FARFISA

TK 84

ELECTRONIC KEYBOARD

GENERAL MIDI | DD HD | Touch Response | PCM | STEREO

USER'S MANUAL
MANUEL D'UTILISATION
BEDIENUNGSANLEITUNG
INSTRUCCIONES DE USO
ISTRUZIONI PER L'USO



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ENGLISH

TECHNICAL SPECIFICATIONS

KEYBOARD	•61 PROFESSIONAL TOUCH SENSITIVE KEYS (DYNAMIC)
SOUNDS	•200 (128 GENERAL MIDI - 72 SPECIAL SOUNDS) •64 (Max.) POLYPHONIC •16 MULTI-TIMBRAL
STYLES	•104 WITH INTRO-ENDING-FILL IN -BREAK –VARIATION – LARGE - MEMORY EASY CHORD - PIANO BAR - MANUAL DRUMS – KEY START
METRONOME	•5 LEVELS OF USE
ACCOMPANIMENT	•3 LEVELS OF USE
EFFECTS	•8 TYPES OF REVERB •8 TYPES OF CHORUS •2 TYPES OF SORROUND •PORTAMENTO
DEMO	•PRE-RECORDED DEMO SONG AND DEMO DISK
CONTROLS	•VOLUME CONTROL FOR ALL THE SECTIONS •TRANSPOSER •RHYTHM TEMPO •EASYPLAY •PITCH BEND -MODULATION
DISK	•READS AND SAVES GENERAL MIDI SONGS AND PROGRAMS
SEQUENCER	•4 TRACKS: 1 MASTER TRACK + 3 POLY WITH SAVE AND LOAD ON DISK IN GENERAL MIDI FORMAT 1 •PAUSE/CONTINUE FOR THE SONGS IN GENERAL MIDI •PLAY/STOP FOR THE SONGS IN GENERAL MIDI
PROGRAMS	•40 PROGRAMS WITH LOAD AND SAVE ON DISK
MELODY ON/OFF	•ON/OFF OF MIDI CHANNEL 4
DRIVE	•READS AND WRITES ON DISKS HAVING A 720 KBYTE AND 1.44 MBYTE CAPACITY
DISPLAY LCD	•MULTIFUNCTIONAL DISPLAY LCD
MIDI IN / OUT	•RECEIVES AND TRANSMITS MIDI DATA
AMPLIFICATION	•STEREO SPEAKERS WITH BASS REFLEX
DIMENSIONS	•131 x 380 x 973 mm
WEIGHT	•8,2 Kg
POWER CONSUMPTION	•24 W

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GENERAL INFORMATIONS

Dear friend,
We are pleased to welcome you amongst those who appreciate Farfisa instruments and the wonderful world of music.

We are certain that you will find great satisfaction in playing this extraordinary electronic keyboard which has been manufactured with the same care that goes into producing all the instruments we make and sell world-wide.

Its exclusive features and realistic sounds are the result of the most advanced electronic technology and are combined with elegant looks to make an extremely precious musical instrument.

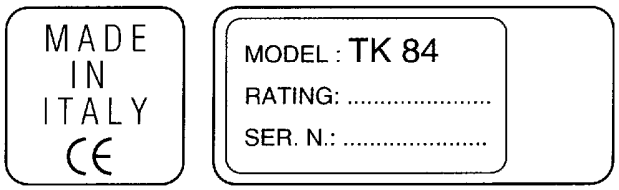
We hope you have great fun with your Farfisa electronic keyboard.

WARNING!

Keep this user's manual for further reference.

INSTRUMENT DOCUMENTATION

Always quote the serial number on the bottom of the keyboard in any correspondence.



- Keyboard with 64 polyphonic sounds and 16 multi-timbral ones
- General Midi
- Two right hand sounds
- One left hand sound
- 200 Sounds
- Four types of arrangements
- Piano Bar
- Easy Play
- Programs
- Sequencer
- Drive Floppy Disk
- Melody ON/OFF
- Multifunctional LCD display

General Specifications

The TK 84 keyboard is a complete and versatile instrument which will allow you to play any type of music thanks to its 64 polyphonic sounds , and the possibility of using 16 different sounds simultaneously by means of midi. It is a General Midi (**GM**) instrument and can be connected to any compatible computer or musical instrument equipped with a Midi interface.The keyboard (**dynamic**) is touch sensitive like a traditional piano, and it allows you to play two sounds simultaneously with your right hand (sections **POLY 1** and **POLY 2**) and one with your left hand (**LOWER** section); there are 128 sounds and 72 special timbres; the Style section includes the rhythm, bass, and 4 types of arrangements: normal **Arranger** and **Variation** which can be used in the **Basic** mode (simplified) and in **Large** (improved) with access to over 500 chords and having **Intro, Fill In, Break** and **Ending** functions.
Other available functions include: **Piano Bar** which allows you to have access to the arrangements and chord recognition on all the keyboard (that is, with the keyboard being in Full Keyboard); and **Easy Play** which automatically sets the timbres in the different sections according to the rhythm that has been chosen.
The numerous adjustments which can be made, together with the panel situation, can be memorized by means of the **Programs** function, and they can be recalled with the simple touch of a key. Forty programs can be memorized and they will remain so even after the keyboard has been turned off.
You can create, save and modify songs or midi songs by means of a four-track **Sequencer** which uses all the available keyboard functions.
The **Floppy Disk** Mode allows you to read and play on your keyboard any song in General Midi format available in music stores, newspaper stands and on Internet. It allows you to save and recall any song you have played and recorded with the **Sequencer**, and to save and recall the **Programs** set up.
When a song is being played in General Midi, by using the **Melody ON/OFF** function, you can exclude midi channel 4 which is where the melody usually is, and you can play the song with a complete orchestra accompaniment.
All the functions available on the keyboard are **easily** selected by means of keys and with the help of a **multifunctional display.**



GENERAL CONTROLS

- **ON – OFF**

Used to turn the instrument on or off.

- **MASTER ▲ ▼**

Allows you to adjust the general volume.

- **ACCOMPANIMENT ▲ ▼**

Allows you to adjust the volume of the accompaniment.

- **SECTION ▲ ▼**

Allows you to adjust the volume of the selected section.

- **TRANSPOSER b, #**

Allows you to change the tonality of the keyboard.

- **DEMO**

Allows you to start/stop the demo playback.

- **SELECTIONS 0-9 , 100**

Keys for the numbered selection of sounds, styles and programs.

- **+/YES -/NO**

They allow the progressive selection of sounds, styles and the confirmation or annulment of the Save function.

- **PROGRAMS**

Allows you to memorize 40 different panel situations and to select them directly.

COMMAND DISPLAY

- **SEQUENCER**

Allows access to the functions of the Sequencer.

- **EFFECT**

Activates the adjustments of the following effects: Reverb, Chorus and Surround.

- **PARAMETER**

Activates the possiblility of modifying several of the keyboard's functions.

- **PEDAL SWITCH**

Allows you to program in various ways the function of the pedal which can be connected to the keyboard.

- **SECTIONS**

Activates the adjustments of the parameters relative to the sounds.

- **◄ ► CURSOR KEYS**

They allow you to select the sections of the keyboard, the effects, the parameters and the name change of the files.

- **▲ ▼ CURSOR KEYS**

They allow you to select the sounds, rhythmic sets, effects, parameters, pedal assignment, selection of the files from the disk, and the name change of the disk.

STYLE CONTROLS (STYLE)

- **START / STOP**

It starts/stops the execution of the styles. When the **Sequencer** is in **Record**, it starts up the recording of the tracks.

- **ARRANGER**

Turns on or off the arrangement mode.

- **MEMORY**

Allows you to memorize the last chord in the accompaniment section.

- **EASY CHORD**

Sets up the semplified mode for the playing of the chords.

- **KEY START**

Allows a style to be activated by playing a chord.

- **MANUAL DRUM**

Allows you to play rhythmic instruments with your keyboard.

- **INTRO/ENDING**

Prearranges the introduction and the ending of a style.

- **VARIATION**

Selects a variation of the arrangement.

- **FILL IN / INTRO**

Executes a rhythmic variation of the style or a brief introduction.

