

PC3 LE

Musician's Guide v2 Addendum

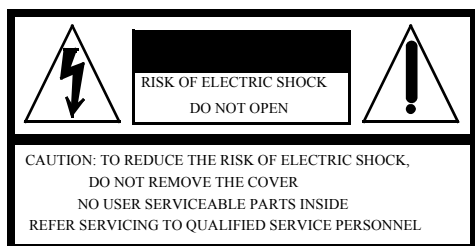
(For PCLE6, PC3LE7, and PC3LE8)

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.

910533-002 – V2 March 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

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
www.youngchang.com
www.kurzweil.com

TECHNICAL SUPPORT
Email: support@kurzweil.com

Table Of Contents

Kurzweil International Contacts.....	iv
Chapter 1 Introduction	
Chapter 2 Program Mode	
The Program Editor	2-1
The V.A.S.T. Soft Button	2-1
The Keymap Editor and The Sample Editor.....	2-1
KB3 Programs.....	2-2
KB3 Effects And Real-time Controls.....	2-2
Chapter 3 Setup Mode	
The Setup Editor	3-1
The Channel/Program (CH/PROG) Page	3-1
Input Channel	3-1
Arpeggiator	3-2
The COMMON Page	3-2
Arpeggiator Global (ArpGlobal)	3-2
The ARPEGGIATOR & ARPEGGIATOR 2 (ARP1, ARP2) Pages	3-3
Real-time Control of Arpeggiator Parameters	3-3
TRIGGER KEYS (KEYTRG).....	3-3
Chapter 4 Master Mode	
MIDI Receive (RECV).....	4-1
Local Keyboard Channel (LocalKbdCh)	4-1
UTILITIES	4-5
MIDI.....	4-5
VOICES	4-5
About.....	4-6
OBJECT	4-6
Loader.....	4-7
Chapter 5 Song Mode and the Song Editor	
Song Mode: The BIG Page	5-1
RecMode	5-1
Metron	5-2
Song Mode: The METRONOME Page.....	5-2
Metronome	5-2
Chapter 6 Storage Mode	
Storage Mode Page	6-1
Using USB Devices	6-1
The LOAD Page	6-2
Export	6-3

Appendix A PC3LE Legacy File Conversion

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 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 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 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 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.

KB3 Programs

KB3 Effects And Real-time Controls

You have real-time control over many components of KB3 programs directly from the front panel. The knobs emulate the drawbars that are so essential to the tone wheel sound, while the assignable switches above them can control the KB3 effects: Leslie, vibrato, chorus, and percussion. Use the **Shift** button next to each set of controls in order to access all of the available parameters.

When using a KB3 program in Program mode, the assignable knobs and switches always control KB3 effects. In Setup mode the assignable switches mute and unmute zones by default. If you want the assignable switches to control the functions of a KB3 program in a setup, you can edit the setup and automatically assign the KB3 controls using the KB3CTL soft button in the Setup Editor. For details see the *Set Controls KB3 (KB3CTL)* parameter in the *Setup Editor Utility Soft Buttons* section of the *Setup Mode* chapter in *The PC3LE Musician's Guide*.

Drawbars In KB3 Mode

One of the standard performance features of many tone wheel organs is the set of drawbars for emulating the stops on a pipe organ. Moving the drawbars controls the amplitude of either the fundamentals or the harmonics of the notes (out to increase amplitude, in to decrease it.)

The PC3LE's knobs serve as the nine drawbars found on most tone wheel organs. Turning the knobs down is the equivalent of pushing the drawbars in (removing fundamentals or harmonics.) The table below shows how the PC3LE's knobs relate to standard drawbar functions.

Subharmonics		Fundamental		Harmonics				
16'	5 1/3'	8'	4'	2 2/3'	2'	1 3/5'	1 1/3'	1'
Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6 Row 2	Knob 7 Row 2	Knob 8 Row 2	Knob 9 Row 2

Table 0-1 Standard Drawbar Settings for the Hammond B3

KB3 Mode Effects Buttons (Assignable Switches)

When using a KB3 program, the PC3LE's assignable switches control KB3 effects. The LEDs of the assignable switches indicate the status of the various effects for the current KB3 program. This status is saved as part of each KB3 program. You can change the effects in real time by pressing the buttons (or by sending the appropriate MIDI Controller values from an external MIDI controller, see Table 0-3 on page 2-4 for details.)

