT possible to recall a Style User Performance with the Performance Recall key, as it happens with Performances in RealTime, Song/Style and Song modes. Each User Style is associated with a single User Style Performance which is only stored in the current Style User location and not in other locations. You can program a User Style Performance only in Style User Record mode. Follow the instructions given in the Performance chapter to modify the sounds and the values of the tracks. Make sure that the track name appears above the Program change number (press the corresponding Function key twice). Once you have programmed the User Style Performance, press and hold the **PERF STORE** key for one second. Press **ENTER** to confirm. The modifications are directly stored in the User Style location. Follow the recording procedure as described.

## Assigning a name to a User Style

You can assign a name to your User Style according to the instructions described in the Performance chapter.

**IMPORTANT:** Make sure that you are in Record mode when you wish to assign a name to a Style. Press the Page key to select the Performance Name page.

1. Select a User Style and press the **REC** key to switch to Record mode.
2. Press the **PAGE +** key to go to the Performance Name page.
3. The keyboard sets to alpha-numeric function automatically. You can now enter the User Style name.
4. Press and hold the **PERF STORE** key. Press **ENTER** to confirm. The name of the User Style is now saved.

## Recording a Program Change

You may decide to change a Sound during the recording. In that case the Sequencer will record the corresponding Program Change number to the relative track.

When playing the Style back, the track (or the tracks) containing the Sound that has been changed, will play the first cycle of the Riff with the original Sound and will change to the second Sound exactly as recorded, that is, the second Sound will be included from the second cycle and all the subsequent ones. It will not be possible therefore to listen to the original sound, unless the Style is stopped and restarted.

To avoid this condition, it is advisable to record a Program Change to the original Sound again, just before the end of the first cycle of the Riff. In this way, all the successive cycles of the Riff will start with the first Sound selected.

The best results are obtained when modifying Riffs that are 4 bars long or more.

## Recording Commands ---

All controls generated by hardware devices (Pedali, Pitch bend, Modulation), or by the pedals connected to **WK2000HD** rear-panel sockets will be recorded to the relative track.

To record Volume section messages, use the optional Volume Pedal, that can be programmed in the Volume section in the General Menu.

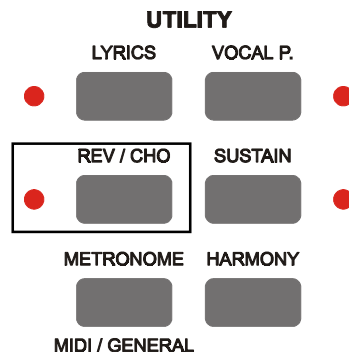
## 9 DIGITAL SIGNAL PROCESSOR

**WK2000HD** allows you to process Performances (Style/RealTime, Song Style e Song Performance) through the on-board multi-effect processor and to make the overall sound more realistic.

The Digital Signal Processor is made by two units that process the Performances with Reverb and Modulation / Delay effects.

Each section has independent effects Send control to regulate the effect volume level in the current Performance.

The DSP control buttons are located in the UTILITY area.



### REV/CHO

When it is active (the LED indicator is ON), the current Performance is processed from the type of effect assigned both to the Reverb and to the Chorus unit of the DSP. The overall processed sounds can be heard over the internal speakers and from the LEFT e RIGHT outputs.

When it is not active (the LED is OFF) , the sound is not processed by the DSP and no effect is given.

### Assigning the effects

The way to assign effects to the current Performance is identical, no matter what the selected mode is (Style/Real Time, Song Style, Song).

## How to select the type of effect ---

**1.** Press and the **REV/CHO** for a few seconds.  
The effect currently assigned to the Performance is indicated in the display.

**2.** Use **CURSOR** to move and rotate the **DIAL** to assign a different effect to the unit.

You can scroll over the 22 different types of effect available for each DSP unit.

The same effect can be selected from both the DSP units.

To control the general effect volume, move with the **CURSOR** key to the volume and modify it by rotating the **DIAL**.

**3.** To exit the effect function, use the arrow keys or press **ESCAPE**.

The selected effects have now been assigned to the current Performance.

**4.** Press and hold **STORE PERFORMANCE** for a few seconds. Press **ENTER** to save the changes in the current Performance.

If a different Performance is selected, or if the same Performance is selected again before saving the changes, the new effect settings will be lost and the Performance will be restored to the previous setting.

## Disabling the effects ---

You can disable the effects assigned to the current Performance at any time.

- By pressing the **REV/CHO** key you will either enable (led ON) or disable (led OFF) the DSP.

## Controlling the Effect Send Level

---

The appropriate effect (Reverb or Chorus) effect can be set to each Performance track independently.

### REVSEND

---

Controls the REVERB level in each Performance track.

### CHOSEND

---

Controls the CHORUS level in each Performance track.

1. Select the track you wish to modify, using one of the two function keys.

**Note:** you must not be in Performance mode. Besides, Single Touch Play must not be active.

2. The selected track will blink in the display, and the assigned Sound will be shown in the 8-digit area. Press the Page key to enter the track edit page.

3. Press the Page key repeatedly until you get to the **RevSend** or **ChoSend** page.

The value shown, between 00 and 15; indicates the amount of effect assigned to the track.