- **BREAK / INTRO**

Prearranges the execution of a style variation or a brief introduction.

- **LARGE**

Selects the arrangement in the improved version.

- **EASY PLAY**

According to the current style, it selects the timbre of the right hand, that of the left hand, the best tempo for the execution of that style, as well as other parameters.

- **PIANO BAR**

Activates the function that allows the chord recognition on all the keyboard.

- **TEMPO - +**

Allows you to adjust the tempo of the style execution.

SECTIONS CONTROLS (SECTIONS)

- **STYLE /TRACK 1**

Activates the selection of the styles.
In the **Sequencer** mode, it activates Track 1.

- **LOWER /TRACK 2**

Activates the sound selection of the LOWER section.
In the **Sequencer** mode, it activates Track 2.

- **POLY 2 / TRACK 3**

Activates the sound selection for the POLY 2 section.
In the **Sequencer** mode, it activates Track 3.

- **POLY 1 / TRACK 4**

Activates the sound selection for the POLY 1 section.
In the **Sequencer** mode, it activates Track 4.

CONTROLS FOR THE DISK SECTION

- **DISK**

Allows you to read the contents of the disk.

- **LOAD**

Activates the loading of a song or a Programs group.

- **SAVE**

Allows you to save a song found in the memory or the entire Programs found there.

SEQUENCER SECTION CONTROLS

- **PLAY/STOP**

Activates the play back of a song which has been stored in the memory.

- **PAUSE/CONTINUE**

It stops and re-starts the play back of a song.

- **RECORD**

It activates the recording of a song.

- **MELODY ON/OFF**

It excludes midi channel 4 from the song being played

THE PACKAGE CONTAINS:

1. The TK 84 keyboard
2. Owner's Manual
3. Music stand
4. DEMO & PROGRAMS DISK

THE SOCKET AREA



MIDI IN	Socket for inputting data from a Midi instrument.
MIDI OUT	Socket for outputting data to a Midi instrument.
INPUT DC ⎓ 12V	Power supply input: 12V DC - 2A (AD 12/2 for U.K.)
PHONES	Headphone output socket
AUX. OUT.	Output socket for external/ amplification.
PEDAL SWITCH	Socket for connecting multifunction pedal.

STARTING UP

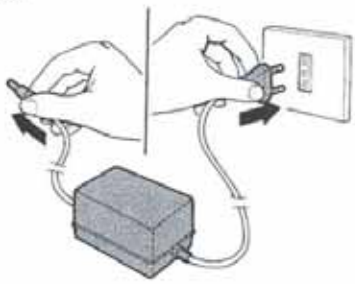
POWER SUPPLY

This instrument can be powered from the mains or by batteries.

MAINS POWER

The instrument can be powered from the mains by using a **AD 178** AC/DC (AD 12/2 in UK) adapter available as an optional accessory. This adapter conforms to international and national safety regulations. Insert the plug into the 12V DC socket. This will automatically exclude the batteries.



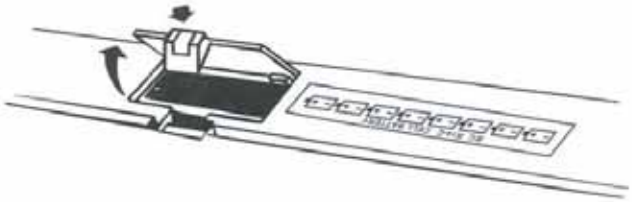


WARNING: All adapters, even if supplied with safety insulation, should be regularly examined to avoid possible risks due to damage to the cable, plug, casing or any other parts. Repairs should be made by specialized technicians.

BATTERY POWER

This instrument works with **8** IEC R14/C 1.5V batteries (not supplied) which should be fitted in the housing on the bottom.

To open the housing press on **OPEN** and fit the batteries according to the arrows shown inside. Close lid.



ADVICE CONCERNING THE USE OF THE BATTERIES

- Take run down batteries out of the toy.
- Non-rechargeable batteries must not be recharged.
- Take rechargeable batteries out of the toy before recharging.
- Recharge batteries only under adult supervision.
- Insert the batteries taking care to connect with the right polarity as indicated.
- Do not mix together different types of batteries; or new and used ones.
- Use batteries only of the recommended type (or equivalent).
- Do not short-circuit the supply terminals.

DISPOSAL OF BATTERIES - Protect the environment. Batteries can be recycled and should be disposed of in the right containers. Do not throw them in the ordinary rubbish.

A FIRST APPROACH: SWITCHING ON AND USING THE DEMO-SONG



Switch on the keyboard by pressing the **ON** switch. "**Welcome**" will appear on the display and after a few seconds the message "**8 Beat 4**". Press the **DEMO** key and the instrument will automatically play the demo-song to give an idea of its musical capacities. All the keys on the keyboard are disactivated when the **DEMO** is playing except for the volume controls.
To stop the demo press **DEMO** once more.

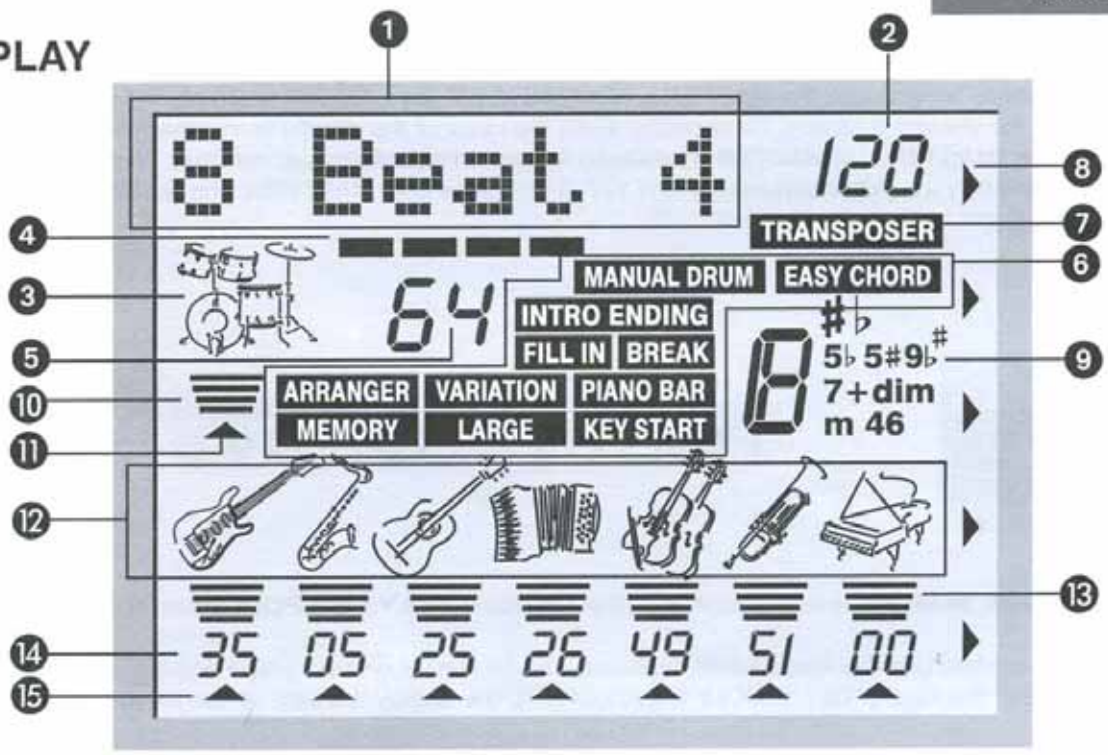
Select **DEMO 1** or **DEMO 2** by "**CURSOR KEYS ▲**"





Demosong display

DISPLAY



1. Indicates the name of the sounds, the styles, the volumes, and other functions.
2. Indicates the MASTER Volume and that of the other sections.
3. Icon of the Styles sections.
4. Down beat: indicates the subdivision of the measures.
5. Indicates the tempo of the style being used.
6. ACCOMPANIMENT functions: if lit, thay are activated.
7. If lit, indicates that the TRANSPOSER section is activated.
8. Indicates the selection of one of five sections found on the right of the display.
9. Visualizes the name of the chord being played in the ACCOMPANIMENT.
10. Visualizes the volume level of the STYLES section by means of horizontal lines.
11. Indicates that the STYLES section has been selected.
12. If lit, indicate that the section BASS, ARR.1, ARR. 2, ARR. 3, LOWER, POLY 2, POLY 1 are activated.
13. Visualizes the volume level of the relative section by means of horizonal lines.
14. Indicates the number of the sound in function in the relative section.
15. Indicates that the corresponding section has been selected.

