

KURZWEIL

Music Systems

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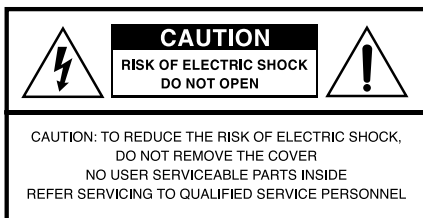
YOUNG CHANG



Mark-Pro 3i

Digital Piano
Owner's Manual

KURZWEIL
Music Systems



The lightning flash with the arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

IMPORTANT SAFETY & INSTALLATION INSTRUCTIONS

INSTRUCTIONS PERTAINING TO THE RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

WARNING : When using electric products, basic precautions should always be followed, including the following:

1. Read all of the Safety and Installation Instructions and Explanation of Graphic Symbols before using the product.
2. This product must be grounded. If it should malfunction or break down, grounding provides a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a power supply cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet which is properly installed and grounded in accordance with all local codes and ordinances.

DANGER : Improper connection of the equipment-grounding conductor can result in a risk of electric shock. Do not modify the plug provided with the product-if it will not fit the outlet, have a proper outlet installed by a qualified electrician. Do not use an adaptor which defeats the function of the equipment-grounding conductor. If you are in doubt as to whether the product is properly grounded, check with a qualified serviceman or electrician.

3. Do not use this product near water-for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
4. This product should only be used with a stand or cart that is recommended by the manufacturer.
5. This product, either alone or in combination with an amplifier and speakers or headphones, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
6. The product should be located so that its location or position does not interfere with its proper ventilation.

7. This product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
8. This product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
9. This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.
10. The power supply cord of the product should be unplugged from the outlet when left unused for a long period of time. When unplugging the power supply cord, do not pull on the cord, but grasp it by the plug.
11. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
12. The product should be serviced by qualified service personnel when:
 - A. The power supply cord or the plug has been damaged;
 - B. Objects have fallen, or liquid has been spilled into the product;
 - C. The product has been exposed to rain;
 - D. The product does not appear to be operating normally or exhibits a marked change in performance;
 - E. The product has been dropped, or the enclosure damaged.
13. Do not attempt to service the product beyond that described in the user maintenance instructions. All other servicing should be referred to qualified service personnel.
14. **WARNING :** Do not place objects on the product's power supply cord, or place the product in a position where anyone could trip over, walk on, or roll anything over cords of any type. Do not allow the product to rest on or be installed over cords of any type. Improper installations of this type create the possibility of a fire hazard and/or personal injury.

RADIO AND TELEVISION INTERFERENCE

WARNING : Changes or modifications to this instrument not expressly approved by KURZWEIL could void your authority to operate the instrument.

IMPORTANT : When connecting this product to accessories and/or other equipment use only high quality shielded cables.

NOTE : This instrument has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This instrument generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this instrument does cause harmful interference to radio or television reception, which can be determined by turning the instrument off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the instrument and the receiver.
- Connect the instrument into an outlet on a circuit other than the one to which the receiver is connected.
- If necessary consult your dealer or an experienced radio/television technician for additional suggestions.

NOTICE

This apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

AVIS

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la class B prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.

SAVE THESE INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.



11. Only use attachments / accessories specified by the manufacturer.
12. Use only with a cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart / apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING : To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. Do not expose this equipment to dripping or splashing and ensure that no objects filled with liquids, such as vases, are placed on the equipment.

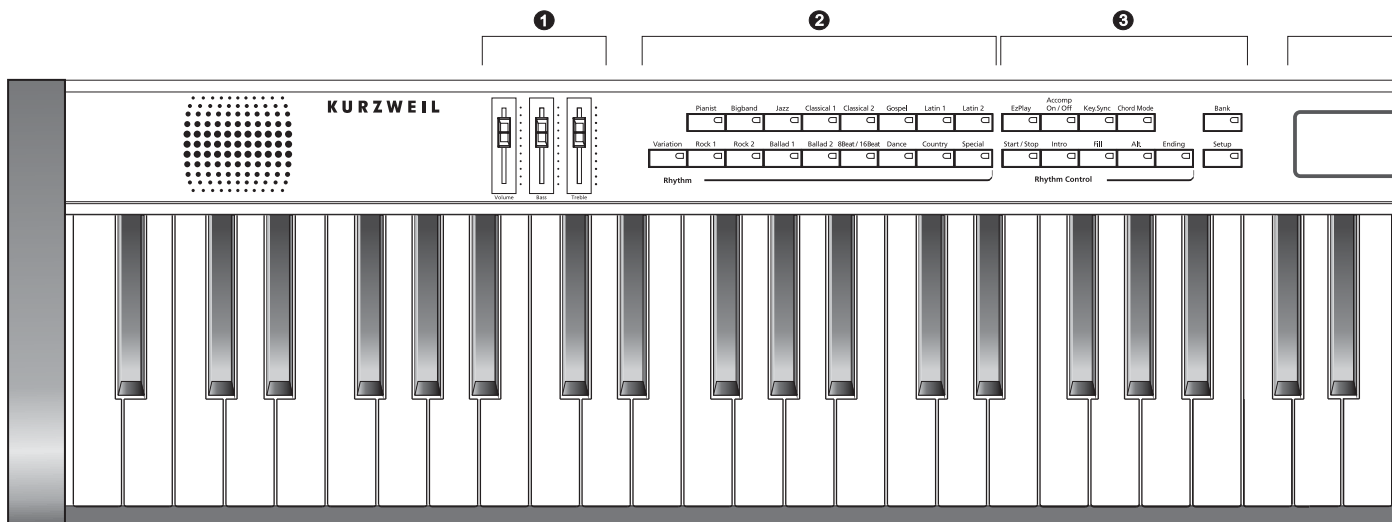
To completely disconnect this equipment from the AC Mains, disconnect the power supply cord plug from the AC receptacle.

To reduce the danger of explosion if the lithium battery is incorrectly replaced, replace only with the same or equivalent type.

KURZWEIL

Music Systems

The Front Panel



1. Volume and Equalizer

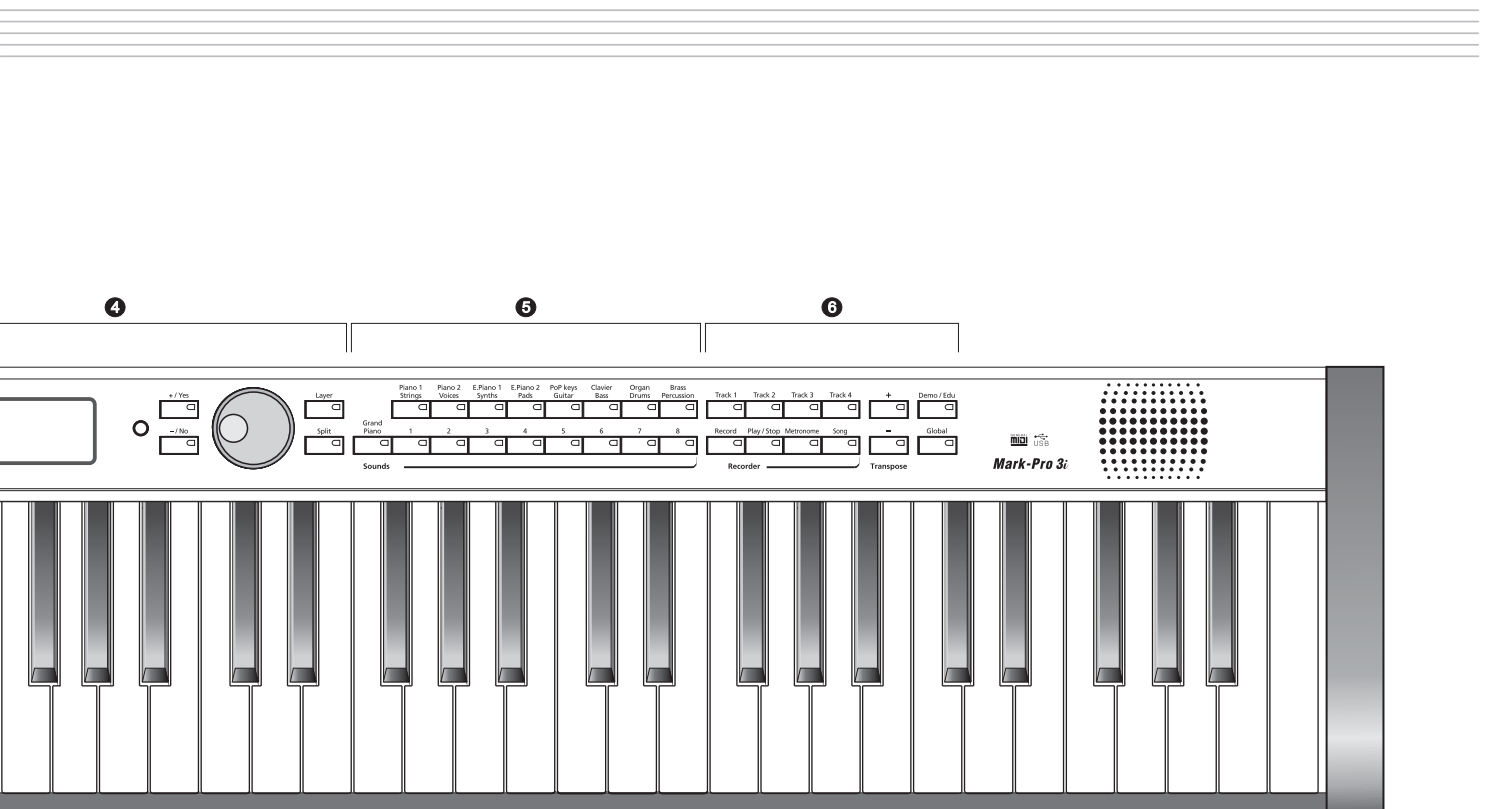
Control master volume and EQ - treble and bass

2. Rhythm region

Select a rhythm for auto accompaniment

3. Rhythm Control region

Control current rhythm.



4. LCD display and Adjust value

View current settings

Adjust value by using the [+ /Yes], [- /No] button or the jog shuttle

5. Sound Select

Quick and easy selection of categorized preset sounds

6. Recorder and Transpose

Record and play back multi-track songs

Transpose the keyboard

Change system settings

Introduction



Welcome to the world of the KURZWEIL Mark Pro 3i Digital Piano.

The Mark Pro 3i gives you easy access to KURZWEIL's high-quality sound technology.

Authentic digital representations of musical instrument sounds are the starting points.

The Mark Pro 3i reproduces the finest details of the original sounds; you'll even hear differences in tone as you play from bass to treble, and from soft and loud, just as in the original instruments..

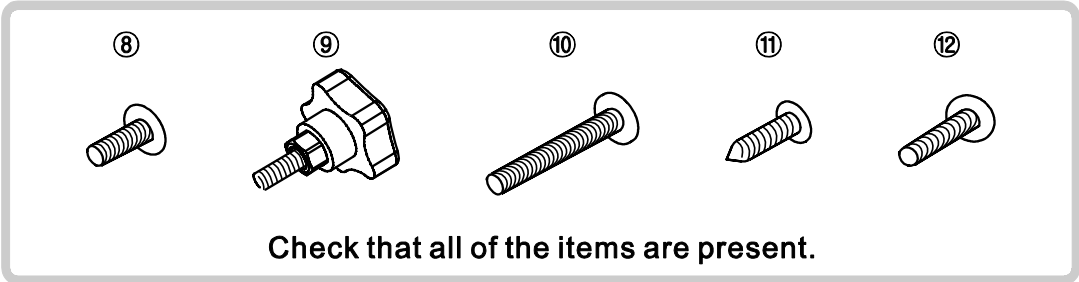
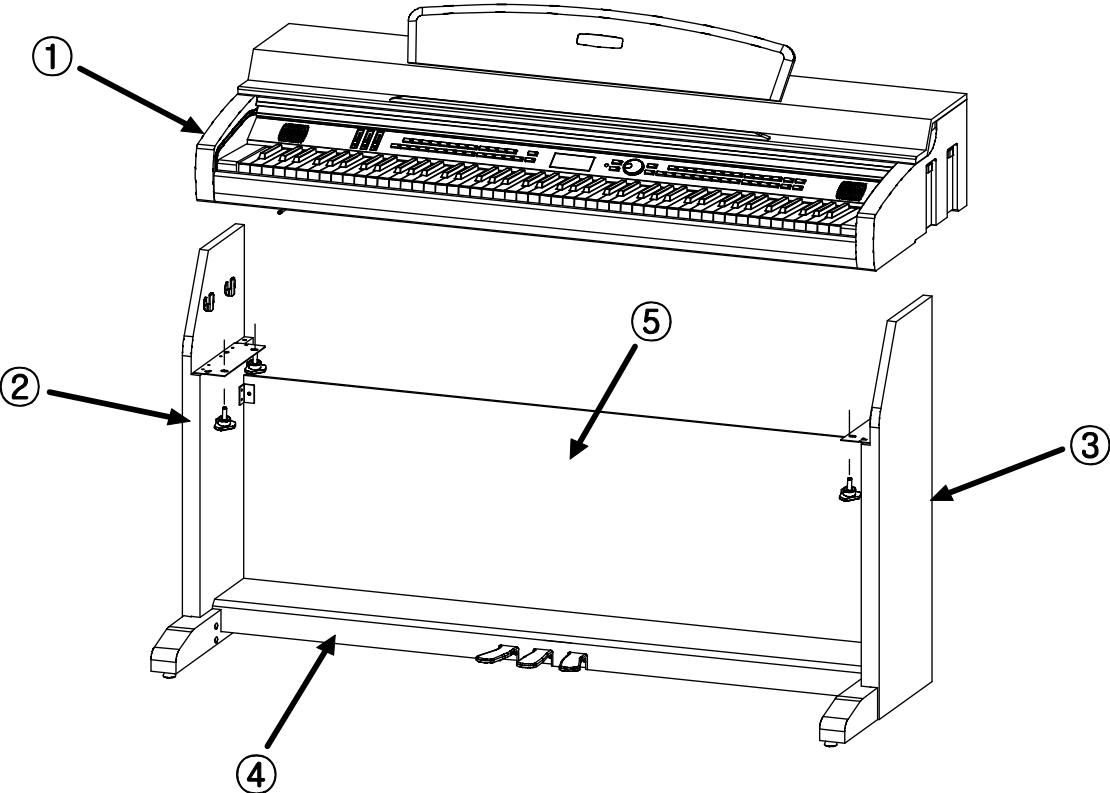
The Features of the Mark Pro 3i

- 88 notes, Hammer type keys
- Three Pedals
- 4 different levels of keyboard touch sensitivity
- Sound Layering with Volume Balance
- Transpose, Detune
- 64 Reverbs and 64 Effects
- Intuitive LCD display
- 80 Watt Sound System with Bass and Treble control
- 3 songs, 4 tracks Recorder
- Metronome
- Auto-accompaniment
- Each of the 32 preset rhythms support additional Intro, Fill, Alt. and Ending part variations
- 50 Piano Demo Songs
- Beyer and Czerny Songs for education
- Audio Line In/Out
- MIDI In / Out
- USB port (for MIDI i/o)
- 2 Headphone Jacks

Setting up the instrument

Check that all of the following items are present.