4. Modify the value by rotating the **DIAL**.

5. Press **ESCAPE** to exit.

6. Press the **STORE PERFORMANCE** key for a few seconds and confirm with **ENTER** to save the changes to the current Performance.

**Note:** *If you select another Performance, or recall the current one before saving the changes, the Performance will be restored to the previously changed settings.*

## 10 Sampling / Vocal Processor e Pads Programmabili



### DIGITAL AUDIO SAMPLER

If you have fitted your **WK2000HD** with the optional Vocal Processor, you will have a digital audio sampler at your disposal. If the Vocal Processor is not installed, when you press the RECORD button next to the SAMPLING inscription), the display will show the message "DISABLED".

**WK2000HD** fitted with the Vocal Processor is able to sample two types of signal through the MIC / LINE inputs:

- Microphone signals (MIC) from a microphone.
  - Line signals (LINE) from a musical instrument, tape recorder, CD, etc.;
- Regardless of the presence or absence of the Vocal Processor, you will be able to configure the Programmable Pads and memorise the configuration to the Performances.

### About the WK2000HD Sampler

**WK2000HD** (fitted with the Vocal Processor) incorporates a Sampler with the following technical characteristics:

- Sampling resolution : 16 bit
- Sampling time : approx. 6 seconds

### REGULATING THE MIC/LINE SIGNAL

A singer (or musical instrument) can exploit **WK2000HD**'s internal amplification system by plugging into the Mic/Line inputs of the Vocal Processor. The signal is fed to the instrument's main mix and processed by means of specific controls then sent to the outputs (speakers and stereo outputs).

1. Plug a Microphone or audio cable into the Mic jack (or an instrument to the Line jack).
2. Regulate the level of the signal with small twin GAIN control. The twin knob independently controls the Mic and Line signals. At this point, you are ready to either sample the signal or activate the vocal Processor (vocal harmonizer).

## **SAMPLING procedure and selection of the SAMPLE**

**1.** Press the red **RECORD** button.

The display shows the flashing word "Sampling".

**2.** Speak into the microphone.

If you do something wrong during the flashing "Sampling" phase, press RECORD again and repeat the operation.

**3.** Press the **SAMPLES** button and assign the Sample to a keyboard track using the normal sound assignment procedure already explained.

Your sample is memorised directly to the SAMPLES group. To select Samples via MIDI, refer to the MIDI chapter, or use the Appendix tables.

The SAMPLES group corresponds to the battery-backed Sample RAM which maintains data after turning the instrument off. To safeguard your sample against cancellation, save your Samples to Floppy disk or Hard Disk using the procedures explained in the Disk chapter.

Every time you carry out a sampling operation, the entire RAM available for sampling is utilised (approx. 100 Ksamples).

**NB.** A floppy disk or Hard Disk partition can contain only 1 file of samples.

## **The Sample Edit parameters**

Once captured, the Sample can be edited by means of specific editing parameters. As soon as you have sampled, the PAGE buttons are enabled for the change of page relating to the sample edit functions.

The DIAL modifies the value of the parameters shown in the 3 digit display area.

## **REVERB**

Allows you to control the amount of Reverb applied to the sample. The Reverb effect applied depends on the Reverb Type selected in the Reverb DSP unit.

The amount of Reverb applied can vary from 0 (sample with no effect) to 15 (sample with maximum effect).

## CHORUS

Allows you to control the amount of Chorus (or other modulation effect) applied to the sample.

The amount of Chorus effect applied can vary from 0 (sample with no effect) to 15 (sample with maximum effect).

**NB.** Check that the CHORUS display indicator is shown is selected to hear the changes applied to the parameter.

Assignable values: 0 ... 15.

## VOLUME

Determines the general volume of the sample.

Assignable values: 0 ... 16.

## PAN

Determines the position of the sample within the stereo panorama.

Assignable values: L31 (all to the left) ... 00 (centre) ... R31 (all to the right), Mute (does not play).

**Note:** The MUTE setting produces some interesting effects when you listen to the Sample with the REVERB and CHORUS effects active.

## TUNING

Applies a fine tune to the sample, up to one semitone above or below the actual pitch.

Assignable values: -8 ... 0 ... +8

## Cancelling samples

You can clear the Sample-RAM of all Samples with the INITSmp function found in the MIDI/GENERAL pages.

1. Move the arrowhead next to the MIDI/GENERAL menu function.
2. Press the **PAGE** buttons as many times as necessary until you reach the INIT page, showing the default ALL option.
3. Use the **DIAL** or the **+ / -** buttons of the right hand selection keypad to select the INITSmp option.
4. Press **ENTER** to confirm, or **ESCAPE** to cancel the operation and exit the function.

## Programmable Pads Assign

### THE WK2000HD PADS

It is possible to assign the following to the 4 PADS:

- **Samples.**

- **individual percussive sounds from the Drumkits.**

#### The Pads assign procedure:

**1.** Assign a DRUMKIT or a SAMPLE to one of the real time tracks (Upper 1 or UPPER 2).

You can programme the effect, volume, etc., using the track edit pages as already explained.