On/off settings of the assignable switches for a KB3 program are not automatically saved; the switches return to their programmed on or off state the next time you select the program. If you've made changes to their state that differ from those saved with the program, the **Save** button will light. Press the **Save** button to save changes to the current program, or to rename the program and save it under a new ID#. When choosing an ID#, press the - and + buttons simultaneously (below the Alpha Wheel) to jump to the original ID# if you would like to replace the original program. If you change the state of the assignable switches while in the Program Editor, the PC3LE will prompt you to save the changes when exiting the Program Editor. If you don't like the changes, you can exit without saving, and the program will revert to its previous settings.

In KB3 mode the assignable switches also respond to and send MIDI Controller messages. See Table 0-3 on page 2-4 for details.

You can also change the programmed settings for the KB3-mode buttons to perform non-KB3 functions, such as controlling an Aux effect, by changing the settings on the Program Editor Parameters page.

Switch #	Effect Category	Button Name	Corresponding Parameter	Comments
1	Rotary	Slow/Fast	Rotary Slow/Fast	
2		Brake	Rotary Brake	
3	Vibrato	On / Off	Chorus/Vibrato On/Off	
4		Chorus / Vibrato	Chorus/Vibrato Select	Disabled if Switch 3 is off
5		Depth 1 / 3	Chorus/Vibrato Depth	Disabled if Switch 3 is off
6 (row 2)	Percussion	On / Off	Percussion On/Off	
7 (row 2)		Volume Loud / Soft	Percussion Level	Disabled if Switch 6 is off
8 (row 2)		Decay Fast / Slow	Percussion Decay	Disabled if Switch 6 is off
9 (row 2)		Pitch High / Low	Percussion Pitch	Disabled if Switch 6 is off
10 (row 2)	Click	On / Off	KeyClick On/Off	

Table 0-2 KB3 Mode Effects Buttons and Corresponding Parameters

Additional Controller Assignments In KB3 Mode

Other default assignments for factory KB3 programs include:

Knob 10 and **CC Pedal 1** control the **Swell** (volume pedal) parameter.

Knob 11 controls the **Leakage** parameter, which controls the level of simulated signal “bleed” of adjacent tone wheels. Generally, turning up the leakage parameter creates a “dirtier” organ sound. This can be used for emulating different aged organs, as an older organ will have more leakage as it ages and its capacitors begin to leak.

The **Mod Wheel** controls **Distortion Drive**.

Switch Pedal 1 (the sustain pedal) controls the **Rotary FootSw** parameter, which toggles the Rotary speed between slow or fast.

MIDI Control of KB3 Programs

Controller Numbers

Table 0-3 lists the MIDI Controller numbers that control KB3 features. Send the listed controller number and appropriate controller value to control each KB3 feature via MIDI. The PC3LE also sends these Controller numbers to its MIDI Out port when using each of these KB3 features.