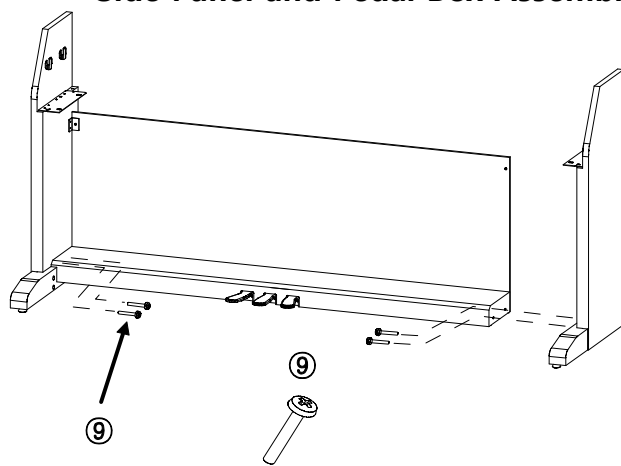
| Item | No. | Item | No. |
|----------------------|------|--|------|
| ① Keyboard | 1 EA | ⑦ Screws for Headphone Hanger | 4 EA |
| ② Side Panel (Left) | 1 EA | ⑧ Screws for Side Panel and Keyborad | 4 EA |
| ③ Side Panel (Right) | 1 EA | ⑨ Screws for Side Panel and Pedal Box | 4 EA |
| ④ Pedal Box | 1 EA | ⑩ Screws for Rear Panel and Side Panel | 2 EA |
| ⑤ Rear Panel | 1 EA | ⑪ Screws for Rear Panel and Pedal Box | 4 EA |
| ⑥ Headphone Hanger | 1 EA | | |





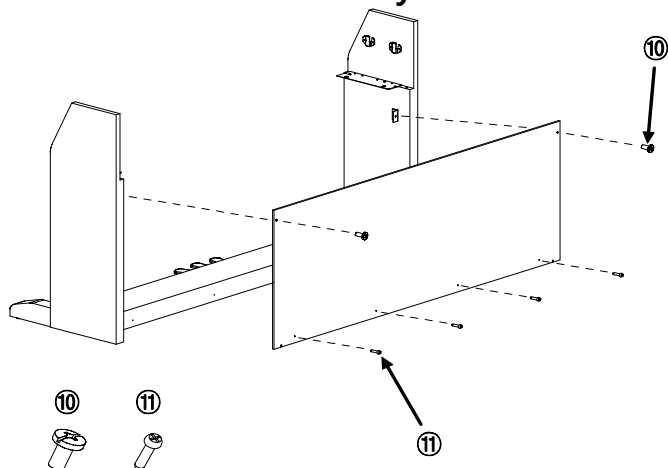
- We do not recommend attempting to assemble the Mark Pro 3i alone. The job can be easily accomplished. However, we recommend two or more people to aid in the assembly.
- Use only the screws provided or replacements of exactly the specified size. Using screws of the wrong size can result in damage to the instrument and personal injury.

Side Panel and Pedal Box Assembly



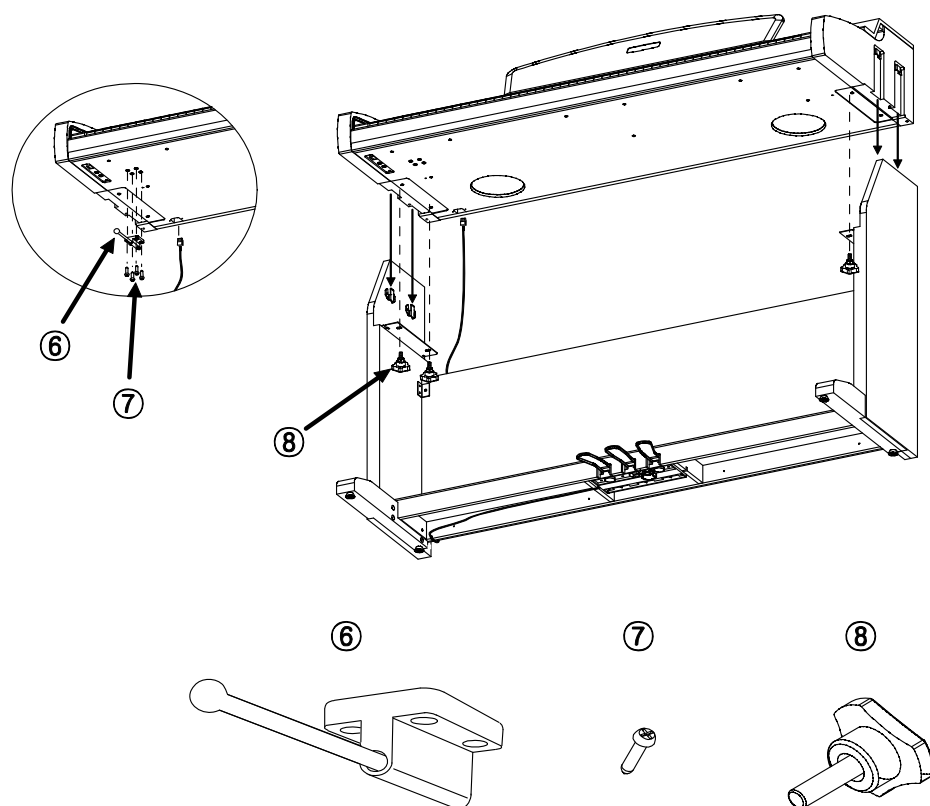
1. Attach pedal box ④ to the left side panel ② and fasten the screw ⑨.
2. Attach the right side panel ③ in the same manner.
3. Take out the pedal cable from inside of the pedal box ④.

Rear Panel Assembly



1. Fit the rear panel ⑤ into the side panel brackets and fasten the screws ⑩.
2. After fastening all two screws ⑩, fasten the 4 screws ⑪ to lock to the pedal box.

Installing the Keyboard onto the Stand

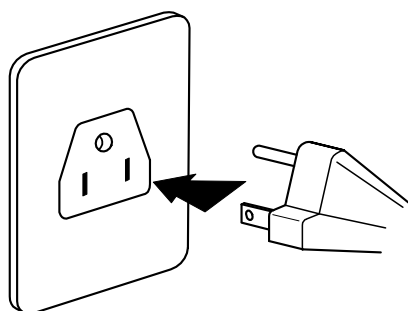


1. Place the keyboard on the stand so that the wood pegs on the top of the side panel fit into the holes on the bottom surface of the keyboard.
2. Attach the side panels to the keyboard with the metal brackets. Use the bolt ⑧ for the front and the rear hole.
3. Insert the pedal cable connector into the jack on the bottom surface of the keyboard.
4. Move the assembled unit to the desired location and rotate the height adjustment screw until it supports the pedal box, preventing the pedal box from bending when you press the pedals.
5. Be sure to install the adjustment screw and perform the adjustment procedure before depressing the pedals. Failure to do so may result in damage to the pedal box.
6. Using the 4 screws ⑦ supplied, attach the headphone hanger ⑥ to the underside of the unit's front-left corner.

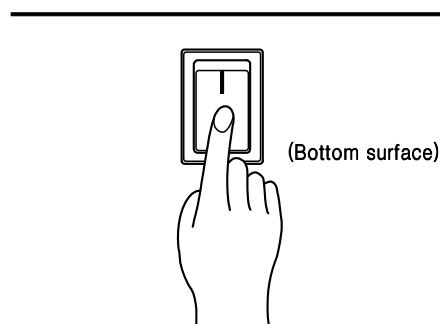
Turning on the instrument (Power)

The Mark Pro 3i operates on AC power. A power cord is included with the instrument to connect it to an AC Outlet. Before connecting the power cord, be sure that the power switch, located under the left-hand end of the keyboard, is off. Then plug the power cord into an AC outlet. Once the power cord is connected, you can turn the power switch on.

After the power switch is turned on, it will take about 2 seconds before the front panel lights up. An additional 3 seconds is needed before it is ready to play.

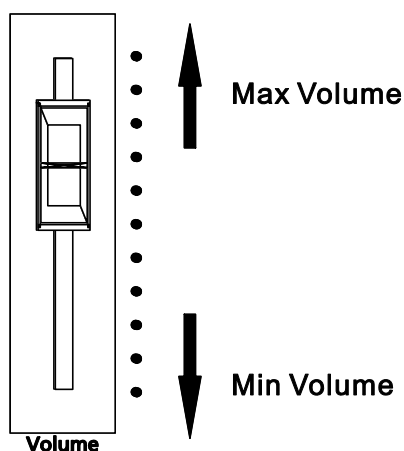


(The shape of plug differs depending on locale).



Setting the volume

To be sure that you can hear the instrument, move the Volume Slider (on the left end of the front panel) to the middle of its range. This should provide a reasonably comfortable level of volume, which you can adjust if you wish the sound to be louder or softer.



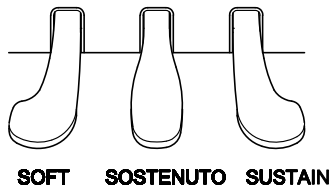
Keyboard and Pedals

The Keyboard

The keyboard of the Mark Pro 3i consists of 88 weighted keys with an action designed to simulate the feel of an acoustic piano. Just as with an acoustic piano, the harder you press the keys of the Mark Pro 3i (more precisely, the faster you strike them), the louder and brighter the resulting sound is. In technical terms, this is called "Velocity-Sensitivity". It makes the Mark Pro 3i a truly expressive instrument. See the "Keyboard Touch" parameter at page 35 for information on adjusting the velocity-sensitive to suit your taste (NOTE: The organ and harpsichord sounds purposely aren't velocity-sensitive, in order to be more realistic; real organ and harpsichords aren't velocity-sensitive.)

The Pedals

In addition to the expressiveness offered by the keyboard, there are three pedals that provide you with further control over the sounds of the Mark Pro 3i. These pedals have the same function as those on a grand piano, which are, from left to right:



Soft

The soft pedal reduces the volume while the pedal is pressed. The soft pedal will not affect notes that are already playing when it is pressed.

Sostenuto

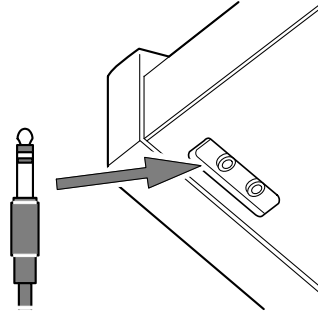
If you play a note on the keyboard and press the sostenuto pedal while the notes are held, those notes will sustain as long as you hold the pedal. All subsequently played notes will not be sustained.

Sustain

The sustain pedal (rightmost pedal) functions in the same way as the damper pedal of an acoustic piano. When the sustain pedal is pressed, notes continue to play after their keys have been released. Releasing the pedal will silence the sustained notes.

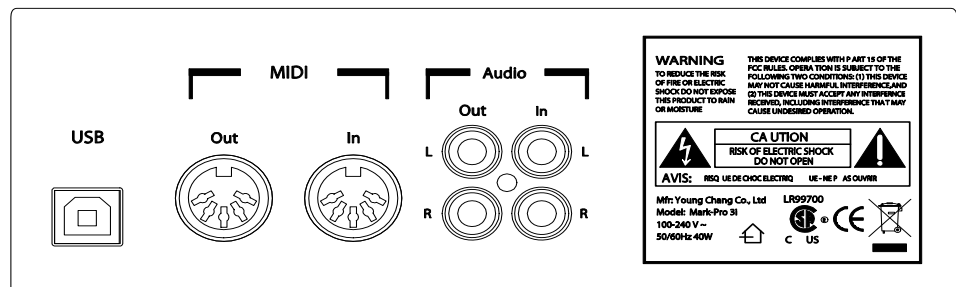
Headphone Jacks and Rear Panel

Headphone Jacks



Using headphones allows private practice. Plugging in a pair of headphones turns off the speakers. You can also insert a "dummy" stereo headphone adapter. This is useful if you want to mute the internal speaker system while using a more powerful external amplification system connected to the Audio Out Jack. There are two identical headphone jacks on the Mark Pro 3i.

Rear Panel



USB Port

The USB port allows you to connect the Mark Pro 3i to computer for using MIDI.

MIDI Port

MIDI cables provide the connection between the MIDI ports of one piece of equipment and those of another. To keep things simple, there are only two valid MIDI connections: Out to In, In to Out.

Audio In Jack

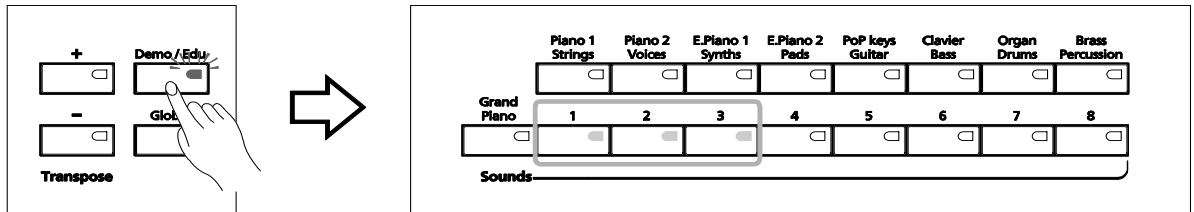
The audio input jack allows you to play a tape or CD player, or to have an external MIDI tone module connected to the Mark Pro 3i audio system. The Mark Pro 3i's volume and tone controls affect the signal coming from the audio in jack, but the reverb and effects settings do not.

Audio Out Jack

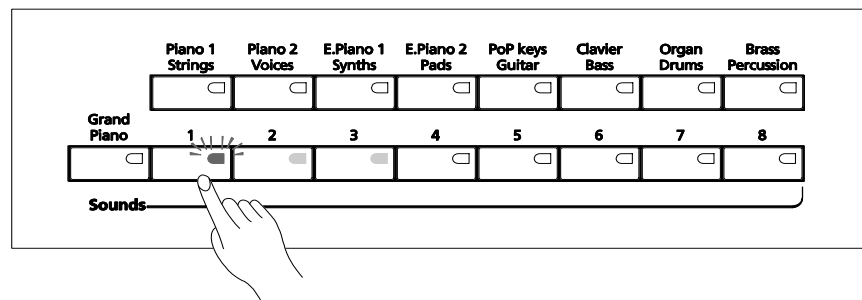
The audio output jack is used to boost the sound level coming from the piano by connecting it to external amplifier and speaker systems. It can also be connected to an audio recorder to preserve your performance.

