

X-Pro

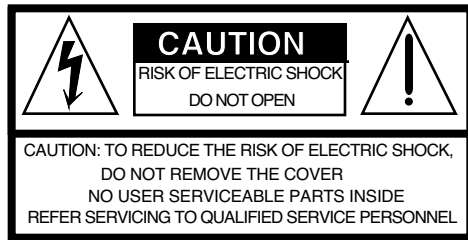
Getting Started Guide



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910516 – April 2009



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.

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Kurzweil International Contacts	iv
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Chapter 1

Hello

Welcome to the exciting world of the X-Pro. This Getting Started Guide will tell you all you need to know to play your instrument now.

There are three models of the X-Pro:

- X-Pro MG (Mini Grand cabinet)
- X-Pro UP (Upright cabinet)
- X-Pro BG (Baby Grand cabinet with enhanced sound system)

Operation of all three models is the same, however, and is described on the following pages.

Starting Up

Once you've connected the power cable and plugged your X-Pro into a power outlet, simply reach under the left side of the keyboard and turn the power switch to the On position. There are also two headphone jacks next to the power switch for private listening.

Adjust your X-Pro's volume using the leftmost slider on the front panel.

Turn the alpha wheel (the large knob to the right of the screen) to try different programs. (Complete details on selecting different programs are in Chapter 3.)



Sounds and Features

The X-Pro is packed with hundreds of amazing acoustic, electric, and synthesizer sounds. The X-Pro is also equipped with all the performance controls and programming features of Kurzweil's popular PC3, although you do not need to do any programming to play your X-Pro.

Nine sliders let you accurately emulate the drawbars on a tone wheel organ such as a Hammond B3™. And the X-Pro's dedicated sound select buttons, along with its Quick Access banks will let you instantly choose and change sounds whenever you like.

These, and other advanced features, are detailed in the *PC3 Musician's Guide*, which you can download from www.kurzweilmusicsystems.com. When new software is available for the X-Pro, it will also be posted there. Instructions for the Boot Loader, the tool you'll use to update the X-Pro's software or run diagnostic tests, are in the *PC3 Musician's Guide*.

Overview of the X-Pro

The X-Pro's 800+ programs include the Orchestral and Contemporary sound blocks, General MIDI (GM), Stereo Triple Strike Piano, Classic Keys for realistic vintage electric piano sounds, and new String Sections. Multi-zone performance setups are also provided; many of these setups use note triggers to play factory-recorded songs that provide grooves and arpeggiation that make great templates for performance or recording. An on-board sequencer (Song mode) with front panel transport buttons lets you record your ideas any time inspiration strikes.

The X-Pro has 128-voice polyphony and is fully multi-timbral, so that different programs can be played on each MIDI channel. There's an on-board digital effects processor providing multiple simultaneous effects, including real-time effects control, internally or via MIDI. In fact, the X-Pro offers more effects processing power than Kurzweil's much-lauded KSP8 studio effects processor.

In addition to the standard stereo audio output pair, there are two consumer audio analog outputs and inputs, as well as a digital output. For backup, storage, and moving files, there's an xD card slot on the front panel of the X-Pro. The provided USB port lets you connect the X-Pro to a computer for file transfer and MIDI connectivity.

How to Use This Manual

This manual describes how to connect and power up your X-Pro, getting around the front panel, and a brief description of the operating modes, as well as step-by-step tutorials for the functions of Setup Mode and Song Mode.

The best way to read this manual is with your X-Pro in front of you. By trying the examples we give to illustrate various functions, you can get a quick understanding of the basics. When you're ready to move on to the more advanced features download the *PC3 Musician's Guide* from www.kurzweilmusicsystems.com.

You may also want to purchase an xD memory card for storage (32MB – 256MB will work, Type S or no type stated, formatted FAT16), and an xD card interface for your computer, if one is not built in.

Chapter 2

Operation Overview

Read this chapter to learn the basics of navigating the X-Pro. Afterwards, read the following chapters to learn about the different modes of the X-Pro. The Setup Mode and Song Mode chapters include step-by-step guides on how to use specific functions. When appropriate, steps will include images from the X-Pro's display, often with circled elements in order to direct your attention to the current instruction.

Program Mode allows you to select, play or edit instrument sounds called programs. Hundreds of programs are provided, and you can also create your own. See Chapter 3 for details.

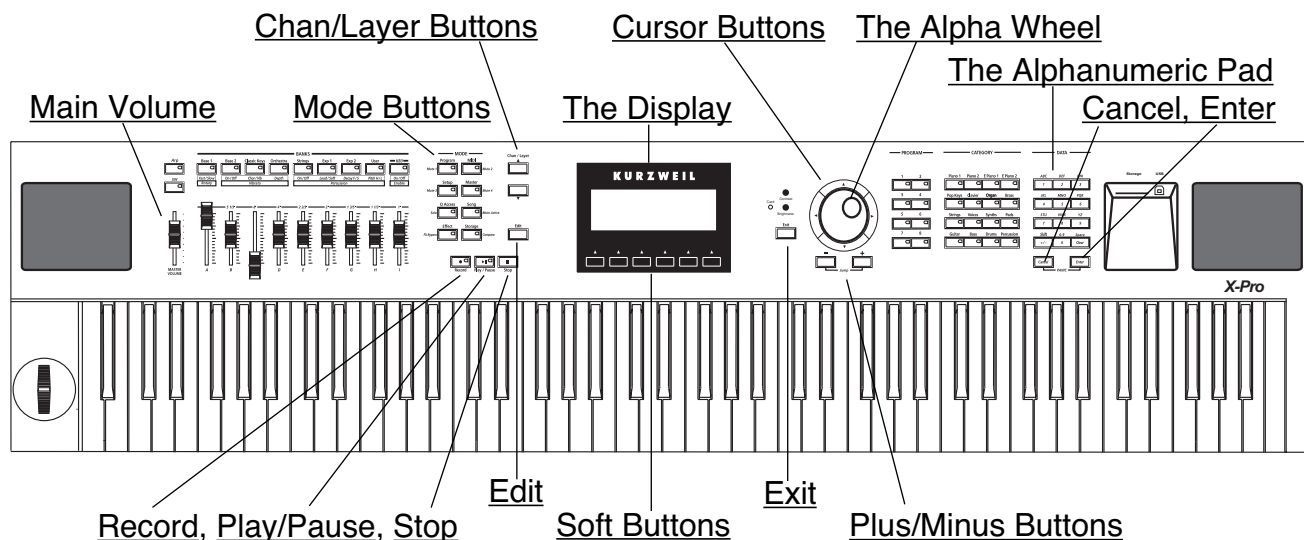
Setup Mode lets you play multiple instrument sounds from the same group of keys, or split the keyboard into zones so that, for example, each different octave of the keyboard plays a different instrument sound. Chapter 4 provides the details.

Song Mode allows you to easily record and edit songs using the built in sequencer. Chapter 5 shows you how.



Throughout these chapters you will be referred to the *PC3 Musician's Guide* for additional information. You can download the *PC3 Musician's Guide* in PDF format for free at www.kurzweilmusicsystems.com, click on the tab for the Downloads page, then click the PC3 link. On the PC3 Downloads page click the User Manuals link to find a download link for the latest version of the guide. The X-Pro uses the same powerful internal sound engine as the PC3 performance controller keyboard, and for the most part the X-Pro operates as the PC3 does, aside from a few minor differences (see *Differences Between The X-Pro And The PC3* below.) Almost all of the information in the *PC3 Musician's Guide* can be applied to the X-Pro, so consult this guide when you are ready to learn more advanced features of the X-Pro.

Navigation Controls Overview



User Interface Basics

This section shows you how to get around the front panel of your X-Pro using mode selection, navigation, and data entry. There is also an assignable control section.

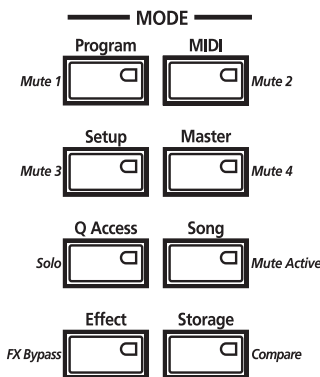
Mode Selection

The X-Pro is always in one of eight primary operating modes. Select a mode by pressing one of the mode buttons — they're to the left of the display. Each mode button has an LED that lights to indicate the current mode. Only one mode can be selected at a time.

Program mode	Select and play programs, and modify them with the Program Editor.
Setup mode	Select and play setups, and modify them with the Setup Editor.
Quick Access mode	Select from a list of preset banks, each containing ten programs and/or setups that can be viewed in the display for easy selection. Modify the preset banks and create your own with the Quick Access Editor.
Effects mode	Enable/disable effects or set Aux overrides.
MIDI mode	Define how your X-Pro sends and receives MIDI information to other devices.
Master mode	Define performance and control characteristics for the entire X-Pro.
Song mode	Use the X-Pro's sequencer to record and play back your keyboard performance, play Type 0 and Type 1 MIDI sequences, and record multi-timbral sequences received via MIDI.
Storage mode	Interface with the X-Pro's xD card reader or USB port to load and save programs, setups, samples, and more.

The X-Pro's tone wheel organ emulation is called **KB3 mode**. You automatically enter this mode when you select a KB3 program. The KB3 Bank button takes you there directly.

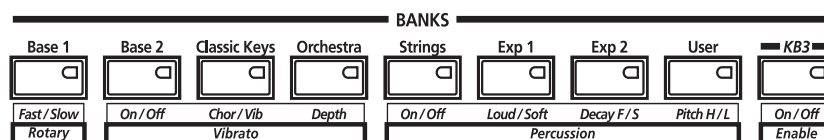
Mode Buttons



When you press a mode button, its LED lights up to indicate that the mode has been selected. If pressing a mode button does not light its LED, press the **Exit** button one or more times, then try again. Additional labeling for each mode button indicates special functions that relate to some of the X-Pro's editors.

Bank Buttons

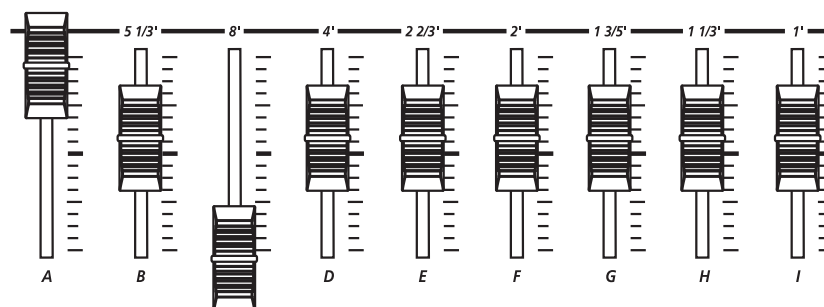
The Bank buttons, situated in the top left corner of the X-Pro's front panel, let you choose different banks of programs (e.g., KB3 programs or Classic Keys programs). Within each bank, you can use the Program and Category buttons (to the right of the display) to select individual programs.



The Bank buttons have special functions in KB3 mode, indicated by labels beneath each button.

Sliders

In KB3 mode, the X-Pro's nine sliders emulate an organ's drawbars. For example, slider A emulates an organ's 16' drawbar. In other modes, the sliders can be used to send values for different MIDI controllers. In either case, you may have to move the slider past the current value for its selected function before slider movement will have any effect.

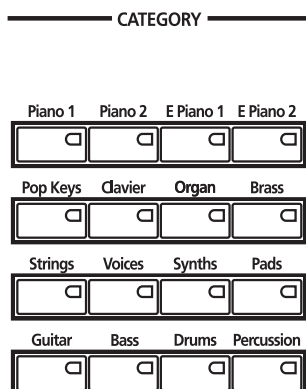


Most VAST programs use the sliders for these functions:

A	Data	Filter frequency, Brightness
B	MIDI 13	Filter resonance, Tremolo rate control
C	MIDI 22	Layer volume, Envelope control, Lo tonal balance
D	MIDI 23	Layer volume, Envelope control, Hi tonal balance
E	MIDI 24	Layer volume for thumps and release
F	MIDI 25	Effects control 1
G	MIDI 26	Effects distortion drive
H	MIDI 27	Effects distortion warmth
I	MIDI 28	Reverb / delay control

Program and Category Buttons

Use the **Program** and **Category** buttons, in conjunction with the Bank buttons (above the sliders), to directly select X-Pro programs. Each of the 16 categories contains 8 programs, for a total of 128 programs per bank.



Picking favorites

When you select a program within a category, your selection will be remembered. For example, choose program 3 in the Organ category (press **Category: Organ**, then **Program: 3**). Now move to the strings by pressing the **Category: Strings** button. If you press the **Category: Organ** button again, you will be returned to program 3 in the Organ category. In this way, each category can have a “favorite” program.

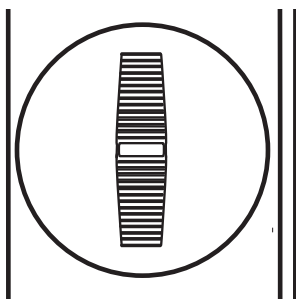
You can make program selections within each category ahead of time. This way, you’ll be able to access the program you want in any category simply by pressing appropriate category button.

Important things to remember about your “favorites”:

- You must save your X-Pro’s Master Table to remember your selections when power is off. See the *PC3 Musician’s Guide* for information about the Master Table.
- Your selections are bank-dependent. In other words, you can save one favorite in each category of the Base 1 bank, one favorite in each category of the Base 2 bank, etc.

Pitch-Mod Controller

To the left of the X-Pro's keyboard is the Pitch-Mod Controller which usually controls pitch bending and a control parameter.



The top part of the Pitch-Mod Controller is known as a **Pitch Wheel**, push it away from you to raise the pitch of the note(s) you are playing. Pull it towards you to lower the pitch. Most programs are set so that the pitch wheel will raise and lower pitch by a whole step, although some programs use the pitch wheel to lower pitch by as much as an octave. The Pitch Wheel has a spring so that it will snap back to place (i.e., back to the original pitch) when you release it.

Left/right movement of the Pitch-Mod Controller provides parameter control which can perform a variety of functions. Different programs may use it for filter sweeps, tremolo/vibrato, wah, or layer volume.

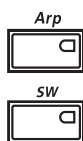
Pushing the Pitch-Mod Controller to the right sets a fixed continuous controller value. When you release the Pitch-Mod Controller from the right, the highest value that was reached remains set. Once the value is set, push the Pitch-Mod Controller left of center and release to set the controller value back to its lowest value. Set values are remembered when moving between programs.

Pushing the Pitch-Mod Controller to the left allows you to continuously set the controller value, and releasing the Pitch-Mod Controller from the right sets the controller value back to its lowest value.

The Arp And SW Buttons

The **Arp** button turns on and off the X-Pro's Arpeggiator.

The **SW** button (MIDI 29) can be programmed to do a variety of things. Often it is used for layer enable or effect enable.

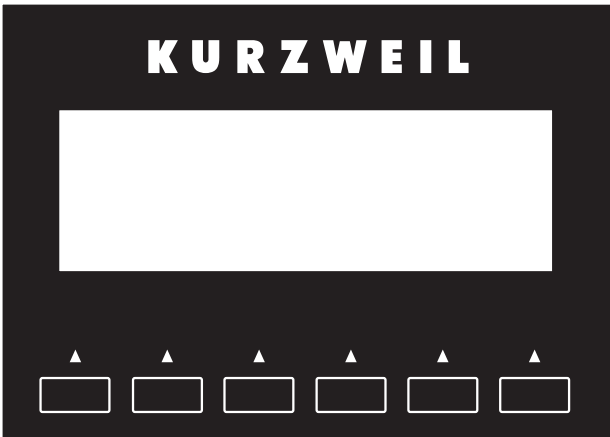


Navigation

The navigation section of the front panel consists of the display and the buttons surrounding it. These navigation buttons will take you to every one of the X-Pro’s programming parameters.