KB3 Program Feature	MIDI Controller Number	Values	
Dist Drive (Mod Wheel)	1	0 = Minimum Distortion Drive. 127 = Maximum Distortion Drive. Values between 0 and 127 scale between minimum and maximum Distortion Drive.	
Swell (CC/Volume/Expression Pedal)	11	0 = Minimum Swell. 127 = Maximum Swell. Values between 0 and 127 scale between minimum and maximum Swell.	
Drawbar1 (Knob 1)	14	With Steps parameter set to (0-8) (See <i>The DRAWBARS page</i> in the KB3 Editor.)	With Steps parameter set to (0-127) (See <i>The DRAWBARS page</i> in the KB3 Editor.)
Drawbar2 (Knob 2)	15		
Drawbar3 (Knob 3)	16		
Drawbar4 (Knob 4)	17		
Drawbar5 (Knob 5)	18		
Drawbar6 (Knob 6)	19	115-127 = volume 8 101-114 = volume 7 87-100 = volume 6 73-86 = volume 5 58-72 = volume 4 44-57 = volume 3 30-43 = volume 2 16-29 = volume 1 0-15 = volume 0	0 = minimum volume. 127 = maximum volume. Values between 0 and 127 scale between minimum and maximum volume.
Drawbar7 (Knob 7)	20		
Drawbar8 (Knob 8)	21		
Drawbar9 (Knob 9)	22		
Swell Ctl (Knob 10)	23		
Leak Level (Knob 11)	24	0 = Minimum Swell. 127 = Maximum Swell. Values between 0 and 127 scale between minimum and maximum Swell.	
Leak Level (Knob 11)	24	0 = Minimum Leak Level. 127 = Maximum Leak Level. Values between 0 and 127 scale between minimum and maximum Leak Level.	
Rotary Slow/Fast (Switch 1)	80	0-63 = Slow, 64-127 = Fast	
Rotary Brake (Switch 2)	81	0-63 = Brake Off, 64-127 = Brake On	
Chorus/Vibrato On/Off (Switch 3)	82	64-127 = On, 0-63 = Off	
Chorus/Vibrato Select (Switch 4)	83	0-63 = Vibrato, 64-127 = Chorus	
Chorus/Vibrato Depth (Switch 5)	85	0-42 = Depth 1, 43-85 Depth 2, 86-127 Depth 3	
Percussion On/Off (Switch 6)	86	64-127 = On, 0-63 = Off	
Percussion Level Loud/Soft (Switch 7)	87	64-127 = Loud, 0-63 = Soft	
Percussion Decay Fast/Slow (Switch 8)	88	64-127 = Fast, 0-63 = Slow	
Percussion Pitch High/Low (Switch 9)	89	64-127 = High, 0-63 = Low	
KeyClick On/Off (Switch 10)	90	64-127 = On, 0-63 = Off	

Table 0-3 KB3 MIDI Controller Assignments

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 off, see page 6-5 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 from an external MIDI device, 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. See the *Input Channel Settings* section below for details on setting an Input Channel. *(To play the entire Setup from an external MIDI device, see Local Keyboard Channel (LocalKbdCh) on page 6-5.)* 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. For details on controlling assignments made to the PC3LE's physical controllers (sliders, switches, mod wheel, etc.) from an external MIDI device when using an Input Channel, see *Continuous Controller Messages From External MIDI Devices* on page 6-6.

Input Channel Settings

When setting a MIDI channel number for the Input Channel parameter, channel 1 for example, you can choose **1 L+M** or **1 M** (scroll past 16 L+M to see all the choices.) A channel number with a setting of **L+M** indicates that the zone will be playable from the PC3LE keyboard (L for Local) and from the external MIDI controller (M for MIDI.) A channel number with a setting of **M**

indicates that the zone will be playable only from the external MIDI controller, and not from the PC3LE keyboard. You can also choose **Any L+M** or **Any M** for the Input Channel setting. **Any L+M** and **Any M** will make the zone receive MIDI on any channel that an external device is transmitting. This is useful if you are using a single external MIDI controller and are not sure which channel it is transmitting on.

Arpeggiator

The **Arpeggiator** parameter determines if the current Zone can be played by an arpeggiator. Normally, the **Arpeggiator** parameter should be set to **On**, and the arpeggiator for each Zone should be turned on or off with the *Active* parameter on the ARPEGGIATOR page for each Zone (for details see *The ARPEGGIATOR Page* in the *Setup Mode* chapter of the *PC3LE Musician's Guide*.) If the **Arpeggiator** parameter is set to **Off**, the zone will not be arpeggiated even if the *Active* parameter on the ARPEGGIATOR page is set to *On*.

When a global arpeggiator is being used, the **Arpeggiator** parameter can be set to **Off** to exclude a Zone from being played by the global arpeggiator. See *Arpeggiator Global* (ArpGlobal) on page 3-2 for details on setting a global arpeggiator.

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.