Listen to the Demo Songs

The Mark Pro 3i contains a number of built-in demonstrations to acquaint you with the sound and capabilities it possesses. To access these demonstrations, press the **[Demo/Edu]** button, which is located near the right end of the front panel controls. The **1, 2, 3** buttons in Sounds section blink to show that the Mark Pro 3i is in the demonstration mode.



To listen to the 50 Piano Demo Songs



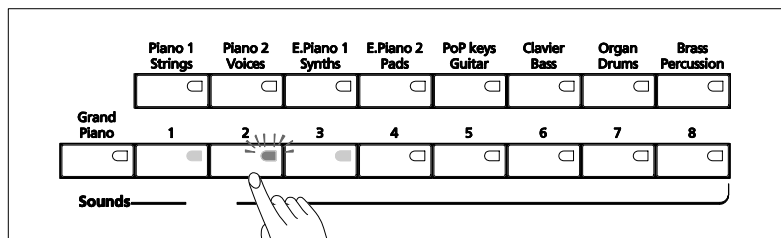
The Mark Pro 3i has 50 piano demo songs.

You can hear the 50 piano demo songs as follows.

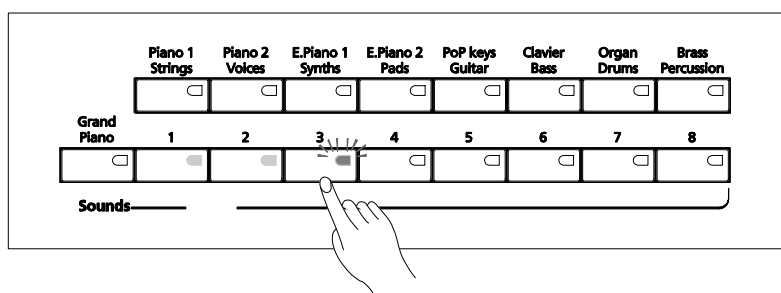
1. Press the **1** button to enter the piano demo song mode in Demo/Edu mode.
2. Select a song that you want to hear by using the **[+ / Yes]**, **[- / No]** buttons or **Jog Shuttle knob**.
3. Press the **[Play/Stop]** button to start the selected song.
4. After end of a song, the song number will be increased automatically then play the next song.
5. If you want to stop playback, Press the **[Play/Stop]** button again.
6. While playing a song, you can select another song by using the **[+ / Yes]**, **[- / No]** buttons or **Jog Shuttle knob**. Then press the **[Play/Stop]** button twice to stop and start playback newly selected song again.
7. At any point, you can exit demo mode by pressing the **[Demo/Edu]** button.

Please refer to page 40 for the complete demo song listing..

To listen to educational songs



Beyer Select



Czerny Select

All the songs in this mode have both demo and the education function

There are total 106 songs in Beyer and 30 songs in Czerny.

You can select one of three play the left-hand part only, the right-hand part only and both hands in this mode.

You can use this education function as follows:

1. Press the **2** button to enter the Beyer's song mode and the **3** button to enter the Czerny's song mode in the Demo/Edu mode.
2. Select a song by using the **[+ / Yes]**, **[- / No]** buttons or **Jog Shuttle knob**.
3. Press the **[Play/Stop]** button to start the selected song.
4. If you are in this mode, the **[Track 1]** button selects left-hand play and the **[Track 2]** button selects right hand play, indicated when the button is illuminated.
5. If you press a lit button, that part will be muted.
6. Press the **[Play/Stop]** button to play selected song. Press the **[Play/Stop]** button once again while playing, current song will stop.
7. While playing a song, you can select another song as described in step 2 above.
If you listen to this song, press the **[Play/Stop]** button to stop current song, then press the **[Play/Stop]** button once again to play a different song.
8. At any time, you can exit demo mode by pressing the **[Demo/Edu]** button.

Sound Select

You can select a program in the Sound Select region.

1. Select a category

| | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Piano 1 Strings | Piano 2 Voices | E.Piano 1 Synths | E.Piano 2 Pads | PoP keys Guitar | Clavier Bass | Organ Drums | Brass Percussion |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

| | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

2. Select a program

Bank and Category

The Mark Pro 3i has a total of 512 Programs.

To make navigating and sound selection quick and efficient, the Mark Pro 3i uses a system of organized Banks and Categories.

The Bank

A Bank is a grouping of 128 sounds. The Mark Pro 3i offers 4 Banks (Primary, Secondary, Orchestra and General MIDI), with 128 sounds in each, for the total 512. (Please refer to pg. 41-51 for the complete sound listing.)

Each Bank is further organized into 16 sound categories, by instrument type (Piano, E. Piano, Bass, Strings, etc.).

Within each instrument Category 8 sound selections are offered.

To select any given sound requires first selecting one of the 4 main Banks, then an instrument Category and finally the sound selection within that category.

One exception: the dedicated [Grand Piano] sound select button is reserved exclusively for quickly selecting program '000:Stereo Grand'. This serves as a convenient way to return to the first sound in the Mark Pro 3i as well as select the unit's basic Piano program.

Select a Bank

The LCD display will show you the currently selected bank. In addition, the Bank button LED light will display different colors in conjunction with the screen read out, as a separate indicator of the currently selected bank.



| | |
|---|--|
| Bank : 0 Primary Primary Bank - LED : Off | Bank : 1 Secondary Secondary Bank - LED : Red |
| Bank : 2 Orchestra Orchestra Bank - LED : Green | Bank : 3 GM Sound GM Sound Bank - LED : Orange |

The display of each bank

At each power up, the Mark Pro 3i defaults to the Primary bank.

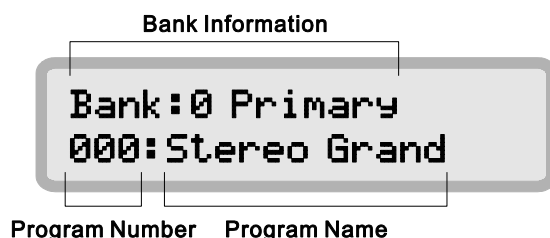
To select a new bank, press the [Bank] button. Each press of the Bank button will advance the Bank selection to the next higher Bank and eventually wrap around the list again. For ex. with the 'Primary' bank current, pressing Bank would select the 'Secondary' bank. After reaching the 'GM Sound' bank, pressing Bank would bring you back to the 'Primary' bank again, and so on.

The Category

Categories are groups of like-type instruments (Piano, E.Piano, Bass, Strings, Drums, etc.). A category selection is made by pressing one of the 8 top-row Category Select buttons in the 'Sounds' region of the front panel. Each of the 8 category buttons serves a dual purpose allowing selection between two category types, as labeled above each button. Each consecutive press of a given button toggles your selection between the two named categories.

[Note] the printed front panel category names only apply to the 'Primary' and 'Secondary' banks. These labels do NOT apply to the 'Orchestra' or 'GM' banks. Program selections in these banks can still be identified however by looking at the LCD display readout.

The display for the programs

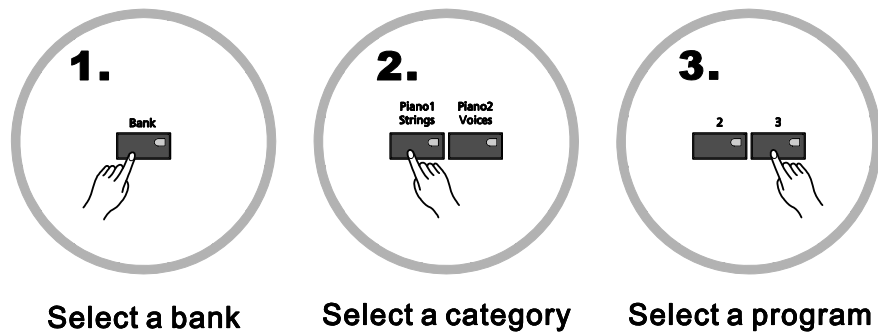


The display for programs consists of 2 lines of information.

The upper line shows you the selected bank, such as Primary, Secondary, Orchestra or GM Sound.

The selected program name appears in the lower line with its associated program number.

Sound Select Procedure



To select any given sound involves 3 steps.

1. Select a bank

2. Select the desired instrument type by pressing one of the 8Category buttons. Each category button can select between 2 categories as printed above each button. The LED light within the button indicates which category you have currently selected. A Red light means you selected the upper printed category and Green means the lower. (For example, on the same button, Red=Piano1, Green=Strings)

3. Select a program by using the second, lower row of 1~8 Sound Select buttons.



Note: You do not necessarily need to perform all 3 steps to change sounds.

If the next sound you wish to select exists within the same, current category, simply press another program button (step 3). If the next sound you wish to select exists within the same bank, but different category, you only need to perform steps 2 and 3. And so on.



TRY IT

Try to select the 'Slow String' program and play.

The 'Slow String' program is in Primary Bank.

(Please refer to page 41-51 for the complete sound listing.)

1. Select the Primary bank by pressing the **[Bank]** button until the display reads "Bank: 0 Primary".
2. Press the **[Piano/String]** button until its LED turn to green.
3. Press the **[2]** sound select button to select the 'Slow String' Program.

Drum Key Assignments

Drums Sounds are assigned to various keys across the keyboard. The picture on the following page displays the various drum maps that are available.

There are three drum maps in the Mark Pro 3i. With three alternative drum sound-to-key layouts available, you can choose the one that you find easiest to play or best suits your application. In particular, if you're playing sequenced drum parts that are recorded according to General MIDI (GM) specifications, you can quickly configure the Mark Pro 3i to play the correct GM drum sounds. By default, the drum map is set to 1 Normal. To change the drum map, please refer to page 33.

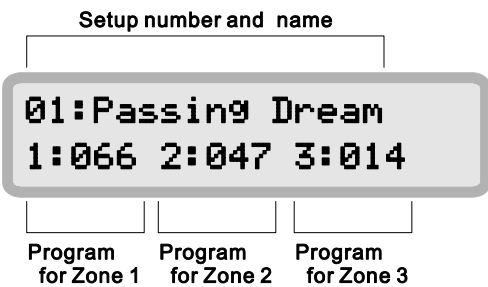
Drum Sound Maps

| Keyboard | | Normal | Kurzweil Map | GM Map |
|----------|------|-----------------------|-----------------------|-----------------|
| | A 0 | | | |
| | A# 0 | | | |
| | B 0 | | | |
| | C 1 | | | |
| | C# 1 | | | |
| | D 1 | | | |
| | D# 1 | | | |
| | E 1 | | | |
| | F 1 | | | |
| | F# 1 | Hard Snare 1 | | |
| | G 1 | Kick 3 | | |
| | G# 1 | Kick 3 | | |
| | A 1 | Snare 4 | | Metronome Click |
| | A# 1 | Snare 4 | | |
| | B 1 | Crash Cymbal | | Kick Drum 2 |
| | C 2 | Floor Tom | | Kick Drum 1 |
| | C# 2 | Floor Tom | | Side Stick |
| | D 2 | Lo Mid Tom | | Snare Drum 2 |
| | D# 2 | Lo Mid Tom | | Hand Clap |
| | E 2 | Mid Tom | | Snare Drum 2 |
| | F 2 | Mid Tom | | Lo Tom 2 |
| | F# 2 | Mid Tom | Floor Tom | Closed Hi-hat |
| | G 2 | Hi Tom | Kick 1 | Lo Tom 1 |
| | G# 2 | Hi Tom | Floor Tom | Pedal Hi-hat |
| | A 2 | Hi Tom | Crash Cymbal | Mid Tom 2 |
| | A# 2 | Hi Tom | Low Mid Tom | Open Hi-hat |
| | B 2 | Kick 1 | Kick 3 | Mid Tom 1 |
| | C 3 | Kick 1 | Kick 2 | Hi Tom 2 |
| | C# 3 | Kick 1 | Mid Tom | Crash Cymbal 1 |
| | D 3 | Kick 2 | Kick 1 | Hi Tom 1 |
| | D# 3 | Kick 2 | Hi Tom | Ride Cymbal 1 |
| | E 3 | Cross Stick Ambient | Snare 4 | |
| | F 3 | Cross Stick Ambient | Snare 3 | Ride Bell |
| | F# 3 | Cross Stick | Lo Mid Tom/Floor Tom | Tambourine |
| | G 3 | Snare 3 | Snare 2 | Splash Cymbal |
| | G# 3 | Snare 3 | Mid Tom | Cow Bell |
| | A 3 | Snare 2 | Cross Stick | Crash Cymbal 2 |
| | A# 3 | Snare 2 | Hi Tom | |
| | B 3 | Soft Snare 1 | Kick 1 | Ride Cymbal 2 |
| | C 4 | Dual Snare 1 | Kick 1 | Hi Bongo |
| | C# 4 | Dual Snare 1 | Foot Hi-hat | Lo Bongo |
| | D 4 | Closed Hi-hat | Hard Snare 1 | Mute Conga |
| | D# 4 | Closed Hi-hat | Closed Hi-hat | Hi Conga |
| | E 4 | Closed Hi-hat | Dual Snare 1 | Lo Conga |
| | F 4 | Slightly Open Hi-hat | Lo Tom | Hi Timbale |
| | F# 4 | Slightly Open Hi-hat | Closed Hi-hat | Lo Timbale |
| | G 4 | Slightly Open Hi-hat | Soft Snare 1 | Hi Agogo |
| | G# 4 | Open Hi-hat | Slightly Open Hi-hat | Lo Agogo |
| | A 4 | Open Hi-hat | Mid Tom | Cabasa |
| | A# 4 | Open/Closed Hi-hat | Open Hi-hat | Maracas |
| | B 4 | Open/Closed Hi-hat | Soft Snare 1 | |
| | C 5 | Foot Hi-hat | Hi Tom | |
| | C# 5 | Crash Cymbal | Open/Closed Hi-hat | |
| | D 5 | Crash Cymbal | Open/Closed Hi-hat | |
| | D# 5 | Crash Cymbal | Crash Cymbal | Clave |
| | E 5 | Crash Cymbal | Crash Cymbal | |
| | F 5 | Crash Cymbal | Crash Cymbal | |
| | F# 5 | Crash Cymbal | Ride Cymbal Rim | |
| | G 5 | Splash Cymbal | Splash Cymbal | |
| | G# 5 | Ride Cymbal | Ride Cymbal Rim/Bell | Triangle Mute |
| | A 5 | Ride Cymbal Rim | Ride Cymbal Rim/Bell | Triangle Open |
| | A# 5 | Ride Cymbal Rim/Bell | Ride Cymbal Bell | Shaker |
| | B 5 | Ride Cymbal Bell | Ride Cymbal Bell | |
| | C 6 | Ride Cymbal Bell | Ride Cymbal Bell | |
| | C# 6 | Cowbell | Cowbell | |
| | D 6 | Hand Clap | Hand Clap | |
| | D# 6 | Lo Timbale/Hi Timbale | Lo Timbale/Hi Timbale | |
| | E 6 | Timbale Shell | Timbale Shell | |
| | F 6 | Conga | Conga | |
| | F# 6 | Hi Tumba | Hi Tumba | |
| | G 6 | Conga | Conga | |
| | G# 6 | Lo Tumba | Lo Tumba | |
| | A 6 | Clave | Clave | |
| | A# 6 | Shakers | Shakers | |
| | B 6 | Tambourine | Tambourine | |
| | C 7 | Tambourine | Tambourine | |
| | C# 7 | Shakers | Shakers | |
| | D 7 | Tambourine | Tambourine | |
| | D# 7 | Maracas | Maracas | |
| | E 7 | Maracas | Maracas | |
| | F 7 | Lo Agogo | Lo Agogo | |
| | F# 7 | Hi Agogo | Hi Agogo | |
| | G 7 | Lo Bongo | Lo Bongo | |
| | G# 7 | Bongo Slap | Bongo Slap | |
| | A 7 | Hi Bongo | Hi Bongo | |
| | A# 7 | Finger Snap | Finger Snap | |
| | B 7 | Muted Triangle | Muted Triangle | |
| | C 8 | Open Triangle | Open Triangle | |

Select a Setup

While you can play just one sound at a time within a program, a Setup consists of two or more programs. Setup mode shines most during live performance. You can combine up to four distinct sounds in a single setup to suit your need for band or solo performance situations. The Mark Pro 3i has 16 setups.

