

# PC3 LE

## *Musician's Guide v2 Addendum*

*(For PCLE6, PC3LE7, and PC3LE8)*

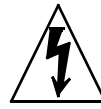
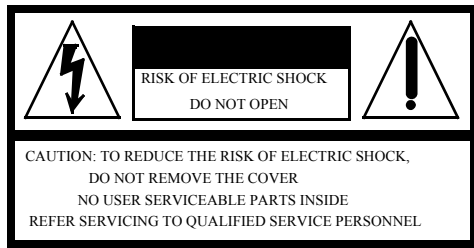
# KURZWEIL®

©2011 All rights reserved. Kurzweil® is a product line of Young Chang Co., Ltd. Young Chang®, Kurzweil®, V. A. S. T.®, PC3®, KDFX®, Pitcher®, and LaserVerb®, KSP8™, K2661™, K2600™, K2500™, and K2000™ are trademarks of Young Chang Co., Ltd. All other products and brand names are trademarks or registered trademarks of their respective companies. Product features and specifications are subject to change without notice.

You may legally print up to two (2) copies of this document for personal use. Commercial use of any copies of this document is prohibited. Young Chang Co. retains ownership of all intellectual property represented by this document.

910533-001 – V2 January 2011

---



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. **WARNING:** This product is equipped with an AC input voltage selector. The voltage selector has been factory set for the mains supply voltage in the country where this unit was sold. Changing the voltage selector may require the use of a different power supply cord or attachment plug, or both. To reduce the risk of fire or electric shock, refer servicing to qualified maintenance personnel.
4. 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.
5. This product should only be used with a stand or cart that is recommended by the manufacturer.
6. 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.
7. The product should be located so that its location or position does not interfere with its proper ventilation.
8. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
9. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
10. 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.
11. 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.
12. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
13. 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.
14. 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.
15. **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 Young Chang 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 classe 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) **CAUTION:** Danger of explosion if battery is incorrectly replaced. Replace only with the same or equivalent type (CR2032).
- 15) 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.

## Kurzweil International Contacts

Contact the Kurzweil office listed below to locate your local Kurzweil representative.

American Music & Sound  
22020 Clarendon St, Suite 305  
Woodland Hills, CA 91367

Phone: +1 (800) 431-2609  
Fax: +1 (818) 597-0411  
Email: [info@americanmusicandsound.com](mailto:info@americanmusicandsound.com)

Young Chang Co., Ltd.  
9th Floor, Bldg 102, I-Park,  
Jeongja-Dong, Bundang-Gu, Seongnam-Si, Gyeonggi-Do  
463-811 South Korea

Phone: +82 (31) 786-7986~7  
Fax: +82 (31) 785-2701

[www.ycpiano.co.kr](http://www.ycpiano.co.kr)  
[www.youngchang.com](http://www.youngchang.com)  
[www.kurzweil.com](http://www.kurzweil.com)

TECHNICAL SUPPORT  
Email: [support@kurzweil.com](mailto:support@kurzweil.com)

# Table Of Contents

Kurzweil International Contacts.....	iv
<b>Chapter 1 Introduction</b>	
<b>Chapter 2 Program Mode</b>	
The Program Editor .....	2-1
The V.A.S.T. Soft Button .....	2-1
The Keymap Editor and The Sample Editor.....	2-1
<b>Chapter 3 Setup Mode</b>	
The Setup Editor .....	3-1
The Channel/Program (CH/PROG) Page .....	3-1
Input Channel .....	3-1
The COMMON Page .....	3-2
TRIGGER KEYS (KEYTRG).....	3-2
<b>Chapter 4 Master Mode</b>	
UTILITIES .....	4-1
MIDI.....	4-1
VOICES .....	4-1
About.....	4-2
OBJECT .....	4-2
Loader.....	4-3
<b>Chapter 5 Song Mode and the Song Editor</b>	
Song Mode: The MAIN Page .....	5-1
Soft Buttons on the MAIN Page .....	5-1
Song Mode: The BIG Page .....	5-1
RecMode .....	5-1
Metron .....	5-2
Song Mode: The METRO Page.....	5-2
Metronome .....	5-2
<b>Chapter 6 Storage Mode</b>	
The LOAD Page .....	6-1
Export .....	6-2
<b>Appendix A PC3LE Legacy File Conversion</b>	
Object Types and Conversion Details .....	A-1
Keymap Objects .....	A-1
Program Objects.....	A-1
Setup Objects.....	A-2