Arpeggiator Global (ArpGlobal)

With the ArpGlobal parameter, you can set the Arpeggiator of a single Zone to play notes on all Zones in the Setup. For example, if ArpGlobal is set to **Arp 3**, all zones will be played by the arpeggiator in in Zone 3 (if the arpeggiator in Zone 3 is active.) In addition to **OFF**, there are as many ArpGlobal settings as there are Zones in the current setup. For example, in a seven-zone setup, you can select a value of **OFF**, or **Arp 1–7** for ArpGlobal.

To exclude a Zone from being played by the global arpeggiator, set the *Arpeggiator* parameter to *Off* on the CH/PROG page for that Zone (see *Arpeggiator* above for details.)

For details on the arpeggiator for each Zone, see *The ARPEGGIATOR & ARPEGGIATOR 2* (ARP1, ARP2) Pages in the *Setup Mode* chapter of the *PC3LE Musician's Guide*.

The ARPEGGIATOR & ARPEGGIATOR 2 (ARP1, ARP2) Pages

Real-time Control of Arpeggiator Parameters

Controller Number	Corresponding ARPEGGIATOR Parameter	Operation
172	ShiftPBank	A controller value selects the corresponding ShiftPatt Bank for the ARPEGGIATOR page of a controller's zone. For example, controller value 2 selects bank 2, controller value 7 selects bank 7.
174	VelPBank	A controller value selects the corresponding VelPatt Bank for the ARPEGGIATOR page of a controller's zone. For example, controller value 2 selects bank 2, controller value 7 selects bank 7.

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 KE3Ct1 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.)

Setup Mode

TRIGGER KEYS (KEYTRG)

Chapter 4

Master Mode

MIDI Receive (RECV)

Local Keyboard Channel (LocalKbdCh)

The Local Keyboard Channel enables an external MIDI device to function as if it is the PC3LE's keyboard and physical controllers. This allows one MIDI channel of an external MIDI device to control multiple MIDI channels of the PC3LE, even if the external MIDI device only transmits on one channel.

In **Setup Mode**, when the **LocalKbdCh** parameter is set to match the channel on which the external MIDI device is transmitting, the setup will play on the external MIDI device as it does on the PC3LE's keyboard. See the *Continuous Controller Messages From External MIDI Devices* on page 4-2 section below for details on receiving continuous controller messages from an external MIDI device when a Local Keyboard Channel is set. Also, in Setup Mode, when the LocalKbdCh parameter is set to match the channel on which the external MIDI device is transmitting, external MIDI received by a Zone is sent to the destination set with each Zones' CH/PROG page **Destination** parameter (see the PC3LE Musician's Guide for details on the CH/PROG page Destination parameter.) In this case, if a Zone is sending the external MIDI to the USB or MIDI Out ports, the MIDI messages will be remapped to the channel of the Zone, and any note transposition set for the Zone will be applied.

In **Setup Mode**, when the **LocalKbdCh** parameter is set to **None**, an external MIDI device will play a single Program. The played program will be on a Zone of the current Setup that has a **Channel** parameter (on the Setup Editor 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 the program that was last used by that channel in Program or Setup Mode.)* When the Program of a Setup Zone is played from an external MIDI controller with the **LocalKbdCh** parameter set to **None**, Setup MIDI parameters (most noticeably key range and transposition) will not be applied. (See *Input Channel* on page 7-8 for details on applying these parameters when playing a single zone from an external MIDI device.) Also, in Setup Mode, when Local Keyboard Channel is set to None, external MIDI sent to any channel is output from the MIDI Thru port, but not from the MIDI Out port or USB port.

The Local Keyboard Channel parameter also affects how external MIDI devices interact with **Program Mode**. In Program Mode, when the **LocalKbdCh** parameter is set to match the channel on which the external MIDI device is transmitting, the external MIDI device will play the Program on the channel currently selected on the Program Mode main page. *(The Program Mode main page shows the current channel on the right of the top line.)* Also, in this case, external MIDI received by a Program is sent to the destination set by the **Destination** parameter on the Master Mode MIDI Transmit page (see the PC3LE Musician's Guide for details on the Master Mode MIDI Transmit page Destination parameter.)