The display for the setups



The display for the setups shows you the zone information. The 'zone' is a program within a setup. The upper line is the name and number of the setup and the lower line shows you each zone's program number. In Setup mode, the **Track 1~Track 3** buttons are lit and these buttons can control correspond zones.

Zone Mute

The **Track 1~Track 3** buttons can mute each zone. If you press one of the **Track** buttons, its LED will turn off, an display will show that the zone will be muted. (The figure below is an example of pressing Track 1 button) When you press an unlit **Track** button, the zone will be enabled(un-muted).



Pedal setting for each zone

Sometimes, you may want to apply different pedal settings to different zones. As needed, you can select the switch pedal to be enabled (on) or disabled (off). To do this, while holding down a Track button, press a pedal. You can see a display as shown below, the status of the corresponding zone and pedal. Through this display, by repeating the process, you can confirm the state of each pedal enable.

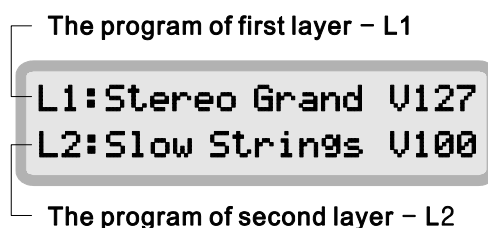


Layering Sounds

For even more variety and richness of sound, you can layer two sounds across the keyboard - that is, each key of the keyboard will play two different sounds at the same time.

To select the two sounds that you wish to layer, select one program then press the **[Layer]** button.

This will change the display as shown below.



The first layer (L1) shows you the selected program just before pressing **[Layer]** button.

The second layer (L2) shown above is set to the default layering program 'Slow Strings'.

The layered sound will be deleted when turn off the Mark Pro 3i.

The Mark Pro 3i can layer 2 programs at a time.

Changing each layer's program

As explained, the program for the first layer (L1) is a selected just before pressing the **[Layer]** button. If you want to change the program for the first layer, press the **[Layer]** button again to get out of layer mode. Then select desired program to be the first layer and press the **[Layer]** button to get back to layer mode.

The second layer program will be the selected program in layer mode.

If you are already in layer mode, select any program. That program will be displayed as L2.

Adjusting the volume balance in a layer

You can adjust the balance between the two sounds in a layer by making one of the layer sound softer. To make the first layer sound softer, hold the **[Layer]** button and press the **[+ / Yes]** button as many times as required to make a good balance.

You can also adjust the second layer by holding the **[Layer]** button and press **[- / No]** button in the same way.

This will continuously increase the layer volume.

Transpose layering sounds.

In layer mode, transpose will affect both of the layering sounds.

You can transpose layered sounds with the **[+]** and **[-]** buttons in Transpose area on the front panel.

An example of layering

Two favorite sounds used in layered combinations are Piano and Pads. Other combinations such as Piano and Strings, Guitar and Strings, and Voices and Pads also provide rich layered sounds. Here is an example of layering Piano and Strings:



1. Press the **[Grand Piano]** button to select the grand piano program.
2. Press the **[Layer]** button to enter layer mode.
3. Select the first program in the Strings category for the second layer (L2).
4. Holding the **[Layer]** button, press the **[-/No]** button to adjust the second layer's volume.
5. Set the volume as you like.

Left Split

The **[Split]** button allows you to "split" the keyboard into two parts. Splits are an easy way to make one performer sound like two. When you play the keyboard, your right hand plays one sound and your left hand plays another.

Activate Left Split

When you press the **[Split]** button, Split will be active. Now, the right-hand part of the keyboard will play whatever program was selected just before the split button was pressed. The left-hand part will play program 107: Dual-Tri Bass or a custom program, selected in split mode. Press the active **[Split]** button a second time to cancel a split. The left split is reset to OFF when power to the Mark Pro 3i is turned on.

Setting a new split point

The split point is the point on the keyboard where the left sound and right sound meet. The default split point set at the factory is B2. To change it, press any key on the keyboard while pressing and holding the **[Split]** button. For example, Press C3 key with holding the **[Split]** button, to set the split point to C3. The display will show the new split point as shown below:

New Split Point
POS:048

Transpose in the split mode

The Mark Pro 3i gives you the ability to shift the pitch of either the left or right side of the split up or down by octaves. In the split mode, the **[+]** or **[-]** button will transpose the left (S2) program up or down. You can also transpose the right (S1) side. Press the **[Split]** button again to exit split mode and use the **[+]** or **[-]** button to transpose S1. Then press the **[Split]** button again to re-enter split mode.

Changing a program and adjusting volume balance

You can change each program in split mode.

The program used for the right-hand part is the program selected just before entering the left split mode. If you want to change the program used for the right-hand part, press the **[Split]** button again to get out of the left split mode. Then select a new program to be the right-hand part and press the **[Split]** button to return to split mode.

When you're in split mode, changing programs will change the program for the left-hand part.

You can adjust the balance between the two split sounds by making one sound softer.

To make the right-hand sound softer, hold the **[Split]** button and press the **[+ / Yes]** button as many times as required to achieve balance.

To make the left hand softer, hold the **[Split]** button and press the **[- / No]** button in the same way as the right-hand part.



1. Select the program 056:Big Brass.
2. Press the **[Split]** button to enter left split mode.
3. Though the display, you can check that the program of right-hand part (S1) is 056:Big Brass and the left-hand part (S2) is 107:Dual-Tri Bass.
4. At this time, press the strings category button and then press the **1** button to change the program of S2.
5. Play the keyboard to check that everything is fine.
6. Holding the **[Split]** button, press the **[+ / Yes]** or **[- / No]** button to adjust volume balance. Set the volume as you like.
7. Holding the **[Split]** button, press a key. Then check that the split point between the left hand (S2) and right hand (S1) parts has moved to the note just played.

Effect setting

When you change programs the effects will automatically change to best match the new program. You can also select the effect globally. When you do this, all programs are affected by the change. See 33, 34 pages for the global effect settings and 53 page for the effect list.

Effect A Type (Effect)

Effects add a heightened sense of sonic realism to programs.

The Mark Pro 3i has total of 64 effects that are comprised of 8 types.

| | |
|-------------------|--|
| Chorus | A mixing effect simulating two identical instruments playing together. |
| Flange | An effect that sounds like a jet taking off. |
| Delay | An effect that creates the sound of a repeating, decaying echo. |
| Compressor | An effect that reduces differences in loudness. |
| Distortion | An effect that makes a rich tone by overdriving. |
| Filter | An effect cuts specified frequency range to change sound. |
| LazerVerb | Creates a sound like shooting machine gun. |
| Misc | Other effects such as pan or tremolo effect. |

See 53 page for the Effect A Type.

Effect B Type (Reverb)

Reverb occurs naturally when sound reflects off the walls of an enclosed space. These reflections blend together into a "wash" of sound that adds warmth and ambience to music. The Mark Pro 3i has many choices of reverb as shown below:

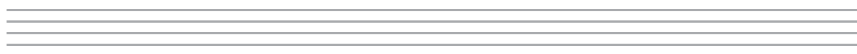
| | |
|----------------|---|
| Booth | A reverb that adds the ambience of a booth. |
| Room | A reverb that adds the ambience of a room. |
| Chamber | A reverb that adds the ambience of a chamber. |
| Hall | Simulates reverberation in a concert hall. |
| Combi | A combination of multiple effects. |

See 53 page for the Effect B Type.

Effect Wet/Dry

The amount of reverb or effects used for the current sound can be controlled in the global mode. You can set the each Wet/Dry parameter for reverbs and effects differently. Refer to 33 pages and 34. The larger the number displayed means the wetter or more effected the sound when setting wet/dry parameters. These parameters affect all programs.

Metronome



Metronome

The metronome can be used as a stand-alone metronome that is convenient for practicing. When the **[Metronome]** button is pressed, the light goes on and the metronome starts. Press it again to turn it off.

The display of metronome

A rectangular display screen with a light gray background and a thin black border. It shows two lines of text in a monospaced font. The top line reads "BEAT: 4/4 PUSH SNG" and the bottom line reads "Tempo: 120 UP/DN".

BEAT: 4/4 PUSH SNG
Tempo: 120 UP/DN

As you see, the upper line shows you current beat and the lower line is current tempo.

Adjusting Tempo

The tempo of the metronome or song record playback can be set from 40 to 240 beats per minutes. To adjust the tempo, hold the **[Metronome]** button. Then Press the **[+ / Yes]** button to increase tempo or press the **[- / No]** button to decrease tempo. The default tempo is 120.

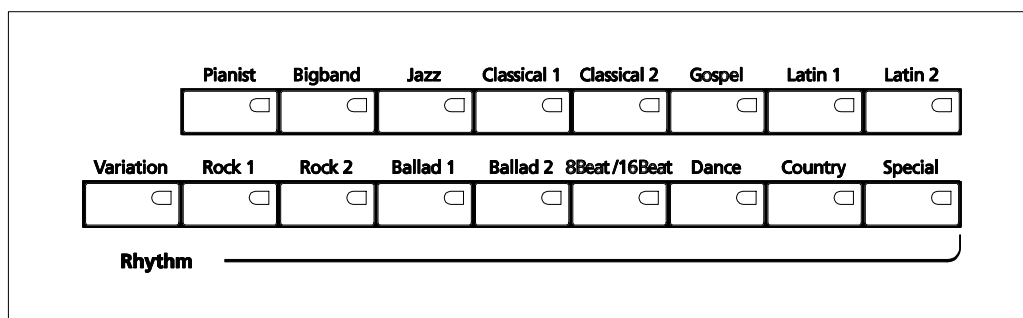
Adjusting the time signature

Hold the **[Metronome]** button and press the **[Song]** button to adjust the time signature (Beat) of the metronome. Every time you press the **[Song]** button, the beat will change, starting with 1/4 and then 2/4, 3/4, 4/4, 6/4, 6/8, 12/8, and back again to 1/4.

When you see the desired beat on the display, release the **[Metronome]** button.

Rhythm and Auto Accompaniment

The Mark Pro 3i has 32 rhythm patterns covering many different musical genres. It also provides an auto accompaniment function based on chords played with the left hand. There are 16 rhythm select buttons in the Rhythm section on the front panel.



Select a rhythm

Every button in the Rhythm section can select one of 2 rhythms.

If the LED in the **[Variation]** button is off, you can select the first rhythm for each button.

If you press the **[Variation]** button this LED will turn on and you can select the second rhythm.

Depending on the **[Key.Sync]** button, you can play selected rhythm by using the **[Start/Stop]** button or the keyboard.

The default rhythm is Pianist.

The display of rhythm



The rhythm is displayed only when a rhythm plays.

The upper line shows you the current rhythm name and tempo.

The lower line shows you the current selected program name and number.

Adjusting the tempo of rhythm

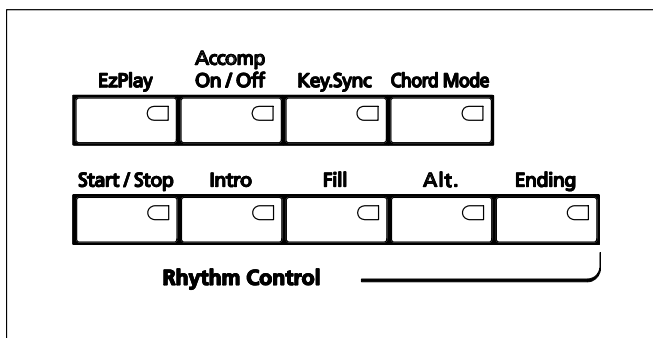
You can adjust the tempo of rhythm only when the rhythm plays.

If you hold the **[Metronome]** button, the display will change as shown below:



Holding the **[Metronome]** button, press the **[+ / Yes]** button to increase the tempo and the **[- / No]** button to decrease the tempo.

Rhythm Control



You can control a rhythm by using the buttons in Rhythm Control region.

The upper buttons are used for auto-accompaniment and the lower ones are used for rhythm.

The upper buttons of the Rhythm Control

The [EzPlay] button

Program and tempo are set to optimized settings based on the selected rhythm.

The [Acomp.On/Off] button

This button turns on and off the auto accompaniment function.

The [Key.Sync] button

Press this button to enter auto-accompaniment stand-by mode.

You can start the auto-accompaniment by pressing a key within the left-hand chord input range.

You can use this function various ways by using the **[Intro]** and **[Alt.]** buttons.

The [Chord Mode] button

This button determines the method of left-hand chord detection.

See 26 and 27 pages for detail reference.

The Mark Pro 3i can detect a chord only within the left-hand chord input range.

The chord input range extends from the lowest note (A0) up to F3.



Both of rhythm and auto-accompaniment should be turned on to use these functions together. That is, both the [Acomp.On/Off] and [Chord Mode] buttons should be lit.

The lower buttons of the Rhythm Control

The [Start/Stop] button

Press this button to start playing the selected rhythm.

If you press this button once again while playing a rhythm, it will stop.

If the **[Alt.]** button is activated, the rhythm will start playing a variation.