**2.** Press and HOLD the PAD button to which you wish to assign a Sound.

**3.** While still holding the Pad, press the key on the keyboard corresponding to the Sound you wish to associate to the PAD.

**4.** Repeat the procedure for other PADS.

The resulting configuration will remain

**5.** Hold down STORE PERFORMANCE then press ENTER to store the PADS configuration to the current Performance.

It is important to remember that the PADS are also used in Vocal Processor procedures, therefore, it is essential that the instrument is not currently set to Vocal Processor mode when you want to use the Pads to play the Sounds/Samples assigned to them.

**Note:** If the 4 PADS have been configured with certain note numbers of a Drumkit (e.g. C2, F4, D2, C6), when you make a sound change with a Sample or a different Drumkit, the note numbers remain those memorised in the Performance until changed again.

## VOCAL PROCESSOR (Vocal harmonizer)

If your **WK2000HD** has been installed with the optional Vocal Processor, you will have access to a digital vocal harmonizer. If the Vocal Processor is not installed, when you press the VOCAL P. button, the display will show the message "DISABLED".

After activating the Vocal Processor, it is possible to select the incorporated presets and access various edit functions associated to the Vocal P. using the **4 PADS** buttons.

The **WK2000HD** fitted with the Vocal Processor, is able to add vocal harmonies to your voice automatically (up to 4 voices) with 16 bit resolution.

To control the level of the microphone signal at the input stage, refer to the paragraph "Regulating the Mic/Line signal" outlined on page XX.

### ACTIVATION OF THE VOCAL PROCESSOR

The Vocal Processor operates alternately to the SAMPLING function. If you wish to add vocal harmonies to your voice, be sure that the instrument is not set for SAMPLING operations.

1. Be sure that the VOCAL PROCESSOR module is correctly installed.

The small module must be inserted in the appropriate slot at the back of the panel.

2. Press the **VOCAL P.** button

The display shows an arrowhead next to the VOCAL P. inscription to indicate the activation of the function.

3. Assign the track that you wish to associate to the Vocal Processor by pressing PAD 3 (Edit), then using the **+/-** buttons of the right hand selection keypad to select the track.

It is best to use either of the keyboard tracks (Upper 1, Upper 2 or Lower), or in Song mode, track 5.

4. Play and hold one or more notes on the keyboard and sing or speak into the microphone.

You will hear a harmonisation effect consisting of one or more voices that will depend on the current Vocal P preset.

**NOTE:** To activate the Vocal P. after loading a Song or MIDI File, it is sufficient to press the Vocal P button and sing into the microphone with the song in play.

If the harmonised effect cannot be heard, check that the song track associated to the Vocal P (usually track 5) corresponds to the track set in the Edit section (pad 3 - track 05).

## **VOCAL PROCESSOR EDIT**

It is possible to change Preset and edit some of the VOCAL PROCESSOR parameters using the 4 PADS which have inscriptions that are valid when the Vocal P. function is currently being used.

### **PRESET**

Hold down the VOCAL P. button for a few seconds to display the current Preset assigned to the function.

Use the PAGE buttons to select a different Preset.

To memorise a preferred preset together with other associated settings (track number, Vocal volume etc...), save the settings to any of the 63 available Performances (hold Store Performance then press Enter).

## **PADS (VOCAL P ACTIVE)**

### **Pad1 (Track Mute)**

Press PAD 1 to instantly deactivate the notes of the track that play together with the harmonised voices. This allows you to listen to the harmonised effect of the Vocal P. alone.

### **Pad2 (Equal/Mic)**

Press PAD 2, then using the function buttons F1...F9, select the functions associated to the equaliser, microphone volume e line input level, effect sends level (Reverb and Chorus). Use the Dial or the + / - buttons of the right hand selection keypad to vary the parameter values.

### **Pad3 (Edit)**

Press PAD 3, then use the + / - buttons of the right hand selection keypad to select the track to associate to the Vocal, and use the Dial to change the volume of the Vocal effect.

### **Pad4 (Vocal Mute)**

Press PAD 4 to instantly deactivate the notes of the Vocal which play together with the associated track. This allows you to listen to the keyboard notes only. This also allows you to use the microphone normally without the harmonised vocal effects.

**With MIDI it is possible to:**

- use **WK2000HD** as a master keyboard to control another musical instrument;
- connect **WK2000HD** to an external sequencer (computer) to programme Songs and Styles;
- control **WK2000HD** as a slave instrument from a master keyboard, or from another control device (guitar controller, wind controller, drum pads, etc.).

**THE Computer PORT**

The COMPUTER port acts as a MIDI IN and MIDI OUT port together for communication between **WK2000HD** to a computer using a single serial cable.

Using the computer port disables the MIDI ports.

If your computer can direct MIDI data to the serial port (identified as RS232 in IBM computers and compatibles, or as MODEM in Apple Macintosh computers), the two MIDI cables can be replaced by a single serial cable.

Connecting **WK2000HD** through its COMPUTER port enables control of the 16 MIDI channels (as occurs in a standard MIDI interface).

**Tracks and MIDI channels**

**WK2000HD** always receives MIDI data on the 16 channels simultaneously. In transmission, **WK2000HD** sends MIDI data on 16 channels only in Song mode.