In **Program Mode**, when the **LocalKbdCh** parameter is set to **None**, an external MIDI device will trigger the program on the channel that it is transmitting, no matter which channel is currently selected on the Program Mode main page. In this case, external MIDI sent to any channel is output from the MIDI Thru port, but not from the MIDI Out port or USB port.

Continuous Controller Messages From External MIDI Devices

When using an external MIDI device with the PC3LE, you can control many of the PC3LE's program parameters by sending MIDI Continuous Controller messages (CCs) from the external MIDI device. Each parameter that you wish to control must have a CC number assigned in the Program Editor (see the section below: *Assigning An External CC Number As A Control Source For A Program Parameter*.) See the sections below for details on using external CCs with the available settings in Program and Setup Mode.

For details on controllable parameters of VAST programs, see *The Parameters Page* in the *Program Mode* chapter of *The PC3LE Musician's Guide*.

Assigning An External CC Number As A Control Source For A Program Parameter

For each program, the Program Editor can be used to assign an external MIDI controller CC number to control each parameter on Parameters page. To assign a CC number to a parameter, select the row for the desired parameter on the Parameters page, then use the alphanumeric pad to enter the CC number into the right column of that row, then press **Enter**. With the right column selected, you can also assign a CC number by holding the **Enter** button and sending a CC value from the external MIDI controller. When assigning a CC number on the Parameters page, the number may be displayed in the source field as the name of that CC's default use.

Using External CCs In Program Mode, Local Keyboard Channel=None

To control a program parameter via external MIDI CC in Program Mode, the parameter must first have a source assigned within the Program Editor, as described in the *Assigning An External CC Number As A Control Source For A Program Parameter* section above. To control an assigned program parameter with **Local Keyboard Channel** set to **None**, send the assigned CC number to the channel which contains the program.

Using External CCs In Program Mode, Local Keyboard Channel Enabled

To control a program parameter via external MIDI CC in Program Mode, the parameter must first have a source assigned within the Program Editor, as described in the *Assigning An External CC Number As A Control Source For A Program Parameter* section above. When using Local Keyboard Channel in Program Mode, it is best to assign parameters to be controlled by the Control Setup default CCs, because these match the default destinations for physical controllers (see the table *Control Setup Default Assignments* on page 4-4).

The Local Keyboard Channel makes an external MIDI controller's continuous controllers behave as if they were the PC3LE's physical controllers. In Program Mode, when an external MIDI controller is sending a CC on the channel set for **Local Keyboard Channel**, external CCs can control the destinations set for each of the PC3LE's physical controllers. Send the default CC for a physical controller to control its destination (see the *External MIDI CC Remapping For Local Keyboard Channel and Input Channel* table below for defaults.) In Program Mode, these destinations are set in the Control Setup (see *Control Setup in the Setup Mode chapter of the PC3LE Musician's Guide* for details.) To control an assigned parameter, send the assigned default physical controller CC to the channel set for **Local Keyboard Channel**.

If a **Local Keyboard Channel** is set but you are sending CCs to a different channel, these CCs will be received normally by the Program in that channel.

Using External CCs In Setup Mode, Local Keyboard Channel=None, Input Channel=None

To control a program parameter via external MIDI CC in Setup Mode, the parameter must first have a source assigned within the Program Editor, as described in the *Assigning An External CC Number As A Control Source For A Program Parameter* section above. To control an assigned parameter, send the assigned CC number to the channel for the Setup Zone which contains the program.

Using External CCs In Setup Mode, Local Keyboard Channel Enabled, Input Channel=None

To control a program parameter via external MIDI CC in Setup Mode, the parameter must first have a source assigned within the Program Editor, as described in the *Assigning An External CC Number As A Control Source For A Program Parameter* section above.