The [Intro] button

This is used as an introduction for the beginning of a song.

Press the **[Intro]** button before pressing the **[Start/Stop]** button.

When the intro finishes playing, the main rhythm will play.

You can use this button with the **[Key.Sync]** button. Activate both the **[Key.Sync]** button and the **[Intro]** button and press a key within chord input range.

Your rhythm will start playing an intro once a key is played.

The [Fill] button

Press this button to add a fill in a variation.

You can add more variety to the rhythm using fill to a variation.

The [Alt.] button

If this button is activated, variation rhythm will be played.

Press this button once again, variation rhythm will be deactivated.

If this button is activated and no rhythm is playing, press the **[Start/Stop]** to start the rhythm with a variation.

The [Ending] button

This button will play an ending variation and automatically stop the rhythm.

Auto Accompaniment

The auto accompaniment feature provides full backing parts and accompaniment by playing a chord with your left hand.

When the [Acomp.On/Off] button is lit

Chord detection will be activated and you can use auto-accompaniment.

When the [Acomp.On/Off] button is not lit

All rhythms play drums only.

You can use these drums as a metronome.

Chord detection

The Mark Pro 3i can detect chord using simple finger and full finger methods. You can determine which method to use with the **[Chord Mode]** button.

Simple finger detection

If the **[Chord Mode]** button is on, you can use simple finger detection as shown below:

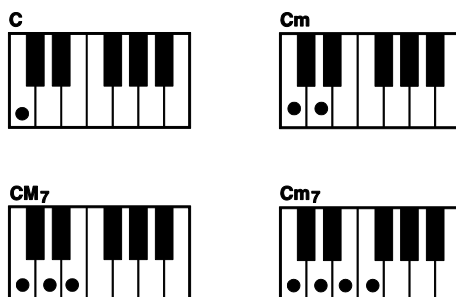
For a major chord, press the root key only.

For a minor chord, simultaneously press the root key and a white key to its right.

For a seventh chord, simultaneously press the minor chord keys and a white key to its right.

For a minor-seventh chord, simultaneously press the seventh chord keys and a white key to its right.

Here is the C root example.



All fingers detection

Play all keys that make up a chord for auto accompaniment.

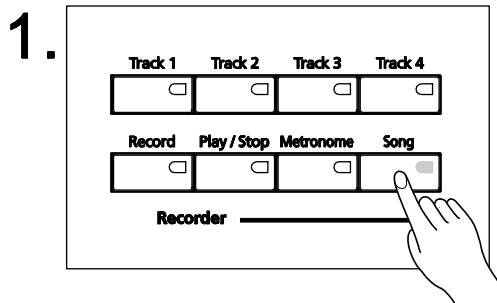
In this mode, the Mark Pro 3i can detect chords shown in the table below.

The default chord detect mode is off. (All fingers detection)

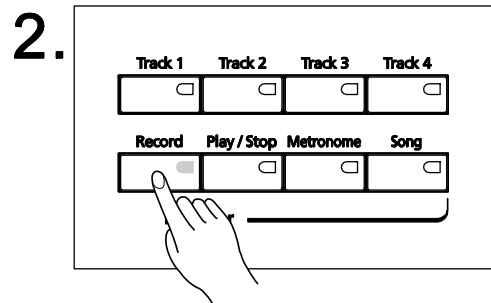
| Chord Name | Chord Notation |
|-------------------------------|--------------------|
| major | C |
| minor | Cm |
| augumented | C+, Caug |
| diminished | Cdim |
| suspended fourth | Csus4 |
| no third | C(no 3) |
| major with flat fifth | C(b5) |
| seventh | C7 |
| major seventh | Cmaj7 |
| minor seventh | Cm7 |
| seventh with suspended fourth | C7sus4 |
| major seventh with flat fifth | Cmaj7b5 |
| minor seventh with flat fifth | Cm7b5 |
| seventh with flat fifth | C7b5 |
| seventh with sharp fifth | C7#5 |
| minor with major seventh | CmM7 |
| major with added ninth | C(add 9), C(add 2) |
| ninth | C9 |
| seventh with flat ninth | C7b9 |

Recorder

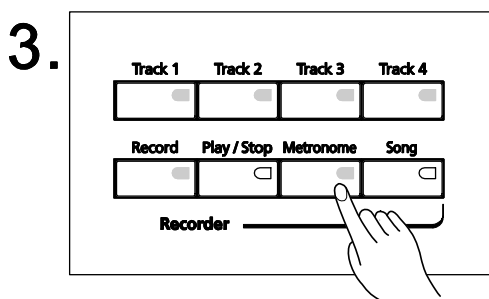
This is the 4 procedures for recording



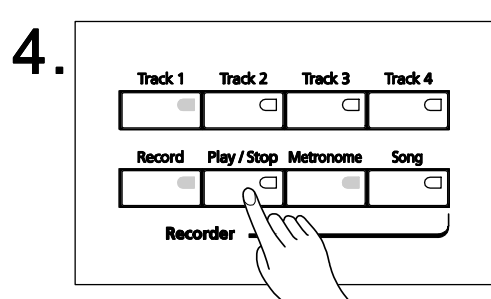
Select a song



Record stand-by



Select a track
Adjust the metronome



Start recording

Select song

For recording, first of all, select a song. Press the [Song] button and the song number displayed. You can select one song out of 3 songs by using the [+ / Yes] or [- / No] button. Each song can be as long as 10,000 notes.

```
Song Select  
Song: 0001
```

Select track

Each song consists of up to 4 tracks, which can be selected or silenced using the two Track buttons. Once a track has been recorded, the track button illuminates to show that it contains data. Each of the 4 tracks can be selected or silenced using the two Track buttons. Once a track has been recorded, the track button illuminates to show that it contains data. When a song is recording, playing, or stopped, use the Track buttons to turn playback of individual tracks off (unlit) or on (lit).

Select the recording track and set the metronome

If you press the **[Record]** button, 4 **Track** buttons will blink.

Then press one of these **Track** buttons to enter record stand-by mode with activating the metronome and illuminating the **[Metronome]** button.

At this time, if you hold the **[Metronome]** button, the display will show you the current beat and tempo settings.



BEAT: 4/4 PUSH SNG
Tempo: 120 UP/DN

Hold the **[Metronome]** button and press the **[Song]** button to adjust the time signature (Beat) of the metronome. Every time you press the **[Song]** button, the beat will change from 1/4 to 2/4, 3/4, 4/4, 6/8, 12/8, and back to 1/4 again.

To adjust the tempo, hold the **[Metronome]** button and Press the **[+ / Yes]** button to increase tempo or press the **[- / No]** button to decrease tempo. The default tempo is 120.

Press the **[Metronome]** button once again to turn the metronome off.

You can record with the metronome off, if you like.

Recording

Once this is set, you can record your song right away.

There are 3 methods to start recording:

1. Press the **[Play/Stop]** button to start recording
2. Press a key to start recording
3. Press a pedal to start recording

If you press the **[Record]** button, the recording will stop.

Start to record by pressing a key or a pedal

You can start a recording by pressing a key or a pedal.

If you start recording by pressing the **[Play/Stop]** button, it is hard to sync the first note and the first beat with other track.

This method can help you keep your multi track recording in sync.

Start to record

1. Press the **[Record]** button to enter record stand-by mode.
2. Press one of the **Track** buttons for recording.
3. If you need, adjust beat and tempo.
4. When you are ready to record, press the **[Play/Stop]** button or a pedal or a key to start recording.
5. Press the **[Record]** button again to finish recording.

Additional Recording

Supposed that you want to record track no 2, after you're finished recording track 1 :

1. Select a program for the new track.
2. Press the **[Record]** button to get into record stand-by mode.
3. Press the **[Track 2]** button to select track no.2.
4. When you are ready to record, press the **[Play/Stop]** button or a pedal or key to start record.
5. Press the **[Record]** button to finish recording.
6. Press **[Play/Stop]** button to listen to the recorded result.

Re-record a track

If you record to a track that contains recorded data, the newly record track will overwrite the old ones. So If you want to re-record a track, just activate the old track and record.



Note : The deleted track can't be recovered.

Delete a track

To delete a track on which something is recorded, you simply record "nothing" over it; that is, you select the track for recording, start and stop the Recorder, but don't play any notes or touch any controllers while recording. This deletes the entire track.

Delete a song

To delete a recorded song, press the **[Song]** button to select.

Then press the **[Record]** button and the **[Play/Stop]** button simultaneously.

A message will be displayed as shown below and all the Track buttons will turn off.

This will delete the entire song.



Note : The deleted song can't be recovered.

Notice
Delete Song

Play/Stop

Press the **[Play/Stop]** button to start playback or recording, or to stop it.

If you press the **[Play/Stop]** button while in record stand-by mode recording will start immediately. If you select a track; contains recorded data and press the **[Play/Stop]** button, the Mark Pro 3i will play the track.

Global Settings

Global parameters affect the behavior of the entire instrument.

Global

Press the **[Global]** button to change the behavior of the entire instrument of the Mark Pro 3i. When you press the **[Global]** button, the display will show the last selected Global parameter. In this mode, you can select each global parameters using the **[+ / Yes]** and **[- / No]** buttons and change the values of parameters with the **Jog Shuttle wheel**.



All settings in this mode will affect entire system behavior.

Please be careful when setting every parameter.

If you believe that something may have gone wrong after adjusting global parameters, you can restore your unit to original factory condition by executing a 'Factory Reset,' as shown on page 34..

USB Local Mode

USB LocalMode
OFF

This is the first parameter in the global mode. This parameter establishes (when On) or breaks (when Off) the internal link between the MIDI-generating components (keyboard and physical controllers) and the internal sound module. When you want to be able to play the Mark Pro 3i from its own keyboard, set Local Control to On. When the Mark Pro 3i is receiving MIDI from an external source, set Local Control to Off. Otherwise, MIDI looping (where every note is played twice) might occur. This is particularly important when you're using the Mark Pro 3i with a sequencer.

The jog shuttle wheel can be used to turn Local control off and on. The term "Local" means connection between the internal sound generator and the triggering devices such as the keyboard part of your Mark Pro 3i. Generally, On is appropriate for standalone use and Off is used with a computer sequencer or external MIDI processor. When local control is Off you may not hear any sound when playing the keyboard.

Sound Tune - Cent

Sound Tune
Cent: 000

There are 2 kinds of tuning in the Mark Pro 3i. One is Cent-Tune and the other is Hertz-Tune. This can be useful if you are playing along with a recording, or playing with other acoustic instruments that can't be easily retuned.

In musical terms, a cent is 1/100th of a semitone. (100 cents equals one semitone.)

The default value is 0 cent.

You can adjust this value from -50 to 50 cent.

Sound Tune - Hertz

Sound Tune
Herz: 440.000Hz

1 Hz is equal to one cycle per second.

The default Hertz value for A4 is 440Hz.

You can adjust this value from 427.47 to 452.89Hz.

Key Touch Map

Key Touch Map
Map: 000

This parameter determines how sensitively the keyboard responds to your playing. By default, a value of 002 is the standard, unaltered level of keyboard sensitivity.

A value of 001 is for players who prefer a lighter touch. You can play more lightly and still get the same attack-velocity values (loudness) with this setting.

A value of 003 is for players who have a heavier touch. You can play harder to get the same attack-velocity values with this setting.

A value of 000 always produces the same attack-velocity values regardless of how lightly or hardly you play, similar to how a harpsichord or Hammond B3 organ operates.

GM Mode

GM Mode
OFF

Usually, MIDI sequence files that have a '.mid' extension are based on GM (General MIDI)

This parameter is mainly used for playing these MIDI sequences.

The default value is Off. If this parameter set to On, you can't select any bank other than GM, but you can play any setup without limitation.

Drum Map Mode

DrumMap Mode
Normal Map

This parameter determines the layout of percussion timbres in drum programs (Unlike other programs, drums or percussion programs consist various of several different percussion instruments within a single program). Please refer to page 17 for more information.

You can select either General MIDI style layout (GM) or Kurzweil style layout (Normal) of these instruments on the keyboard by turning the jog shuttle wheel. The default setting is Normal.

Effect A On/Off

EffectA On/Off
ON

You can turn Effect A On or Off using this parameter.

The default value is On. If this parameter is set to Off, Effect A will not affect any program.

See page 53 for effects reference.



Before you set the parameters for effects, please read about changing effects globally on page 22.

Please note that all these effects setting affect all programs.

Effect A Type

EffectA Type
FXA:000

This parameter determines a type of the Effect A.

See page 53 for details about these settings.

Effect A Wet/Dry

EffectA Wet/Dry
FXA:020

This parameter determines how much Effect A will be added to all programs.

The larger the value, the louder and more obvious the effect will be.

Effect B On/Off

EffectB On/Off
ON

You can turn Effect B (Reverb) on or off using this parameter.

The default value is On. If this parameter is set to Off, the Effect B will not affect any program.

See page 53 for the effect reference.

Effect B Type

EffectB Type
FXB:000

This parameter determines a type of the Effect B (Reverb).

See page 53 for details on settings.

Effect B Wet/Dry

EffectB Wet/Dry
FXB:000

This parameter determines how much Effect B (Reverb) will be added to all program.

The larger the value, the louder and more obvious the effect will be.

Factory Reset

Factory Reset
Push Ending Key

This parameter will restore the original factory settings.

Before executing the factory reset, please read the note below in bold letters.

Press the **[Ending]** button in Rhythm Control section to execute the factory reset.



If you execute the Factory Reset, the entire system will be initialized, all memory including User songs will be erased, and the original factory settings will be restored.

Before executing a factory reset, please record any songs you don't want to lose with an external recorder, if possible.

MIDI

"MIDI" stands for "Musical Instrument Digital Interface." It is an international standard that allows electronic musical instruments to communicate with each other, using a simple cable connection. It ensures that the Mark Pro 3i will remain compatible with the instruments of today and tomorrow.

USB MIDI Connection

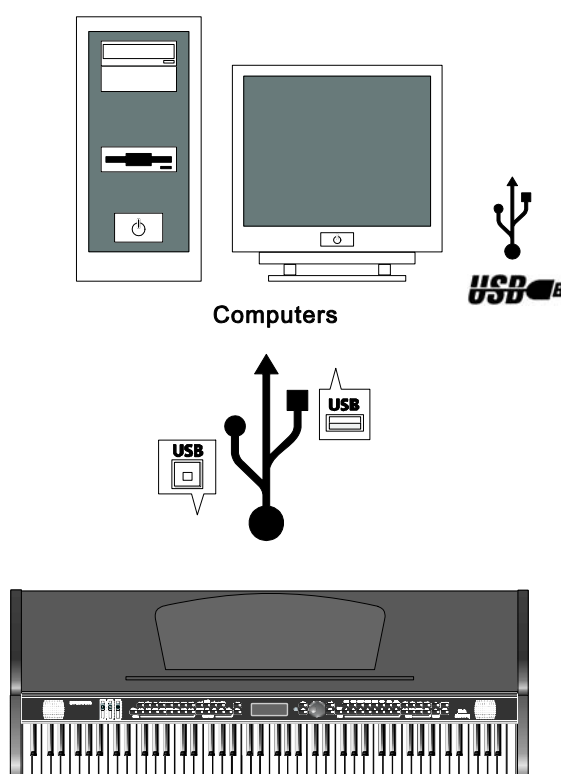
There is a USB port on the rear panel of the Mark Pro 3i.