You can assign any MIDI channel (from 1 to 16) to each track. A track can also be excluded from MIDI, if you turn it to OFF.

In Song mode, the default MIDI setting of the ROM Performance is the following:

Song track	MIDI Channel
1...16	1...16

In Style and Song Style mode, the default MIDI setting of the ROM Performance is the following:

Style Track No.		MIDI Channel
Drum	F1	10
Bass	F2	2
Acc1	F3	3
Acc2	F4	4
Acc3	F5	5
Lower	F7	6
Upper2	F8	7
Upper1	F9	8

## Rules for MIDI connection ---

- In MIDI connections, the instrument that controls another is conventionally defined as "master", while the controlled instrument is defined "slave".
- The MIDI OUT of the master instrument is connected to the MIDI IN of the slave instrument.
- To programme Songs in an external sequencer, **WK2000HD** MIDI OUT is connected to the MIDI IN of the sequencer; the MIDI OUT of the sequencer is connected to the **WK2000HD** MIDI IN.
- Do not connect the two MIDI ports of the same instrument. Do not connect the same MIDI ports (both IN or both OUT) between two instruments.
- In the connections with external MIDI devices, the tracks of the external device and **WK2000HD** must be tuned to the same MIDI channels.

## Assigning MIDI channels

---

The MIDI channel setting of each Performance can be freely programmed and can be stored with the STORE PERFORMANCE function.

The procedure to follow when assigning MIDI channels is explained in detail in the "MIDI/GENERAL" chapter of the Owner's Manual.

MIDI channels can be independently programmed for each track.

## MIDI Lock

---

If you enable the MIDI LOCK function setting it to ON (see "MIDI/GENERAL") the current setting of a Performance will be maintained for all other Performances. All other settings assigned to the other Performances will be ignored.

To keep the last programmed setting stored to the instrument memory even when **WK2000HD** is turned off, it is necessary to save the first Performance with the Store Performance function. **WK2000HD** will automatically set to that Performance this upon powering up.

## Common and Chord Channels

---

The main uses of the Common and the Chord Channel are:

- simulating the entire **WK2000HD** keyboard with a Master keyboard. The master keyboard must transmit on the same channel as **WK2000HD** Common or Chord Channels.
- reserving a special track either in the sequencer or in another instrument for the selection and control of Styles, Performances, Songs, panel functions etc. In the external sequencer, a track is reserved for the control data transmitted on the same MIDI channel assigned to **WK2000HD** common or chord channel.

To have access to COMMON and CHORD channels, refer to the "PRELIMINARY OPERATIONS" chapter.

## Common Channel

---

Use this function to assign the MIDI channel to Common. The channel assigned to Common is no longer available to receive notes from an external device. Program and Control Change received on Common select Styles, Songs, Song Styles, Effects and other functions described in the "Appendix" at the end of the Owner's Manual.

The MIDI channel assigned to Common can only receive data, as transmission on Common is disabled. Press and hold the STORE PERFORMANCE key, then press ENTER to store the current MIDI setting to the Performance.

## **Chord Channel**

Use this function to connect a MIDI accordion. Chord channel can only receive data from the MIDI accordion and control **WK2000HD** automatic accompaniment. Follow the standard procedure to assign a MIDI channel. Press ESCAPE to return to the main Menu. Press and hold down STORE PERFORMANCE and then press ENTER to save the current MIDI setting to the Performance.

**Note:** *a correct setting of the Common and Chord functions is the key condition to ensure full compatibility with a MIDI accordion. (For details refer to the chapter "CONTROLLING **WK2000HD** FROM A MIDI ACCORDION").*

## **MIDI numeration**

MIDI data are numbered from 0 to 127. Some instruments may adopt 1 to 128 numeration. When using external devices that adopt a different numeration, the appropriate conversation should be applied between one system and the other.

## **THE MAIN MIDI APPLICATIONS**

### **Controlling an expander or other keyboards**

If you wish to control an expander or other MIDI instruments using **WK2000HD** as a master keyboard, read the following instructions carefully.

- Connect the **WK2000HD** MIDI OUT port with the expander MIDI IN.

Set **WK2000HD** to operate in Real Time mode and play at least three sounds at the same time (Upper 1, Upper 2 and Lower keyboard sections). In Song Mode only one track is made available for Real Time operation.

In the Real Time mode setup, the MIDI messages generated by **WK2000HD** keyboard, travel from **WK2000HD** MIDI OUT port to the expander MIDI IN. If you have set both instruments to the same MIDI channels, when you play on **WK2000HD** keyboard, you will hear the sound coming from both the keyboard and the expander.

If you wish to exclude the sounds generated by **WK2000HD** and only hear those coming from the expander, you can either set **WK2000HD** track volume values to Zero, or set **WK2000HD** tracks to "Local Off" (as explained in the "MIDI/GENERAL" chapter).

If you save a Performance with zero volume on the tracks you can listen to the expander only.

Using the "Local On/Off" parameters and setting the tracks corresponding to the keyboard sections (F7...F9) to "Off", you can disconnect the keyboard from **WK2000HD** internal sound generator. The data transmitted from the keyboard will only be sent to MIDI OUT, and you will only hear the expander sound.