The Display

Your primary interface with the X-Pro is its backlit graphic display. As you press various buttons, this fluorescent display reflects the commands you enter and the editing changes you make. The ample size of the display (240-by-64 *pixels*) enables you to view lots of information at one time.



Pages

Within each mode, the functions and parameters are organized into smaller, related groups that appear together in the display. Each one of these groups of parameters is called a *page*. Each mode has what we call an entry-level page; it’s the page that appears when you select that mode with one of the mode buttons. Within each mode and its editor(s), the various pages are selected with the navigation buttons. There are many pages, but there are a few features common to each page.

The illustration below shows the entry-level page for Program mode.

ProgramMode		XP:0st	Base1:3	#Ch:1
1-4/7 layers			1 Standard Grand	
Piano mp	Left	∞	2 Studio Grand	
Piano mf	Left	∞	3 RubensteinSWCom	
Piano f	Left	∞	4 Horowitz Grand	
Rhoadz	Thump		5 NYC Jazz Grand	
Octav-	Octav+	Panic	Info	XPose- XPose+

The Top Line

On the top line of most pages, there's a reminder of which mode you're in and which page you're on. Many pages display additional information in the top line, as well. The Program-mode page above, for example, shows you the current amount of MIDI transposition and the currently selected MIDI channel. The top line is almost always "reversed"—that is, it has a white background with blue characters.

The Bottom Line

The bottom line is divided into six (sometimes fewer) sets of reversed characters that serve as labels for the six buttons directly beneath the display. These labels—and the functions of the buttons—change depending on the currently selected page. Consequently the buttons that select these functions are called "soft" buttons.

The Soft Buttons

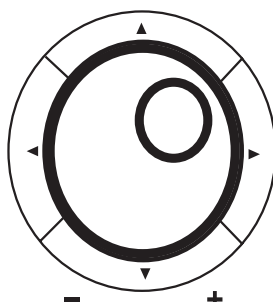
The soft buttons are called "soft" because their functions change depending on the currently selected mode and page. Sometimes they perform specific functions, like changing MIDI channels in Program mode. In the Program Editor and other editors, they're also used to move to different pages of programming parameters. If a soft button's label is in all capital letters (**KEYMAP**, for example), pressing the corresponding soft button takes you to a page of parameters. If the soft button is labeled in lower-case or mixed-case letters (**Save**, for example), the soft button performs some kind of function.



The Cursor Buttons

To the right of the display are four back-lit buttons arranged around the alpha wheel (see *The Alpha Wheel* below.) These are called the cursor buttons. They move the cursor around the currently selected page, in the direction indicated by their position, either up, down, left, or right. The cursor usually appears as a highlighted (reversed) rectangle, but for some fields it's an underscore. It marks the value of the currently selected parameter.

Programming the X-Pro involves selecting various parameters and changing their values. Select parameters by highlighting their values with the cursor. You can change the highlighted value with any of the data entry methods described in the data entry section below.



The Chan/Layer Buttons

To the left of the display are two buttons labeled **Chan/Layer**. Their function depends on the current mode. In Program mode, for example, they shift through the MIDI channels, showing the program assigned to each channel. This changes the MIDI channel the X-Pro uses internally, as well as the channel you're using to send information to other synths connected to the X-Pro's MIDI Out port (MIDI slaves). Changing the current MIDI channel also changes the corresponding setting on the MIDI mode TRANSMIT page. When you press both **Chan/Layer** buttons at the same time you will be returned to Channel 1. See the *PC3 Musician's Guide* User Interface Basics Chapter for more shortcuts you can make with double button presses.

When you're in the Program Editor, the **Chan/Layer** buttons let you view each layer in the program. You can see the corresponding parameters in each layer by scrolling through the layers with these buttons. In the Setup Editor, the **Chan/Layer** buttons scroll through the zones in the current setup. In Quick Access mode, they scroll through the Quick Access banks, and in Song mode they scroll through recording tracks.

The Edit Button

The **Edit** button is located to the left of the display. It activates each of the X-Pro's editors, and acts as a shortcut to many pages within the Program Editor. Pressing the **Edit** button tells the X-Pro that you want to change some aspect of the object marked by the cursor. For example, when a program is selected and you press **Edit**, you enter the Program Editor. If a setup is selected, you enter the Setup Editor.

There are editors accessible from just about every operating mode. To enter an editor, choose one of the modes (mode selection), and press **Edit**. An editing page for that mode will appear. You can then select parameters (navigation) and change their values (data entry). If the value of the selected parameter has its own editing page, pressing the **Edit** button will take you to that page. For example, in the Program Editor, on the PITCH page, you might see **LFO1** assigned as the value for Pitch Control Source 1. If you select this parameter (the cursor will highlight its value—**LFO1** in this case), then press the **Edit** button, you'll jump to the page where you can edit the parameters of LFO1. Naturally, you can find every page in the current editor by using the soft buttons, but often it's easier to use the **Edit** button shortcut.

The Exit Button

The **Exit** button is located to the right of the display. Press **Exit** to leave the current editor. If you've changed the value of any parameter while in that editor, the X-Pro will ask you whether you want to save your changes before you can leave the editor. See the *PC3 Musician's Guide*, Chapter 5 for information on saving and naming. The **Exit** button also takes you to Program mode if you're on the entry level page of one of the other modes. If at some point you can't seem to get where you want to go, press **Exit** one or more times to return to Program mode, then try again.

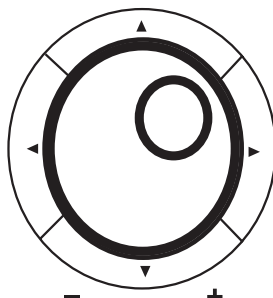
Data Entry

The data entry section of the front panel includes the Alpha wheel, the **Plus/Minus** buttons, and the 14-button alphanumeric pad.

The Alpha Wheel

The Alpha Wheel is especially useful because it can quickly enter large or small changes in value. If you turn the Alpha Wheel one click to the right, you'll increase the value of the currently selected parameter by one increment. One click to the left decreases the value by one

increment. If you turn it rapidly, you'll jump by several increments. You can also use the Alpha Wheel to enter names when you're saving objects.



The Plus/Minus Buttons

These buttons are located just under the Alpha Wheel. The **Plus** button increases the value of the currently selected parameter by one, and the **Minus** button decreases it by one. These buttons are most useful when you're scrolling through a short list of values, or when you want to be sure you're changing the value by one increment at a time. One press of the **Plus** or **Minus** button corresponds to one click to the right or left with the Alpha Wheel. These buttons will continue changing values if pressed and held.

Pressing the **Plus** and **Minus** buttons simultaneously will move you through the current list of values in large chunks instead of one by one. Don't confuse these buttons with the +/- button on the alphanumeric pad. That button is used primarily for entering negative numeric values and switching from uppercase to lowercase letters (and vice versa).

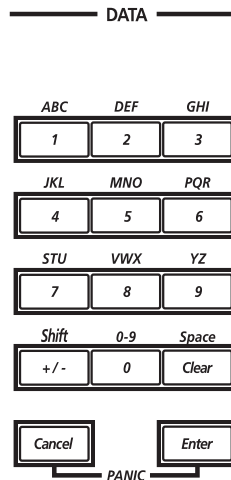


The Alphanumeric Pad

As its name implies, this set of 14 buttons lets you enter numeric values, and to enter names one character at a time. Depending on where you are, the X-Pro automatically enters letters or numerals as appropriate (you don't have to select between alphabetic or numeric entry).

When you're entering numeric values, press the corresponding numeric buttons, ignoring decimal places if any (to enter 1.16, for example, press **1**, **1**, **6**, **Enter**). The display will reflect your entries, but the value won't actually change until you press **Enter**. Before pressing **Enter**, you can return to the original value by pressing **Cancel**. Pressing **Clear** is the same as pressing **0** without pressing **Enter**.

When entering names, you can use the **Left/Right** cursor buttons or the <<< / >>> soft buttons to move the cursor to the character you want to change. Use the labels under the alphanumeric buttons as a guide to character entry. Press the corresponding button one or more times to insert the desired character above the cursor. The **Cancel** button is equivalent to the >>> soft button, and **Enter** is the same as the **OK** soft button. The **Clear** button replaces the currently selected character with a space. The +/- button *toggles* between uppercase and lowercase letters or between entering positive or negative numbers.



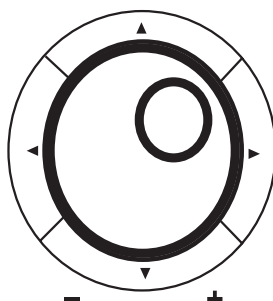
There's also a convenient feature called keyboard naming, which lets you use the keyboard to enter characters in names. For more details see the *PC3 Musician's Guide*, Chapter 5 Keyboard Naming.

Differences Between The X-Pro And The PC3

Throughout these guides you may be referred to the *PC3 Musician's Guide* for additional information. You can download the *PC3 Musician's Guide* in PDF format for free at www.kurzweilmusicsystems.com, click on the tab for the Downloads page, then click the PC3 link. The X-Pro uses the same powerful internal sound engine as the PC3 performance controller keyboard, and for the most part the X-Pro operates as the PC3 does, aside from a few minor differences (see below.) Almost all of the information in the *PC3 Musician's Guide* can be applied to the X-Pro, so consult this guide when you are ready to learn more advanced features of the X-Pro. When consulting the *PC3 Musician's Guide*, keep these differences in mind:

Cursor Buttons

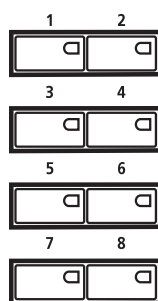
The X-Pro's cursor buttons are positioned around the alpha wheel, unlike the PC3's cursor buttons which are arranged in a diamond shape to the right of the display. Whenever the *PC3 Musician's Guide* refers to the cursor buttons, the corresponding buttons on the X-Pro are the cursor buttons around the alpha-wheel:



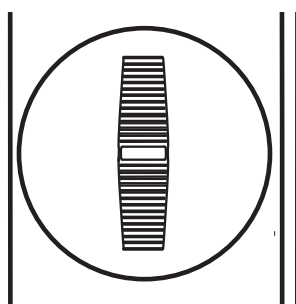
Program Buttons

These function just as on the PC3, but their layout is slightly different on the X-Pro:

PROGRAM



Pitch-Mod Controller



The top part of the Pitch-Mod Controller is known as a **Pitch Wheel**, and functions just as the PC3's pitch wheel does. Whenever the *PC3 Musician's Guide* refers to the Mod Wheel, the corresponding control on the X-Pro is left / right movement of the Pitch-Mod Controller. The Pitch-Mod Controller functions differently than the Mod Wheel, read on for specifics:

Moving the PC3's Mod Wheel all the way up corresponds to moving the Pitch-Mod Controller all the way to the left or right. Unlike the PC3's Mod Wheel, the Pitch-Mod Controller springs back to the center position when released. This is because the Pitch-Mod Controller has two different modes, depending on which way you push it:

Differences Between The X-Pro And The PC3

Pushing the Pitch-Mod Controller to the right sets a fixed continuous controller value. When you release the Pitch-Mod Controller from the right, the highest value that was reached remains set. Once the value is set, push the Pitch-Mod Controller left of center and release to set the controller value back to its lowest value. Set values are remembered when moving between programs.

Pushing the Pitch-Mod Controller to the left allows you to continuously set the controller value, and releasing the Pitch-Mod Controller from the right sets the controller value back to its lowest value.

SW And ARP Buttons

The X-Pro has its SW and ARP buttons above the Main Volume fader, as opposed to the PC3's SW and ARP buttons, which are positioned to the left of the keyboard. These buttons function the same as with the PC3.

xD Memory Card Slot And USB Port

The X-Pro has its xD Memory Card Slot and USB port on the front panel, to the right of the alphanumeric pad, as opposed to the PC3, which has its xD Memory Card Slot and USB port on the back of the instrument. These function the same as with the PC3.

Contrast And Brightness Knobs

These function just as on the PC3, but on the X-Pro they are located on the front panel to the right of the display, as opposed to the PC3 where they are located on the rear panel.

Analog Audio Outputs And Inputs

The X-Pro's Pro Audio Balanced Outputs Left and Right on the back of the unit correspond to the PC3's Balanced Analog Outputs Left and Right. Unlike the PC3, the X-Pro does not have Balanced Analog Outputs Aux Left and Right.

Also unlike the PC3, the X-Pro has Consumer Audio L/R In and Out connections. Use the X-Pro's Audio Balanced Outputs Left and Right when connecting the X-Pro to a mixing board or PA system. Use the Consumer Audio L/R outputs when connecting the X-Pro to a home stereo system or other consumer audio product. Unlike the PC3, the X-Pro also has Consumer Audio L/R In connections. With the appropriate cables you can connect a CD player, MP3 player, or other consumer audio device to use the X-Pro's internal speakers. This is useful to play along with a song, backing track, or instructional recording. Adjust the volume on your device to balance the volume between the X-Pro and your device.

Headphones Output

The X-Pro has two headphones outputs, located underneath the keyboard on the left. This is unlike the PC3, which has one headphones output on the rear panel.

EP1 And EP2 Inputs

The X-Pro's EP1 and EP2 inputs on the rear of the unit correspond to the PC3's CC Pedals 1 (volume) and 2 (wah) inputs. These function the same as with the PC3.

Foot Switch Pedals And SW Pedal input

The X-Pro comes with three piano pedals, unlike the PC3, which has three Switch Pedal inputs, and which needs a separate pedal for each input. Whenever the *PC3 Musician's Guide* mentions a pedal connected to one of the three Switch Pedal inputs, these pedals correspond to the three included piano pedals. The X-Pro's rightmost pedal corresponds to footswitch 1, the middle is footswitch 2, and the leftmost is footswitch 3.

MIDI Connections

The X-Pro's middle MIDI connector is for MIDI Thru only. Aside from this difference, the X-Pro's MIDI ports function the same as with the PC3.

Breath And Ribbon Controller Inputs

Unlike the PC3, the X-Pro does not include inputs for Breath or Ribbon controllers. Disregard any reference to these controllers.

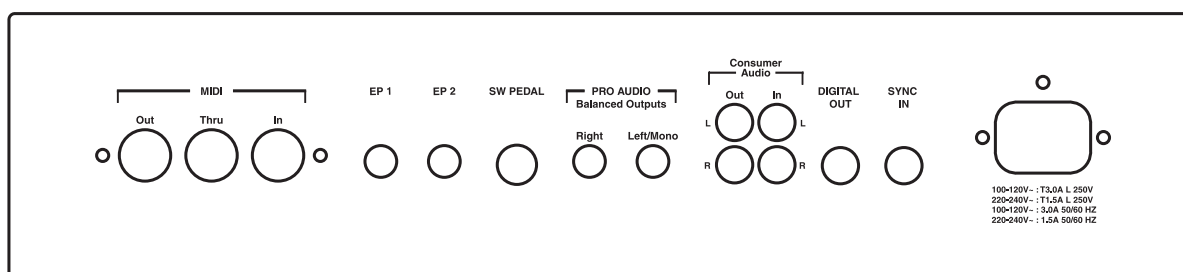
Internal Speakers

Unlike the PC3, the X-Pro has internal speakers. The *PC3 Musician's Guide* will usually make reference to monitoring the instrument via speakers connected to the Balanced Analog Outputs Left and Right. In most cases, following instructions from the *PC3 Musician's Guide* while monitoring the X-Pro from the internal speakers will provide the same result. Plugging in headphones (or a stereo jack) into one of the headphone connectors under the keyboard is the only way to mute the speakers in the X-Pro.

Back Panel

The X-Pro features a number of connectors that let it work with external controllers and audio systems. For upright units, these are on the rear panel. For grand units, these are underneath in the left rear corner where the power cord connects. Here is a brief description of their usage.