Without using a MIDI interface, the Mark Pro 3i can be connected directly to a computer via USB. A single USB cable can carry incoming and outgoing MIDI data between the Mark Pro 3i and a computer. You don't even need to install any additional drivers.

USB is short for Universal Serial Bus, which is a serial bus standard to connect different devices to your computer.

The Mark Pro 3i supports the "Plug and Play" feature of Windows XP. 

One application of USB MIDI is using a sequencer to record and play back your performance. The Recorder on the Mark Pro 3i is actually a sequencer, but some advanced users may wish to connect an external sequencer as well to make use of features that go beyond what the built-in Recorder provides. An external sequencer can be a special hardware unit designed for that purpose, or it can be a computer running special MIDI and/or audio sequencing software.



MIDI Connection

On the rear panel are two MIDI ports:

- MIDI In receives MIDI messages from other equipment.
- MIDI Out sends MIDI messages to other equipment.

MIDI cables provide the connection between the MIDI ports of one piece of equipment and those of another. To keep things simple, there are only two valid MIDI connections: Out to In, In to Out.

The simplest use of MIDI is to play two instruments at a time from one keyboard.

This is known as a "Master-Slave" connection. Use a MIDI cable to connect the MIDI

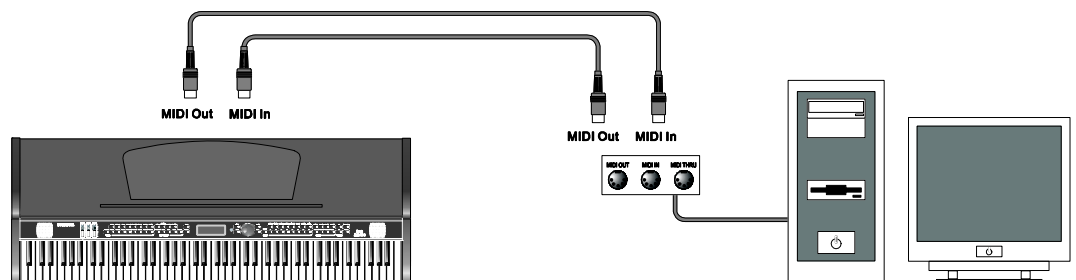
Out port of the "Master" (the instrument whose keyboard you'll play) to the MIDI In port of the "Slave".

If you connect In to Out, rather than Out to In, the other instrument becomes the Master. And if you use two cables, connecting In to Out, Out to In, you can use either instrument as the Master. You probably will want to use the Mark Pro 3i as your master keyboard. It is important to explain that what is sent over the MIDI cables is information (data), not sound. In fact, the usefulness of master-slave setup lies in having each instrument produce a different sound, resulting in a layering of sounds that expands on the layering that is possible with the Mark Pro 3i itself.

The slave can be a MIDI organ, portable keyboard, synthesizer, tone module, drum machine, or effects device. If it doesn't have built-in amplification and speakers, connect its audio output to the Mark Pro 3i Audio In jacks on the Mark Pro 3i rear panel.

Another application of MIDI is in using a sequencer to record and play back your performance.

The Recorder on the Mark Pro 3i is actually a sequencer, but some advanced users may wish to connect an external sequencer as well, to make use of features that go beyond what the built-in Recorder provides. An external sequencer can be a special hardware unit designed for that purpose, or it can be a computer running special sequencing software. In either use, the MIDI connections are the same - Out to In, In to Out.



MIDI Channel

For MIDI to control several instruments, each playing a different part at the same time, it relies on different channels. MIDI channels are like TV channels: an instrument has to be "tuned" to the correct one or it won't receive what is being transmitted. There are 16 channels available, and each one can transmit any number of notes to any number of instruments, over the same MIDI cable

MIDI Messages

The MIDI messages that the Mark Pro 3i transmits and recognizes fall into several categories, as outlined in the MIDI Implementation Chart on page 54. This section explains those messages and how to use them.

Note On and Off

When you play a key on the Mark Pro 3i, it sends a MIDI message that says a note has begun, what MIDI channel it's on, what note it is, and the velocity with which the key was played. When you release a key, a similar message is sent saying that a note has ended, on which channel, what note, and the velocity with which the key was released.

Control Change

Control Change is the largest category of MIDI messages. The Mark Pro 3i has an extensive controller implementation, to help you alter your performances and sounds, flexibly as you play or in your recorded sequences. The following discussion elaborates on each of these messages.

Mod Wheel: CC #1, 33

The Mark Pro 3i recognizes Mod Wheel messages, which affect the sound of different programs in different ways. Controller 1 can be used by itself, or if a finer degree of control is desired, controller 33 can be used in conjunction with it.

Volume: CC #7,39

The Mark Pro 3i recognizes Volume messages, which control the overall volume of the sound on the MIDI channel on which they are sent. Controller 7 can be used by itself, or if a finer degree of control is desired, controller 39 can be used in conjunction with it.

Pan: CC #10,42

The Mark Pro 3i recognizes Pan messages, which control the location of the sound in the stereo field on the MIDI channel on which they are sent. Controller 10 can be used by itself (a value of 0 is hard left, 64 is centered, and 127 is hard right), or if a finer degree of control is desired, controller 42 can be used in conjunction with it.

Expression: CC #11,43

The Mark Pro 3i recognizes Expression messages, which also regulate the volume of the sound on the MIDI channel on which they are sent between a minimum of 0 and a maximum of the current Volume setting. Controller 11 can be used by itself, or if a finer degree of control is desired, controller 43 can be used in conjunction with it.

Sustain, Sostenuto, and Soft Pedals: CC #64, 66, 67

The right, center, and left pedals transmit MIDI controller message 64 (Sustain), 66 (Sostenuto), 67 (Soft), respectively. The Mark Pro 3i also recognizes these messages. A value of 0 is OFF and a value of 127 is ON.

All Sound Off, Reset All Controllers: CC#120, #121

The Mark Pro 3i recognizes the All Sound Off message (CC #120) which silences the instrument and the Reset All Controllers message (CC #121) which resets all controllers to their default values.

Specifications

Physical

| | |
|--------|--------|
| Height | 90 cm |
| Depth | 50 cm |
| Length | 142 cm |
| Weight | 68 Kg |

Audio

| | |
|-----------------------|---|
| 80-Watt Amplification | 2 x 40 Watts RMS Per Channel |
| 4 Speakers | 2 x 6.5 inch, 2 x 2.5 inch |
| Audio Outputs | Impedance : 100Ω source Level : nominal 1.0V RMS |
| Audio Inputs | Impedance : 10K Load Level : nominal 1.0V RMS |
| Headphone Output | Impedance : 47Ω source Level : nominal 1.0V RMS |

Electrical

| | |
|----------------------|---|
| Safe Voltage Range | 90 Volts ~ 264 Volts |
| Safe Frequency Range | 47 ~ 63Hz |
| Power Consumption | 25 Watts nominal (Piano sound at normal volume) |

Environmental

| | | |
|-----------------------|-----------------------------|-----------------|
| Operating Temperature | 5 to 40°C | (40 to 104 °F) |
| Storage Temperature | -25 to 85°C | (-13 to 185 °F) |
| Operating Humidity | 5 to 95% (non ~ condensing) | |
| Storage Humidity | 5 to 95% (non ~ condensing) | |

Demo Song List

| No | Song Name | Composer |
|----|--|----------------------|
| 1 | Prelude I BWV 846 | J. S. Bach |
| 2 | Invention NO. 4 | J. S. Bach |
| 3 | Invention NO. 8 | J. S. Bach |
| 4 | Prelude II BWV 847 | J. S. Bach |
| 5 | ARIA Goldenberg-Variationen BWV 988 | J. S. Bach |
| 6 | Fuga II (A3 VOCl) | J. S. Bach |
| 7 | Sonatine Op. 36 No. 4 | M. Clementi |
| 8 | Klavierstück K. 15v | W. A. Mozart |
| 9 | Piano Sonata K. 333 1st mov. | W. A. Mozart |
| 10 | Rondo in D-dur K. 485 | W. A. Mozart |
| 11 | Piano Sonata K. 331 Rondo Turkish March | W. A. Mozart |
| 12 | Piano Sonata K. 545 1st mov. | W. A. Mozart |
| 13 | Minuett in G | L. V. Beethoven |
| 14 | Bagatelle No. 25 Für Elise | L. V. Beethoven |
| 15 | Sonatine Op. 55 No. 1 | Fr. Kuhlau |
| 16 | March Militaire Op. 51 No. 1 | F. P. Schubert |
| 17 | Moments Musicaux 3. | F. P. Schubert |
| 18 | Impromptu Op. 90 No. 2 | F. P. Schubert |
| 19 | Impromptu Op. 90 No. 4 | F. P. Schubert |
| 20 | La chevaleresque | J. F. Burgmüller |
| 21 | Without word song Op. 38 No. 2 | J. L. F. Mendelssohn |
| 22 | Venetianisches Gondellied | J. L. F. Mendelssohn |
| 23 | Sostenuto | F. F. Chopin |
| 24 | Valse KK IVb-11 | F. F. Chopin |
| 25 | 5 Mazurkas I Op. 7 No. 1 | F. F. Chopin |
| 26 | Valse Op. 69. NO. 2 | F. F. Chopin |
| 27 | Grande Valse Brillante Op. 18 | F. F. Chopin |
| 28 | Valse Op. 64 No. 2 | F. F. Chopin |
| 29 | Nocturn Op. 9 No. 2 | F. F. Chopin |
| 30 | Valse Op. 64 No. 1 | F. F. Chopin |
| 31 | Preludes in D ^b Major Op. 28 No. 15 | F. F. Chopin |
| 32 | Fantaisie-Impromptu Op. 68 | F. F. Chopin |
| 33 | Träumerei | R. Schumann |
| 34 | Fröhlicher Landmann Op. 68-10 | R. Schumann |
| 35 | Von fremden Ländern und Menschen Op. 15 | R. Schumann |
| 36 | Liebesträume Nr. 3 | F. Liszt |
| 37 | Dolly's Dreaming And Awakening | T. Oesten |
| 38 | Frühlingsstimmen Op. 410 | J. Strauss |
| 39 | The Swan | Saint-Seans |
| 40 | Blumenlied | G. Lange |
| 41 | Valsette | F. Borowski |
| 42 | Old French Air | P. I Tchaikovsky |
| 43 | Mazurka | P. I Tchaikovsky |
| 44 | Polka | P. I Tchaikovsky |
| 45 | Barcarolle | P. I Tchaikovsky |
| 46 | Humoreska | A. Dvorak |
| 47 | Suit 'Peer Gynt' Op. 46-3 Anitras Tanz | E. Grieg |
| 48 | Suite Bergamasque Prelude | C. A. Debussy |
| 49 | Reverie | C. A. Debussy |
| 50 | Arabesque I | C. A. Debussy |

Program list

Primary Bank (Bank 0)

The upper button – Piano 1 / Strings

Category : Piano 1, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 000 Stereo Grand |
| 2 | 001 Classic Grand |
| 3 | 002 Dynamic Grand |
| 4 | 003 Warm Grand |
| 5 | 004 Solo Grand Piano |
| 6 | 005 Concert Grand |
| 7 | 006 Mono Grand Piano |
| 8 | 007 Piano for layers |

Category : Strings, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 064 Lyrical Strings |
| 2 | 065 Slow Strings |
| 3 | 066 Marcato String |
| 4 | 067 Layer Strings |
| 5 | 068 Fast Strings |
| 6 | 069 Touch Strings |
| 7 | 070 Velocity Strings |
| 8 | 071 Phantom Strings |

The upper button – Piano 2 / Voices

Category : Piano 2, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 008 Hard Rock Piano |
| 2 | 009 Rock Grand |
| 3 | 010 Grand Piano 440 |
| 4 | 011 Mono Stage Piano |
| 5 | 012 Dyn Stage Piano |
| 6 | 013 Ragtime Piano |
| 7 | 014 Tack Piano |
| 8 | 015 Piano & Strings |

Category : Voices, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 072 Ooh><Aah |
| 2 | 073 Doo><Daa |
| 3 | 074 Baa stacc. Bop |
| 4 | 075 Doo stacc. Doop |
| 5 | 076 Doo stacc. Dot |
| 6 | 077 Scatman |
| 7 | 078 The Croons |
| 8 | 079 Cathedral Vox |

The upper button – E.Piano 1 / Synths

Category : E.Piano 1, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 016 Classic E Piano |
| 2 | 017 Serious Classic |
| 3 | 018 That 70's E Pno |
| 4 | 019 Hard E Pno |
| 5 | 020 Lounge E Piano |
| 6 | 021 Dyno My E Pno |
| 7 | 022 Soft E Piano |
| 8 | 023 Hybrid E Piano |

Category : Synths, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 080 Solar Lead |
| 2 | 081 Vox Lead |
| 3 | 082 Alazawi |
| 4 | 083 Slo Wood Flute |
| 5 | 084 Groove Bass |
| 6 | 085 1/3 Pulse Bass |
| 7 | 086 Sweeper Bass |
| 8 | 087 Lowdown Bass |

The upper button – E.Piano 2 / Pads

Category : E.Piano 2, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 024 My Best Wurly |
| 2 | 025 Big Red Wurly |
| 3 | 026 Brkfst In Korea |
| 4 | 027 Soft Wurly |
| 5 | 028 Wurly Road |
| 6 | 029 Pearly Keys |
| 7 | 030 Digital E Piano |
| 8 | 031 Ballad E Piano |

Category : Pads, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 088 Rez Aah Pad |
| 2 | 089 Crypt |
| 3 | 090 Meteor Strings |
| 4 | 091 Orch Pad |
| 5 | 092 Neptune |
| 6 | 093 Analogy |
| 7 | 094 Dream Catcher |
| 8 | 095 U Say Tomita |

The upper button – Pop keys / Guitar

Category : Pop keys, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 032 C3PO |
| 2 | 033 Digital E Grand |
| 3 | 034 Rock E Grand |
| 4 | 035 FantAsmAtron |
| 5 | 036 AtmAz |
| 6 | 037 Celestial Comet |
| 7 | 038 Comp Time |
| 8 | 039 Ruth Buzzy |