## Preliminary Operations

---

1. Connect **WK2000HD** MIDI OUT to the expander MIDI IN .

2. Select a Performance

**NOTE:** Programme the track as you wish, setting sounds, volumes, pan, effects etc.

3. Press and hold the MIDI/GENERAL key for a few seconds. Then press the **Page +** key until the "**MIDI Channels**" appears in the display.

The MIDI channels of the **WK2000HD** sections must match those of the expander. (Alternatively, consult the expander's owner's manual to programme the expander's sections to match those of the **WK2000HD**).

4. Press **ENTER** to activate the CHANNEL function.

5. Press **ENTER** once again and the display shows the first track with correspondingly assigned MIDI channel.

Use the **DIAL** to assign the MIDI channel assignment.

7. Play on the **WK2000HD** keyboard to send data to the external expander.

You will hear **WK2000HD** sounds play together with the expander's sounds.

### **Piloting WK2000HD from a MIDI Accordion** ▬

Connect the accordion's MIDI OUT port to the **WK2000HD** MIDI IN then proceed as explained below to control **WK2000HD** from the accordion:

1. Enable MIDI LOCK (set to ON in MIDI/GENERAL - refer to the Midi/General chapter for specific information).
2. Set the CHORD channel of **WK2000HD** to the same channel as the accordion's chord section (MIDI accordions generally use channel 2 for the Chord section).
3. Configure the MIDI channels of the **WK2000HD** tracks using the table shown below (Midi Accordion settings).
- 4 . Set the COMMON channel to OFF
5. Be sure that **WK2000HD** 's Chord Recognition mode is set to operate in ONE FINGER mode (see ARRANGE MODE).
6. Extend the SPLIT Point setting to its maximum setting for the chords (see SPLIT).

**NOTE:** If you want to hear the **WK2000HD** sounds together with the accordion melody section, assign the UPPER 1 (or UPPER 1 and UPPER 2) sections the same MIDI channel as the accordions right hand section (generally, MIDI accordions use channels 1 and/or 4 for the right hand).

You can memorise your configurations for accordion use in one or more of the 63 Performances available and save the entire set of Performances to Floppy Disk or Hard Disk.

## MIDI Accordion settings

<b>DRUM = Ch 10</b>
<b>BASS = Ch 3</b>
<b>ACC1 = Ch 5</b>
<b>Acc2 = Ch 6</b>
<b>Acc3 = Ch 7</b>
<b>LOWER = Ch 2</b>
<b>UPPER2 = Ch 1</b>
<b>UPPER1 = Ch 1</b>
<b>COMMON = OFF</b>
<b>CHORD = 2</b>

### Using the WK2000HD in song mode with a computer (or external sequencer)

If you prefer to use a computer software sequencer to record your Songs in order to exploit some of the advanced editing functions, proceed with the following general instructions.

The idea is to use the **WK2000HD** keyboard to generate the MIDI messages to send to the computer's sequencer.

- Connect the **WK2000HD** MIDI OUT port to the sequencer's MIDI IN port.
- Connect the Sequencer's MIDI OUT port to the **WK2000HD** MIDI IN port.

In this setup (Song mode) and with the correctly assigned MIDI channels, the MIDI messages generated by the **WK2000HD** keyboard are sent from the **WK2000HD** MIDI OUT, received by the MIDI IN of the computer's MIDI interface and recorded by the sequencer. When you launch the Play command in the sequencer, the MIDI messages are sent via the computer's MIDI OUT port and received at the **WK2000HD** MIDI IN.

Via MIDI, you can send messages from the computer and perform all the operations that you would normally carry out on the **WK2000HD** control panel. You can change sounds, set volumes and pan levels, select and control the effects, etc..

When you send messages to **WK2000HD** to select Sounds, the Sound selection message must be received on the MIDI channel assigned to the track to which the Sound is assigned.

To select **WK2000HD** Sounds, first send a Control Change 00 message (Bank Select) followed by a Program Change (PC) message. The Sound table, with corresponding MIDI selection messages is listed in the Appendix.

To use the described setting, it is advisable to set the track used to send data to the computer sequencer to "Local Off" .

Set the computer sequencer to retransmit all the MIDI messages received to **WK2000HD**. Depending on the software used, this retransmitting function is identified by different designations: "echo", "echo on", "echo back", "patch thru", "soft thru", "midi thru", etc.

By setting the track used to send data to the computer sequencer to "Local Off" , playing on the keyboard will produce no sound. Nevertheless, data are transmitted to the sequencer via MIDI. The sequencer echoing function retransmits the same MIDI received data directly to **WK2000HD** sound generator. Consequently, you can hear the sounds coming again from **WK2000HD** keyboard.

If you do not set the track to "Local Off", when the "echo" function is active on the computer, you will hear a double note sound with each note played: the first note is generated by the internal (Local) connection between the keyboard and the sound generator, the second is generated by the external MIDI connection from the keyboard to the sequencer, back to the sound generator.

## **The Computer Port**

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As an alternative to the MIDI connections just described, you can use the COMPUTER port and a single serial cable. The COMPUTER port disables the MIDI port.