Additional technical details may be found in the *PC3 Musician's Guide*.



MIDI - In, Thru, Out

You may connect your X-Pro directly to another digital piano, synthesizer, or portable keyboard equipped with standard MIDI connectors. You may also connect to a computer equipped with MIDI connectors or a MIDI interface.

See the *PC3 Musician's Guide* for a detailed description of MIDI connections.

Control Pedals EP1, EP2

You may plug one or two controller pedals (also known as "volume pedals") into these jacks. By default, EP1 controls Volume, like an organ swell pedal. The function of EP2 varies according to the program or setup and is often used as a "wah" effect control. The jacks accept Kurzweil control pedals (model CC-1) and compatibles.

SW Pedal

This connector is for the 3 piano pedals (Soft, Sostenuto, Sustain). There should already be a cord from the X-Pro pedal assembly plugged into it.

Pro Audio Outputs

These jacks are used to connect to a professional sound or recording system using balanced signal 1/4" plugs and cables. These jacks provide a strong signal that is immune to electrical noise. For a monophonic mix of the left and right stereo signals, plug one cable into the jack marked "Left/Mono Out". For a full stereo signal, plug the left channel cable into that jack and the right channel cable into the other jack. Plugging into these does not affect the speaker sound.

Audio Out

This pair of jacks is designed to connect to normal audio equipment such as a hi-fi system that uses cords with RCA plugs. They provide a weaker signal that works better with consumer equipment. Note that a full stereo signal is provided even if only the Left cable is plugged in.

Audio In

You can use this pair of jacks to connect a signal source, like an external tape player or MP3 player, to your X-Pro and use its powerful system for amplification. The external signal will be mixed with the X-Pro's own sound.

The X-Pro's Volume control will NOT control the volume of the external source - you must use its own volume control. The X-Pro's Volume control will control the volume of its own sound however.

CAUTION: You should turn your X-Pro off while plugging or unplugging cables from the Audio In jacks. Otherwise you may hear a very loud hum or buzz noise. Turning the volume down will NOT prevent this.

Digital Out

This jack provides a digital version of the X-Pro's audio signal for direct digital connection into a studio or computer. The default signal provided by this jack is: AES/EBU Professional coaxial format; 24 bits; 48KHz sampling rate. Other common sampling rates, such as 44.1KHz and 96KHz are possible.

Refer to the *PC3 Musician's Guide* for instructions.

Sync In

This input jack allows your X-Pro to synchronize its Digital Out signal to a studio system. Refer to the *PC3 Musician's Guide* for details.

Chapter 3

Program Mode

This chapter will give you a brief overview of Program mode. For complete details, see the *PC3 Musician's Guide*, Program Mode Chapter.

The X-Pro powers up in Program mode, where you can select and play programs (called patches, presets, or voices on other instruments). Programs are preset or user edited sounds composed of up to 32 *layers* of samples, waveforms, or oscillators.

Use Program mode when you wish to play a single instrument sound as you would with any electronic keyboard. For example, to use the **Standard Grand** piano program, use one of the methods below to select program 1. If you've left Program mode, just press the **Program** mode button or the **Exit** button one or more times to return.

Selecting Programs

When you are in Program mode, there are four basic ways to select an X-Pro program:

- Scroll through the program list using the Alpha Wheel.
- Scroll through the program list using the **Plus** or **Minus** button under the Alpha Wheel, or the cursor buttons (the arrow buttons around the Alpha Wheel).
- Type the program's ID (number) on the alphanumeric pad, then press **Enter**. If you make a mistake, press **Clear**, then start over.
- Press one of the **Bank** buttons (above the sliders on the left side of the front panel) to select a bank, then press a **Category** button and a **Program** button to choose a program within the bank. The Category and Program buttons are on the front panel to the right of the Alpha Wheel. Each of the 9 banks can contain up to 128 programs. The programs in a bank are organized into 16 categories, accessed by one of the **Category** buttons. Each **Category** gives you access to a set of 8 programs, selected by one of the **Program** buttons.



Note: The name of each **Category** button corresponds to the program instrument for banks 1, 2, and most of bank 3. For the banks after this, the Category buttons can still be used as a convenient way to move through programs in groups of 8, but the Category names may not be accurate.

Easy Audition

Any time you want to hear what a program sounds like, highlight the program's name (while in Program mode) then press the **Play/Pause** button to play a brief sample. The Demo Button parameter on the Master Mode II page must be on for Easy Audition to work; the parameter is on by default. Master mode is described in the *PC3 Musician's Guide*, Chapter 11.

Program Mode Display

Take a minute to familiarize yourself with the Program mode display. It gives you some helpful basic information, like the MIDI transposition, what MIDI channel you're on, and which program is currently selected.

ProgramMode	XPose	Base13	#Ch:1
1-4/7 layers		1 Standard Grand	
Piano mp Left	∞	2 Studio Grand	
Piano mf Left	∞	3 RubensteinSWCom	
Piano f Left	∞	4 Horowitz Grand	
Rhoadz Thump		5 NYC Jazz Grand	
Octav-	Octav+	Panic	Info Xpose- Xpose+

Info Box

The box at the left side of the display is called the info box. The info box displays information about the current program (there's also an info box for Setup mode).

Soft buttons

On most X-Pro screens, the bottom line of the display identifies the function of each of the buttons beneath the display. We call these buttons *soft* buttons, because they do different things depending on what's currently showing in the display.

In Program and Quick Access modes, you can change octaves with the **Octav-** and **Octav+** buttons under the display. The **Info** soft button shows you relevant details about the current item. The **Xpose-/Xpose+** buttons are a shortcut for quick transposition in semitone (half step) increments. You can use them to transpose the entire X-Pro as much as three octaves up or down. The top line of the display shows the current amount of transposition (Xpose). Press both **Xpose** buttons simultaneously to return transposition to zero.

VAST Programs

Most of the X-Pro's factory programs are VAST programs, meaning they use Kurzweil's Variable Architecture Synthesis Technology. Typical VAST programs are made up of layers of keymaps (keymaps are instrument sounds mapped across the keyboard.) On the Program mode main page, the info box on the left contains details about the different layers in each program, usually indicating the keymap used in each layer. The line under the keymap name indicates the layer's keyboard range (see below.) In this case, only the first two displayed layers extend across the entire keyboard (A0 to C 8). The ∞ symbol to the right of each layer shows that the keymap is a stereo keymap.

ProgramMode	XPose	Base13	#Ch:1
1-4/7 layers		1 Standard Grand	
Piano mp Left	∞	2 Studio Grand	
Piano mf Left	∞	3 RubensteinSWCom	
Piano f Left	∞	4 Horowitz Grand	
Rhoadz Thump		5 NYC Jazz Grand	
Octav-	Octav+	Panic	Info Xpose- Xpose+

KB3 Programs

KB3 (organ) programs differ from VAST programs in that they don't have layers. Instead they rely on oscillators that mimic the tone wheels used in many popular organs. Consequently, the info box shows only the waveform used in the program.



***Note:** Press the **KB3** bank button to access KB3 programs in Program mode. While a KB3 program is selected, the bank buttons function as KB3 specific controls (listed below each bank button, see the PC3 Musician's Guide, Program Mode Chapter for details.) To exit KB3 mode and return the bank buttons to their normal function, press the **KB3** bank button or use one of the program selection methods (see *Selecting Programs*, above) to choose a VAST program.*

Quick Access

A really convenient way to select programs and setups is to use Quick Access mode, where you select a Quick Access **bank** from a list of factory preset or user-programmed banks. Each bank contains ten memory slots, or entries, where you can store any combination of programs or setups. While you're in Quick Access mode, you can select any program or setup in the bank with buttons **0** through **9** or the cursor keys.

The X-Pro comes with a few Quick Access banks already programmed so you can get an idea of how they work. You'll probably create your own Quick Access banks to help you select programs and setups with a minimum of searching. Press the **Quick Access** mode button to the left of the display. Its LED lights, to tell you you're in Quick Access mode.

The top line of the display tells you which Quick Access bank is selected. Use the **Chan/Layer** buttons (to the left of the display) to scroll through the banks. The names of each of the ten entries in the bank are listed in the center of the display. Many of their names will be abbreviated. The currently selected entry's full name is shown near the bottom of the display. The amount of transposition is displayed to the left of the entry name. If the current entry is a program, you'll see the current keyboard (MIDI) channel displayed to the right of the entry's name. If it's a setup, you'll see the word Setup.

The entries on the Quick Access page are arranged to correspond to the layout of the numeric buttons on the alphanumeric pad.

When you're ready to create your own Quick Access banks, see the *PC3 Musician's Guide*, Chapter 8 to learn about the Quick Access Editor.

Effects

Many programs are saved with effects, such as reverb, distortion, or delay. In Program mode you can adjust the level or intensity of these effects by using the X-Pro's nine sliders. Below is a list of the X-Pro's sliders identified by letter. By default each slider will control a parameter as listed below (if the parameter is in use in the current program.)

- A Filter frequency, Brightness
- B Filter resonance, Tremolo rate control
- C Layer volume, Envelope control, Lo EQ
- D Layer volume, Envelope control, Hi EQ
- E Layer volume for thumps and release
- F FX control 1
- G FX distortion drive
- H FX distortion warmth
- I Reverb / delay control

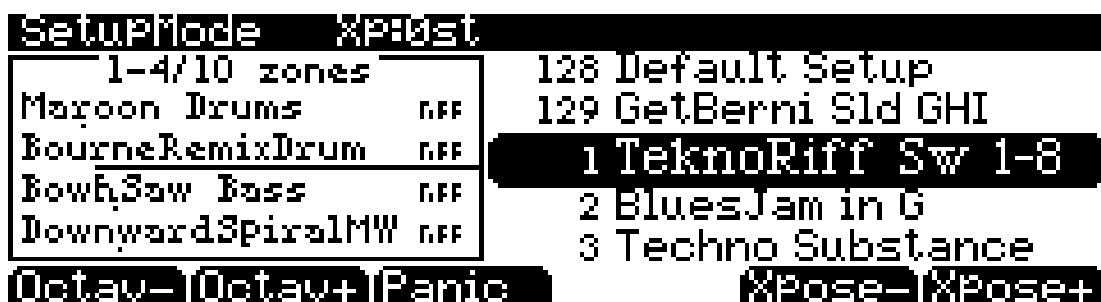
In Program mode you can press the **Info** soft button to see controller assignment information for each program. Pressing the **Info** soft button brings you to the Program Information page, which will display any available controls for the current program's effects or other aspects of the program. On the Program Information page, sliders and buttons will be listed with their function, if they have a function assigned to the current program. Some programs have more controls than can fit in the display, in these cases there will be a scroll bar icon on the right of the display. Use the alpha wheel to scroll through additional pages of controller assignments.

To learn more about the X-Pro's effects and Effect mode, see the *PC3 Musician's Guide, Chapter 9*. To learn more about the assigning controllers to effects and other parameters, see the *PC3 Musician's Guide, Chapter 7, The Control Setup* section. For information on assigning or editing a program's effects, see the *PC3 Musician's Guide, Chapter 6, The Program FX (PROGFX) Page*.

Chapter 4

Setup Mode

Use Setup mode to select, play, edit, and save setups. To enter Setup mode press the **Setup mode** button, located with the mode buttons to the left of the display. This brings you to the Setup mode MAIN page:



A setup is made up of 1 to 16 zones, each of which uses a program (instrument sound) from Program mode. With a setup you can play up to 16 different instrument sounds at once, either as separate instruments from different key ranges (known as split setups,) as layers of instruments from the same keys (known as layered setups,) or using a mix of both methods. The following examples will explain how to use and edit each type of setup. These examples include instructions to choose specific programs and choose specific key ranges. You can follow the same guides to make your own custom setups by choosing any combination of programs and key ranges.

The preset setups included with the X-Pro include split and layered setups, as well as some setups that use more advanced features like riffs or programmable switches and sliders. To learn more about these features see the *PC3 Musician's Guide*, Setup Mode chapter.



A Note About Programs: Each zone in a setup contains a program from the X-Pro's Program mode. The X-Pro comes with over 800 programs, and you can also edit these programs or create your own. When choosing a program for a setup, many users will be satisfied using one of the included programs as is. Some users may also wish to alter the properties of a program beyond the options given in Setup mode. In these cases, it is necessary to edit the program from Program mode. See the *PC3 Musician's Guide*, Program Mode chapter, Editing VAST programs for more details.

The Setup Editor

In each of the following guides, you will be using the Setup Editor to make changes to the currently selected setup. Open the Setup Editor from Setup mode by pressing the **Edit** button on the front panel. Use the soft buttons at the bottom of the display to select the various Setup Editor pages. Use the **more** soft buttons on the bottom of the display to scroll through pages of soft buttons. The top line of the display says “SetupMode:” with the name of the current Setup Editor page as well as the number of the current zone. Use the **Chan/Layer** buttons to the left of the display to select the current zone. The current and total number of zones can be viewed in the upper right corner of each screen in the Setup Editor.

```

SetupMode:CH/PRUG                               #Zone:1/2
Program: 235 AC Buzzer Bass
Channel: 1 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 1 BankMode : Ctl 0/32
MidiProg: 107 EntryProgChg: On
Status: Active Arpeggiator: On
more CH/PRG KEYVEL PANVOL BEND more
  
```

Press the **Exit** button on the front panel to exit the Setup Editor and return to the Setup mode main page. If you have made any changes to the setup, you will be presented with the message “This setup has been edited...” (see below.) You are given a choice of soft buttons: Press **Rename** to rename the setup before saving, press **No** to return to the Setup mode main page without saving, press **Yes** to choose an ID# and save the setup, press **Cancel** to return to the Setup Editor.

```

SetupMode:Exit
The setup has been edited...
Save setup 38 Jazz Bass/Piano?
Rename No Yes Cancel
  
```

When saving, you must choose an ID#. An ID# gives you a way to locate a setup aside from its name (you can store up to 2,048 unique ID#s for each object type: setups, programs, songs, etc., though many ID#s are already used for factory ROM objects.) ID#s also allow you to save setups with the same name under different ID#s, and rename them at a later time if desired. Choose an unused ID# to save a new setup. The next available unused ID# is automatically selected when editing a factory ROM setup. When editing a setup that has been stored in user memory (any originally unused ID#), the edited setup’s ID# is automatically selected. This assumes that you wish to replace the existing setup, but you can choose another ID# if desired to save a new copy. Choose a used ID# to replace an existing saved setup. If you replace a factory ROM setup, you can revert to the original setup by using the **Delete** soft button in the Setup Editor. See the *PC3 Musician’s Guide*, Editing Conventions chapter for more details on saving and naming.

Using A Split Program Setup

One of the simplest uses of Setup mode is to create a split setup, in which different ranges of the keyboard are assigned to play different instrument programs. The X-Pro can split the keyboard into a maximum of 16 different instrument programs, though often a split of two programs is most useful. Follow these steps to learn about using split program setups:

Part 1: Load The Example Setup

1. Press the **Exit** button until you reach the ProgramMode page. Next, press the **Setup mode** button, located with the mode buttons to the left of the display. This will bring you to the Setup mode MAIN page.
2. Use the plus/minus buttons or alpha wheel to select the setup **38 Jazz Bass/Piano** or use the alphanumeric pad to enter **38** and press **Enter** (see below.)

This setup contains a piano program on the upper octaves of the keyboard, and an upright bass program on the lower octaves of the keyboard.

SetupMode XProSt	
AC Buzzer Bass	36 Strings Old&New
Grand "Evans"	37 MonoBass & ArpSt
	38 Jazz Bass/Piano
	39 Bass + KB3 Split
	40 Zep KB3/Pianet
Octav- Octav+ Panic	XPose- XPose+



Note: The pre-set "split" setups included with the X-Pro all include the word "Split" or a slash (/) in their names, such as 39 Fretless Bass Split, and 40 Zep KB3/Pianet.