Category : Guitar, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 096 Acoustic Guitar |
| 2 | 097 Strummer 12 Str |
| 3 | 098 Rich 6 String |
| 4 | 099 12 String Guitar |
| 5 | 100 Chorus Elec Gtr |
| 6 | 101 Elec 12 String |
| 7 | 102 Jazzy Frets |
| 8 | 103 Lead Rock Gtr |

The upper button – Clavier / Bass

Category : Clavier, LED : Red

| The lower button | Program |
|------------------|--------------------|
| 1 | 040 Clav Classic |
| 2 | 041 Touch Clav |
| 3 | 042 Dual Wah Clav |
| 4 | 043 Harpsichord |
| 5 | 044 Modrn Harpsi |
| 6 | 045 CrystalClavchd |
| 7 | 046 Accordion |
| 8 | 047 Celesta |

Category : Bass, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 104 Round and Wound |
| 2 | 105 Punch Bass |
| 3 | 106 Two Finger Bass |
| 4 | 107 Dual-Tri Bass |
| 5 | 108 Clav o' Bass |
| 6 | 109 Fret Not Bass |
| 7 | 110 Upright Bass 1 |
| 8 | 111 Upright Bass 2 |

The upper button – Organ / Drums

Category : Organ, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 048 The Reverend's |
| 2 | 049 Ballad Of 3 Bars |
| 3 | 050 Prog Rocker's B |
| 4 | 051 All Out Full On |
| 5 | 052 Grungy Overdrive |
| 6 | 053 Uptown Gospel |
| 7 | 054 Retro Roto |
| 8 | 055 Pipe Organ |

Category : Drums, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 112 Studio Drums 1+2 |
| 2 | 113 Studio Drums 3+4 |
| 3 | 114 Ambient Rock Kit |
| 4 | 115 Coliseum Kit |
| 5 | 116 Resonant Traps |
| 6 | 117 Tripkit/Trashkit |
| 7 | 118 Beat Box |
| 8 | 119 Electro Kit |

The upper button – Brass / Percussion

Category : Brass, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 056 Big Brass |
| 2 | 057 Saxes/Trumpets |
| 3 | 058 Split Section |
| 4 | 059 Broadway Brass |
| 5 | 060 Trombones |
| 6 | 061 Bari/Tenor Sect |
| 7 | 062 Solo Tenor Sax |
| 8 | 063 Williams Brass |

Category : Percussion, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 120 Virtuoso Perc |
| 2 | 121 Rhythm Maker |
| 3 | 122 Woody Marimba |
| 4 | 123 African Marimba |
| 5 | 124 Vibes |
| 6 | 125 New Fluid Vibes |
| 7 | 126 Aborigine Jam |
| 8 | 127 Drums 'n Bells |

Secondary Bank (Bank 6)

The upper button – Piano 1 / Strings

Category : Piano 1, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 000 Sweet Ivories |
| 2 | 001 Nice Touch Grand |
| 3 | 002 Piano Solitude |
| 4 | 003 Piano Recital |
| 5 | 004 Full Bloom Piano |
| 6 | 005 Pianetta |
| 7 | 006 Suite Piano |
| 8 | 007 Dreamy Piano |

Category : Strings, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 064 Fast Vtrig Rosin |
| 2 | 065 Emotional String |
| 3 | 066 Octave Strings |
| 4 | 067 Emphatic Strings |
| 5 | 068 Rosin Section |
| 6 | 069 Resolute Section |
| 7 | 070 Tender Strings |
| 8 | 071 Flute & Strings |

The upper button – Piano 2 / Voices

Category : Piano 2, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 008 Basement Upright |
| 2 | 009 Chiano |
| 3 | 010 Way Back Piano |
| 4 | 011 Dance Piano |
| 5 | 012 Cloud Ride Piano |
| 6 | 013 Organic Piano |
| 7 | 014 Piano & Wash |
| 8 | 015 Piano & Vox Pad |

Category : Voices, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 072 Bright Voices |
| 2 | 073 Crystal Voices |
| 3 | 074 Vox & Organ |
| 4 | 075 BIG Ooh Voices |
| 5 | 076 BIG Voices |
| 6 | 077 Bright Syn Vox |
| 7 | 078 Vox Orgel |
| 8 | 079 Vox & Strings |

The upper button – E.Piano 1 / Synths

Category : E.Piano 1, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 016 Mello E Piano |
| 2 | 017 Tines Square |
| 3 | 018 Brunch In Seoul |
| 4 | 019 Classy Roadz |
| 5 | 020 Barking Tines |
| 6 | 021 Clean and Soft |
| 7 | 022 Ballad Keys |
| 8 | 023 Lotus Keys |

Category : Synths, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 080 Subdivide |
| 2 | 081 Rezzy Bass/Poly |
| 3 | 082 Technicolor |
| 4 | 083 Elan Lead |
| 5 | 084 Sun Spot Lead |
| 6 | 085 Dinosaur's Lead |
| 7 | 086 Sawyer's Bomb |
| 8 | 087 Reverse Feedback |

The upper button – E.Piano 2 / Pads

Category : E.Piano 2, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 024 Soft Ballad |
| 2 | 025 7'0s FM Tines |
| 3 | 026 90's FM Ballad |
| 4 | 027 Chorus Rock Pno |
| 5 | 028 Bright Pianotone |
| 6 | 029 Family Portrait |
| 7 | 030 Harpsi-Piano |
| 8 | 031 Fantasy Keys |

Category : Pads, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 088 Poseidon |
| 2 | 089 Analogica |
| 3 | 090 Anti Rez |
| 4 | 091 Spider' Web |
| 5 | 092 Ethereal Strings |
| 6 | 093 FreeResAhh Notch |
| 7 | 094 Ooh><Ahh Pad |
| 8 | 095 Vocalicious |

The upper button – Pop keys / Guitar

Category : Pop keys, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 032 Janet's Comp |
| 2 | 033 Mild Sheen |
| 3 | 034 Scrape Glass |
| 4 | 035 Air Society |
| 5 | 036 Push Air |
| 6 | 037 Dronin' |
| 7 | 038 Alien Salt Mine |
| 8 | 039 Imperfect Storm |

Category : Guitar, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 096 Titanium Guitar |
| 2 | 097 Latin Lover |
| 3 | 098 Roto 12 String |
| 4 | 099 Electric 12 |
| 5 | 100 Twangy Guitar |
| 6 | 101 Chr Elec & Mute |
| 7 | 102 Comp Chr E Gtr |
| 8 | 103 Trashed Tubes |

The upper button – Clavier / Bass

Category : Clavier, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 040 Mod Clavier |
| 2 | 041 Belly Celeste |
| 3 | 042 Harpsichordion |
| 4 | 043 Circus Keys |
| 5 | 044 Cosmic Calliope |
| 6 | 045 Calliope Keys |
| 7 | 046 Chiff Attack |
| 8 | 047 Spaced Harmonix |

Category : Bass, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 104 Gimme The Finger |
| 2 | 105 Bright E Bass |
| 3 | 106 Bright A Bass |
| 4 | 107 Triangle Bass |
| 5 | 108 Yow Bass |
| 6 | 109 Mono Synth Bass |
| 7 | 110 400 HP Bass |
| 8 | 111 Base in Face |

The upper button – Organ / Drums

Category : Organ, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 048 BackgroundOrgan |
| 2 | 049 Mello Tone Wheel |
| 3 | 050 Piped Organ |
| 4 | 051 Playful Piper |
| 5 | 052 Peter's Pan |
| 6 | 053 Imaginary Flute |
| 7 | 054 Bright Koreana |
| 8 | 055 Bouncin'BassBall |

Category : Drums, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 112 Radio Kings/Rods |
| 2 | 113 Ripper Kit/Vinyl |
| 3 | 114 LA Drums/Brk Bt. |
| 4 | 115 Compact/Raw Kit |
| 5 | 116 TubeTraps/lb.der |
| 6 | 117 Acoustric/HiPKit |
| 7 | 118 Dirt/Triphop Kit |
| 8 | 119 SumPumpKit MWsus |

The upper button – Brass / Percussion

Category : Brass, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 056 Goosed Riff Sect |
| 2 | 057 Fatso Sax |
| 3 | 058 Big&Beefy Saxes |
| 4 | 059 Goosed Unison |
| 5 | 060 Anabrass |
| 6 | 061 Honk'n Dyn Sax |
| 7 | 062 Saxy Lush |
| 8 | 063 Classical Brass |

Category : Percussion, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 120 Marimba |
| 2 | 121 Milky Way Vibes |
| 3 | 122 Percussionist |
| 4 | 123 Carnival |
| 5 | 124 Primitive Perc |
| 6 | 125 Bunch of Perc |
| 7 | 126 Perc Party |
| 8 | 127 Perc Circle |

Orchestra Bank (Bank 2)

The upper button – Piano 1 / Strings

Category : Piano 1, LED : Red

| The lower button | Program |
|------------------|---------------------|
| 1 | 000 Fast Violin prs |
| 2 | 001 Med Violin vib |
| 3 | 002 Slow Violin pv |
| 4 | 003 Fast Viola prs |
| 5 | 004 Med Viola prs |
| 6 | 005 Slow Viola pv |
| 7 | 006 Fast Cello prs |
| 8 | 007 Med Cello p/v |

Category : Strings, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 064 Stolen Moments |
| 2 | 065 Harmon Band |
| 3 | 066 Slow Dyn Orch |
| 4 | 067 Fast Dyn Orch |
| 5 | 068 Total Orch 1 |
| 6 | 069 Total Orch 2 |
| 7 | 070 sfz Orch prs |
| 8 | 071 Winds & ChmbStr |

The upper button – Piano 2 / Voices

Category : Piano 2, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 008 Slow Cello vib |
| 2 | 009 Studio Cello |
| 3 | 010 Studio Bass |
| 4 | 011 Recital Bass |
| 5 | 012 Slow Bass prs |
| 6 | 013 Slow Bass vib |
| 7 | 014 Slow String Orch |
| 8 | 015 Studio Strings |

Category : Voices, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 072 Winds & Strings |
| 2 | 073 Horns & Strings |
| 3 | 074 Woodwind Section |
| 4 | 075 Reeds & Bells |
| 5 | 076 Pizz & Timp |
| 6 | 077 Cathedral Choir |
| 7 | 078 Aah Choir prs |
| 8 | 079 Mixed Choir |

The upper button – E.Piano 1 / Synths

Category : E.Piano 1, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 016 Chamber Strings |
| 2 | 017 Baroque Strings |
| 3 | 018 Intense Strings |
| 4 | 019 Staccato Strings |
| 5 | 020 Fast Tremolando |
| 6 | 021 Med Tremolando |
| 7 | 022 Slow Tremolando |
| 8 | 023 VTrig Tremolando |

Category : Synths, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 080 Choir from Above |
| 2 | 081 DivineInterventn |
| 3 | 082 Chapel Organ |
| 4 | 083 Cathedral Organ |
| 5 | 084 Pipes 16'8',reed |
| 6 | 085 Full Pipes |
| 7 | 086 Orch Harp |
| 8 | 087 Stereo Solo Harp |

The upper button – E.Piano 2 / Pads

Category : E.Piano 2, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 024 Full Pizzicato |
| 2 | 025 Medium Pizzicato |
| 3 | 026 Dry Pizzicato |
| 4 | 027 Solo Flute prs |
| 5 | 028 Solo Flute vib |
| 6 | 029 sfz Ens Flute |
| 7 | 030 Solo Oboe |
| 8 | 031 Slow Oboe |

Category : Pads, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 088 Harp Oasis |
| 2 | 089 Under Harp |
| 3 | 090 Classical Guitar |
| 4 | 091 Silky Nylons |
| 5 | 092 Romantic Nylon |
| 6 | 093 Mando-Lute |
| 7 | 094 Orch Chimes |
| 8 | 095 Stereo Chimes |

The upper button – Pop keys / Guitar

Category : Pop keys, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 032 Ensemble Oboe |
| 2 | 033 Solo Eng Hrn prs |
| 3 | 034 English Horn vib |
| 4 | 035 Slow EngHorn prs |
| 5 | 036 Solo Clarinet |
| 6 | 037 Slow Clarinet |
| 7 | 038 Ens Clarinet |
| 8 | 039 Solo Bassoon |

Category : Guitar, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 096 Chime Bell |
| 2 | 097 ChimesGlock |
| 3 | 098 Glockenspiel |
| 4 | 099 Orch Celeste |
| 5 | 100 Xylophone |
| 6 | 101 Orch Percussion |
| 7 | 102 Orch Timpani |
| 8 | 103 Solo Timpani |

The upper button – Clavier / Bass

Category : Clavier, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 040 Solo Bassoon vib |
| 2 | 041 Ens BassoonOboe |
| 3 | 042 Solo Dbl Reeds |
| 4 | 043 Soft Trumpet |
| 5 | 044 Slow Soft Trp |
| 6 | 045 Hard Trumpet |
| 7 | 046 Slo Hard Trumpet |
| 8 | 047 Slow Horn & Trp |

Category : Bass, LED : Green

| The lower button | Program |
|------------------|---------------------|
| 1 | 104 Dynamic Timpani |
| 2 | 105 Temple Blocks |
| 3 | 106 Stereo Tam-tam |
| 4 | 107 Trap Set |
| 5 | 108 Modern Blockage |
| 6 | 109 Beaty Drum |
| 7 | 110 Cage's Ensemble |
| 8 | 111 New Touch Perc |

The upper button – Organ / Drums

Category : Organ, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 048 Solo Fr Horn |
| 2 | 049 Ensemble Fr Horn |
| 3 | 050 Fr Horn Sect 1 |
| 4 | 051 Fr Horn Sect 2 |
| 5 | 052 Horn Section |
| 6 | 053 Solo Trombone |
| 7 | 054 Ensemble Bone |
| 8 | 055 Solo Tuba |

Category : Drums, LED : Green

| The lower button | Program |
|------------------|----------------------|
| 1 | 112 Perc & Blocks |
| 2 | 113 Puppet Show Perc |
| 3 | 114 Pop Can Perc |
| 4 | 115 Onklungy Perc |
| 5 | 116 Skullophones |
| 6 | 117 Exotic Mallets |
| 7 | 118 Acoustic Mbira |
| 8 | 119 St Elec Mbira |

The upper button – Brass / Percussion

Category : Brass, LED : Red

| The lower button | Program |
|------------------|-----------------------|
| 1 | 056 sfz Orch Tuba |
| 2 | 057 Jazz Harmon Trp |
| 3 | 058 Ballad Harmon Trp |
| 4 | 059 sfz SoftTrp Sect |
| 5 | 060 St Jazz Brass sw |
| 6 | 061 sfz Jazz Brass |
| 7 | 062 Stereo Brass sw |
| 8 | 063 Solo Sax |