HOW TO USE THE KEYBOARD

Indicates that the instrument functions in standard general Midi

Indicates that the disk drive reads DD and HD format disks

Indicates that the instrument's keyboard is dynamic (touch sensitive)

Indicates that the sounds produced are PCM generation

Indicates that the instrument is stereophonic

HOW TO ADJUST THE GENERAL VOLUME

To adjust the general volume use the **MASTER▲** and **MASTER▼** keys. On first pressing one of these keys the current value of the volume is shown. On pressing again the value of the volume is modified by one. If you keep one of these keys (**MASTER▲** or **MASTER ▼**) pressed down then adjustment will continue. The display will show the value expressed by a number between 00 and 127. If you press both **MASTER▲** and **MASTER▼** keys at the same time the volume will be set at "normal".





SOUNDS

You can play the **TK 84** keyboard with 2 sounds on the right hand (POLY 1 and POLY 2) and one on the left hand (LOWER).
There are 128 standard General Midi sounds available, and 72 special orchestra-type timbres.
By pressing one of the keys (POLY 1, POLY 2 and LOWER) the display will light up the cursors of the selected sections.
A double click on the same key (POLY 1, POLY 2 and LOWER) and the figure will light up or go off to show that the corresponding section is on or off. Once the Section has been selected (cursor on) you can easily change its sound, volume and octave transposer. The figure below shows the keyboard with the POLY 1 and LOWER sections selected and POLY 2 off.



LOWER POLY 2 POLY 1

Sections on and off

SOUND BANK							
00 GRAND PIANO	09 GLOCKENSPIEL	21 ACCORDION	34 PICK BASS	47
01 BRIGHT PIANO	10 MUSIC BOX	22 HARMONICA	35 FRETLESS BASS	48
02 EL. GRAND PIANO	11 VIBRAPHONE	23 TANGO ACCORDION	36 SLAP BASS 1	49
03 HONKY-TONK PIANO	12 MARIMBA	24 NYLON GUITAR	37 SLAP BASS 2	50
04 ELECTRIC PIANO 1	13 XYLOPHONE	25 STEEL GUITAR	38 SYNTH BASS 1	51
05 ELECTRIC PIANO 2	14 TUBULAR BELLS	26 JAZZ GUITAR	39 SYNTH BASS 2	52
06 HARPSICHORD	15 DULCIMER	27 CLEAN GUITAR	40 VIOLIN	53
07 CLAVINET	16 DRAWBAR ORGAN	28 MUTED GUITAR	41 VIOLA	54
08 CELESTA	17 PERCUSSIVE ORGAN	29 OVERDRIVE GUITAR	42 CELLO	55
	18 ROCK ORGAN	30 DISTORTION GUITAR	43 CONTRABASS	56
	19 CHURCH ORGAN	31 HARMONICS GUITAR	44 TREMOLO STRINGS	57
	20 REED ORGAN	32 ACOUSTIC BASS	45 PIZZICATO STRINGS	58
		33 FINGER BASS	46 ORCHESTRAL HARP	59

How to change a sound in a section

With the **TK 84** keyboard you can choose from **128+ 72** sounds in all which are listed in the "**SOUND BANK**" index.

To select a sound:

- Press one of the keys (**POLY 1**, **POLY 2**, **LOWER** or "**◄ CURSOR KEYS ►**") and a cursor will light up next to the selected section.
- Use the **SELECTIONS** number pad to select the sound by its number (two or three figures).







E.g. To select "Synth Brass 2" in the POLY 1 section press POLY 1 and digit 63. The first line of the display will show the sound and its number. The number is a "General Midi" standard and is repeated on the last line of the display below the figure of the piano.

The selected section may not be active (image off). To activate a section (and therefore be able to use it) double click on the POLY 1, POLY 2 or LOWER keys to turn the image on.

In order to select numbers 100 to 199, press key 100 of SELECTIONS and then add the other two numbers.

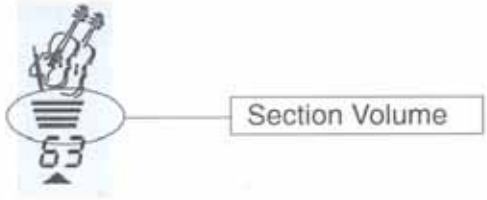
For example, number **146 CATHEDRAL** can be selected by pressing key 100 and then 4 and then 6.

How to adjust the volume in a section

All sounds have a volume which can be adjusted as follows:

- Press the key (**POLY 1**, **POLY 2** and **LOWER** or "**◄ CURSOR KEYS ►**") of the section whose volume you wish to change. A cursor will light up next to your choice.;
- Press **SECTION ▲** or **SECTION▼** ; The first line of the display will show the new value of the volume and the section it refers to. The volume is shown at the bottom of the display by bars.



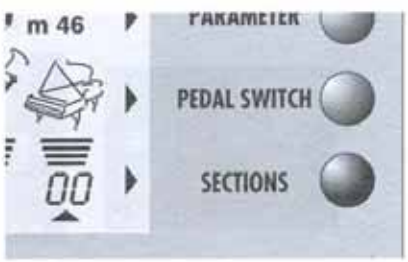


Adjusting the Lower volume

Note:

1. The volume for the other sections can also be adjusted (Bass, Arr1, Arr2, Arr3) by pressing the "**◄ CURSOR KEYS ►**" keys

- Press **SECTIONS** and the "**◄CURSOR KEYS ►**" keys to light up the cursor of the section you wish to change;





- Press **SECTION▲** or **SECTION▼** ; The first line of the display will show the new value of the volume and the section it refers to. The volume is shown at the bottom of the display by bars. If the volume in the section is zero the section still remains active and the image is not turned off.

The General Transposer

This function is such that the whole of the keyboard can be adjusted up or down by a certain number of semitones. General Transposer applies to all sections and is active in steps of semitones using the "**TRANSPOSER** (**b**) or (**#**)" keys. All sections can be changed by one or more semitones; (b) is down one and (#) is up one. The display will show the changes.
"Transpos" will appear for a few seconds on the display and if no operation is carried out the display will return to its previous state. "TRANSPOSER" will remain lit in the top right.





The Octave Transposer

Every sound has a frequency. You can transpose the frequency of each sound belonging to the Poly 1, Poly 2 and Lower sections by one octave (up or down) as follows:
- Press and keep down a key (**POLY 1**, **POLY 2** or **LOWER**).
- Press **TRANSPOSER** (b) or (#).

The display will show the octave (Transpos +12, 00, -12) at the top of the display. The Lower section can only be transposed downwards (-12). Executing a trasposing of one octave on function **POLY 1**, **POLY 2** or **LOWER,** the button **TRANSPOSER** is blinking.

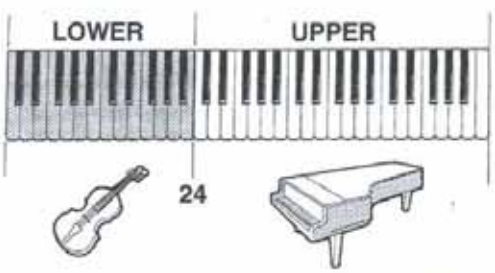


The PITCH BENDING and MODULATION controls

To the left of the keyboard there are two keys, one of which rectangular in form: **BEND** (Pitch Bending) and one circular one: **MODUL** (Modulation).
When playing a note and pressing the Pitch Bend keys in the higher side or lower side you will hear a variation in the frequency of the note. This simulates the "pulling" of a string on an instrument such as the guitar. The amount of frequency variation can be programmed as described in the chapter entitled "Parameters".
The "Modulation" control modulates the frequency of the sound. Here again the amount of modulation can be programmed and is described in the "Parameters" chapter.