This setup, **38 Jazz Bass/Piano** has 2 zones, as we can see in the info box on the left of the Setup mode main page (see above.) Each zone in a setup contains an instrument program. The programs in this setup are **AC Buzzer Bass** and **Grand "Evans"**. In the info box on the left of the Setup mode main page we can see an overview of the keyrange of each zone. For example, the line under the left of **AC Buzzer Bass** indicates that this zone covers the lower half of the keyboard. The line under the right of **Grand "Evans"** indicates that this zone covers the upper half of the keyboard.

Part 2: Changing The Split Point (Setting Zone Key Range)

You can use the Setup Editor to change the "split" point on the keyboard, the point where one zone stops and the other begins. Do this by adjusting the key range for each zone. For example, let's change the split point of the setup **38 Jazz Bass/Piano** to happen an octave lower. We will have an octave less of high bass notes and an octave more of low piano notes:

1. With the setup **38 Jazz Bass/Piano** loaded, press the **Edit** button on the front panel. This will bring you to the CH/PROG page of the setup editor (see below.)

Step 2 →

```

SetupMode:CH/PROG                               #Zone:1/2
Program: 235 AC Buzzer Bass
Channel: 1   Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 1   BankMode   : Ctl 0/32
MidiProg: 107   EntryProgChg: On
Status: Active   Arpeggiator: On

more CH/PRG KEYVEL PANUOL BEND more
  
```

Step 3 →

2. On the CH/PROG page use the **Chan/Layer** buttons to the left of the display to select zone 1. You can view the number of the selected zone in the top right corner of screen. In the **Program** field you can view the instrument Program for the current zone. We can see that the program for zone 1 of this setup is **235 AC Buzzer Bass**.
3. From the CH/PROG page, press the **KEYVEL** soft button on the bottom of the screen. This brings you to the KEY-VEL page where you can view the key range for the current zone. On the KEY-VEL page we will adjust the key range for zone 1. You can see that zone 1 is still selected, displayed in the top right corner of screen (see below.)

```

SetupMode:KEY-VEL                               #Zone:1/2
LoKey   : C-1   TransPose: 12ST
HiKey   : D#3    Notemap  : Linear
          VelScale  : 100%
LoVel   : 1      VelOffset: 0
HiVel   : 127    VelCurve  : Linear

more CH/PRG KEYVEL PANUOL BEND more
  
```

4. On the KEY-VEL page for zone 1, use the cursor buttons to highlight the **HiKey** field. This field sets the upper limit of the key range for zone 1, which contains the bass program. Let's make the upper range of this zone end an octave lower by changing the **HiKey** field from **D#3** to **D#2**. To do this, select the **HiKey** field, hold the **Enter** button and play **D#2** (two octaves below middle C, which is C4) on the X-Pro's keyboard (see below.)

```

SetupMode:KEY-VEL                               #Zone:1/2
LoKey   : C-1   TransPose: 12ST
HiKey   : D#2    Notemap  : Linear
          VelScale  : 100%
LoVel   : 1      VelOffset: 0
HiVel   : 127    VelCurve  : Linear

more CH/PRG KEYVEL PANUOL BEND more
  
```

- Next, use the **Chan/Layer** buttons to select zone 2 (viewable in the top right corner of screen.) This will bring you to the KEY-VEL page for zone 2 (see below.)

```

SetupMode:KEY-VEL                               #Zone:2/2
LoKey   : E3      TransPose: 0ST
HiKey   : G9      NoteMap  : Linear
                        VelScale : 100%
LoVel   : 1       VelOffset : 0
HiVel   : 127     VelCurve  : Linear
more CH/PRG KEYVEL PANVOL BEND more

```

- On the KEY-VEL page for zone 2, use the cursor buttons to highlight the **LoKey** field. This field sets the lower limit of the key range for zone 2, which contains the piano program. Let's make the lower end of this zone end an octave lower by changing the **LoKey** field from **E3** to **E2**. To do this, select the **LoKey** field, hold the **Enter** button and play **E2** (the E note two octaves below middle C). Using the piano keyboard to set high and low note ranges is an example of *intuitive entry*. You can read more about intuitive entry in the *PC3 Musician's Guide*.

```

SetupMode:KEY-VEL                               #Zone:2/2
LoKey   : E2      TransPose: 0ST
HiKey   : G9      NoteMap  : Linear
                        VelScale : 100%
LoVel   : 1       VelOffset : 0
HiVel   : 127     VelCurve  : Linear
more CH/PRG KEYVEL PANVOL BEND more

```

Use the same methods to set the key range for any zone. See **The Setup Editor** above for details on saving these changes when you exit the Setup Editor.

Part 3: Creating A New Split Setup From An Existing Split Setup

It is convenient to use an existing split setup as a template for a new split setup. This allows you to easily create a new split setup by using the split point from an existing setup and using different programs for each zone. For example, let's use the setup **38 Jazz Bass/Piano**, which uses acoustic bass and piano programs, to create a split setup which uses electric bass and piano programs:

- If you are not already in Setup mode, press the **Exit** button until you reach the ProgramMode page, then press the **Setup mode** button, located with the mode buttons to the left of the display. This will bring you to the Setup mode MAIN page.
- Use the plus/minus buttons or alpha wheel to select the setup **38 Jazz Bass/Piano** or use the alphanumeric pad to enter **38** and press **Enter**.
- With the setup **38 Jazz Bass/Piano** selected, press the **Edit** button on the front panel. This will bring you to the CH/PROG page of the setup editor.

Setup Mode

Using A Split Program Setup

4. Use the **Chan/Layer** buttons to the left of the display to select zone 1. You can view the number of the selected zone in the top right corner of screen.
5. On the CH/PROG page for zone 1, select the **Program** field. Select the program **105 P-Bass** by entering **105** on the alpha numeric pad and pressing the **Enter** button on front panel (see below.)

```
SetupMode:CH/PROG #Zone:1/2
Program: 105 P-Bass
Channel: 1 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0 BankMode : Ctl 0/32
MidiProg: 105 EntryProgChg: On
Status: Active Arpeggiator: On
more CH/PRG KEYVEL PANVOL BEND more
```

6. Next, use the **Chan/Layer** buttons to the left of the display to select zone 2.
7. On the CH/PROG page for zone 2, select the **Program** field. Select the program **22 Sweet Loretta EP** by entering **22** on the alpha numeric pad and pressing the **Enter** button on front panel (see below.)

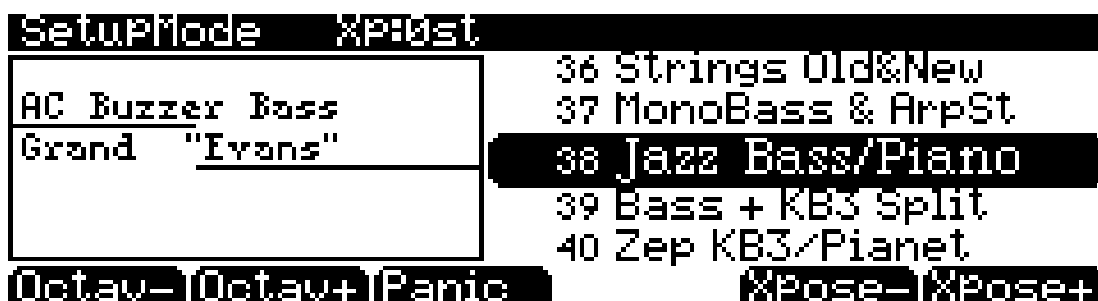
```
SetupMode:CH/PROG #Zone:2/2
Program: 22 Sweet Loretta EP
Channel: 2 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0 BankMode : Ctl 0/32
MidiProg: 22 EntryProgChg: On
Status: Active Arpeggiator: On
more CH/PRG KEYVEL PANVOL BEND more
```

Now the playing the lower half of the keyboard will produce electric bass, and playing the upper half of the keyboard will produce electric piano. See **The Setup Editor** above for details on saving these changes when you exit the Setup Editor.

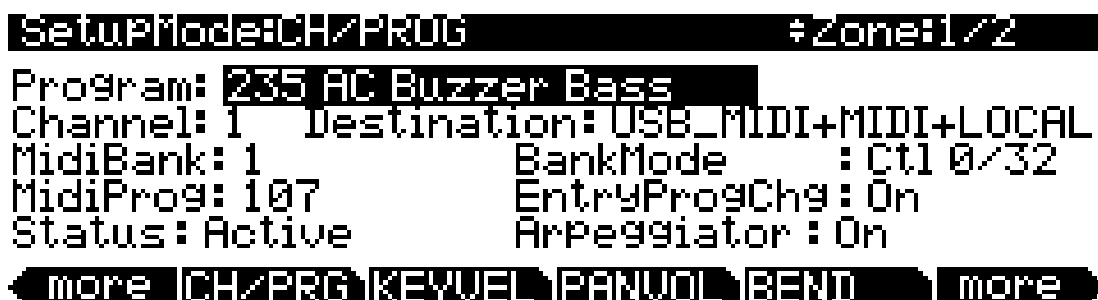
Using Setup Mode To Play Layers Of Instruments

In a setup you can set zone key ranges that overlap. This creates layers of instrument programs that are played from the same key range. As an example, let's use the setup **38 Jazz Bass/Piano**, a split setup of bass and piano, and add a layer of strings to the piano section:

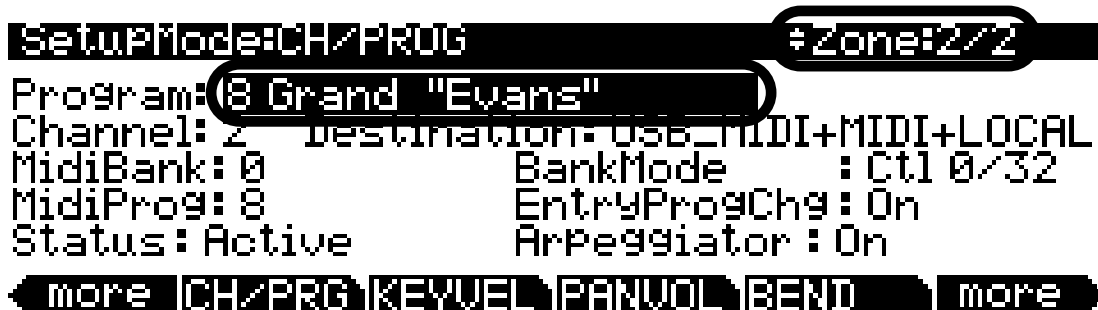
1. Press the **Exit** button until you reach the ProgramMode page. Next, press the **Setup mode** button, located with the mode buttons to the left of the display. This will bring you to the Setup mode MAIN page.
2. Use the plus/minus buttons or alpha wheel to select the setup **38 Jazz Bass/Piano** or use the alphanumeric pad to enter **38** and press **Enter** (see below.)



3. With the setup **38 Jazz Bass/Piano** selected, press the **Edit** button on the front panel. This will bring you to the CH/PROG page of the setup editor (see below.)



4. On the CH/PROG page use the **Chan/Layer** buttons to the left of the display to select zone 2. You can view the number of the selected zone in the top right corner of screen. In the **Program** field you can view the instrument Program for the current zone. We can see that the program for zone 2 of this setup is the piano program **8 Grand "Evans"** (see below.)



Setup Mode

Using Setup Mode To Play Layers Of Instruments

5. Use the **more** soft button on the bottom left of the display to scroll to the next page of soft buttons and find the **DupZn** (duplicate zone) button. Press the **DupZn** button to duplicate zone 2 and create zone 3. You will see the message “Zone duplicated,” and you will be brought to the CH/PROG page for zone 3 (see below.)

```
SetupMode:CH/PROG #Zone:3/3
Program: 8 Grand "Evans"
Channel: 3 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0 BankMode : Ct1 0/32
MidiProg: 8 EntryProgChg: On
Status: Active Arpeggiator: On
more NewZn DupZn ImpZn DelZn more
```

6. On the CH/PROG page for zone 3, select the **Program** field. Select the program **198 Studio Strings** by entering **198** on the alpha numeric pad and pressing the **Enter** button on front panel (see below.)

```
SetupMode:CH/PROG #Zone:3/3
Program: 198 Studio C Strings
Channel: 3 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 1 BankMode : Ct1 0/32
MidiProg: 70 EntryProgChg: On
Status: Active Arpeggiator: On
more NewZn DupZn ImpZn DelZn more
```

Now playing the upper half of the keyboard will produce piano and strings. See **The Setup Editor** above for details on saving these changes when you exit the Setup Editor.

Alternatively you can create a layer by adjusting the key range of existing zones to match another zone. You can also create a partial layer by adjusting a zone's key range to only coincide with some of another zone's key range. There are many advanced uses of Setup mode to manipulate layered zones. You can make a zone only respond to certain velocity ranges, so that for example a layered zone is only heard when playing loudly. You can also mute and unmute a layered zone with a programmable switch or footswitch, or adjust the volume of a layered zone with a slider or expression pedal. See the *PC3 Musician's Guide*, Setup Mode Chapter for details.

Adjusting The Volume And Pan Of Zones

You will likely want to adjust the volume of zones in a setup. You can also adjust the pan (left/right speaker position) of each zone. Each parameter is easily controlled in the setup editor. For more details of the parameters on this page see the *PC3 Musician's Guide*, Setup Mode Chapter, The Pan/Volume (PAN/VOL) Page.

Let's look at the setup **38 Jazz Bass/Piano** and adjust the volume and pan of zone 2 which contains the piano program **8 Grand "Evans"**:

1. If you are not already in Setup mode, press the **Exit** button until you reach the ProgramMode page, then press the **Setup mode** button, located with the mode buttons to the left of the display. This will bring you to the Setup mode MAIN page. Next, with the setup **38 Jazz Bass/Piano** selected in setup mode, press the **Edit** button on the front panel. This will bring you to the CH/PROG page of the setup editor (see below.)

```

SetupMode:CH/PROG                               #Zone:1/2
Program: 235 AC Buzzer Bass
Channel: 1   Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 1   BankMode      : Ct1 0/32
MidiProg: 107   EntryProgChg: On
Status: Active   Arpeggiator : On
more CH/PRG KEYVEL PANVOL BEND more
  
```

Step 2 →

2. From the CH/PROG page, press the PANVOL soft button on the bottom of the screen (see above.) This brings you to the PAN-VOL page where you can view key and velocity ranges for the current zone (see below.)

```

SetupMode: PAN-VOL                               #Zone:1/2

EntryVolume : 127   EntryPan   : None
ExitVolume  : 127   ExitPan    : 64

more CH/PRG KEYVEL PANVOL BEND more
  
```

Setup Mode

Adjusting The Volume And Pan Of Zones

3. On the PAN-VOL page, use the **Chan/Layer** buttons to the left of the display to select zone 2. You can view the number of the selected zone in the top right corner of screen (see below.)

```
SetupMode: PAN-VOL #Zone: 2/2

EntryVolume: 127      EntryPan   : None
ExitVolume  : 127      ExitPan   : 64

more CH/PRG KEYVEL PANVOL BEND more
```

4. Use the cursor to select the **EntryVolume** parameter. The volume for this zone is already at its maximum value **127**. Let's use the alpha wheel to turn this parameter down to **90** (see below.) Now the zone will play the piano program **8 Grand "Evans"** at a lower volume than zone 1.

```
SetupMode: PAN-VOL #Zone: 2/2

EntryVolume: 90      EntryPan   : None
ExitVolume  : 127      ExitPan   : 64

more CH/PRG KEYVEL PANVOL BEND more
```

Next, let's adjust the Pan (left/right speaker position) of zone 2:

5. On the PAN-VOL page of zone 2, use the cursor to select the **EntryPan** parameter. Use the alpha wheel to turn this parameter to **127** (see below.) Now the zone will play the piano program from only the right speaker. (For the **EntryPan** parameter, a value of 64 plays the program at equal volume from left and right speakers. A value of **0** plays the program from only the left speaker, and a value of **127** plays the program from only the right speaker. Values in between make the sound appear to come from a position between the left and right speakers.)

```
SetupMode: PAN-VOL #Zone: 2/2

EntryVolume: 90      EntryPan   : 127
ExitVolume  : 127      ExitPan   : 64

more CH/PRG KEYVEL PANVOL BEND more
```

Use the same methods to adjust volume and pan for any zone. See **The Setup Editor** above for details on saving these changes when you exit the Setup Editor.