## Index



# Chapter 1

## Introduction

This addendum contains updated sections for the printed copy of the PC3LE Musician's Guide that was included with your PC3LE. This addendum includes new features which are part of the v2 software update for the PC3LE OS, as well as additional information that was not included in your printed copy of the PC3LE Musician's Guide. When using the v2 OS, the sections in this addendum should be referenced instead of any similar sections in The PC3LE Musician's Guide.

The OS version installed on your PC3LE can be viewed on the bottom left of the start-up screen when the PC3LE is first turned on. The OS version can also be viewed in the **O/S Version** field on the Master Mode 2 page by pressing the MAST 2 soft button in Master Mode (see Chapter 9 in *The PC3LE Musician's Guide* for details.)

You can download the most recent version of the PC3LE OS at [www.kurzweil.com](http://www.kurzweil.com) by going to the Downloads section, then clicking on the PC3LE link. For details on installing updates to your PC3LE, see Appendix B, PC3LE Bootloader, in the PC3LE Musician's Guide.

You can also download the most recent version of the PC3LE Musician's Guide in PDF format at [www.kurzweil.com](http://www.kurzweil.com) by going to the Downloads section, then clicking on the PC3LE link.





# Chapter 2

## Program Mode

### The Program Editor

#### The V.A.S.T. Soft Button

Pressing the V.A.S.T. soft button enters the V.A.S.T. Program Editor, which provides much deeper editing parameters than are available on the PC3LE's main Program Editor pages. For more information on the pages in the V.A.S.T. Program Editor, see the sections *Editing VAST Programs* and *Editing KB3 Programs* in Chapter 6 of *The PC3 Musician's Guide*. You can download *The PC3 Musician's Guide* for free as a PDF file at [www.kurzweil.com](http://www.kurzweil.com) by going to the Downloads section, then clicking on the PC3 link.

Most of the *Editing VAST Programs* and *Editing KB3 Programs* sections in Chapter 6 of *The PC3 Musician's Guide* apply to the V.A.S.T. Program Editor in the PC3LE. Due to differences between the PC3 and the PC3LE, the following sections in *The PC3 Musician's Guide* do not apply to the PC3LE:

##### **Editing VAST Programs**

***The Program FX (PROGFX) Page***

***The Layer FX (LYR\_FX) Page***

***The Controllers (CTLS) Page***

***Function Soft Buttons***

Set Controllers (SetCtl), Name, Save, Delete, and Dump sections.

##### **Editing KB3 Programs**

***The Program FX (PROGFX) Page***

#### The Keymap Editor and The Sample Editor

Within the V.A.S.T. Program Editor, you can access The Keymap Editor and The Sample Editor. Keymaps contain assignments of factory ROM samples which can be used as the sound source for a layer in a V.A.S.T. Program. Use The Keymap Editor to edit a Keymap used in a Program, or save a Keymap for use in other Programs. You can also use The Sample Editor to edit parameters of the PC3LE's factory ROM samples.

For more information on The Keymap Editor and The Sample Editor, see Chapter 14 of *The PC3K Musician's Guide*. You can download *The PC3K Musician's Guide* for free as a PDF file at [www.kurzweil.com](http://www.kurzweil.com) by going to the Downloads section, then clicking on the PC3K link.

Most of Chapter 14 in *The PC3K Musician's Guide* applies to The Keymap and The Sample Editor in the PC3LE, with the following exceptions: Disregard any references to user sample RAM or user samples, as the PC3LE has no user sample RAM and cannot load user samples. Also, disregard any references to the Master Mode Preview function, as this is not featured in the PC3LE.