How to split the keyboard

The keyboard can be divided into two parts: the left hand side (the first 24 keys as standard value) is used as accompaniment (LOWER); the right hand part (37 keys) is used for playing the tune (POLY 1 and POLY 2).



You can also split the keyboard as follows:
- By setting the **LOWER** section
- By setting the **ARRANGER** (PIANO BAR off) function.





STYLES

How styles work

One of the most interesting possibilities of this keyboard is the use of musical styles. A style is an automatic arrangement which gives you a pre-recorded base over which you can play a tune. If, for example you choose a Waltz, press "**EASY PLAY**", play a chord on the LOWER section and press "**START/STOP**", you will hear an orchestra playing a base to a Waltz tempo in the key of the chord you pressed.

By pressing the "**STYLE**" key the display shows the name of the current style and its code. It also shows the volume of the drum and the speed of the rhythm, as mentioned in the introduction.









The ARRANGER function - The MEMORY function

A style is made up of a rhythm, an arrangement and a succession of notes that are an orchestra base. Each of the arrangement sections (bass, soloists and rhythmic section) depends on the chords played by the left hand in the LOWER section.

Pressing the "**ARRANGER**" key sets up the Arranger function and the "MEMORY" function which has the task of keeping the last chord played in the instrument's memory. You can turn off the memory function by pressing the "**MEMORY**" key.

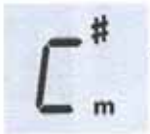
This is shown on the display as Arranger or Memory which will light up when on.



"BASS", "ARR. 1", "ARR. 2" and "ARR. 3" also come on with the Arranger function.

When these figures light up it shows their corresponding section are on. If the Arranger function is on the display shows the chord being played in Anglo-Saxon notation.

A	**B**	**C**	**D**	**E**	**F**	**G**	***ANGLO-SAXON NOTATION***
LA	SI	DO	RE	MI	FA	SOL	***LATIN NOTATION***
A	**H**	**C**	**D**	**E**	**F**	**G**	***GERMAN NOTATION***

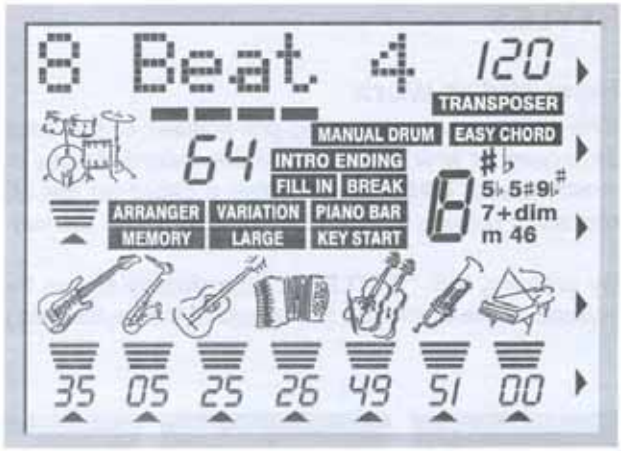


C# minor chord

How to start a style

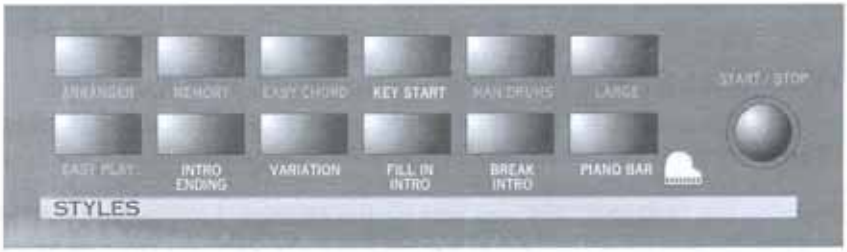
When switching on by pressing START/STOP, "8 Beat 4" is the style that is activated. You can listen to it complete with percussions and arrangement.
Several functions are available for styles giving ample possibilities for automatic accompaniment.





INTRO / ENDING - When pressing the key when the style is not functioning the keyboard is set to play an orchestra introduction to the style. The Led will flash.
When pressing the key while the style is functioning and orchestra ending sequence is played at the end of the style.

FILL IN / INTRO - When pressing the key when the style is not functioning the keyboard is set to play a brief rhythmic introduction to the style.
The Led will flash.
When pressing the key while the style is functioning a brief percussion sequence is played to fill in the style.



BREAK / INTRO - When pressing the key while the style is not functioning the keyboard is set to play a brief orchestra introduction to the playing of the style.
The Led will flash.
When pressing the key while the style is functioning an orchestra break is activated when the style is played.

VARIATION - This allows you to switch from the BASIC pattern to the VARIATION pattern of the style with an automatic FILL IN.

LARGE - This key selects an enriched arrangement mode. If "Variation" is on a figure of an accordion lights up to show that the "Arranger 3" section is working. If "Variation" is not active the figure of a saxophone is shown to show that "Arranger 1" is working.

KEY START - This key starts the style when the first chord is played on the part of the keyboard programmed for chord recognition (the LOWER part or the whole keyboard if "Piano Bar" is selected with at least three keys).

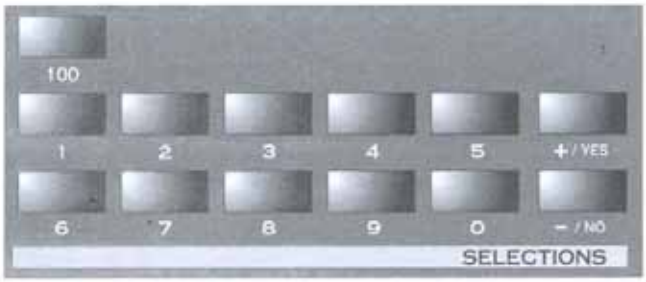
PIANO BAR - This key sets chord recognition to the whole keyboard.

How to change a style

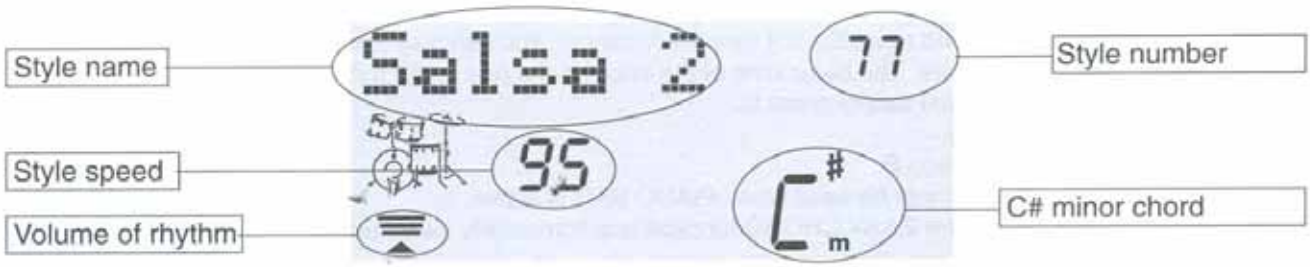
To select a style:
- Press the "**STYLE**" key.
- Digit a number between 00 and 108 on the **SELECTIONS** number pad.

You can choose from 109 styles (from 00 - 108) which are listed in the STYLE BANK.





The display will show the name of the style and its number.



How to adjust the speed of a style

Use "**TEMPO+**" and "**TEMPO-**"to change the tempo or speed of the style. The display will show the new tempo of the style expressed in beats per minute. By keeping the key pressed the variation will continue. You can quickly return to standard speed by pressing both "**TEMPO+**" and "**TEMPO-**" at the same time.



How to adjust the volume of a style

All orchestra sections in the arrangement can be adjusted in volume by pressing **ACCOMPANIMENT▲** and **ACCOMPANIMENT ▼**. The display will show the value with a number between 00 and 127.





How to change the volume of single sections in a style

The volume for the other sections (DRUMS, BASS, ARR. 1, ARR. 2, ARR. 3) can be changed by using the arrow shaped keys to the right of the display.