Creating A New Setup

Follow these steps if you would like to create a new setup from a blank template.

1. If you are not already in Setup mode, press the **Exit** button until you reach the ProgramMode page, then press the **Setup mode** button, located with the mode buttons to the left of the display. This will bring you to the Setup mode MAIN page (see below.)

SetupMode XPIVst	
1-4/10 zones	128 Default Setup
Maroon Drums RFF	129 GetBerni Sld GHI
BourneRemixDrum RFF	1 TeknoRiff Sw 1-8
BowhSaw Bass RFF	2 BluesJam in G
DownwardSpiralMW RFF	3 Techno Substance
Octav- Octav+ Panic	XPose- XPose+

2. Use the plus/minus buttons or alpha wheel to select the setup 128 Default Setup or use the alphanumeric pad to enter 128 and press **Enter** (see below.)

SetupMode XPIVst	
Standard Grand	126 Internal Voices
	127 Clear Setup
	128 Default Setup
	129 GetBerni Sld GHI
	1 TeknoRiff Sw 1-8
Octav- Octav+ Panic	XPose- XPose+

3. With the setup 128 Default Setup selected, press the **Edit** button on the front panel. This will bring you to the CH/PROG page of the setup editor (see below.)

SetupMode:CH/PROG #zone:1/1	
Program: 1 Standard Grand	
Channel: 1	Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0	BankMode : Ctl 0/32
MidiProg: 1	EntryProgChg: On
Status: Active	Arpeggiator : On
more CH/PRG KEYVEL PANVOL BEND	more

4. On the CH/PROG page, select the **Program** field (see above.) Select a program for zone 1 using the plus/minus buttons, the alpha wheel or the alpha numeric pad. You can also use a combination of **Bank**, **Category**, and **Program** buttons to select a program.

5. If you would like to add a new zone, use the **more** soft button on the bottom left of the display to scroll to the next page of soft buttons and find the **NewZn** (new zone) button. Press the **NewZn** button to create a new zone (see below.) You will see the message “New zone created,” and you will be brought to the CH/PROG page for the new zone. You can view the number of the selected zone in the top right corner of screen.

```

SetupMode:CH/PROG                               #zone:1/1
Program: 1 Standard Grand
Channel: 1 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0 BankMode : Ct1 0/32
MidiProg: 1 EntryProgChg: On
Status: Active Arpeggiator : On
more (NewZn) DupZn ImpZn DelZn more
  
```

6. On the CH/PROG page for the new zone, select the **Program** field (see below.) Select a program for the new zone using the plus/minus buttons, the alpha wheel or the alpha numeric pad. You can also use a combination of **Bank**, **Category**, and **Program** buttons to select a program.

```

SetupMode:CH/PROG                               #zone:2/2
Program: 1 Standard Grand
Channel: 2 Destination: USB_MIDI+MIDI+LOCAL
MidiBank: 0 BankMode : Ct1 0/32
MidiProg: 1 EntryProgChg: On
Status: Active Arpeggiator : On
more NewZn DupZn ImpZn DelZn more
  
```

Repeat steps 5 and 6 to create up to 16 zones, each of which can have its own instrument program and keyrange, as well as many other options. For more information see the *PC3 Musician's Guide*, Setup Mode chapter.

7. If you would like to adjust the keyrange of each zone, use the **more** soft buttons on the bottom of the display to scroll to through pages of soft buttons and find and press the **KEYVEL** button. This brings you to the KEY-VEL page where you can view the key range for the current zone (see below.) You can view the number of the selected zone in the top right corner of screen. Use the **Chan/Layer** buttons to the left of the display to select the current zone. On the KEY-VEL page, the **LoKey** and **HiKey** fields set the lowest and highest keys that will trigger the current zone. All keys in between the **LoKey** and **HiKey** will trigger the current zone, those outside of this range will not trigger the current zone. To set a key value for the **LoKey** or **HiKey** field, select the field, hold the **Enter** button and press the desired key.

```

SetupMode:KEY-VEL                               #Zone:1/2
LoKey   : C -1      TransPose: 0ST
HiKey   : G 9       NoteMap  : Linear
                        VelScale : 100%
LoVel   : 1         VelOffset : 0
HiVel   : 127       VelCurve  : Linear
more CH/PRG KEYVEL PANVOL BEND more

```

8. When you are finished creating your setup, press the **Exit** button on the front panel to exit the Setup Editor and return to the Setup mode main page. You will be presented with the message “This setup has been edited...” Press **Rename** to save and name your setup, press **No** to return to the Setup mode main page without saving, or press **Cancel** to return to the Setup Editor.

When saving, you must choose an ID#. An ID# gives you a way to locate a setup aside from its name (you can store up to 2,048 unique ID#s for each object type: setups, programs, songs, etc., though many ID#s are already used for factory ROM objects.) ID#s also allow you to save setups with the same name under different ID#s, and rename them at a later time if desired. Choose an unused ID# to save a new setup. The next available unused ID# is automatically selected when editing a factory ROM setup. When editing a setup that has been stored in user memory (any originally unused ID#,) the edited setup’s ID# is automatically selected. This assumes that you wish to replace the existing setup, but you can choose another ID# if desired to save a new copy. Choose a used ID# to replace an existing saved setup. If you replace a factory ROM setup, you can revert to the original setup by using the **Delete** soft button in the Setup Editor. See the *PC3 Musician’s Guide*, Editing Conventions chapter for more details on saving and naming.

```

SetupMode:Exit
The setup has been edited...
Save setup   128 Default Setup ?
Rename No Yes Cancel

```

Setup Mode

Creating A New Setup

Chapter 5

Song Mode

In Song mode, you can use the X-Pro's sequencer to record songs using multiple instrument sounds. You can easily change your song's tempo, fix mistakes, and adjust the volume of each instrument.

The following guide includes instructions to choose specific instrument sounds and track numbers, simply as examples. When you are ready to make your own song, follow the same methods and choose any instrument and track selection that you want.

The steps below explain the simplest way to record, in a linear, track-by-track fashion. There are many methods for recording songs, and there are recording options that you may wish to change once you become familiar with the process. See the Song mode chapter in the *PC3 Musician's Guide* for more options.

Recording Overview

In this guide you will be instructed to record into tracks in a song. A track is like a layer in a song containing the recorded part for one instrument program. You can record up to 16 tracks, and each can be separately edited or adjusted in volume level (with many other options available as well).

About MIDI

In Song mode the X-Pro functions as a MIDI sequencer. MIDI is a standardized system that allows different electronic instruments to work together, among other musical uses. A MIDI sequencer doesn't record the sound of your performance, just messages that cause the instrument to play notes. When you play back a song (*a.k.a. a MIDI sequence*) in Song mode, the X-Pro triggers each of the notes that you have recorded, sort of like a player piano. MIDI is very useful for recording songs with electronic instruments such as the X-Pro, because you can easily make changes to recorded sequences. For example, you can change individual notes, transpose parts, or change the instrumentation of tracks that have already been recorded. Since MIDI sequences only play back messages that trigger notes, if you start recording or playing back from the middle of your song, you will not hear the result of notes before that point (such as notes sustaining from the previous bar.) In these cases, make sure to start playback or recording before the notes that you want to hear.

About The Time Position Format

In this guide you will be instructed to select specific time positions in a song. In the X-Pro's sequencer, time positions are measured from the beginning of the song in Bars, Beats, and Ticks. Dependent on the time signature, these units of measurements can have different values. In these examples we will be using a 4/4 time signature in which a Bar contains 4 beats, and a beat contains 960 ticks (from 0 to 959, see below for more about ticks.) The Song mode MAIN page displays song time in the **Locat** field as Bars and Beats, for example a **Locat** position of **1 : 3** would correspond to Bar 1, Beat 3. The Song mode Big Time page displays song time in large numbers on the top half of the screen as Bars, Beats, and Ticks. For example a Big Time position of **1 : 3 : 480** would correspond to Bar 1, Beat 3, Tick 480 (in 4/4 Tick 480 would be the second eighth-note of the beat.)

Bars and beats should be familiar terms for musicians, but ticks are a term specific to MIDI sequencers. Ticks provide fine resolution when recording and editing sequences. For example, if you were to play along with the sequencer's metronome to record one note on each beat of a bar, upon reviewing the sequence you would most likely find that each note was not recorded exactly on each beat, but that each was recorded a different small number of ticks away from the beats. (See Part 7, The Event List, below for a way to view note time position.) Ticks allow for the sequencer to record these tiny differences in timing, thus retaining the original timing nuances of the performance. When locating note values smaller than 1 beat, divide the number of ticks in a beat by the appropriate number (a quarter-note is always worth 960 ticks, no matter the time signature.) For example, in a 4/4 time signature there are 960 ticks in a beat (since a beat is worth a quarter-note in 4/4.) To find the value of an 8th note, divide 960 by 2, since there are two 8th notes in a quarter-note. Divide 960 by 4 for 16th notes, by 6 for 16th note triplets, by 8 for 32nd notes, and so on. You can also use record quantization which automatically moves recorded notes to the nearest set time division, such as 8th or 16th notes. (See Part 7, *Quantizing*, below for details.)

Part 1: Assign Instruments To Tracks

1. Press the **Exit** button until you reach the ProgramMode page. Next, press the **Song** mode button, located with the mode buttons to the left of the display. This will bring you to the Song mode MAIN page (see below.)

Step 1 → Step 2 →

```

Song: MAIN  | 0*New Song* | 5:00:00:00
CurSng: 0*New Song* | Tempo: 120.0
RecTrk: 1 | Vol: 127 | Pan: 64 | Mode: Merge
Prog: 1 Standard Grand | Locat: 1 : 1

Track : R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [Rec] [Play] [Stop] [MAIN] more
  
```

2. On the Song mode MAIN page choose **0*New Song*** in the **CurSng** field (if not already selected). This loads an empty song file (see above.)
3. Use the **Chan/Layer** buttons (to the left of the display) to Set the **RecTrk** parameter to **1**. This sets the track that you will be recording to (see below.)

```

Song: MAIN  | 0*New Song* | 5:00:00:00
CurSng: 0*New Song* | Tempo: 120.0
RecTrk: 1 | Vol: 127 | Pan: 64 | Mode: Merge
Prog: 1 Standard Grand | Locat: 1 : 1

Track : R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [Rec] [Play] [Stop] [MAIN] more
  
```

4. Use the **cursor buttons** to navigate to the **Prog** field and choose a program with the plus/minus buttons, alpha wheel, or by entering the desired program number with the alphanumeric pad. You can also use a combination of **Bank**, **Category**, and **Program** buttons to select a program. This sets the instrument sound for the current track. For example, choose program **1 Standard Grand** to

below.) Make sure the X-Pro's main volume is set at a moderate level, then press the **Play/Pause** button to hear the metronome play the selected tempo.

```

Song:BIG Time:New Song | Rec:Rec |
      1 :1 :0 STOPPED
Time In: 1 :1 :0 Loop :----
Time Out: 1 :1 :0 Punch :----
Song End: 1 :1 :0 Metron: Always
more BIG Load Save Export more
  
```

3. Press the **BIG** soft button again to return to the Song mode MAIN page (*the MAIN soft button also works for this, but using the BIG soft button is quicker.*) Now you can adjust the **Tempo** parameter and press the **Play/Pause** button to hear the metronome play the tempo. For this example we will leave our previous **Tempo** setting of **100.0**.
4. Once you are happy with the tempo, press the **BIG** soft button to return to the Song:Big Time page. Set the **Metron** parameter back to **Rec** so that you will only hear the metronome during recording (see below.) When finished, press the **BIG** soft button again to return to the Song mode MAIN page.

```

Song:BIG Time:New Song | Rec:Rec |
      1 :1 :0 STOPPED
Time In: 1 :1 :0 Loop :----
Time Out: 1 :1 :0 Punch :----
Song End: 1 :1 :0 Metron: Rec
more BIG Load Save Export more
  
```

Part 3: Record Your First Track, Save The Song

1. On the Song mode MAIN page, use the **Chan/Layer** buttons (to the left of the display) to choose the track you wish to record to. The track number is displayed in the **RecTrk** field (see below.) Let's begin by recording to track 1, to which we have assigned a piano program.

```

Song:MAIN | Chan:1 | =Want:1 | Prog:1 | S:100.0 |
CurSng: New Song* | Tempo: 100.0
RecTrk: 1 | Vol: 127 Pan: 64 | Mode: Merge
Prog: 1 Standard Grand | Locat: 1 : 1

Track : R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more BIG Load Save Export more
  
```

2. Press the **Record** button located on the front panel. This prepares the X-Pro for recording on the current **RecTrk**. The **Record** button lights, and on the Song mode MAIN page the right of the top line will display REC. READY, which means that the sequencer will record when the **Play/Pause** button is pressed (see below.)

```

Song: MAIN  =Varis: MPX# 13:03:20Y
CurSng: 0*New Song*      Tempo: 100.0
RecTrk: 1 Vol: 127 Pan: 64 Mode: Merge
Prog: 1 Standard Grand    Locat: 1 : 1

Track : R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more BIG Load Save Export more

```

3. Press the **Play/Pause** button located on the front panel. The metronome will play for 1 bar and then recording will begin (*see the Song mode chapter in the PC3 Musician's Guide for details on setting metronome count off options.*)
4. Play your part for the current track, when finished, press the **Stop** button on the front panel to stop recording. The Save Changes screen will be displayed where you can retry the last performance of recording, save the song with the last recorded performance, or compare your new performance with the last saved version of the song. For this example we will name the song **My Song** under **ID# 1025**. See below for an explanation of this page:

Song: Save Changes

Save changes to this song?

```

Playing : NEW
Locate  : 1 : 1 : 0
PlyOld PlyNew Stop Retry Yes No

```

Soft Button Functions On the Save Changes Page:

The **PlyNew** soft button allows you to play the song with your latest recorded performance. You will likely want to hear this first.

Pressing **PlyOld** will play the current song, minus the performance that you just recorded. You can toggle between Play Old and Play New without restarting the song by pressing either button while the song is playing. This is useful to check if your last performance was better or worse than what was previously saved (if anything was previously saved.)

The **Locate** field allows you choose a start time for the old or new playback. This is useful when you just want to hear a certain part of the song without listening to the whole thing. The **Playing** field displays whether to **NEW** or **OLD** data is playing.

Stop halts the playback of either the Old or the New version of the song you are currently auditioning. This also resets the song's start location to either the default Bar 1, Beat 1 value, or to whatever location you defined in the **Locate** field.

Pressing **Retry** restarts recording from the same point you last started recording from.

Yes saves the song with the performance you just recorded. Whatever was played back when you pressed **PlayNew** will be the version of the song saved when you press **Yes**. The “save as” dialog will be displayed:

SongMode:save as

Save New Song

as: ID#1025

Rename Save Cancel

Use the Alpha Wheel, +/- buttons, or Alphanumeric Pad to choose a free ID# location to save the song, or choose a used ID# location to overwrite a previously saved song with your new version. For this example we will save the song under **ID# 1025** (see above.) When overwriting a song file, the “save as” dialog displays “Replace” followed by the name of the file being replaced. Press **Save** to save the song with the current name, or **Cancel** to return to the previous screen.