## **Program Mode**

---

The V.A.S.T. Soft Button

# Chapter 3

## Setup Mode

### The Setup Editor

### The Channel/Program (CH/PROG) Page

```

SetupModeCH/PROG #zone:1/1
Program      : 1 Standard Grand
Destination: USBMIDI+MIDI+LOCAL
Channel      : 1          InputChannel: None
MidiBank     : 0          BankMode    : Ctl 0/32
MidiProg     : 1          EntryPr9Ch9 : On
Status       : Active     Arpeggiator : On
more CH/PRG CTRLS PANVOL KEYVEL more

```

### Input Channel

In Setup mode, an external MIDI device (such as a keyboard or sequencer) will play notes of a single program by default (if the Local Keyboard Channel parameter is set to none, see page 9-20 in the *PC3LE Musician's Guide* for details.) The played program will be on a Zone that has a **Channel** parameter (on the CH/PROG page) which matches the channel on which the external MIDI device is transmitting. (If no Zone's Channel parameter matches, the external device will play notes of the last program that was using that channel in Program Mode or from a previously loaded Song or Setup.) When the Program of a Setup Zone is played this way, Setup MIDI parameters (most noticeably key range and transposition) will not be applied. If you want these parameters applied, set the **Input Channel** parameter to match the channel on which the external MIDI device is transmitting. To play the entire Setup from an external MIDI device, see *Local Keyboard Channel (LocalKbdCh)* on page 9-20 in the *PC3LE Musician's Guide*. When Local Keyboard Channel is set to something other than **Off**, the **Input Channel** parameter has no effect and will appear in parentheses. **Input Channel** basically has the same effect as Local Keyboard Channel, except you can choose to play only one or some Setup Zones from an external device, instead of all Zones. To play more than one Zone from an external device, set each desired Zone's **Input Channel** parameter to match the channel on which the external MIDI device is transmitting. It is also possible to use the **Input Channel** parameter to use multiple external devices which each play a specific Zone or Zones.

## The COMMON Page

```

SetupMode:COMMON
Tempo      : 94.00
ClockSource: Internal
AuxFXChan  : 1
KB3Chan    : 1

ArpGlobal  : Off
more Name Save Delete COMMON more

```

The parameters on the COMMON page have been reorganized (see above.) The Arp Sync Mode parameter has been eliminated. To sync arpeggiators, instead use the sync parameters on the ARPEGGIATOR 2 page of each zone.

## TRIGGER KEYS (KEYTRG)

The TRIGGER KEYS page (see below) allows you to set a controller destination to be triggered by playing a specific key.

```

SetupMode:TRIGGER KEYS #zone:1/13
Key       : C -1
Dest      : OFF
Value     : 0

more KE3ctl Mutes KEYTRG more

```

In addition to generating a standard MIDI note on message, each key of the PC3LE can be set to trigger a controller destination. TRIGGER KEYS can be set independently per Zone. By using Zones with overlapping key ranges, a single key can trigger multiple controller destinations. On the TRIGGER KEYS page, select the **Key** field and choose a note by holding the **Enter** button and playing the desired key (you can also use the Alpha Wheel, +/- buttons or alphanumeric pad to choose a note.) With the desired note selected, use the **Dest** field to select a controller destination (see *The Controller Destination List* in The PC3LE Musician's Guide for details.) Set a value to send to the controller destination with the **Value** field. Once a destination and value are set, the playing the key will send the value to the controller destination on the Zone's MIDI Channel (see *Channel* on page 7-7 of The PC3LE Musician's Guide for details on setting each Zone's MIDI channel.) This may also send a continuous controller message to the MIDI or USB out ports, depending on the Zone's **Destination** parameter (see *Destination* on page 7-8 of The PC3LE Musician's Guide for details.)