- Press **SECTIONS** and the "**◀ CURSOR KEYS ▶** " keys. The cursor corresponding to the section will light up.
- Press **SECTION▲** or **SECTION ▼** The display will show the number in the top right and the volume value at the bottom with dashes.

If the volume is zero the section remains active and the figure remains lit up.

Pianist Styles

In the list of the styles available in the STYLE BANK, there is the **PIANIST** group which includes a number of basic accompaniments which are strictly piano.



Metronome Styles

In the list of the styles available in the STYLE BANK, there is the **METRONOME** group which includes the main time signatures of the metronome. This function allows you to play with a metronome keeping time for you.

HOW TO USE THE KEYBOARD

THE EASYCHORD FUNCTION

By pressing **EASY CHORD** a simplified mode of playing chords is activated. The "Easy Chord" function lets you play the chords (major, minor and seventh) in a simplified manner. You can play a major by using one key, a minor with two and a seventh with three. The basic note of the chord is the one to the furthest left.
For example to play **C major** you simply press C.
To play **A minor** press A and B.
To play **G seventh** press G, A and B.
The EASY CHORD function cannot be used when PIANO BAR is active.
When selecting PIANO BAR, the EASY CHORD function is automatically switched off.



THE EASY PLAY FUNCTION

The **Easy Play** function configures some of the keyboard's parameters according to the selected style:

- Sound and volume of POLY 1
- Sound and volume of POLY 2
- Sound and volume of LOWER
- Tempo or speed of the Style
- Position of the keyboard split at 24 (only if it was previously 0)
- Active arranger
- Active memory

The Easy Play function can also insert or disinsert the Variation and Large functions.



MANUAL DRUMS

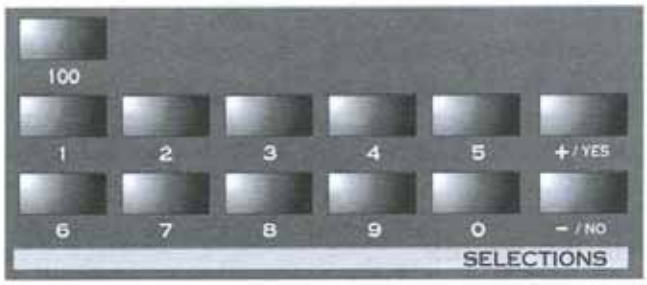
You can use the keyboard to play manual drums rhythms by pressing the **MANUAL DRUMS** key on the keyboard of the instrument. Press **STYLE** and **SECTION ▲** and **SECTION▼** to adjust volume. Some of the functions are disactivated when using Manual Drums. The "Drums" sounds consist of 8 "Drum Kits", i.e. 8 different groups of rhythm components which can be selected by pressing **MANUAL DRUMS** and the "**▲ CURSOR KEYS ▼**" . The display will show the current "Drum Set".
This manual lists the rhythmic instruments in each drum set at the back.





PROGRAMS





What is a Program

A Program is a configuration of sounds, styles, effects and parameters which once selected, are stored in the memory and can be recalled instantly with the mere touch of a key.
The functions which can be memorized in a Program are:
Poly1 Timbre, Poly2 Timbre, Lower Timbre, Poly to Lower function, Style, the Volume of the various sections, rhythm tempo, and the Arranger, Memory, Easy Chord, Key Start, Variation, Large, Piano Bar, general and octave Transposer controls, the effects, and all the selected parameters.
There are 40 programs available, divided into 4 groups of 10: **ProgramA, ProgramB, ProgramC, ProgramD**.
The programs are saved in a special non-volatile memory, therefore, they will remain memorized even after the power is turned off.









How to execute a program

Press the **PROGRAMS** key and the current Program Group will appear on the display (ProgramA, ProgramB, ProgramC or ProgramD), press a key from 0 to 9 on the **SELECTIONS** numerical keyboard which will activate the functions which have been saved for that particular program.
The message **Load Prog** will appear on the display confirming the operation.
In order to switch from one program to another within the same group which appears on the display, all you must do is to press one of the numbers from 0 to 9.
In order to switch to another grooup A, B, C or D, use the "**▲ CURSOR KEYS▼**" .

How to store a program

Set the keyboard according to the sounds, style, volume, effects, and parameters desired.
Press the **PROGRAMS** key, choose from the **A, B, C** or **D** groups by using the "**▲ CURSOR KEYS▼**" and then while keeping the **PROGRAMS** key pressed, select a number from 0 to 9 on the **SELECTIONS** numerical keyboard.
When **StorePrg** appears on the display, it means that the program has been stored.

How to Save a Programs group on a disk

The entire group of 40 programs can be saved on a floppy disk.
Insert a disk into the disk drive, press the **PROGRAMS** key, press the **SAVE** key, the display should show "**PROG_000**" with the first letter blinking.
Use the "**◄ CURSOR KEYS ►**" and the "**▲ CURSOR KEYS▼**" to write the name, and then press **SAVE** again in order to save all the Programs.
If the name which has been assigned is already present on the disk, the word **Replace?** will appear on the display. by using the **+/YES** key, the data of the new program will substitute the data from the preceding Program file.
In order to modify the name, use the "**◄ CURSOR KEYS►**" and the "**▲ CURSOR KEYS▼**", and then press **SAVE** to save all the Programs.
By using the **-/NO** key, the message **NotSaved** will appear and the data will not be saved.



How to Load a Programs group from a disk

Press the **PROGRAMS** key, press the **DISK** key, the name of the first Program file to be found on the disk will appear on the display. By using the "**◄CURSOR KEYS►**" you can visualize the different Program files labelled **Pr**. Once a file has been chosen, press the LOAD key, the new group of 40 Programs will be loaded in the memory substituting the preceding one.
The **DEMO & PROGRAMS DISK** disk contains several examples of programs (ex. LATIN000.PRG).

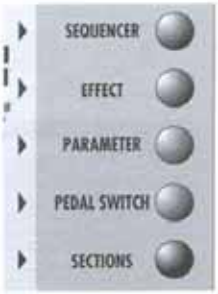
NOTE: The keyboard comes supplied with a set of 40 original Programs recorded in the internal memory. In order to recall the original 40 Programs, load the Program file **PROGDEF** from the **DEMO & PROGRAMS DISK** disk supplied. See **"How to load a Programs group from a disk".**



HOW TO USE THE KEYBOARD

THE KEYS NEXT TO THE DISPLAY

There are five keys in the display area: **SEQUENCER, EFFECT**, **PARAMETER**, **PEDAL SWITCH** and **SECTIONS**.
SECTIONS has already been described. Following is the description of the other four keys.



THE SEQUENCER MODE

The **Sequencer** mode regulates the play back of the songs loaded on a disk, and allows the recording of a song played on the keyboard using all the available sections (TRACK 1) and to improve it by adding three other poly sections (TRACK 2,3 e 4).





The SEQUENCER MODE keys

- **PLAY/STOP**: Starts the play back of a song found in the memory or it stops it. If the memory does not contain the song, it searches for it in the disk and it loads it in the memory in order to play it. During the **RECORD** phase, it starts and stops the recording.
- **PAUSE/CONTINUE**: It interrups or continues the play back of a song.
- **RECORD**: It prepares the keyboard to record a song track.
  If the key is pressed once, **TRACK1** is activated and the corresponding LED blinks, after the first track has been recorded, pressing the key once again activates Track 2, etc.
  If the **RECORD** key is pressed together with the **TRACK1, TRACK2, TRACK3** or **TRACK4** keys, the corresponding track is immediately activated.

START/STOP: When **TRACK1** is activated, this key starts and stops the recording.

How to record a song:





Press the **RECORD** key, the LED of **TRACK 1** will start blinking. The display should show **New Song.** Press the **START/STOP** or the **PLAY/STOP** keys, the keyboard will count off a one-bar lead in with the metronome before it starts recording all that is played. To stop the recording press the **START/STOP** or the **PLAY/STOP** keys again. The LED of the recorded track will stay lit indicating that the track contains data.
The memory now contains a new song with the name **SONG_000**.