The Local Keyboard Channel makes an external MIDI controller's continuous controllers behave as if they were the PC3LE's physical controllers. In Setup Mode, when an external MIDI controller is sending a CC on the channel set for **Local Keyboard Channel**, external CCs can control the destinations set for each of the PC3LE's physical controllers. Send the default CC for a physical controller to control its destination (see the *External MIDI CC Remapping For Local Keyboard Channel and Input Channel* table below for defaults.) The CC is received in Setup Mode and sent to a Program based on the destination set in Setup Mode. In the Setup Editor, use the alphanumeric pad to set each PC3LE physical controller **Dest**, **OnControl** or **OffControl** field to the CCs you assigned in Program Mode. When setting a CC destination, the number may turn into the name of the PC3LE physical controller which uses that CC by default. If you create a Setup using Setup **126 Internal Voices** as a template, the default CC numbers will already be set for each physical controller destination. (*Don't save a Setup at ID 126, setup 126 Internal Voices is the PC3LE's default Control Setup, see Control Setup in the Setup Mode chapter of the PC3LE Musician's Guide for details.*)



Note: In Setup Mode, when an external MIDI controller is sending a CC on the channel set for **Local Keyboard Channel**, any CC sent that is not in the *External MIDI CC Remapping For Local Keyboard Channel and Input Channel* table (see below) gets sent to Programs on all Zones of the Setup.

If a **Local Keyboard Channel** is set but you are sending CCs to a different channel, these CCs will be received normally by the Program in the Setup Zone for that channel.

Using External CCs In Setup Mode, Local Keyboard Channel=None, Input Channel Enabled

To control a program parameter via external MIDI CC in Setup Mode, the parameter must first have a source assigned within the Program Editor, as described in the *Assigning An External CC Number As A Control Source For A Program Parameter* section above.

To use an **InputChannel** (see page 7-8,) **Local Keyboard Channel** must be set to **None**. The **InputChannel** makes an external MIDI controller's continuous controllers behave as if they were the PC3LE's physical controllers. When an external MIDI controller is sending a CC on the channel set for **InputChannel**, external CCs can control the destinations set for each of the PC3LE's physical controllers. Send the default CC for a physical controller to control its destination (see the *External MIDI CC Remapping For Local Keyboard Channel and Input Channel* table below for defaults.) The CC is received in Setup Mode and sent to a Program based on the destination set in Setup Mode. In the Setup Editor, use the alphanumeric pad to set each PC3LE physical controller **Dest**, **OnControl** or **OffControl** field to the CCs you assigned in Program Mode. When setting a CC destination, the number may turn into the name of the PC3LE physical controller which uses that CC by default. If you create a Setup using Setup **126 Internal Voices** as a template, the default CC numbers will already be set for each physical controller destination. (*Don't save a Setup at ID 126, setup 126 Internal Voices is the PC3LE's default Control Setup, see Control Setup in the Setup Mode chapter of the PC3LE Musician's Guide for details.*)



Note: In Setup Mode, when an external MIDI controller is sending a CC on the channel set for **Input Channel**, any CC sent that is not in the *External MIDI CC Remapping For Local Keyboard Channel and Input Channel* table (see below) also gets sent to the Program on that channel.

If an **InputChannel** is set but you are sending CCs to a different channel, these CCs will be received normally by the program in the Setup Zone for that channel.

Master Mode

MIDI Receive (RECV)

External MIDI CC Remapping For Local Keyboard Channel and Input Channel

PC3LE Physical Controller	Default MIDI CC# Which Controls The Destination Assigned To Each PC3LE Physical Controller In The Setup Editor
Pitch Wheel	NA, responds to MIDI pitch bend messages
Mod Wheel	1
Arp Button	78
SW Button	79
CC Pedal (volume)	11
Pressure (key pressure)	Not controllable by MIDI CC
SW Pedal 1 (sustain)	64
SW Pedal 2	66
Knob 1 (Timbre)	6
Knob 2 (Mod)	13
Knob 3 (Envelope,) Knob 4 (Effect,) Knob 5 (Reverb,) Knob 6-8 (CTL6-8)	22-27
Knob 8 (CTL8)	85
Knob 9 (CTL9)	28
Knob 10 (CTL10)	30
Knob 11-15 (CTL11-15)	102-106
Programmable Switches 1-10 (SW1-10)	68-77