# Chapter 4

## Master Mode

### UTILITIES

In Master Mode (or on any page) press the PC3LE's two center soft buttons (3 and 4) simultaneously to enter the UTILITIES page. The UTILITIES page gives you access to MIDI and voice diagnostic tools, system information, the object Delete utility, and the bootloader. The Utilities page appears as shown below:

MasterModeUTILITIES

Select what to display:

more MIDI VOICES About OBJECT more

#### MIDI

Pressing the **MIDI** soft button launches MIDIScope™, a useful subprogram that lets you monitor the MIDI messages from the PC3LE and those received via MIDI. This is a good way to make sure you're receiving MIDI from MIDI masters. It's also good for making sure your controls are assigned as you want them, checking your attack velocities, checking your controller values, etc.

#### VOICES

Pressing the **Voices** soft button calls up the Voice Status page, which shows the PC3LE's active voice channels as you play. The Voice Status pages displays each active voice as a solid rectangular block—for mono voices—or displays stereo pairs of voices as a > for the left channel voice and a < for the right channel voice. Whatever symbol the page displays, when the key of a voice is released, that voice's symbol on the Voices Status page turns into a dot during the release portion of that voice's envelope. When the voice decays to silence, it is no longer active, and the dot disappears. The Voice Status symbols appears as shown below:

■ >< . .

The Voice Status page gives you an indication of the envelope level of each voice, though not necessarily the volume level. Nonetheless, this can give you a valuable indication of how your voices are being used. For example, if all or most of the voices are active, then there's a good chance that when voice stealing takes place an audible voice will be reallocated.

The Voices utility works a bit differently for KB3 programs. The PC3LE uses one voice of polyphony for every two tone wheels in a KB3 program. In the Voices utility, the voices used by the tone wheels appear as solid rectangular block, meaning that the voices are used for the KB3 program. They don't get reallocated at any time, since they're always on, even if you're not

playing any notes. Any voices not dedicated to a KB3 program behave normally. So if you have a setup that contains a KB3 program in one zone, and VAST programs in one or more other zones, you can monitor the voice allocation of the non-KB3 voices in the section of the display that isn't constantly filled with solid rectangular blocks.

CPU usage is displayed in percent on the bottom of the page, which reflects how much of the PC3LE's total available CPU power is being used from moment to moment. Generally, having more voices, complex Programs and effects in use at once will result in higher CPU usage.

About

Pressing the **About** soft button calls up the general info and credits page for the PC3LE. Press any key to leave this page.

OBJECT

Pressing the **OBJECT** soft button calls up the Objects page (*see below.*) From here you can access the **Delete** utility function for deleting selections of user created (or edited) objects. Press the **Delete** soft button to access the Delete function (see below for details.)

The Objects page displays the number of user objects saved to internal RAM (in the **UserObjects** field,) the maximum amount of user objects that can be saved to RAM (in the **MaxUserObjects** field,) and the amount of free RAM (in the **IntMemoryFree** field.) This information is helpful when organizing user objects. For example, when loading many user objects from an external source, this information should first be used to determine if there are enough user object IDs available, and if there is enough internal memory available for the objects being loaded. If there are not enough resources available, use the **Delete** soft button to delete user objects. To save user objects before deletion, see *The STORE Page* on page 11-5 of *The PC3LE Musician's Guide*.

The Objects page also displays the current installed objects version (factory objects,) and the current installed OS version. This information is useful when installing updates.

MasterMode:OBJECTS

UserObjects	: 2
MaxUserObjects	: 19200
IntMemoryFree	: 28 Mbytes
Object Ver	: 2.00.0
O/S Version	: 2.00.16155

DeleteDone

Delete

The object Delete utility is useful for deleting unwanted user created objects in order to increase free RAM space in your PC3LE. On the Delete advanced page, you can select a single object or multiple objects to delete (*see below.*)

The right column shows you a list of all user created objects. The left column tells you what type each object is, and objects are grouped by type. Use the alpha wheel or plus/minus buttons to select one or more objects from the list. Use the **Select** soft button to make your selection(s), which will be marked with a star. Use the **Type** soft button to jump to the lowest numbered object of the next group of object types. You can use the alphanumeric pad to jump to an object of the selected type by number, or enter 0 to jump to the lowest saved object number of the

currently selected type. To review which objects you have selected, press the **Next** soft button to move to the next selected object in the list. Press the **Delete** soft button to delete your selection, you will be given the choice to **Delete** or **Cancel**. The **Cancel** soft button on the Delete advanced page will return you to the OBJECTS page.