Press **Rename** if you would like to change the song’s name. This brings you to the SongMode:name page. For this example we will rename the song **My Song** (see below.) For more detailed instructions, see the *PC3 Musician’s Guide*: Editing Conventions chapter, “Saving and Naming” section.

SongMode:name #KbdNaming:Off

Song Name : My Song

Delete Insert <<< >>> OK Cancel

If you decide not to save or rename on the Song: Save Changes page, pressing the **No** soft button returns you to the Song mode page in which you were last recording. Changes to the current song are not saved, though the sequencer will remember changes to certain settings from the MAIN and BIG pages. These settings are Tempo, Merge/Erase Mode, Locate, track mute status, Time In, Time Out, Song End, Loop, Punch, and Metron. To permanently save these changes with the song, make sure to choose **Save** from the soft button menu before powering off or loading a new song. Alternatively, you will be prompted to save these changes upon loading a new song if the MAIN page settings were changed while recording or with recording armed, or if any of the BIG page settings were changed.



About ID#s

When saving, you must choose an ID#. An ID# gives you a way to locate a song aside from its name (you can store up to 2,048 unique ID#s for each object type: songs, setups, programs, etc., though many ID#s are already used for factory ROM objects.) ID#s also allow you to save songs with the same name under different ID#s, and rename them at a later time if desired. Choose an unused ID# to save a new song. The next available unused ID# is automatically selected when editing a factory ROM song. When editing a song that has been stored in user memory (any originally unused ID#,) the edited song's ID# is automatically selected. This assumes that you wish to replace the existing song, but you can choose another ID# if desired to save a new copy. Choose a used ID# to replace an existing saved song. If you replace a factory ROM song, you can revert to the original song by deleting the song using the **Object** soft button in Master Mode (see the *PC3 Musician's Guide: Master Mode* chapter.)

Part 4: Record Additional Tracks

When you are happy with your first track and you have saved your song so far, move on to adding other instrument parts on other tracks. You can record up to 16 tracks.

1. On the Song mode MAIN page, use the **Chan/Layer** buttons (to the left of the display) to Set the **RecTrk** parameter to an unused track number (for example, track 2.)

```

Song# 1025 *My Song  ID# 1025  S: 00:22:30
CurSng: 1025 *My Song  Tempo: 100.0
RecTrk: 2  Vol: 127 Pan: 64  Mode: Merge
Prog: 125 Piano Stack  Locat: 1 : 1
  +
Track : P R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more BIG Load Save Export more

```

2. Set the instrument sound for the current track. Use the cursor buttons to navigate to the **Prog** field and choose a program with the plus/minus buttons, alpha wheel, or by entering the desired program number with the alphanumeric pad. You can also use a combination of **Bank**, **Category**, and **Program** buttons to select a program. This sets the instrument sound for the current track. For example, choose program **105 P-Bass** to make the next track contain the bass part for this song (see below.) This would be useful to play a bass part that matches the root notes of your left hand piano part from track 1.

```

Song# 1025 *My Song  ID# 1025  S: 00:22:30
CurSng: 1025 *My Song  Tempo: 100.0
RecTrk: 2  Vol: 127 Pan: 64  Mode: Merge
Prog: 105 P-Bass  Locat: 1 : 1
  +
Track : P R - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more BIG Load Save Export more

```

3. Follow the same steps in **Part 3** above (starting on step 2) to start and stop recording, and review, save or discard your performance. When saving the song with your new tracks recorded, press the

Save soft button on the SongMode:save as page in order to replace the currently saved song with your new version.

4. Repeat the steps above with different track and program numbers to add additional instrument parts to your song.

Part 5: Fixing Mistakes

For each track in Song mode, you can fix mistakes in your performance without re-recording the entire performance. Here we will describe the method that is easiest for fixing specific passages in a track. (*See the PC3 Musician's Guide: Song mode chapter: The Event Page for a way to fix single notes.*)

1. On the Song mode MAIN page, use the **Chan/Layer** buttons (to the left of the display) to Set the **RecTrk** parameter to the track that you want to fix. For example, let's fix track 1 (see below.)

```

Song: HON [ ] -event: 0976 [ ] S: 02230
CurSng: 1025 -My Song [ ] Tempo: 100.0
RecTrk: 1 [ ] Vol: 127 Pan: 64 Mode: Merge
Prog: 1 Standard Grand [ ] Locat: 1 : 1
      + [ ]
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [BIG] [Load] [Save] [Export] more

```

2. Set the **Mode** parameter to **Erase** (see below.) This causes previously recorded notes to be erased when a track is being recorded into.

```

Song# 1002  Event# 0976  S102230
CurSng: 1025 *My Song  Tempo: 100.0
RecTrk: 1  Vol: 127 Pan: 64  Mode: Erase
Prog: 1 Standard Grand  Locat: 1:1
      x  □
Track  : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more BIG Load Save Export more

```

3. Press the **BIG** soft button to go to the Big Time page.

4. On the Big Time page, set the **Punch** parameter to Punch. This causes recording to only take place between the times set in the **Time In** and **Time Out** fields.

```

Song# 319 Time: 14 Song 1234 12345
      1 :1 :0 STOPPED
Time In: 1 :1 :0 Loop : ---
Time Out: 11 :1 :0 Punch : PUNCH
Song End: 11 :1 :0 Metron: Rec
more BIG Load Save Export more

```

5. Set times for the **Time In** and **Time Out** fields to select the time to fix. For this example we will fix bar 3 (see below.)

```

Song# 319 Time: 14 Song 1234 12345
      1 :1 :0 STOPPED
Time In: 3 :1 :0 Loop : ----
Time Out: 4 :1 :0 Punch : PUNCH
Song End: 11 :1 :0 Metron: Rec
more BIG Load Save Export more

```



Note: If you need to fix a section which isn't exactly within one bar or an even division of beats, use the following method to find your **Time In** and **Time Out** points: Use the big time location numbers on the top of the page to find a time where the first notes played (when you press **play/pause**) are the notes that you wish to replace. Enter this location in the **Time In** field. Next, use the big time location numbers on the top of the page to find a time where the first notes played (when you press **play/pause**) are the first notes that you wish to keep after the notes that you wish to replace. Enter this location in the **Time Out** field.

6. Use the big time location numbers on the top of the page and set a time before the area you want to replace. This will be where you start playback of the song in order to re-record the desired section. Leave enough time (usually a bar or two) so that you will have time to prepare before the section you are replacing plays. For this example we will set our start time to **1 :1 :0**, because it is two bars before bar 3 (see below.)

```

Song# 319 Time: 14 Song 1234 12345
      1 :1 :0 STOPPED
Time In: 3 :1 :0 Loop : ----
Time Out: 4 :1 :0 Punch : PUNCH
Song End: 11 :1 :0 Metron: Rec
more BIG Load Save Export more

```

7. Press the **Record** button, then the **Play/Pause** button located on the front panel. Play your new part when the song reaches the part you want to replace. This technique is called “punching in.” You will often get more natural sounding results if you play along with the song before the part that you are fixing. Doing this allows you to match your performance style (loudness, timing, phrasing) with what has already been recorded. Because of your settings in steps 4, 5 and 6, no extra notes will be recorded outside of the time that you want to replace.
8. Press the **Stop** button when you are done. You will be able to review and save your changes just as in Step 4 of Part 3 (see above.)
9. Remember to switch off the **Punch** parameter when you are done if you wish to record in the standard way again (as in Part 3, above.) This is done on the Big Time page (see below.)

```

Song: 319 Time: 11:14 Song 1234567890
          1 : 1 : 0 STOPPED
Time In: 3 : 1 : 0 Loop : ---
Time Out: 4 : 1 : 0 Punch : ---
Song End: 11 : 1 : 0 Metron: Rec
more BIG Load Save Export more

```

Part 6: Adjusting The Volume Of Each Instrument

Adjust the volume of an instrument by adjusting the volume of the track containing that instrument program. While your song is playing, you can use the **Vol** parameter on the Song mode MAIN page to adjust the volume for the track currently set in the **RecTrk** parameter. To permanently store your volume settings with the song, you must store an initial volume for each track. Let's use the song we created in the parts above as an example. Let's adjust the volume of track 1 and store the value as an initial volume setting:

1. On the Song mode MAIN page, use the **Chan/Layer** buttons (to the left of the display) to Set the **RecTrk** parameter to track 1.

```

Song: 319 Time: 11:14 Song 1234567890
CurSng: 1234567890 My Song Tempo: 100.0
RecTrk: 1 Vol: 127 Pan: 64 Mode: Merge
Prog: 1 Standard Grand Locat: 1 : 1
      + □
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more Rec Play Stop MAIN more

```

- Find the desired volume level by adjusting the **Vol** parameter during playback, then press stop. For this example, let's set the **Vol** parameter to **80**.

```

Song:MIXER  =Want: 100%  S:00000
CurSng: 1025 *My Song      Tempo: 100.0
RecTrk: 1    Vol: 80  Pan: 64  Mode: Merge
Prog: 1 Standard Grand      Locat: 1 : 1
+ □
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [Rec] [Play] [Stop] [MAIN] more

```

- Use the left and right **more** soft buttons at the bottom corners of the display to find the **MIXER** soft button and press it (see below.) This brings you to the Song:MIXER page.

```

Song:MIXER  =Want: 100%  S:00000
CurSng: 1025 *My Song      Tempo: 100.0
RecTrk: 1    Vol: 80  Pan: 64  Mode: Merge
Prog: 1 Standard Grand      Locat: 1 : 1
+ □
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [MIXER] [METRO] [NewSng] [ClrSng] more

```

- On the Song:MIXER page, press the **Keep** soft button to store initial values for all tracks (see below.)

```

Song:MIXER  =Want: 100%  S:00000  Z: -8>
1 2 3 4 5 6 7 8
Pan: 64 64 64 64 64 64 64 64
Vol: 80 80 127 127 127 127 127 127
Prgr: 1 105 232 43 27 65 1033 248
Cur: 1 Standard Grand      Vol: 80 Pan: 64
Rec [Play] [Stop] [Keep] [Done]

```

- On the Song:MIXER page, press the Done soft button or the front panel **Exit** button. You will be asked to save changes to your song, just as in Part 3, step 4 of this guide (see above.) Saving your song completes the process of storing initial volume settings with your song.

Pressing the **Keep** soft button on the Song:MIXER page stores initial values of volume, pan, and program number for each track. Initial values are the settings that will be used when your song is played back from the beginning. Volume, pan, and program settings can change automatically over the course of the song if you change them while recording, but pressing the **Keep** button stores the current value for each setting to be recalled at the songs beginning.

6. Follow the above procedure in steps 4 and 5 to store current values as initial values after changing any volume, pan, or program parameters.



Note: Most users will want to store initial values as described above. Advanced users may not want to store initial values for every track. See the PC3 Musician's Guide, Chapter 12, Song Mode: The MAIN Page, Program, Volume, and Pan sections for details on saving an initial value for a single track only.

Part 6 b: Recording Volume Automation

You can also record volume automation. Volume automation is the method of recording a series of volume event messages that change a track's **Vol** parameter over the course of the song. This is useful for fading instruments in or out of a song, or adjusting instrument volumes for only specific sections of a song.

1. On the Song mode MAIN page, make sure the **Mode** parameter is set to **Merge** (see below.) (*Also make sure the **Punch** parameter has been turned off, as in Part 5, step 9, above.*)

```

Song: [MIXER] [METRO] [NewSng] [ClrSng] [more]
CurSng: 1025 *My Song          Tempo: 100.0
RecTrk: 1      Vol: 80  Pan: 64  Mode: Merge
Prog: 1 Standard Grand          Locat: 1 1 1
      + 0
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more [MIXER] [METRO] [NewSng] [ClrSng] [more]

```

2. Press the **Record** button, then press **Play/Pause**.
3. Select the **Vol** parameter and adjust it with the alpha wheel while the sequencer is recording. Any changes to the **Vol** parameter will be recorded as data in the current track.

```

Song# 1012  Events: 0976  S: 02250
CurSng: 1025 *M1 Song  Tempo: 100.0
RecTrk: 1  Vol: 80  Pan: 64  Mode: Merge
Prog: 1 Standard Grand  Locat: 1 : 1
      + 0
Track : R P - - - - -
Channel: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
more MIXER METRO NewSng ClpSng more

```

4. When you are finished, press the **Stop** button. You will be able to review and save your changes just as in Step 4 of Part 3 (see above.)

Part 6 c: Erasing Volume Automation

If you've saved a song with volume automation and you wish to change or remove it afterwards, follow the steps below to erase a selection of volume automation:

1. In Song mode, press the **Edit** button with anything except the **Prog** parameter selected. This brings you to the current song's EditSong:COMMON page.



2. On the EditSong:COMMON page, press the TRACK soft button (see below.) This brings you to the EditSong:TRACK page.



3. On the EditSong:TRACK page, set the **Function** parameter to **Erase** (see below.)



4. Use the **Chan/Layer** buttons (to the left of the display) to choose the track to erase volume automation from. You can view the selected track number in the upper right corner of the screen.

5. Set the **Events** parameter to **Controllers** (see below.)

Function: Erase		From: 1 : 1 : 0	To: 1 : 1 : 1	Events: Controllers	Controller: All	LoVal: 0	Hi: 127
Locate	: 1 : 1 : 0	FromTo		Play	Stop	Go	Done

6. Set the **Controller** parameter to **Volume**. You can do this quickly by selecting the **Controller** field, entering 7 on the alphanumeric pad, and pressing **Enter**. Make sure the **LoVal** parameter is set to 0 and the **Hi** parameter is set to 127 (see below.)

Function: Erase		From: 1 : 1 : 0	To: 1 : 1 : 1	Events: Controllers	Controller: Volume	LoVal: 0	Hi: 127
Locate	: 1 : 1 : 0	FromTo		Play	Stop	Go	Done

7. Use the **From** and **To** parameters to set the range of time from which you want to remove your volume automation. You can play the song and watch the **Locate** field to determine these times. For this example, let's say that we want to erase volume automation from bar 3 (see below.)

Function: Erase		From: 3 : 1 : 0	To: 4 : 1 : 0	Events: Controllers	Controller: Volume	LoVal: 0	Hi: 127
Locate	: 1 : 1 : 0	FromTo		Play	Stop	Go	Done

8. Press the **Go** soft button to delete the selected volume automation. A screen will appear reading “Erase Operation Completed!” Press the **OK** soft button to return to the EditSong:TRACK page (see below.)



9. Once back on the EditSong:TRACK page, press the **Play/Pause** button to hear the result. Next, press the **Exit** button twice to return to the Song mode MAIN page. You will be presented with the Song: Save Changes page, where you can decide whether or not to save the changes you have made.
10. To re-record volume automation, follow the steps in **Part 6 b**, above.

Part 7: Learning More About Song Mode

Factory ROM Songs

The X-Pro includes a number of pre-recorded songs stored in the factory ROM. Investigate these songs to see the possibilities of Song mode. Feel free to edit or add to any of these songs in order to learn more about song mode. You can save the demo songs you’ve experimented with under new ID numbers so that you can compare between your version and the original. Also, if you replace a factory ROM song, you can revert to the original song by deleting the song using the **Object** soft button in Master Mode (see the *PC3 Musician’s Guide: Master Mode* chapter.)

Quantizing

Quantizing is a method of adjusting the timing of notes recorded into a sequence. It can be used to adjust note timing in order to fix mistakes in a performance, or to make notes adhere to a strict timing grid as a stylistic choice (as in much modern electronic music.) Quantized notes have technically perfect timing but tend to sound less like a human performance. Quantization can be applied automatically to each track as it is recorded, or it can be applied after recording to only specific selections. For details see the *PC3 Musician’s Guide: Song mode* chapter: The MISC Page, **Quant** parameter, and Song mode chapter: Song Editor: Track Functions, **Quantize**.