The recording of **TRACK 1** can also be activated with the **KEY START** function. In this case, there is no initial metronome one-bar lead in, but rather the recording begins as soon as the first chord is played on the left side of the keyboard.
If you use **ENDING**, the recording will automatically stop as soon as the **ENDING** is terminated.

How to play back a recorded song:

Press the **PLAY/STOP** key as you would for any other song contained in the memory.

How to record a new track:

Press the **RECORD** key, the **TRACK2** LED will blink; by pressing the **PLAY/STOP** key, the play back of the recorded track will begin and the one being played with POLY1 will be recorded on a new track. In order to stop the recording, press the **PLAY/STOP** key before or after the end of the track previously recorded.
The other two tracks can be recorded in the same way by repeating the operations followed for **TRACK2**.
If you wish to record a track without following the pre-set sequence (TRACK1,2,3 or 4), keep the **RECORD** key pressed as you press one of the **TRACK1, TRACK2, TRACK3** and **TRACK4** keys. In this way, the recording of the chosen track is directly activated.
The blinking LED indicates the active track.
During the recording of a track or the play back of a preceding recording, you can exclude or re-activate one or more tracks from the execution by pressing the corresponding key. The lit LED indicates that the track contains a recording and that it is active; a blinking LED indicates that the track is being recorded; when the LED is not lit it means that the track is empty or excluded from the reproduction.
Warning: even if a track is excluded from the play back, it is still a part of the recording. If you wish to eliminate its contents, follow the instructions of the paragraph **"How to cancel a track"**.

How to Re-record a track:

If you wish to re-record on the same track, the preceding contents will be erased and substituted with the new data.

Note:

- If you accidently activate the recording on a track, by pressing **RECORD** again, you can annul the operation.The track will be cancelled only by pressing the **START/STOP** or the **PLAY/STOP** keys which start the recording.
- The saving or loading of the recorded song occurs in the same way as for a generic song. See paragraph **"How to save the songs on a disk"**.
- The keyboard recognizes if a song has been recorded with the **TK84 Sequencer**, and when a song from the disk is loaded the lit LED indicate the active tracks.
- The name given to each song is **SONG_000**. In order to change the name, see paragraph **"How to change the name of a song loaded in the Sequencer"**.
- The format of the recorded song is **General Midi (format 1)**, therefore, it can be used by any compatible computer or other General Midi musical instruments.
- A number of musical instruments do not accept **Format "1"** Midi files. The **DEMO & PROGRAMS DISK** disk contains a conversion program (Convert0.exe) which will transform format "1" into format "0". Warning! The conversion of the song into format 0 will not permit you to modify it at a TRACK1, TRACK2, TRACK3 or TRACK4 level.

A song which has been recorded with the TK84 Sequencer and has been saved on a disk, can be modified by means of a music program in a Personal Computer. When the song is re-loaded into the TK84 Sequencer, in order to play it back, depending on the changes made, the song may no longer be in four tracks which can be edited by the Sequencer, but instead it becomes a standard General Midi song.

How to change the play back tempo of the recorded song

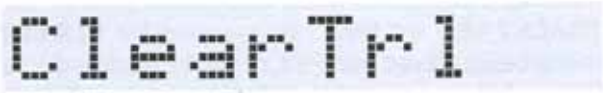
A recorded song contains information regarding its playback TEMPO.
This information is 'written' at the time of the recording, and the value will appear on the display in the TEMPO control area.
In order to change the play back tempo, you can set the value as desired by using the "-/+" **TEMPO** keys, press the **SEQUENCER** key, use the **"▲ CURSOR KEYS ▼"** to visualize the SetTempo function on the display, press the **" CURSOR KEYS ►"**, the display will indicate **Done** confirming the operation; or, if the Sequencer is empty the message **Not Done** will appear.





How to cancel a track

Press the **SEQUENCER** key, use the "**▲ CURSOR KEYS ▼**" to select **ClearTr1, ClearTr2, ClearTr3,** or **ClearTr4**, press the " **CURSOR KEYS ▶**" to cancel the desired track. The corresponding LED will turn off.



How to completely cancel a recorded song

In order to cancel the entire song found in the **Sequencer**, press the SEQUENCER key, use the "**▲ CURSOR KEYS ▼**" to visualize **ClearAll**, and then press the " **CURSOR KEYS ▶** ".

- This operation is necessary when you wish to record a new song, and the memory is occupied by a preceding recording. In fact, if you activate the rcording of a track, this is added to the song already found there.
- If the song found in the memory is not a four track song recorded with the Sequencer, it will automatically be cancelled as soon as the recording begins.



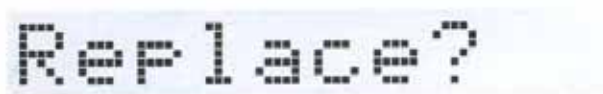
How to save the songs on a disk

In order to save a song found in the Sequencer on a disk, press the **SAVE** key. The display will indicate the name of the song with the first letter blinking. If you wish to save it with the same name, press **SAVE** again.
The messages **Working** and **Saving** will appear confirming that the data has been saved on the disk.

If you wish to save it with a different name, use the "**◀CURSOR KEYS▶** " to assign the first letter and the "**▲CURSOR KEYS ▼**" to select the other letters of the name.
Once the name is complete, press the **SAVE** key.
The messages **Working** and **Saving** will appear, confirming that the data has been saved on the disk.

If the disk contains a song by the same name, the word **Replace?** will appear.

- If you wish to substitute the song on the disk with the one on the Sequencer, press the **+/Yes** or **SAVE**. The messages **Working** and **Saving** will appear confirming that the data has been saved on the disk.
- If you do not want to substitue the song on the disk, press **-/No** and the message **NotSaved** will appear.

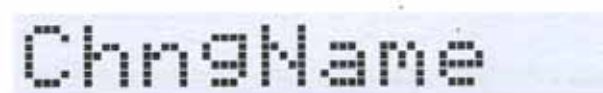


How to delete a song on a disk:

Insert the disk into the drive, press the **Disk** key, the display will visualize the message "**WORKING**", select the song you wish to delete by using the " **◀ CURSOR KEYS ▶** ", press "**▲ CURSOR KEYS▼** ", and "**Del.File**" will appear on the display. Press "**CURSOR KEYS ▶**", the message "**Deleting**" will confirm that the song has been eliminated.

How to change the name of a song loaded in the Sequencer

Press the **SEQUENCER** key, use the " **▲ CURSOR KEYS ▼** " to visualize the **ChngName** function, press "**CURSOR KEYS ▶**", the first letter of the name will bllink, change the name by using the "**▲ CURSOR KEYS ▼**" and the "**◀ CURSOR KEYS▶**".



Using the Metronome

When you begin recording with the **START/STOP** or the **PLAY/STOP** keys, a one-bar lead in is counted off by the metronome in order to synchronize with the recording. If you record track 1 which contains the rhythm, this will automatically set the tempo, therefore, the metronome will cease to function at the start of the recording. If you wish to record another track first, without having recorded track 1, you might need the metronome to set the tempo for you throughout all the recording, without it being recorded together with the song.
Press the **SEQUENCER** key, using the **"▲CURSOR KEYS▼"** find the menu setting **Click off**, set the metronome with **Click on** by using the **"CURSOR KEYS ▶"**.
The time signature set by the metronome depends on the rhythm and tempo value selected.
If the rhythm selected is $^{3}/_{4}$, the metronome will scan three clicks before the recording begins.



The MEDLEY function

This function allows you to load and play back in sequence all the songs contained on the disk.
The **PLAY/STOP** key will start the loading and the play back of the first song.
Once you have finished loading the first song, the second one is automatically loaded, ready to be played back.
In order to activate the **Medley** function, press the **SEQUENCER** key, select the function **Medley** with the **"▲CURSOR KEYS▼"**. The **"CURSOR KEYS▶"** activates the function with Medley on and **"◀CURSOR KEYS"** excludes the function with Medley off.