### MasterMode>Delete advance

Program	1029 Default Program
Program	1030 Big LA Strings
Program	1031 Horowitz Grand
Program	1032 P-Bass
Program	1033 SynOrcWhaleCall

Select	Next	Type	Delete	Cancel
--------	------	------	--------	--------

If any of the selected objects have dependents that were not selected, you will see the question: Delete dependent objects?

If you answer **Yes** to this question, all dependent objects of the selected objects are deleted, unless they are being used as dependents of other objects that are to remain in memory. Answering **No** will delete only those objects that were selected and not their dependents.

## Loader

Pressing the **Loader** soft button calls up the Boot Loader. See Appendix B in *The PC3LE Musician's Guide* for details.





# Chapter 5

## Song Mode and the Song Editor

### Song Mode: The MAIN Page

#### Soft Buttons on the MAIN Page

##### The Delete Soft Button

Press the **Delete** soft button to delete the current song. The PC3LE will present a prompt, at which point you may cancel, or confirm to delete the song.

### Song Mode: The BIG Page

```

Song: Big Time : TheKurzSupremacyRec/rack#2
1 : 1 : 0 STOPPED
Time In: 1 : 1 : 0 Loop : ----
Time Out: 109 : 1 : 0 RecMode: Linear
Song End: 109 : 1 : 0 Metron: : Rec
more BIG Load Save Delete more

```

Parameter	Range of Values	Default
RecMode	Linear, PunchIn, UnLoop	Linear
Metron	Off, Rec, Always, CountOff	Rec

### RecMode

With the RecMode parameter set to **Linear**, the sequencer will record normally, from where ever you start, to where ever you stop, or until the Song End point is reached. With the RecMode parameter set to **PunchIn**, the sequencer will record events only between the points set for Time In and Time Out parameters on the BIG page.

To use the **UnLoop** setting, the **Loop** parameter must be set to **Loop**, and a loop length must be set with the Time In and Time Out parameters on the BIG page. With the RecMode parameter set to **Unloop**, any existing tracks will be played back as if they were looping from the Time In to the Time Out point, but they are actually being re-recorded linearly over absolute Bars and Beats until you press Stop. UnLoop allows you to record a linear track over a short looping section without first having to copy the section over and over again to achieve a new desired Song length. The End point of the Song is extended to the downbeat of the (empty) Bar immediately following the last Bar you were recording when Stop was pressed.

For example, let's say you have a recorded a four bar drum loop and now want to record an eight bar bass line. This would be a situation where UnLoop would come in handy. While the drum track keeps looping, the bass track will record in linear fashion, and the end point will be moved to the point at which you press Stop. Actually, the drum track will also change. It will play through its loop twice, but while the information is repeating in the loop, it will be recorded to the track. So now if you look at the drum track, you will see information in bars 5-8 (a duplicate of the information in bars 1-4).

Metron

The Metron parameter determines the recording modes in which the metronome will play. With Metro set to **Off**, the metronome doesn't play at all. With Metron set to **Rec**, the metronome only plays while recording is in progress. With Metron set to **Always**, the metronome plays during playback and recording. With Metronome set to **CountOff**, the metronome plays only during count off (if the CountOff parameter on the Metro page is set to something other than **Off**.)

Song Mode: The METRO Page



Metronome

This parameter determines the recording modes in which the metronome plays. With Metronome set to **Off**, the metronome never plays. With Metronome set to **Rec**, the metronome only plays during recording. With Metronome set to **Always**, the metronome plays during playback and recording. With Metronome set to **CountOff**, the metronome plays only during count off (if the CountOff parameter is set to something other than **Off**.)