### **Apple Macintosh**

Macintosh (o compatibles) communicate at the speed of 1 MHz. Read the computer Software manual for reference.

Use a standard serial cable of the DB8 type to connect **WK2000HD** to the MacIntosh MODEM port.

Set the COMPUTER parameters to MAC in "MIDI/GENERAL" .

### **IBM PC**

IBM PC (or compatibles) may communicate at the speed of 31250 baud (PC1) or 38400 baud (PC2).

Use standard serial cables of the DB8-DB9, DB8-DB25 types connect **WK2000HD** to the PC serial port.

Set the COMPUTER parameters to PC1 or PC2 in "MIDI/GENERAL".

## Playng WK2000HD with a Master Keyboard

Master keyboard are usually mute instruments which do not feature a sound generator. They require an external sound source to produce sounds. **WK2000HD** internal sound generator may operate as an external sound source (Slave).

The Master keyboard must transmit on the MIDI channel that is assigned to Common in **WK2000HD**.

All Bank Select (CC00) and Program Change (PC) messages which are normally used to select **WK2000HD**, if transmitted on the Common Channel are now interpreted as messages to exchange Performances, Styles, Song Styles or Songs.

## Selecting Styles via MIDI COMMON

To select a Style from a master keyboard or computer, you must send two Control Change messages relating to BankSelect (CC 0 - 32) and (CC 32 - 0) followed by a Program Change (PC), with the values shown in the following table:

<b>Internal Style ( Posizione ROM 00 - 95 )</b>	
CC 0 - 32	00-07 (8 BEAT)
CC 32 - 0	08-15 (16 BEAT)
PC 00 - 95	16-23 (ROCK)
	24-31 (FUNK)
	32-39 (DANCE 1)
	40-47 (DANCE 2)
	48-55 (JAZZ)
	56-63 (US TRAD)
	64-71 (TRAD 1)
	72-79 (TRAD 2)
	80-87 (LATIN 1)
	88-95 (LATIN 2)
<b>User Style (Posizione RAM 96 - 103 )</b>	
CC 0 - 44	96 - 103 (USER STYLE)
CC 32 - 0	
PC 1- 8	

## Controlling Styles via MIDI COMMON

The Style controls can be simulated by sending ControlChange 80 and 81 messages to **WK2000HD** with the values shown in the following table.

If the master keyboard features programmable keys, some of the following messages can be assigned to the keys to control Styles directly from the master.

<b>Controlling Style</b>	<b>Value del CC80 (ONE SHOT - single function keys)</b>	
Fill ><	00	
Fill <	01	
Fill >	02	
Intro	08	
Ending	16	
Var 1+2+3+4	24-27	
Key Start	40	
Fade In/Out	59	
Rotary	61	
Tempo increment	66	
Tempo decrement	67	
Next Performance	68	
Previous Performance	69	
<b>Style Control</b>	<b>Value del CC81 / 0 - 63=OFF / 64 - 127=ON (ON/OFF - double function keys or buttons)</b>	
Fill ><	00	64
Fill <	01	65
Fill >	02	66
Intro	08	72
Ending	16	80
Harmony ON/OFF	32	96
Arrange ON/OFF	33	97
Arrange Memory ON/OFF	37	101
Lower Memory ON/OFF	38	102
Key Start ON/OFF	40	104
Single Touch Play ON/OFF	48	112
Style Lock ON/OFF	49	113
Tempo Lock ON/OFF	51	115
Fade In ON/OFF	59	123
Fade Out ON/OFF	60	124
Rotary ON/OFF	61	125

## Selecting the Effetti via MIDI COMMON

To select the Effects from a Master keyboard or computer via Common channel, you must send two Control Change messages relative to the Effects change CC 16 - 0 / 64, CC 48 - nn (number of the effect), with the values shown in the tables listed in the Appendix.

**Nota:** Control Change 16 with value 0 selects the REVERB mode, with value 64 the CHORUS mode.

Control Change 48 must always be followed by the number of the Effect required (see the deve essere seguito sempre dal numero dell'effetto desiderato (see the tables listed in the Appendix).

## Selecting Songs and Song Styles via MIDI COMMON

To select a Song from a Master keyboard or a computer, you must send a Control Change message relative to BankSelect (CC00) followed by a Program Change (PC) message with the values listed in the table below:

<b>SONG</b> (RAM location 111 - 117 )	
CC 32 00	111 - 117 (Songs)
CC 00 56	
PC 1 - 7	
<b>SONG STYLE</b> (RAM location 104 - 110 )	
CC 32 00	104 - 110 (Song Styles)
CC 00 62	
PC 1 - 7	
<b>PERFORMANCE</b> (RAM location 0 - 63 )	
CC 32 00	0 - 63 RealTime Performances
CC 00 48	
PC 1 - 63	

## Selecting Sound banks via MIDI ( Bk 1, 2, 3, 5, 6 )

CC 00 - vv (vv=valore del banco)
PC 1 -128

The **WK2000HD** banks that can be selected via MIDI (Bank Select - CC 00 + value of the bank) to command a Sound change are the following ones: Bk 1, 2, 3, relative to GMX (standard Generalmusic) sound map, Bk 5, used to recall SAMPLES (1-a 8) and Bk 6, extension of **WK2000HD** sound map ( 00-59 + 1 Effects Kit: location 112). Furthermore, there are other sound banks that are not available to the user for selection, but necessary to WK1 internal structure to guarantee compatibility with other Generalmusic instruments.