Creating Loops With The Big Time Page

On the Big Time page you can set the sequencer to loop a selection of bars. Set the **Loop** parameter to **Loop**, and set a time for the **Time In** and **Time Out** parameters. Now, pressing **Play/Pause** on the front panel will cause your selection to play repeatedly and seamlessly. You will most commonly want to set your Time In and Time Out points to equal an even number of bars such as 2, 4, 8, etc. Recording into a looped section of bars is a common technique for recording sequence based music. For example, with a drum program selected for a track, you could record a drum part by playing one drum sound each time through a 2 bar loop, until the entire 2 bar drum “beat” sounds complete. Next, you could turn off the **Loop** parameter and duplicate your drum beat several times to create the drum track for a longer song (see below for

details on duplicating bars.) Keep in mind that you can loop any length of a song, and record into a loop with multiple layers of instruments on different tracks. This is also a common method for recording sequence based music, in which you created each section of your song from looped sequences, and then arrange the loops into the desired order for your song's structure. Afterwards you can make variations to each section if you want the song to have less of a "looped" sound.

Song Editing And Structure With Track Functions

In song mode you can easily copy part of a sequence to another time in the song, or from one track to another. You can also copy a section of all tracks at once in order to duplicate or structure entire sections of your song, such as verse and chorus sections. You can also choose groups of notes to erase, or entire bars of time to delete. There are many basic and advanced editing functions available. For details see the *PC3 Musician's Guide*: Song mode chapter: Song Editor: Track Functions.

Program Changes

If your song requires more than 16 instrument parts, one method of achieving this is with program changes. For example, let's say you've used all 16 tracks but desire a new instrument for the next section of the song. If there is a track whose instrument is not needed in the new section, this track's program could change to a new instrument sound for the section, and then change back to the original instrument sound after the section. To do this, simply press **Record** and **Play/Pause** and then change the **Prog** parameter on the Song mode MAIN page to the new program at the desired time. This can be done most precisely if you know the ID# of the program you wish to change to. Enter the number with the alphanumeric pad and then press **Enter** when you want to make the change. You won't be able to see the numbers you've entered until you press **Enter**, but you can press **Cancel** to start over if you've made a mistake or if you are unsure what you've entered. Use the same method if you would like to change the program back to the original after the new section.

The Event List

Song mode is a powerful composition tool because just about anything that you do on the X-Pro is recorded into a track as event messages. Once recorded, these events can be altered, copied or removed. Each track has an event list, containing all of the events recorded into a track, from which they can be viewed and edited. For details see the *PC3 Musician's Guide*: Song mode chapter: Song Editor: The EVENT page.

Appendix A

X-Pro Programs and Setups

Programs

Press the **Info** soft button for controller information.

ID	Program	ID	Program	ID	Program
1	Standard Grand	27	Supertramp Wurly	53	Lord's B3 Mwheel
2	Studio Grand	28	FlydDarkside/ Wah	54	Ole Time Gospel
3	RubensteinSWComp	29	What'd I SayWrly	55	FooledAgnVox
4	Horowitz Grand	30	DeepFuzz Wurly	56	Boston Screamer
5	NYC Jazz Grand	31	No Quarter Pnt	57	Power Pop Horns
6	Pop Power Piano	32	MistyMountain EP	58	Sax/ Trumpet Sctn
7	ColdPiano	33	UK Pop CP70	59	BigBand/ AMradio
8	Grand "Evans"	34	AcidJazzVelFlute	60	MeanSalsaSection
9	Blues Piano 1974	35	TimbaSynth	61	R&B/ Funk Section
10	Rock Piano 1974	36	Blue PVC Tubes	62	Bassie Orchestra
11	Lola Piano	37	SimpleHipHopLead	63	P*Funk Horns
12	TakeMeToThePilot	38	Stereo TouchKoto	64	70s Stones Horns
13	Deb's Ghost Pno	39	Modwheel DJ	65	Big LA Strings
14	Ken Brns Uprigt	40	Retro Sparkle	66	DarkNYCStudio
15	SMiLE/ RkyRaccoon	41	RealSupasticious	67	Pop Tripper Str
16	Piano & String	42	Joe's Clav	68	LoFi Studio Str
17	Beaten in Rhds	43	Rufus/ Marley WAH	69	Vienna Octaves
18	Stevie's Rhds	44	Black Cow Clav	70	London Spiccato
19	Gilpin'sSuitcase	45	Hiya Ground sw	71	Pizzicato
20	Duke's Dyno Rhds	46	TrampledUnder D6	72	Tremolando
21	MotorBootyMutron	47	Harpsichord	73	Choir Complete
22	Sweet Loretta EP	48	BriteHarpsichord	74	Haah Singers
23	Rhds/ WahSW	49	Gregg's B	75	Manhattan Voices
24	Hotrod Dyno Rhds	50	Real All Out B	76	Aaahlicious
25	WoodstockClunker	51	Clean Perc	77	NYC in LA
26	Stage Mix Wurly	52	The Ninth Bar	78	Crystal Voices

X-Pro Programs and Setups

Programs

ID	Program	ID	Program	ID	Program
79	Airy Pad	112	Levin/GabrlFrtls	145	XfadBelltoneRhds
80	Cathedral Vox	113	NYC Kits	146	Extreme Hardstrk
81	Classic Comp	114	LA Kits	147	Fagen Phaser
82	Fitty-Fitty Lead	115	Rock Kits	148	RoyalScam Rhds
83	Big Old Jupiter	116	Roots/Indie Kit	149	AustnCtyLmtsWrly
84	9Yards Bass	117	Kikz/Snarz MW	150	BrightDynamicWly
85	BowhSaw Bass	118	EarthKikz n Snrz	151	70sWahLeslieEP
86	ARPesque Bass	119	Analog Machine	152	3 Dog Pianet
87	DaywalkerBassMW	120	Produced Kit '08	153	Classic DX Rhds
88	Harpolicious	121	Natural Perc	154	Rich EP+Pad
89	Slo QuadraPad	122	Rhythm 4 Reel	155	90's FM Shimmer
90	Phase Shimmer	123	New Marimba	156	Bright HardstrEP
91	Le Pesque	124	2-HandSteelDrums	157	Crisp and Soft
92	Wispy One	125	Real Vibes	158	Soft Warm Ballad
93	Bladerunner ARP	126	SteamPunkMallets	159	TX Stack 1
94	Fairlight Pad	127	Magic Celeste	160	Tight Bright FM
95	Tronesque	128	Drums 'n Bells	161	PolyTechnobreath
96	So Lush Pad	129	Piano Stack	162	PianoSynth Stack
97	Boutique Six Str	130	Dark Grand	163	Elec Grand Stack
98	Boutique 12 Str	131	Grand Piano 440	164	BigSyn/HornStack
99	Emo Verser	132	Piano Recital	165	70s Arena Synth
100	Voxxed Elec 12	133	Ole Upright 1	166	80s Arena Synth
101	Real Nylon	134	WestCoastPno&Pad	167	90s Funk Stack
102	Dual Strat	135	Perfect PnoPad	168	Nexx Prog Stack
103	BurningTubes MW	136	Dreamy Piano	169	Crisp Clav
104	Rockin' Lead MW	137	Piano w DvStrgs	170	Stevie Fuzz
105	P-Bass	138	PnoAgtStrngs	171	HeartbreakerWAH
106	E-Bass	139	The Ancient	172	ChocolateSaltyClv
107	Beasties Bass	140	DancePnoEchplex	173	SailinShoes Clav
108	Flea/Bootsy	141	Ivory Harp	174	StopMakingSense
109	Big Dummy	142	Piano Lushness	175	Harpsi Rotovibe
110	Jaco Fretless	143	Piano & Wash	176	PhsyclGrafitiClv
111	Upright Growler	144	Piano & Vox Pad	177	ParisCmboAccordn

ID	Program	ID	Program	ID	Program
178	Whiter Shade B3	211	ARP2500 Brass	244	DryPumpin'Drums
179	Doors Vox	212	SynBell Morph	245	60s Rock&Soul
180	Indagardenoveden	213	Perc>Morph>Bass	246	Headhunters Kit
181	Animals Vox	214	EvilOctaveWheel	247	FranticHouseDrms
182	Magic Wolf	215	TranceRiff	248	Dance/Marilyn
183	Farfisa 1	216	SickoSynco	249	Mellow Marimba
184	VASTBars1-3,8&9	217	Buzzy Strings	250	Skullophonic
185	1-Note PowerRiff	218	VA1Saw/Sqr/Pulse	251	Percussionist
186	Miami Pop Horns	219	Airy Impact	252	Shiny Sparkles
187	80sPopOctaveSax	220	Spider's Web	253	HybridTuned Perc
188	BuenaVista Brass	221	ARP Big Synth	254	Dynamic Perc
189	Tenor Express	222	Class Pad	255	Cage's Ensemble
190	Sgt.Pepper Brass	223	HarmonicEnvelops	256	Magic Mbira
191	Goldfinger Brass	224	Heaven & Earth	257	CP80 Enhanced
192	Bari/TenorSect	225	Bling 6 String	258	Gabriel's Melt
193	Studio A Strings	226	MediumCrunchLead	259	VideoKilledRadio
194	Studio B Octaves	227	DoubleCleanChrs	260	Brighter CP
195	NashvilleStrings	228	Comp'd Phaser	261	TouchRezSynthCP
196	Processed Strgs	229	TremBucker	262	Power CP
197	Owen's Strings	230	Cascade Sitar	263	Dark Chorus CP
198	Studio C Strings	231	Heavy Buckers	264	Inside Out CP
199	Tender Strings	232	Nasty'70s Guitar	265	Pianet Classic
200	Toxic Strings	233	Finger Bass	266	She's Not There
201	Mixed Choir	234	KneeDeepMinimoog	267	Walrus Pianet
202	Concert Choir	235	AC Buzzer Bass	268	Flaming Hohner
203	Aaah Vocals	236	Motown Bass	269	PowerChordPianet
204	Jazzy Ballad Vox	237	Squire'sHeavyPik	270	Sly Ballad
205	AntiqueAhhChorus	238	Lowdown Bass	271	Black Friday
206	Bright Syn Vox	239	Eberhardt Frtls	272	These Eyes
207	Vox Orgel	240	Sly Bass	273	VA1 Saw Lead
208	Vox & Strings	241	Maroon Drums	274	VA1 Sqr Lead
209	Press Lead	242	BourneRemixDrum	275	MaroonSynBass
210	ClassSquare	243	BeastieRetroDrum	276	VA1DistBassSolo!

X-Pro Programs and Setups

Programs

ID	Program	ID	Program	ID	Program
277	DownwardSpiralMW	310	Mono Trekkies	343	OrganMode Pn/Hrp
278	VA1DstPulseWheel	311	Disco Divebomb	344	Dr.John's RMI
279	NewOrderPulses	312	MutronTweetyPerc	345	Phase sw Organ
280	VA1 DetunedPulse	313	Disgusting Bass	346	Spaced Out Bach
281	VA1 Detuned Saws	314	VA1ShaperSweeper	347	Tobacco Road RMI
282	VA1 Detuned Sqrs	315	ElectroPercSynth	348	Traffic EP
283	VA1 Emerson Lead	316	MWhlMayhemBass	349	Tekno Tempo Echo
284	MwhlClubsweeper	317	ElectronicaSplit	350	Trick of th'Tail
285	Innervate	318	HiPassMWhlBlips	351	RMI Clav WAH
286	ChemBrosBassLead	319	Plasma Cannon	352	Dream On Session
287	UFO Pad	320	32 Layer Bass!	353	LightYearStrings
288	VA1SliderMorphSQ	321	Yesisis Tron Str	354	Funkensteinz ARP
289	Shoobie Model C	322	Moby TurntblTron	355	Murky Rez Pad
290	Stereo Pickups	323	Space Oditty	356	St PanPhase ARP
291	70sBubblegumClav	324	RocknRollSuicide	357	ARP Str+Oberheim
292	TreblClavWhlmute	325	Octave Tron Str	358	FX Sweep ARP
293	Mutron+Synth sw	326	Siberian Khatru	359	HotFilter ARP
294	Bi*Phaz Clav	327	Modwhl Remix Str	360	St.P PWM BASS
295	80s Flange Clav	328	PdI PitchbendStr	361	SquareChirpLead
296	VAST Env SynClav	329	Silent Sorrow	362	My Old PPG*2.3
297	Charlemagne Clav	330	Bandpass Choir	363	Kashmir Str+Brs
298	Switch Pickups	331	Swept Tron Voice	364	Genesis Broadway
299	EvilWomanDeepFuz	332	Mellotron Flutes	365	GarthsLastWaltz
300	Headhunters WAH	333	SldrEQ Mltn Vox	366	Synbrass Pillow
301	MorleyWAH Clav	334	StrawberryFlutes	367	Warszawa Layers
302	Dbl WAH Insanity	335	White Satin Splt	368	ELOStringSection
303	Psychedeliclav	336	3Way Split Mltn	369	Outkast Drums
304	Preston SpaceWah	337	RMI Harpsi	370	PopRock'08 Kit
305	Analog/DigHybrid	338	Lamb Lies Down	371	Hello Brooklyn
306	Jump! Obx	339	RMI Piano&Harpsi	372	Snoop Kit
307	80s End Credits	340	BrightRMI Pn/Hrp	373	EpicRemixDrums
308	VA1Distlead CC	341	Dual Mode Harpsi	374	ZooYorkRemixDrms
309	Divider	342	RoyalKingWakeman	375	Roc-A-Fella Kit

ID	Program	ID	Program	ID	Program
376	Breakestra Kit	409	Reeds & Bells	442	Woodwind Section
377	Cosmic Sus Pedal	410	Perc Atk Strings	443	Ensemble WWinds
378	DigitalMoonscape	411	William Tell A	444	BassClar / Clar / Fl
379	Falgor'sLament	412	William Tell B	445	Solo Fr Horn
380	BPM BionicStrngs	413	Orch w/ Bells On	446	Ensemble Fr Horn
381	Swell & Hold	414	Winds & Esp Str	447	Lead French Horn
382	Bowie/Heroes Pad	415	"Horns,Winds&Str"	448	Dyn Orch Fr Horns
383	MeanStereoSweep	416	TripleStrikeOrch	449	HornSect Layer
384	PulseVowel	417	Tutti Orchestra	450	Solo BrtTrumpet
385	Winds & Strings	418	StBaroque Harpsi	451	Hard Trumpet
386	"Winds, Horn & Str "	419	String Continuo	452	Lead Trumpet
387	More Brass & Str	420	VivaldiOrchestra	453	Soft Trumpet
388	LH Timp Roll Orch	421	Trumpet Voluntary	454	Slow Soft Trp
389	Gothic Climax	422	Fifes & Drums	455	Two Lead Trumpets
390	Denouement	423	Solo Flute	456	Lead MuteTrumpet
391	Poltergeist Trem	424	Tremolo Flute	457	Solo Tenor Sax
392	Many Characters	425	Fast Orch Flute	458	"Sax,Horns,MuteTrp"
393	Pizz w / PercUpTop	426	Piccolo	459	Solo Trombone
394	Fast Str & Perc	427	Solo Oboe	460	Ens Trombone
395	Fast Winds & Pizz	428	Slow Oboe	461	Trombone Section
396	Imperial Army	429	Fast Orch Oboe	462	Dyn Orch Bones
397	BattleSceneOrch	430	Lead Oboe	463	Bari Horn Section
398	Final Victory	431	Solo Eng Hrn prs	464	Dyn Bari Horns
399	SloLineInterlude	432	Fast Orch EngHrn	465	Solo Tuba
400	Winds&EspressStr	433	Slow EngHorn prs	466	Dyn Orch Tuba
401	Fast Winds & Str	434	Lead English Horn	467	Low Orch Brass
402	SugarPlumFairies	435	Solo Clarinet	468	Low Brass Chorale
403	AdagioPizz Split	436	Slo OrchClarinet	469	Fast Orch Brass
404	Pastoral Orch	437	Fast Orch Clar	470	Brass Fanfare
405	Pastoral Clr Flt	438	Lead Clarinet	471	Dyn Orch Trumpets
406	Pastoral DblRds	439	Solo Bassoon	472	Solo Violin fast
407	Pastoral w/ Pizz	440	Solo Bassoon vib	473	Folk Violin slow
408	Strings & Silver	441	Solo Dbl Reeds	474	Solo Viola fast