Category : Percussion, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 120 Perc Harp |
| 2 | 121 Pluck & Block |
| 3 | 122 Hybrid Pluck |
| 4 | 123 BellsMark Tree |
| 5 | 124 Circus Glitter |
| 6 | 125 Swing'n Chimes |
| 7 | 126 Crystal Lagoon |
| 8 | 127 Clang Clang |

GM Bank (Bank 4)

The upper button – Piano 1 / Strings

Category : Piano 1, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 000 Grand Piano |
| 2 | 001 Bright Grand |
| 3 | 002 Electric Grand |
| 4 | 003 Honky Tonk Piano |
| 5 | 004 Elec Piano 1 |
| 6 | 005 Elec Piano 2 |
| 7 | 006 GM Harpsichord |
| 8 | 007 Clavinet |

Category : Strings, LED : Green

| The lower button | Program |
|------------------|------------------|
| 1 | 064 Soprano Sax |
| 2 | 065 Alto Sax |
| 3 | 066 Tenor Sax |
| 4 | 067 Baritone Sax |
| 5 | 068 Oboe |
| 6 | 069 English Horn |
| 7 | 070 Bassoon |
| 8 | 071 Clarinet |

The upper button – Piano 2 / Voices

Category : Piano 2, LED : Red

| The lower button | Program |
|------------------|-------------------|
| 1 | 008 GM Celesta |
| 2 | 009 Glockenspiel |
| 3 | 010 Music Box |
| 4 | 011 Vibraphone |
| 5 | 012 Marimba |
| 6 | 013 Xylophone |
| 7 | 014 Tubular Bells |
| 8 | 015 Dulcimer |

Category : Voices, LED : Green

| The lower button | Program |
|------------------|-----------------|
| 1 | 072 Piccolo |
| 2 | 073 Flute |
| 3 | 074 Recorder |
| 4 | 075 Pan Flute |
| 5 | 076 Bottle Blow |
| 6 | 077 Shakuhachi |
| 7 | 078 Whistle |
| 8 | 079 Ocarina |

The upper button – E.Piano 1 / Synths

Category : E.Piano 1, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 016 Drawbar Organ |
| 2 | 017 Percussion Organ |
| 3 | 018 Rock Organ |
| 4 | 019 Church Organ |
| 5 | 020 Reed Organ |
| 6 | 021 GM Accordion |
| 7 | 022 Harmonica |
| 8 | 023 Bandoneon |

Category : Synths, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 080 Square Wave |
| 2 | 081 Sawtooth Wave |
| 3 | 082 Synth Calliope |
| 4 | 083 Chiffer Lead |
| 5 | 084 Charang |
| 6 | 085 Solo Vox |
| 7 | 086 5th Saw Wave |
| 8 | 087 Bass & Lead |

The upper button – E.Piano 2 / Pads

Category : E.Piano 2, LED : Red

| The lower button | Program |
|------------------|-----------------------|
| 1 | 024 Nylon Guitar |
| 2 | 025 Steel String Gtr |
| 3 | 026 Jazz Guitar |
| 4 | 027 Clean Elec Guitar |
| 5 | 028 Muted Guitar |
| 6 | 029 Overdrive Guitar |
| 7 | 030 Distortion Guitar |
| 8 | 031 Guitar Harmonics |

Category : Pads, LED : Green

| The lower button | Program |
|------------------|-----------------|
| 1 | 088 Fantasia |
| 2 | 089 Warm Pad |
| 3 | 090 Polysynth |
| 4 | 091 Space Voice |
| 5 | 092 Bowed Glass |
| 6 | 093 Metal Pad |
| 7 | 094 Halo Pad |
| 8 | 095 Sweep Pad |

The upper button – Pop keys / Guitar

Category : Pop keys, LED : Red

| The lower button | Program |
|------------------|-------------------|
| 1 | 032 Acoustic Bass |
| 2 | 033 Finger Bass |
| 3 | 034 Picked Bass |
| 4 | 035 Fretless Bass |
| 5 | 036 Slap Bass 1 |
| 6 | 037 Slap Bass 2 |
| 7 | 038 Synth Bass 1 |
| 8 | 039 Synth Bass 2 |

Category : Guitar, LED : Green

| The lower button | Program |
|------------------|----------------|
| 1 | 096 Ice Rain |
| 2 | 097 Soundtrack |
| 3 | 098 Crystal |
| 4 | 099 Atmosphere |
| 5 | 100 Brightness |
| 6 | 101 Goblins |
| 7 | 102 Echo Drops |
| 8 | 103 Star Theme |

The upper button – Clavier / Bass

Category : Clavier, LED : Red

| The lower button | Program |
|------------------|-----------------------|
| 1 | 040 Violin |
| 2 | 041 Viola |
| 3 | 042 Cello |
| 4 | 043 Contrabass |
| 5 | 044 Tremolo Strings |
| 6 | 045 Pizzicato Strings |
| 7 | 046 Harp |
| 8 | 047 Timpani |

Category : Bass, LED : Green

| The lower button | Program |
|------------------|--------------|
| 1 | 104 Sitar |
| 2 | 105 Banjo |
| 3 | 106 Shamisen |
| 4 | 107 Koto |
| 5 | 108 Kalimba |
| 6 | 109 Bagpipe |
| 7 | 110 Fiddle |
| 8 | 111 Shanai |

The upper button – Organ / Drums

Category : Organ, LED : Red

| The lower button | Program |
|------------------|----------------------|
| 1 | 048 Ensemble Strings |
| 2 | 049 GM Slow Strings |
| 3 | 050 Synth Strings 1 |
| 4 | 051 Synth Strings 2 |
| 5 | 052 Choir Aahs |
| 6 | 053 Voice Oohs |
| 7 | 054 Synth Vox |
| 8 | 055 Orchestra Hit |

Category : Drums, LED : Green

| The lower button | Program |
|------------------|--------------------|
| 1 | 112 Tinkle Bell |
| 2 | 113 Agogo |
| 3 | 114 Steel Drums |
| 4 | 115 Wood Block |
| 5 | 116 Taiko |
| 6 | 117 Melodic Tom |
| 7 | 118 Synth Drum |
| 8 | 119 Reverse Cymbal |

The upper button – Brass / Percussion

Category : Brass, LED : Red

| The lower button | Program |
|------------------|-------------------|
| 1 | 056 Trumpet |
| 2 | 057 Trombone |
| 3 | 058 Tuba |
| 4 | 059 Muted Trumpet |
| 5 | 060 French Horn |
| 6 | 061 Brass Section |
| 7 | 062 Synth Brass 1 |
| 8 | 063 Synth Brass 2 |

Category : Percussion, LED : Green

| The lower button | Program |
|------------------|-----------------------|
| 1 | 120 Guitar Fret Noise |
| 2 | 121 Breath Noise |
| 3 | 122 Seashore |
| 4 | 123 Bird |
| 5 | 124 Telephone |
| 6 | 125 Helicopter |
| 7 | 126 Applause |
| 8 | 127 Gunshot |

Setups and Rhythms



Setup List

| Category : Piano 1 / Strings | | Category : Piano 2 / Voices | |
|------------------------------|------------------|-----------------------------|--------------------|
| The lower button | Setup | The lower button | Setup |
| 1 | 01 Passing Dream | 1 | 09 Jaztic |
| 2 | 02 Sund down | 2 | 10 Heavenly |
| 3 | 03 Fire Bird | 3 | 11 Piano Trio |
| 4 | 04 Kyrie | 4 | 12 One Man Trio |
| 5 | 05 Idle Trip | 5 | 13 Dr. Crane's |
| 6 | 06 Falling Leave | 6 | 14 Moon.Song |
| 7 | 07 The Belliano | 7 | 15 Gate of Magic |
| 8 | 08 Bell PAD | 8 | 16 Synth / E Piano |

Rhythm List

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----------|----------|----------|---------|------------|------------|---------|----------|----------|
| | Pianist1 | Bigband1 | Jazz1 | Classical1 | Classical2 | Gospel1 | Latin1 | Latin2 |
| Variation | Pianist2 | Bigband2 | Jazz2 | Classical3 | Classical4 | Gospel2 | Latin3 | Latin4 |
| | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| | Rock1 | Rock2 | Ballad1 | Ballad2 | 8 Beat | Dance1 | Country1 | Special1 |
| Variation | Rock3 | Rock4 | Ballad3 | Ballad4 | 16 Beat | Dance2 | Country2 | Special2 |

Effect List

Effect

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-------------------|---------------------|-----------------------|----------------------|-----------------------|--------------------------------|----------------------|----------------------|--------------------------------|
| Chorus | 1 Stereo Chorus1 | 2 Stereo Chorus2 | 3 Basic Chorus | 4 Chorus Comeback | 5 Everyday Chorus | 6 Thick Chorus | 7 Chorusier | 8 Rock Chorus |
| Flange | 9 Sweet Flange | 10 Big Slow Flange | 11 Throaty Flange | 12 Squeeze Flange | 13 Simply Flange | 14 Wetlip Flange | 15 Flange Delay | 16 Flange Booth |
| Delay | 17 Complex Echo | 18 Stereo Echoes | 19 4-Tap Delay | 20 8-Tap Delay | 21 Spectral 4-Tap | 22 Astral Taps | 23 BasicChorusDelay | 24 Chorus PanDelay |
| Compressor | 25 HKCompressor 3:1 | 26 DrumKcompress 5:1 | 27 SKFdbks Comp 6:1 | 28 SKCompressor 12:1 | 29 SKCompressor 9:1 | 30 SKCompressor 18:1 | 31 HKCompressor 9:1 | 32 HKCompsor Inf:1 |
| Distortion | 33 Subtle DrumShape | 34 Subtle Distortion | 35 Dist Cab EPiano | 36 Distortion +EQ | 37 Super Shaper | 38 2 Band Shaper | 39 Shaper ->Reverb | 40 Quantize +Flange QuantizLvl |
| Filter | 41 Phunk Env Filter | 42 Trip Filter | 43 LFO Sweep Filter | 44 Bass Env Filter | 45 EPno Env Filter | 46 LFO Sweep Filt2 | 47 DoubleRise Filter | 48 Circle Bandsweep |
| LazerVerb | 49 Cheap LazerVerb | 50 Spry Young BoyFdbk | 51 LaserDelay ->Rvb | 52 Lazerfazer EchoesF | 53 Drum Neurezonate | 54 Flange ->LaserDly | 55 Lazertag Flange | 56 LazerVerb Loop |
| Misc | 57 VibChor +Rotary2 | 58 VibChor +Rotary1 | 59 VC +Dist +Rotary2 | 60 3 Band Enhancer | 61 Extreem Enhancer Hi/Md Xovr | 62 Tremolo | 63 Simple Panner | 64 Dual Panner |
| | Rotary Speaker | | | Enhancer | | Simple Motion | | |

Reverb

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|----------------|---------------------|----------------------|--------------------|----------------------|----------------------|----------------------|-----------------------|----------------------|
| Booth | 1 Nice LittleBooth | 2 Viewing Booth | 3 Drum Booth | 4 Drum Room | 5 Drum Room B | 6 Natural Room | 7 Small Wood Booth | 8 Half Bath |
| Room 1 | 9 Add Ambience | 10 SmallStudio Room | 11 The Real Room | 12 With A Mic | 13 Pretty SmallPlace | 14 Real Niceverb | 15 Classroom | 16 Big Studio Room |
| Room 2 | 17 BrightSmall Room | 18 Tight Perc Room | 19 Small DarkRoom | 20 Bassy Room | 21 Percussive Room | 22 Bathroom | 23 Real Room | 24 Large Room |
| Chamber | 25 Brass Chamber | 26 Sax Chamber | 27 Plebe Chamber | 28 Live Chamber | 29 Small Chamber | 30 SmallDrum Chamber | 31 Small Hall | 32 My Garage |
| Hall 1 | 33 Sweet Hall | 34 Semisweet Hall | 35 Classic Chapel | 36 Medium Hall | 37 Ball Hall | 38 Small Hall | 39 Reflective Hall | 40 Smoooth Hall |
| Hall 2 | 41 Grandiose Hall | 42 Elegant Hall | 43 Bright Hall | 44 Medium Hall Too | 45 School Stairwell | 46 Large Hall | 47 Real Big Room | 48 Sweet Hall |
| Hall 3 | 49 Spacious Hall | 50 Opera House | 51 Real Niceverb | 52 Splendid Palace | 53 Weighty Platey | 54 Classic Plate | 55 Gated Reverb | 56 Gate Plate |
| Combi | 57 Chorus SmallRoom | 58 Chorus Delay Hall | 59 ChorDlyRvb Lead | 60 Deep ChorDly Hall | 61 FlangeDelay Room | 62 FlangeDelay Hall | 63 Slo FlangeDly Room | 64 FlangeDly BigHall |

MIDI Impelementaton Chart

Model: Mark Pro 3i
Manufacturer: Kurzweil

Date:2008.8.24
Version 1.0

| Function | Transmitted | Recognized | Remarks |
|------------------|---------------|------------|----------------------------|
| Basic Channel | Default | 1 | 1 |
| | Changed | X | 1 - 16 |
| Mode | Default | Multi* | Multi* |
| | Messages | Any | Modes 1 |
| | Altered | X | |
| Note Number | 0-127 | 0-127 | key range |
| | True Voice | 1-128 | 1-128 C 0-C 8 |
| Velocity | Note ON | O | O |
| | Note OFF | O | O |
| After Touch | Keys | X | X |
| | Channels | X | O |
| Pitch Bender | | X | O |
| Control Change** | 0, 32 | O | O Bank select |
| | 1 | O | O Mod wheel |
| | 2 | O | O Breath controller |
| | 4 | O | O Foot controller |
| | 6, 38 | O | O Data entry |
| | 7 | O | O Volume |
| | 10 | O | O Pan |
| | 11 | O | O Expression |
| | 64 | O | O Sustain pedal |
| | 66 | O | O Sostenuto pedal |
| | 67 | O | O Soft pedal |
| | 91 | O | O Reverb Wet/Dry |
| | 93 | O | O Effect Wet/Dry |
| | 96 | O | O Data increment |
| | 97 | O | O Data decrement |
| | 98, 99 | O | O Non-registered param num |
| | 100, 101 | O | O Registered param num |
| | 120 | O | O All sound off |
| | 121 | O | O Reset all controllers |
| Program Change | | 0-127 | 0-127 |
| | True # | 0-127 | 0-127 |
| Aux Messages | Local Control | X | O |
| | All Notes Off | O | O |
| | Reset | X | X |

Mode 1: Omni On, Poly Mode 2: Omni On, Mono
Mode 3: Omni Off, Poly Mode 4: Omni Off, Mono

O = yes
X = no

Notes