### Additional MIDI parameters

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**WK2000HD** offers additional MIDI parameters which add versatility to the instrument. The parameters can be recalled from MIDI/GENERAL mode:

- General MIDI ON/OFF
- Channel Lock

More details are explained in the "MIDI/GENERAL" chapter of the Owner's Manual.

### Generalmusic System Exclusive

---

Via MIDI, **WK2000HD** recognizes Generalmusic System Exclusive messages that control the values of various features, such as: effects, master tune, master transpose. The system exclusive strings for each requested parameters are listed below:

<b>REVERB CHANGE</b>
----------------------

F0,2F,30,01,00,00,00,13,00,vv,F7 (vv= effect number 00h-15h)
---

<b>REVERB LEVEL</b>
---------------------

F0,2F,30,01,00,00,00,13,01,vv,F7 (vv= reverb volume 00h-7Fh)
---

**Note:** *The reverb volume selected by the instrument panel must be set to its maximum range (127)*

<p><b>REVERB TIME</b></p> <p>F0,2F,30,01,00,00,00,13,02,vv,F7  (vv= reverb time 00h-7Fh)</p>
<p><b>CHORUS CHANGE</b></p> <p>F0,2F,30,01,00,00,00,13,05,vv,F7  (vv= effect number 00h-15h)</p>
<p><b>CHORUS LEVEL</b></p> <p>F0,2F,30,01,00,00,00,13,06,vv,F7  (vv= effect volume 00h-7Fh)</p>
<p><b>CHORUS RATE</b></p> <p>F0,2F,30,01,00,00,00,13,07,vv,F7  (vv= value effect rate 00h-7Fh)</p>
<p><b>CHORUS DEPTH</b></p> <p>F0,2F,30,01,00,00,00,13,08,vv,F7  (vv= value effect depth 00h-7Fh)</p>
<p><b>MASTER TUNE</b></p> <p>F0,2F,30,01,00,00,00,07,00,vv,F7  (vv= central value 40h + / - 40h )</p>
<p><b>MASTER TRANSPOSE</b></p> <p>F0,2F,30,01,00,00,00,09,02,vv,F7  (vv= central value 18h + / - 18 h semitones)</p>

**WARNING:** All the numbers within the SysEx strings must be expressed as "HEXADECIMAL" codes. SysEx messages do not require a specific MIDI channel.

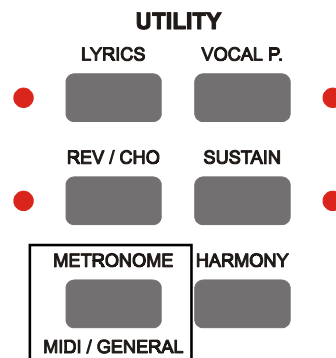
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## MIDI/GENERAL

To have access to MIDI/GENERAL mode, press the relative MIDI/GENERAL key, and hold it down for a few seconds.

Use the **Page** keys to scroll through the various pages.

Move to the various sections of a page with the **CURSOR** key.



- **Pedal:** This page allows you to assign a function to the pedal inserted in the appropriate jack on the instrument's back panel. Use the **DIAL** or the **+/-** buttons of the right hand keypad to select the function that can be controlled by the pedal.

- 1. Sw Up1/2:** Sets the Real Upper1 e Upper2 to ON or to OFF. This function is useful when you wish to use two sounds alternatively but do not wish to interrupt the execution.
- 2. St/Stp:** Starts or stops the the drum pattern.
- 3. Fill A:** executes Fill IN A.
- 4. Fill IN:** executes Fill IN.
- 5. Fill B:** executes Fill IN B.
- 6. Intro:** adds the intro to the selected Variation.
- 7. Ending:** adds the ending to the selected Variation.

- **Volume PEDAL:** The volume pedal, connected to the rear of the instrument, can either control the overall volume (ALL) or the single sections (SEC). Rotate the **DIAL** To switch from ALL to SEC.

If the **PAGE+** is pressed, the display will show the following functions: Tuning, Dynamic, Serial Computer.

Use the **CURSOR** key to select the desired function, and rotate the **DIAL** to modify the values.

- **Tuning:** (-63/+63); this parameter shows the current general tuning status. Use the **DIAL** or the **+** and **-** buttons of the Sound selection keypad to tune the instrument. The value of 00 corresponds to the standard Equal tuning, based on A = 440 Hz.

- **KeyTouch:** (00-127); the 3 digit display area shows a value between 0 and 127, corresponding to the current velocity sensitivity setting for the keyboard. Use the **DIAL** or the **+** and **-** buttons of the right hand keypad to change the keyboard's touch sensitivity.

- **Serial:** when you connect the **WK2000HD** to a computer via a serial cable, you must configure this parameter for the type of computer used (PC1, PC2, MAC).