Control Setup Default Assignments

PC3LE Physical Controller Controllers Page Name (And Front Panel Name)	Continuous Controller Number And Name
Mod Wheel	1 (MWheel)
Pitchbend up	130 (PitchUp)
Pitchbend dn	131 (PitchDwn)
SW Pedal 1	64 (Sustain)
SW Pedal 2	66 (Sostenut)
CC Pedal 1	11 (Express)
Pressure	132 (Pressure)
Arp. Switch (Arp Enable)	147 (ArpOn,) 148 (ArpOff)
Arp. latch sw (Arp Latch)	157 (Latch)
Knob 1 (Timbre,) Knob 2 (Mod)	14-15 (MIDI14-15)
Knob 3 (Envelope,) Knob 4 (Effect,) Knob 5 (Reverb,) Knob6 (CTL6)	16-19 (CtlA-D)
Knob 7-15 (CTL7-15)	20-28 (MIDI20-28)
Switch 1-4 (SW1-4)	80-83 (MIDI80-83)
Switch 5-10 (SW5-10)	85-90 (MIDI85-90)

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 also displays the number of user objects saved to internal memory (in the **UserObjects** field,) the maximum number of user objects that can be saved to internal memory (in the **MaxUserObjects** field,) and the amount of free internal memory (in the **IntMemoryFree** field.) (*The **MaxUserObjects** field shows the maximum amount of user objects that can be loaded/saved to internal memory for all object types combined. Keep in mind each object type only has 2560 ID#s available to save/load objects to, many of which are used by factory ROM objects.*)



Note: The number given for the **MaxUserObjects** field is based on loading/saving the smallest user objects to internal memory. When loading/saving larger user objects (such as Programs with many layers and Setups with many zones), the PC3LE may run out of internal memory before the maximum number of user objects has been loaded/saved.

The information on the OBJECTS page is helpful when organizing user objects. For example, when loading many user objects from an external source, you should first determine if there is enough internal memory available for the objects being loaded. If there is not enough internal memory 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   Memory available:99%
UserObjects          : 5
MaxUserObjects       : 16000
IntMemoryFree        : 31 Mbytes
Object Ver           : 2.00.1
O/S Version          : 2.01.16378

                                Delete      Done
```

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 BIG Page

```

Song: Big Time : TheKurzSuPremeaclRec track: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.

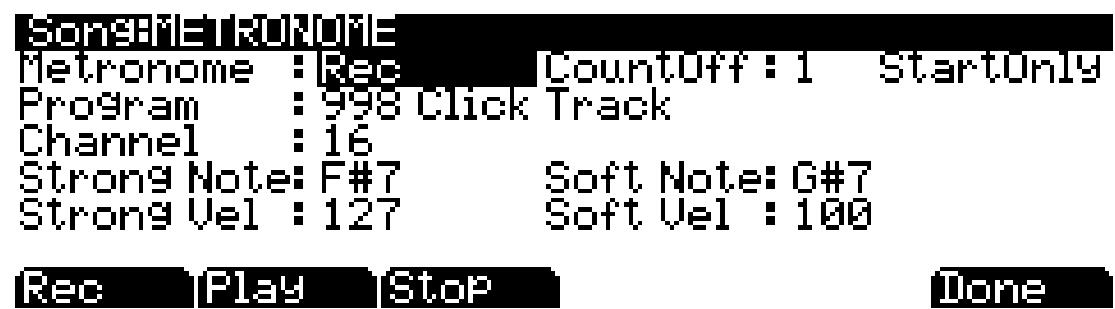
To use the **UnLoop** setting, the **Loop** parameter must be set to **Loop**, and a loop length must be set with the Time In and Time Out parameters on the BIG page. With the RecMode parameter set to **Unloop**, any existing tracks will be played back as if they were looping from the Time In to the 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 Metron 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 Metron set to **CountOff**, the metronome plays only during count off (if the CountOff parameter on the Metronome page is set to something other than **Off**.)

Song Mode: The METRONOME 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**.)