# Chapter 6

## Storage Mode

### The LOAD Page

Pressing the **LOAD** soft button calls up the LOAD page (see below,) where you can load a **.PLE** or compatible Kurzweil file, or individual objects from within a file or the current storage device. See Appendix A for compatibility details. Along the bottom of the Load page, there are four soft buttons. Below are descriptions of their functions:

Storage: Load

There are no files in this directory.

Path:\

Select SelAll Parent Open Ok Cancel

- |               |  |
|---------------|--|
| <b>Select</b> | Select the highlighted file. An asterix (*) appears to the left of selected files. To deselect a file, highlight the file and press the Select soft button again. Multiple files can only be selected if they are in the same directory. Entering a new directory will deselect all files.   |
| <b>SelAll</b> | Press the SelAll soft button to select all files in the current directory (directories within the current directory will not be selected.) Press the SelAll soft button again to deselect all files in the current directory. Entering a new directory will deselect all files.  |
| <b>Parent</b> | Moves you up one level in the directory hierarchy. If the display is already at the root directory, this button has no effect. Entering a new directory will deselect all files.   |
| <b>Open</b>   | Open selected directory or view objects within a <b>.PLE</b> or compatible Kurzweil file for loading individual objects. See <i>Loading Individual Objects</i> in the Storage Mode chapter of The PC3LE Musician's Guide for instructions on opening a <b>.PLE</b> or compatible Kurzweil file to view and load individual objects. Entering a new directory will deselect all files. Viewing objects within a <b>.PLE</b> or compatible Kurzweil file will deselect any other files that had been selected. See Appendix A for compatibility details. |
| <b>OK</b>     | Load the selected <b>.PLE</b> or compatible Kurzweil file. See <i>Loading Individual Objects</i> in the Storage Mode chapter of The PC3LE Musician's Guide for instructions on using the Load dialogue when loading a <b>.PLE</b> or compatible Kurzweil file. See Appendix A for compatibility details.   |
| <b>Cancel</b> | Exits the Load page and returns you to the Storage mode page.  |

## Export

Press the EXPORT soft button to go to the Export page. The Export page allows you to export MIDI files created in Song mode, lists of controller assignment info that are automatically created for each Program and each Chain, or a list of all objects in text format. Developers can also export an object in XML format, a KPN.

To export a MIDI file created in Song mode, the song must be currently loaded in Song mode. Go to Song mode and load the desired song, then return to the Storage mode EXPORT page and press the **Song** soft button. You will be prompted first to choose a directory to save the file into, and then you will be prompted to name the MIDI file. When you name the file, you can use the **Type** field to choose to export either a Standard MIDI File type 1 (saves with multiple channels,) or Standard MIDI File type 0 (saves all channels as 1 channel.)

To export a list of controller assignment info for all Programs or for all Chains, press the **PrInfo** soft button or the **FXInfo** soft button. You will be prompted to choose a directory to save into, and then you will be prompted to name the info file. A comma separated value file will be exported.

To export a list of all objects in text format, press the **ObjLst** soft button. You will be prompted to choose a directory to save into, and then you will be prompted to name the file. A comma separated value text file will be exported, listing each object type with ID number, object name, and whether the object is internal or user.

To export an object in XML format, press the **ObjFmt** soft button. Choose an object from the list using the Alpha Wheel, +/- buttons, or the alphanumeric pad, then press the Ok soft button. You will be prompted to choose a directory to save into, and then you will be prompted to name the file.

To export a KPN, press the **KPN** soft button. Choose a Domain and Channel, then press the Ok soft button. You will be prompted to choose a directory to save into, and then you will be prompted to name the file.