- **TV=PAL:** enables the video standard according to the television used. You can choose between PAL (Europe) or NTSC (U.S.A.).

- **TV text:** enables the **WK2000HD** for the projection of Song lyrics onto an external monitor or domestic TV set connected to the instruments RGB or S-VHS ports. Use the **DIAL** or the **+** and **-** buttons of the right hand keypad to select the required setting.

**Important:** If you do not connect the serial port, set this parameter to OFF (default), otherwise the MIDI interface will remain disabled for use.

- **MIDI:** Channel, Local, Internal, G.Midi, Start/Stop, Chn.Lock and Dump.

Modifications to CHANNEL and LOCAL can be saved to the Performance.

- **Channel:** use this parameter to assign a MIDI channel to each track as required.

To activate this parameter (which relates to the individual tracks), press **ENTER**.

The 3 digit display shows the number of the track (e.g. 01 = track n. 1). Select the tracks with the **+** or **-** buttons.

Rotate the **DIAL** to assign a MIDI channel to the track or to set the Off status.

Another way of instantly selecting a track is to press the corresponding function button (F1 ... F9).

After track 16, the +/- buttons select the Common track, then the Chord track, both displayed with the associated channel number. Use the Dial to assign a different MIDI channel to the Common and Chord track (the Chord track is useful for MIDI accordions refer to the relevant paragraph in the MIDI chapter).

After setting the MIDI channels, press **ESCAPE** to exit the CHANNEL function and return to the selection of the MIDI functions. Using the +/- buttons of the right hand keypad, the next function displayed is LOCAL. Press **ENTER** to gain access to the Local function.

- **MIDI Local:** Use LOCAL (ON/OFF) Function to decide whether **WK2000HD** keyboard should control the sound generation of each section. It is possible to separate each track from the sound generation. Press **ENTER** to enable this individual track function.

The number of the track appears in the display. Use F9 Function key to toggle between Group A tracks (01-08) to Group B tracks (09-16). Rotate the **DIAL** to establish the ON/OFF status of the track, and the **CURSOR** key to select the track.

Press **ESCAPE** to exit LOCAL mode and return to the MIDI selection MIDI page. Continue your selection by rotating the **DIAL**.

- **Internal:** when **WK2000HD** is active, it is controlled by the internal CLOCK; this device sets and maintains the established Tempo.

If you wish to exclude the internal CLOCK, the Tempo followed by **WK2000HD** will be set by the computer or external sequencer (CLOCK EXT), connected to **WK2000HD MIDI IN port**; in this case, use the TEMPO/DATA keys to select "External" mode.

- **G.Midi:** if **WK2000HD** is set to General MIDI ON, the instrument becomes compatible with all MIDI Files that are loaded to the memory.

If you wish to communicate via MIDI with instruments that are not General MIDI compatible, it is advisable to set **WK2000HD** to General MIDI OFF position. To enable Generalmusic standard (GMX) it is necessary to set General MIDI to OFF. In this way all the Sound banks and all the 44 effects provided by **WK2000HD** will be at your disposal when programming your music backings.

- **Start/Stop:** If the START/STOP function is active, **WK2000HD** will start as soon as the START command will be sent by the external device (computer, sequencer) connected via MIDI. Rotate the **DIAL** to toggle between ON and OFF.

- **ChnLock:** (ON/OFF) The CHANNEL LOCK function locks the current Performance setting to the entire instrument. Before using this function you should set ChnLock to ON status, then modify the setting of the MIDI channels. This is the only way to apply the MIDI channel setting to the entire instrument. Rotate the **DIAL** to set this function to ON or to OFF.

The last setting saved will be maintained in the machine memory.

even when **WK2000HD** is turned off, provided that the first Performance, which is the one on which **WK2000HD** sets by default upon turning on, has been saved to Store Performance.

#### - Dump

DUMP function transmits all data from **WK2000HD** internal memory via MIDI: this is a further possibility to safeguard valuable data.

To dump data to any data filer (computer, sequencer, etc), proceed as follows:

- 1) Connect **WK2000HD** MIDI OUT port to the MIDI IN of the external device.
- 2) Use the **PAGE +/-** keys to select DUMP page. Now select the type of data you wish to transfer (ALL, SEQ, PERF) by rotating the **DIAL**.
- 3) Recording procedure starts in the external device.
- 4) When finished, press **ENTER** twice.

#### MIDI DUMP PROCEDURE

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To dump the instrument's internal data to an external device (data filer, computer, sequencer, etc.), proceed as follows:

**InitALL:** this parameter allows you to initialize your **WK2000HD** in order to restore the default (factory-set) conditions.

You can also restore a portion of the original memory by initializing the Performances (PFM), the Sequencer (SEQ), or the Samples (SMP).

Rotate the **DIAL** to select the element that requires initialising, the press **ENTER** twice to complete the procedure.

**rEL XX\_XX\_XX** (DATE): This function (Release date) corresponds to the last page of the MIDI/GENERAL section.

Selecting this page shows the release date of the last loaded **WK2000HD** operating system.

Press **ESCAPE** to exit the current mode.

**Note:** Press the **F9** button to select the other 8 tracks (9 - 16).