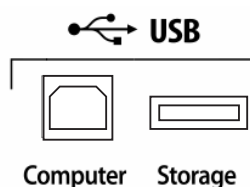
Chapter 6

Storage Mode

Storage Mode Page

Using USB Devices

There is a **USB Storage port** on the back panel of the PC3LE, but it is easily accessible from the front of the instrument (see below.) You can plug a USB mass storage device such as a “thumb drive” into the PC3LE for backing up, archiving, sharing your work, and updating your software. Any size USB mass storage device will work, though thumb drives are recommended for their portability, durability, and low price.



Note: Most USB thumb drives are compatible with the PC3LE, but some older USB thumb drives and larger USB bus powered drives will not work with the PC3LE if they require more than 500 mA of current. When attempting to use an incompatible USB device, the PC3LE will display the message “USB device requires too much power”. Power requirement specifications for thumb drives are not always made clearly available by the manufacturer, but a newly purchased thumb drive will most likely be compatible. If possible, check the power requirement specifications of your USB device before purchase.



Caution: A USB connector will only fit into the port if oriented properly, so don’t force it into the port, as this may damage your PC3LE or USB device. If you are having trouble inserting your USB connector into the port, try flipping the connector over.

You can also transfer files directly to a computer that is equipped with a USB port by using the **USB Computer port** on the back panel of the PC3LE (see above.) Connect a USB cable from the PC3LE’s USB Computer port to a USB port on your computer. When you enter Storage mode and select **USB PC Connection**, a virtual drive named **PC3LE** will appear on your computer’s desktop. Load files from your computer to your PC3LE by putting files on the **PC3LE** virtual drive, then selecting **USB PC Connection** in Storage mode to load the files. Save files from the PC3LE to your computer by using this configuration with the Storage modes **Store** function. Saved files will temporarily appear on the **PC3LE** virtual drive on your computers desktop, and you then must copy your saved files to another location on your computer. **You must copy data from the PC3LE virtual drive to your computer’s drive or else the data will be lost.**

When you leave Storage Mode, there will be a prompt telling you that the PC3LE is turning back into a USB MIDI device - which you have to acknowledge. If you haven’t copied the file(s) to your desktop (or other place on the computer) it won’t be on the virtual disk when you leave storage mode.

Depending on your computer's operating system, you may sometimes see a scary device removal warning on your desktop after using the **PC3LE** virtual drive. You may disregard such a message without worries of damage to your PC3LE or computer.



Caution: Do not remove a USB device while the display says **Loading...** or **Saving...**. Removing a USB device during a file transfer can cause data corruption.

Formatting a USB Device

See *Format* in the *Storage Mode* chapter of the *PC3LE Musician's Guide*.

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 six soft buttons. Below are descriptions of their functions:

Storage: Load

There are no files in this directory.

Path:\

Select SelAll Parent Open Ok Cancel

- | | |
|---------------|--|
| Select | 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. |
| SelAll | 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. |
| Parent | 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. |
| Open | Open selected directory or view objects within a .PLE 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 .PLE or compatible Kurzweil file to view and load individual objects. Entering a new directory will deselect all files. Viewing objects within a .PLE or compatible Kurzweil file will deselect any other files that had been selected. See Appendix A for compatibility details. |
| OK | Load the selected .PLE 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 .PLE or compatible Kurzweil file. See Appendix A for compatibility details. |
| Cancel | 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, or export 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.

Storage Mode

Export

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 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 4-6

C

Chain Info

Export 6-3

Channel/Program (CH/PROG) Page 3-1

Compatibility

K Series Objects A-1

D

Delete

on Object Utilities page 4-6

E

Export

MIDI file, Program Info, Chain Info 6-3

F

Formatting a USB Device 6-2

I

Info

Export 6-3

K

K series object conversion A-1

L

Legacy object conversion A-1

M

MIDI

Utilities 4-5

O

Objects

Master Mode Delete 4-6

OS Version 4-6

P

PC3 and PC3K Objects A-1

Polyphony 4-5

Program Info

Export 6-3

S

Setup mode 3-1

Song

Export 6-3

Song Mode 5-1

Storage Mode 6-1

U

USB Device

formatting 6-2

V

Voice allocation 4-5