# Appendix A

## PC3LE Legacy File Conversion

The PC3LE can load objects from older Kurzweil K2 series products. Loaded objects are converted to object types native to the PC3LE (see below for object types that can be converted.) Some object parameters cannot be converted and must be adjusted by the user after conversion (see object types below for details.) **The PC3LE does not load samples**, so during keymap conversion the PC3LE will try to find similar samples to use in the PC3LE ROM. This process may or may not be successful. The PC3LE is unable to convert the sample skipping parameter (SmpSkp,) so PC3LE ROM samples used for converted K2 series keymaps can only be transposed upward by one octave.

**Only legacy objects ending with the file extension .K26, .K25, or .KRZ can be loaded and converted.**

### PC3 and PC3K Objects

The PC3LE can also load objects created with the PC3 or PC3K (.PC3 or .P3K files.) **The PC3LE does not load samples**, so sample objects from the PC3K which refer to samples in user sample RAM cannot be loaded. User sample objects which refer to the PC3 or PC3K's factory ROM samples *can* be loaded. Some objects cannot be edited with the PC3LE (FX Chains and Intonation Tables) but can still be loaded. The PC3LE has fewer FX units available than the PC3 and PC3K, so some FX may not be loaded if a chain uses more units than available in the PC3LE. The PC3LE also has fewer voices available than the PC3 and PC3K, so Programs, Setups and Songs will not be able to use all Layers, Zones or Tracks if they require more voices than are available.

## Object Types and Conversion Details

### Keymap Objects

All K series Keymap objects can be loaded, all parameters will be used or converted to PC3LE specific parameters. The PC3LE is unable to convert the sample skipping parameter (SmpSkp,) so PC3LE ROM samples used for converted K2 series keymaps can only be transposed upward by one octave.

### Program Objects

Most K series Program objects can be loaded, but FX are not converted and must be set by the user. A reverb effect is set by default for converted Programs. Some DSP ALGS and DSP objects (some filters, oscillators, etc.) can not be converted, so user may have to adjust some Program layers to use new ALGs or DSP objects. **The PC3LE does not load samples**, so during keymap conversion the PC3LE will try to find similar samples to use in the PC3LE ROM. This process may or may not be successful. The PC3LE is unable to convert the sample skipping parameter (SmpSkp,) so PC3LE ROM samples used for converted K2 series keymaps can only be transposed upward by one octave. KB3 programs created with a K2500 or K2600 cannot be loaded to the PC3LE, however the PC3LE contains a variety of KB3 programs which can easily be modified and edited. Also, Triple Mode programs created with the K26 series cannot be loaded to the PC3LE, however PC3LE programs can use Cascade Mode. Cascade Mode allows a program signal to be routed through up to 32 layers of DSP algorithms (see *Alt Input for Algorithms (Cascade Mode)* in the Program Mode chapter of *The PC3 Musician's Guide* for details.) You can download *The PC3 Musician's Guide* for free as a PDF file at [www.kurzweil.com](http://www.kurzweil.com) by going to the Downloads section, then clicking on the PC3 link.

## Setup Objects

All K series Setup objects can be loaded, but FX are not converted and the user set Program effects are used by default (Program FX are not converted and must be set by the user.) Also, any controller settings for a third or fourth switch pedal will not be converted (because the PC3LE only has two switch pedals.)

# Index

## A

About 4-2

## C

Chain Info  
    Export 6-2  
Channel/Program (CH/PROG) Page 3-1  
Compatibility  
    K Series Objects A-1

## D

Delete  
    on Object Utilities page 4-2

## E

Export  
    MIDI file, Program Info, Chain Info 6-2

## I

Info  
    Export 6-2

## K

K series object conversion A-1

## L

Legacy object conversion A-1

## M

MIDI  
    Utilities 4-1

## O

Objects  
    Master Mode Delete 4-2  
OS Version 4-2

## P

PC3 and PC3K Objects A-1  
Polyphony 4-1  
Program Info  
    Export 6-2

## S

Setup mode 3-1

Song  
    Export 6-2  
Song Mode 5-1

## V

Voice allocation 4-1