The J.BOX function

This function is similar to the **Medley** one. Press the **PLAY/STOP** key to play back the first song, all the others will be played back in sequence. It is not necessary to press **PLAY/STOP** again for each new song.
In order to activate this function, press the **SEQUENCER** key and select **J.Box** with the **"▲CURSOR KEYS▼"**.
The **"CURSOR KEYS▶"** activate, whereas the **"◀ CURSOR KEYS "**exclude the function.



Note: If the **J. Box** is on, the **Medley** function is on as well. If **"Medley off"** is set, then **J.Box** will also be set on **"J. Box off"**

EFFECTS

By pressing **EFFECT** and the **" ▲ CURSOR KEYS▼ "** you can select the effect to be modified or eliminated.

How to set the Reverb effect

The Reverb effect is like listening to the sounds in a large hall.
- Press **EFFECT** and the display will show "Effect"
- Press **" ▲ CURSOR KEYS▼ "** to access selection of Reverb.
- Select the type of reverb using the **"◀ CURSOR KEYS▶"** keys

Room 1
Room 2
Room 3
Hall 1
Hall 2
Plate
Delay
Pan delay
Reverb off

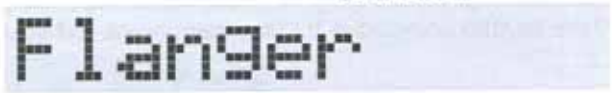


Reverb Room 3 effect

How to set the Chorus effect

- Press **EFFECT** and the display will show "**Effect**"
- Press "**▲ CURSOR KEYS▼** " to access selection of Chorus effects.
- Select the type of Chorus using the "**◀ CURSOR KEYS▶**" keys

Chorus 1
Chorus 2
Chorus 3
Chorus 4
Feedback
Flanger
Short delay
FB delay
Chorus Off



Chorus Flanger effect

How to set the Spatializer effect

- Press EFFECT and the display will show "**Effect**"
- Press "**▲ CURSOR KEYS▼** " to access selection of Spatial effects.
- Select the type of Spatial using the "**◀ CURSOR KEYS ▶**" keys

Spatial 1 (effective with rhythms)
Spatial 2 (effective with rhythms and sounds)
Spat.off



Spatializer effect

THE PARAMETER FUNCTION

The Parameter function allows you to configure settings that are not directly accessible by keys.
Press **PARAMETER** and the display will show "**PolLowoff**". Use the " **▲CURSOR KEYS▼** " arrows to choose.
The parameters that can be modified are:

- **Split:** You can program the point in which the keyboard becomes LOWER. By using the "**◀CURSOR KEYS▶**" keys the number of the key where the board is split will be shown.



- **Portamen:** You can program the speed of Portamento between 01 and 127.
- **Port. off/on**: it allows you to exclude or activate the Portamento effect on POLY1. You can exclude or activate it by using the "**◀CURSOR KEYS▶**" for both off and on.
- **Modulat.:** You can program the modulation effect by using the "**◀CURSOR KEYS▶**" keys to choose from 00 to 127.
- **Bend:** You can program the extent of the Pitch bend effect on the keys. The number represents the variation in semitones of the note's frequency. Use the "**◀CURSOR KEYS▶**" keys.
- **Tuning:** you can tune the instrument to fine tuning within a one hundredth of a semitone by using the "**◀CURSOR KEYS▶**" keys. Master Tuning is from -100 to +100.
- **Touch:** you can exclude the sensitivity of the keyboard's touch response using "**◀CURSOR KEYS▶**" as on and off.
- **PolLow off/on**: it allows you to play the POLY2 timbre on the left side of the keyboard when ARRANGER or LOWER are activated. You can exclude or activate it by using the "**◀CURSOR KEYS▶**" for both off and on.

You can immediately exclude or activate it by pressing the POLY2 key together with the LOWER key. The correct selection will be confirmed by the blinking image.

- **Local:** Lets you switch OFF or ON the sound generator inside the instrument and use the keyboard to control an external sound generator via Midi. Use the "**◀CURSOR KEYS▶**" keys for variation.
- **Ext. Clk:** You can set the tempo sychronizer (OF8H) via Midi ON or OFF. Start, Stop, Continue, Variation can be had by using the "**◀CURSOR KEYS▶**" keys.
- **Equal. On-Off:** This activates or excludes an equalization that emphasizes the high and low frequencies. If you wish to connect the TK84 to external devices it is advisable to select the "Equal. Off" position. Use the "**◀CURSOR KEYS▶** " keys for variation.

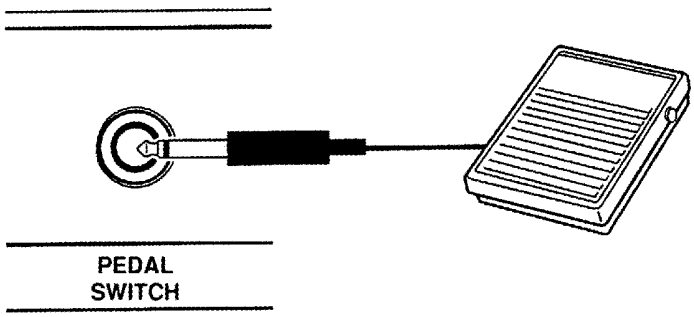
The PEDAL SWITCH function

You can connect a Pedal Switch to the socket at the back of the instrument. The pedal takes on different functions according to the way it is programmed as described below. A cursor will come on and the message "Pedal Sw" when the PEDAL SWITCH key is pressed. To see the functions which can be assigned to the pedal switch use the "**▲CURSOR KEYS▼**". When switching on the Pedal will function as "Hold Right" (Sustain in POLY 1 and POLY 2).

- **Hold Rht:** The pedal works as "Hold" for POLY 1 and POLY 2.
- **Hold Lft:** The Pedal works as "Hold" for LOWER Manual.
- **HoldFull:** The pedal works as "Hold" for POLY 1, POLY 2 and LOWER.
- **Start /St:** The pedal works as a start/stop switch for the rhythm.
- **Fill in:** The pedal works as a Fill In key.
- **Break:** The pedal works as a "BREAK" key.
- **Intro/En:** The pedal works as the INTRO / ENDING key.
- **No Pedal:** Pedal off.



Programming the pedal with Hold Right



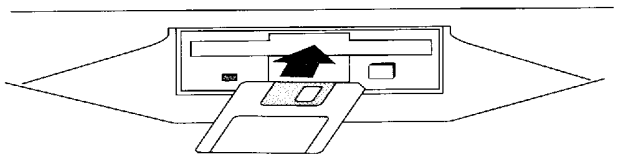
HOW TO USE THE KEYBOARD

Use of the disk drive and the floppy disk

Get into the habit of properly using disks and the disk drive, and of carefully following the instructions which follow.

- **Compatible floppy disks**
  You can use 3.5 inch 2DD and 2HD disks.

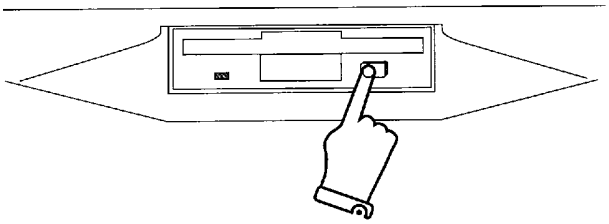
- **How to insert the disk into the disk drive**
  Position the disk so that the label is facing upwards.
  Insert the disk into the drive by pushing it until you hear a click. At that time, the button must pop out.



- **How to remove the disk**
  Before removing the disk, make sure that the LED light is off.
  Press the button slowly and pull the disk out when it has partially popped out.
  If the button is only half-depressed, or if the disk has only come out through the shutter a few millimetres, do not force it out as you could damage the disk drive or the metallic part of the disk.
  Before attempting to remove a disk that is only partially out, try pushing the button again, or try pushing the disk back into the drive.

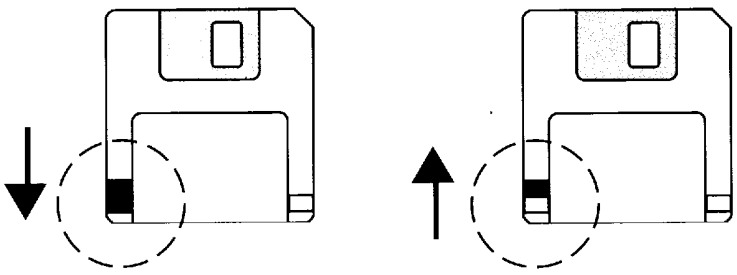
Never remove a disk during the save or load phase.