X-Pro Programs and Setups

Programs

ID	Program	ID	Program	ID	Program
475	Solo Viola slow	508	Chimes/Glock	541	PizzBass/ ArcoLead
476	Solo Cello fast	509	Bells Across	542	Lead & Adagio
477	Solo Cello slow	510	CelesteGlockHarp	543	Adagio Split
478	Solo Basso 1	511	Chime Bell	544	Adagio Bs/Vln I
479	Solo Basso 2 slo	512	Carillon	545	TripleStrike Str
480	String Quartet	513	Adagio Strings	546	AdagioTutti 8ves
481	Solo Harp	514	Adagio Divisi Str	547	AdagioDiv 8ves
482	Orch Harp 1	515	Lead Strings	548	Adagio Octaves
483	Delicate Harp	516	Lead Divisi Str	549	Lead & 8vaAdagio
484	HarpArps & Gliss	517	Fast Strings	550	Dual Slow Split
485	Slo Orch Chorus	518	Fast Divisi Str	551	LeadTuttiMix B
486	Pipe Stops	519	Aggresso Strings	552	Lead Strings Split
487	Soft Stops	520	AggressDivisiStr	553	Lead MixOctvs
488	All Stops	521	Adagio Tutti Mix	554	Divisi Mix +solo
489	Chapel Organ	522	AdagioDivisi Mix	555	Lead Upper Range
490	AllStops AllVox	523	Lead Divisi Mix	556	Lead Div 8ves
491	Pipes & Voices	524	Lead Tutti Mix	557	Dual UpperDivisi
492	Orch Timpani	525	Fast Tutti Mix	558	Dual Upper tutti
493	Solo Timpani	526	Fast Divisi Mix	559	Dual Half Trem
494	Tam/Cym/BD/Timp	527	AggressTutti Mix	560	Fast Mix Octaves
495	Basic Orch Perc	528	AggressDivisiMix	561	Fast Divisi 8ves
496	Timp & Aux Perc	529	Agrs lo/Trem hi	562	Marcato divisi
497	Temple Blocks	530	AgresTrem 8ves	563	Marcato Mix 1
498	Modern Blockery	531	AgressoHalfTrem	564	Marcato Mix 2
499	Perc & Blocks	532	Fast Tremolandi	565	Marcato Mix 3
500	Stereo Tam-tam	533	SloStr Prs Trem	566	Slo Muted Strings
501	Cymbal Roll Tr	534	Marcato PrsTrem	567	Largo Mix
502	Xylophone	535	Sfz Prs Trem	568	Largo Mix 2
503	Solo Marimba	536	Poltergeist Pad	569	Largo conSordino
504	Orch Marimba	537	AdagioTremSplit	570	Largo 8ves
505	Vibraphone	538	Full Pizzicato	571	Espressivo Lead
506	Celeste	539	Touch Full Pizz	572	EspressivoViolas
507	Glockenspiel	540	Variable Pizz	573	Slow Thick Mix

ID	Program	ID	Program	ID	Program
574	VerySloVeryThick	607	Fast Bassi div	640	Adagio Magic
575	Touch Thick Mix	608	Fast Tremolo	897	Ezra's Burner
576	More Viola	609	Legato Violins I	898	HotTubeGospel
577	SloStr Prs Swell	610	Legato Violins II	899	B3 Midrange
578	Rite of Strings	611	Legato Violin div	900	Blues & Gospel
579	Adagio Violins I	612	Legato Violas	901	Prog B3 Perc 2
580	Adagio ViolinsII	613	Legato Viola div	902	Prog B3 Perc 3
581	AdagioViolin div	614	Legato Celli	903	Tube B3 Perc
582	Adagio Violas	615	Legato Celli div	904	Prog B3 Perc 4
583	AdagioViolas div	616	Legato Bassi	905	BrightTubeScream
584	Adagio Celli	617	Legato Bassi div	906	Zepelin Solo
585	Adagio Celli div	618	Legato Tremolo	907	Argent B3
586	Adagio Bassi	619	Aggresso Violin	908	MusselShoals B3
587	Adagio Bassi div	620	Aggresso Vln II	909	XtremeTubeB3Perc
588	Adagio Tremolo	621	Aggresso Violin d	910	ClassicTrafficB3
589	Lead Violins I	622	Aggresso Viola	911	Warm B3
590	Lead Violins II	623	Aggresso Viola d	912	Warmer B3
591	Lead Violins div	624	Aggresso Cello	913	ChorusEcho Organ
592	Lead Violas	625	Aggresso Cello d	914	SlowPhase Organ
593	Lead Violas div	626	Agresso Bassi	915	EchoRoom B
594	Lead Celli	627	Agresso Bassi d	916	Lord's DirtBomb
595	Lead Celli div	628	Agresso Tremolo	917	Mellow Mitch
596	Lead Bassi	629	Rigby's Strings	918	Sly's Revenge
597	Lead Bassi div	630	Keyboard Strings	919	LateNighter
598	Lead Tremolo	631	StringMachine	920	Firebreathing C3
599	Fast Violin I	632	Lush Pad	921	Mr Smith
600	Fast Violin II	633	Add A Pad 1	922	Errol G.
601	Fast Violin div	634	Add a Pad 2	923	Testify
602	Fast Viola	635	Hi Res StringPad	924	Wah B3+EchoplX
603	Fast Viola div	636	LoFi Strings	925	Sweet n Nice
604	Fast Cello	637	Blue Resonance	926	Soft Chords
605	Fast Cello div	638	AutoRes StrPad	927	Sputteringing B3
606	Fast Bassi	639	Ethereal Joe	928	Melvin C.

X-Pro Programs and Setups

Programs

ID	Program	ID	Program	ID	Program
929	All Out	960	VAST1-3Ch/Perc2	1006	WheelGrowlMoogue
930	J's Comper	961	Fisher's VAST B3	1007	The Way It Is
931	Brother Jack	962	Ripply Six	1008	AlphaCentauri
932	Model One	963	Ripple Siner	1009	SynOrcWhaleCall
933	Thick Gospel	964	Ripple Thump	1010	Downes Lead
934	Growler B	965	Ripple RevDrum	1011	Minipulse 4Pole
935	Ready 2 Rock	966	Dark RevDrum	1012	BPM Lead
936	Thimmer	967	SpacerLead	1013	GatedSqrSweepBPM
937	The Real ABC	968	Ripple Sine2	1014	BPMEchplexPad
938	Gospel Special	969	Ripple Thump2	1015	GatedNoisweepBPM
939	In The Corner	970	Blues Harmonica	1016	Cars Square Lead
940	NightBaby	986	Hi Arp Delay	1017	Data Shape Saw
941	Gimme Some	987	Perc Arp Synth	1018	Saw+Mogue 4Pole
942	The Grinder	988	Candy*O SyncLead	1019	VA1NakedPWMPoly
943	Mean Bean	989	WheelSyncBlips	1020	VA1NakedPWMMono
944	Dew Dropper	990	12SAWMWheelLead	1021	VA1NakedSawPoly
945	Two Out	991	HotMalletMWheel	1022	VA1NakedSqrPoly
946	J's All Out	992	ScreaminWhlBass	1023	VA1NakedSqrMono
947	My Sunday	993	SyncWheelLead	1024	VA1NakedSawMono
948	Good Starter	994	ModwheelKotoSyn		
949	Sacrificer	995	VASprSaw		
950	Lee Michaels B3	996	VASprSaw+Allpass		
951	GM Standard Kit	997	Silent Program		
952	GM Room Kit	998	Click Track		
953	GM Power Kit	999	Default Program		
954	GM Elec Kit	1000	Diagnostic Sine		
955	GM Synth Kit	1001	Propht V Sync Ld		
956	GM Jazz Kit	1002	Tempo SyncPulse		
957	GM Brush Kit	1003	Slo Syn Orch		
958	GM Orch Kit	1004	Anabrass		
959	VAST1-3Ch/Perc	1005	Fat Syn Orch		

Setups

ID	SETUP	ID	SETUP	ID	SETUP
1	TeknoRiff Sw 1-8	32	Latin Danzhall	63	GrandPad & Magic
2	BluesJam in G	33	Metal	64	TinklySweepySpcy
3	Techno Substance	34	Growth Pad	65	Pulsing Anthem
4	Acoustic Split	35	Morricone's Fall	66	PedHold PnoSolo
5	Slap/EP Split	36	Strings Old&New	67	Rhythm Pad SW
6	Black Cow Split	37	MonoBass & ArpSt	68	The Wonders
7	Some Loving Splt	38	Jazz Bass/Piano	69	Drops of Jupiter
8	Piano & Pad	39	Bass + KB3 Split	70	No Complaints
9	PedalsModeW/Beat	40	Zep KB3/Pianet	71	Brighton Lush
10	AnaBanana	41	ElectricBass/EP	72	Nylon and Ivory
11	Sanctuary	42	ARP & Bass	73	Drawbr/Slidr SW
12	World Beneath	43	Fretless Split	74	Mini/E3/Clav
13	DeepBurn	44	Big Lead	75	LA Split
14	Sync Scene	45	SynBass/Lead	76	Bluman Live
15	MeanClav/Rhds	46	Play	77	Shwales
16	Bigband P Btt1	47	MovieBuildup	78	Edenj's Sky
17	MeanPianet/Piano	48	GuitarEnsemble	79	Marimbatronic
18	Oldtimey Blues	49	Big n Warm Pn/Gt	80	Tronotronic
19	OldR&B	50	Joni Split	81	Orch Fantasy
20	Old School Jam	51	StrangeLands	82	Stringotronic
21	Brooklyn Smoov	52	Perc Attack Orch	83	Harp Ensemble
22	Country	53	Disco Fanfare	84	MarimbasGoneWild
23	Rockroll in A	54	Pad w/Benefits	85	Ivory Ensemble
24	Hip Hop	55	AnaSoup	86	Spaces
25	Jazz	56	Blue Lights On	87	Bubble Pad
26	Reggae	57	Plucked Hammers	88	Fat Ana
27	World	58	Forbidden Planet	89	Frets o' Lush
28	Dance	59	Childhood Magic	90	Dual Manual B3
29	Slow Rock	60	Autobeller	91	Dual Manual B3 2
30	Oldies	61	Square Arp'er	92	Dual Manual B3 3
31	Funk	62	PizzicatoBenefit	93	Dual Manual B3 4

X-Pro Programs and Setups

Setups

ID	SETUP	ID	SETUP
94	Mwhl Blips ARP	125	Hazel Jam
95	Mwheel DJ Arp	126	Internal Voices
96	Margarita Split	127	Clear Setup
97	Constant Gardener	128	Default Setup
98	Run Rago Run	129	Get Berni
99	Bionic Rock		
100	Pea Soup		
101	Walking Arps		
102	Eminence in C		
103	Vampire Nightclub		
104	Kurz Jacinto		
105	Music Bed		
106	Octavia		
107	Rosin Rhythm		
108	Insanity		
109	Bells		
110	LowChunkerGroove		
111	Hold Sum Notes		
112	Reich Piano		
113	AnaBouncer		
114	The Factory		
115	FattyFatFat		
116	Brass Bouncer		
117	Electric Dancer		
118	Treso-Pulser		
119	Mellow Tripper		
120	SpacePulser		
121	Mood Arp C2		
122	Strum Thurmond		
123	Drum n Bassr		
124	funk setup		

Appendix B

X-Pro Specifications

Specifications

UP (upright):	145.2 cm (57.2 in) Wide
	92.0 cm (36.2 in) High
	63.6 cm (25 in) Deep
	Weight 97 Kg (214 lbs) <i>not including bench and accessories</i>
MG (MiniGrand):	143.2 cm (56.4 in) Wide
	91.3 cm (35.9 in) High
	93.0 cm (36.6 in) Deep
	Weight 102 Kg (225 lbs) <i>not including bench and accessories</i>
BG (Baby Grand):	153 cm (60.25 in) Wide
	101.6 cm (40 in) High
	148.5 cm (58.5 in) Deep
	Weight 197.5 Kg (435 lbs) <i>not including bench and accessories</i>
Power (UP and MG):	120V or 240V AC, 50-60Hz (Internal changeover, not user settable)
	3.0A 1.5A maximum
	275 watts at maximum rated output
Power (BG):	120V or 240V AC, 50-60Hz (Internal changeover, not user settable)
	4.0A 2.0A maximum
	350 watts at maximum rated output,

Audio Outputs (UP and MG):

Professional Balanced: 1 / 4: TRS jack, +21DBu maximum output, 400 ohms balanced source impedance

Consumer: RCA jacks, 3Vrms maximum output, 500 ohms source impedance

Headphones: 6Vrms maximum output, 47 ohms source impedance

Audio Inputs: RCA jacks, 1.2Vrms for rated output power at 250Hz

Speaker System: Woofers: 2X 6.5" (16.5 cm), tuned ports, 50 watt amplifier for each

Tweeters: 2X 2" (5 cm) cone type, 20 watt amplifier for each

Total system power: 140W rms

Audio Outputs (BG):

Professional Balanced: 1 / 4: TRS jack, +21DBu maximum output, 400 ohms balanced source impedance

Consumer: RCA jacks, 3Vrms maximum output, 500 ohms source impedance

Headphones: 6Vrms maximum output, 47 ohms source impedance

Audio Inputs (BG): RCA jacks, 1.2Vrms for rated output power at 250Hz

Speaker System (BG): Subwoofer: 12", 80 watt amplifier
Lower Midrange: 2X 6.5", 20 watt amplifier for each
Midrange: 2x 4", 20 watt amplifier for each
Tweeter: 2X 1" dome type, 20 watt amplifier for each

Total system power (BG): 200W rms

MIDI Implementation Chart

Model: PC3, X-Pro

Manufacturer:
Young Chang

Date: 12/01/07
Version 1.0

Digital Synthesizers

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1	1	Memorized
	Changed	1 - 16	1 - 16	
Mode	Default	Mode 3	Mode 3	Use Multi mode for multi-timbral applications
	Messages			
	Altered			
Note Number			0 - 127	0–11 sets intonation key
	True Voice	0 - 127	0 - 127	
Velocity	Note ON	O	O	
	Note OFF	O	O	
After Touch	Keys	X	O	
	Channels	O	O	
Pitch Bender		O	O	
Control Change		O 0 - 31 32 - 63 (LSB) 64 - 127	O 0 - 31 32 - 63 (LSB) 64 - 127	Controller assignments are programmable
Program Change		O 1 - 999	O 1 - 999	Standard and custom formats
	True #	0 - 127	0 - 127	
System Exclusive		O	O*	
System Common	Song Pos.	O	O	
	Song Sel.	O	O	
	Tune	X	X	
System Real Time	Clock	O	O	
	Messages	O	O	
Aux Messages	Local Control	O	O	
	All Notes Off	O	O	
	Active Sense	X	X	
	Reset	X	X	
Notes		*Manufacturer's ID = 07 Device ID: default = 0; programmable 0–127		

Mode 1: Omni On, Poly
Mode 3: Omni Off, Poly

Mode 2: Omni On, Mono
Mode 4: Omni Off, Mono

O = yes
X = no

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