Never leave the disk in the disk drive when the keyboard will not be used for a lengthy time period because the removal of the disk would easily attract dust which could destroy it.



- **Precautions to take when handling floppy disks**
  Always keep disks in their protective cases. Do not store or place disks in locations subject to extremes of temperature and humidity, direct sunlight, dust or liquids, and never place them under heavy objects.
  Do not remove the sliding protection on the disk, or touch the magnetic part with metallic objects.
  Do not place the disk near any devices that generate a magnetic field such as televisions, loudspeakers, motors, etc... because doing so may render the disk unusable and the data stored in it would be lost.

- **How to protect the data saved on a disk**
  In order to avoid the accidental erasure of the data stored on a disk, slide the write protect tab so that it closes the window.



THE DISK MODE





The disk mode allows you to use a normal computer to listen to or to save songs in the General Midi format which can be found in specialized stores or on Internet. The disk can also be used to memorize the different configurations of the keyboard which are controlled by the **PROGRAMS** section.

How to listen to the songs on a disk

Insert the **DEMO & PROGRAMS DISK** disk which came with the keyboard, or any other disk, and press the **PLAY/STOP** key of the Sequencer section. The messages "**Working**" and "**Loading**" will appear on the display and then **BELIEVE**, which is the first song on the **DEMO & PROGRAMS DISK** disk will start playing. The number next to the name indicates the numerical order of the song on the disk. During the execution of the song, it is possible to play by using the **POLY1** section.

When the LED of the **PLAY/STOP** key is on, it indicates that the song is playing. When the LED is blinking, it means the disk is being read.

Press the **PLAY/STOP** key in order to stop the song that is playing.



In order to listen to the other songs found on the disk, use the "◀ **CURSOR KEYS** ▶" ; the display will indicate the names of the other songs, select the one you want to hear, press the **PLAY/STOP** key in order to stop the play back, and press **PLAY/STOP** again to listen to the new song.

- During the play back of a song, it is possible to load another one in the memory. By using the "◀ **CURSOR KEYS** ▶" , you can select the new song and then press the **LOAD** key.
  The new song which has been loaded and saved can be played back in the following ways:
  1. By pressing the **PLAY/STOP** key you can interrupt the song playing, and by pressing the **PLAY/STOP** key again, the new song will start playing.
  2. At the end of a song, you can activate a new song by pressing the **PLAY/STOP** key.
- Only the last song loaded will remain in the memory and be available for the reproduction.
  In order to know what song has been loaded in the memory, press the **SEQUENCER** key and the display will indicate the name of the song. Once the keyboard has ben turned off, the song will no longer be memorized.
- General Midi songs can be in two formats: type "0" and type "1".
  The type "0" ones can be played just a few seconds from the start of the loading process, which can then be terminated during the play back of the song; in order to play back type "1" songs, you must wait until they are completely loaded.
- The maximum memory capacity is 118 Kbytes.
  Format "0" songs which exceed the 118 Kbytes will be played nonetheless, as long as the disk remains inserted in the drive.
  Format "1" songs which exceed 118 Kbytes must be converted into format "0".
  In order to convert a format "1" song into a format "0" by using a Personal Computer, use the **Convert0.exe** program found on the **DEMO & PROGRAMS DISK** disk supplied with the keyboard.

How to convert a Standard Midi File format "1" into a format "0"

You must have an IBM type or compatible Personal Computer, and follow the following steps:

- Create a directory in your PC
- Load the **Convert0.exe** program
- Load one or more format "1" songs which must be converted
- Execute **Convert0.exe xxxxx.MID yyyyy.MID** where **xxxxx.MID** is the name of the format "1" song and **yyyyy.MID** is the name that you wish to give to the song transformed into format "0" by the execution of **Convert0.exe.**

HOW TO USE THE KEYBOARD

How to adjust the volume of the play back of a song

During the play back of a song, it is possible to play by using **POLY1** section.
In order to adjust the volume of the song being played back, press the **SEQUENCER** key, use the "**▲ CURSOR KEYS▼** " to set the controls on SongVol, and then by using the " **◀CURSOR KEYS ▶** " you can adjust the volume.



The MELODY ON/OFF Function

By pressing the **MELODY ON/OFF** key, you can exclude or re-activate the midi channel 4 of the song being played, which is where the main melody is found. This allows you to play the melody with the **POLY1** section of the keyboard.

The **PAUSE/CONTINUE** key of the SEQUENCER section can stop a song being played and then start it up again at the same point.

The Disk Mode keys

- **DISK**: This key verifies the presence of a disk and visualizes its contents.
  Position the display on the **Sequencer** section and the first song of the disk will appear on the display. In order to verify the other songs found on the disk, use the "**◀ CURSOR KEYS ▶**".
  The General Midi songs are labelled by an index number on the right side of the name.
  If the **Programs** section is activated, the display will indicate the name of the first file of the programs found on the disk, and by using the "**◀ CURSOR KEYS ▶**" it is possible to see all the program files labelled **Pr.**
- **LOAD**: This key loads in the memory the file appearing on the display which can either be a song (file .MID) or a program file (file .PRG).
- **SAVE**: This key saves the songs or the programs which have been memorized on a disk.

MESSAGES:

When using a disk, the following messages may appear:

- **Working** : Reading the contents of a disk.
- **Loading** : Loading a song.
- **Saving** : Saving operation in progress.
- **Replace?** : You are attempting to save a song or a Programs group with a name that is already present on the disk, by pressing the +/Yes or SAVE key the new file will substitute the preceeding one, by pressing the —/NO key, the operation will be annulled.
- **Disk Err** : The reading of the disk has created an error; verify that there is a disk in the drive and then re attempt the operation, if the error persists, then the disk may be damaged.
- **File Err.** : The file you attempting to load is not a midi file or it may be damaged.
- **Protect.** : It is impossible to save the disk because it is protected by write protect; slide the tab on the back of the disk.
- **NotSaved** : The stored song has not been saved.
- **Disk Full** : There isn't sufficient room on the disk to save a song or the Programs.
- **No Songs** : There are no General Midi files on the disk.
- **No Prog.** : There are no Programs file on the disk.
- **SMF Big** :The file you wish to load is in format "1" and it exceeds 118 Kbytes. See section "**THE DISK MODE**" at the paragraph "How to convert a Standard Midi File format "1" into a format "0".

MIDI IMPLEMENTATION

Several features of the Farfisa **TK 84** are controlled only externally by Midi controls, NRPN Midi messages and exclusive Midi Systems. At the back of this manual is a table entitled "Detailed Midi Implementation" which indicates the accepted controls and their meaning. Any changes in configuration made to the keyboard by exclusive messages, NRPN Midi or Midi controls can change the acoustic performance of the keyboard considerably. Switch the instrument off and then on again to return to its original condition.

When using electrical products, basic precautions must be followed, including the following:

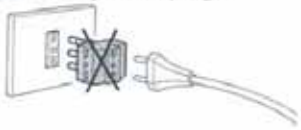
1. Read all the instructions before using the product.
2. When the product is used by children, supervision by an adult is advised.
3. Do not use the product near water, for example near a bath tub, washbowl, kitchen sink, or near a swimming pool etc., or in a wet or humid basement.
4. When connecting to the mains supply ensure that:
   a)your hands are not wet (to avoid electric shocks);
   b)do not pull on the cable.



5. This product, either by itself, or when connected to an external amplifier and headphones or speakers, is capable of producing sound levels that can cause damage to hearing. Do not operate it for a long period of time at high volume levels or in any case at an uncomfortable volume level.
6. The product should be positioned so that it's location will provide adequate ventilation.
7. The product should be positioned away from heat sources such as radiators, heaters or other products that produce heat.



8. This product should only be connected to a power supply of the voltage corresponding to that shown on the label on the instrument using an AC/DC adaptor. This label, containing all electrical data, relevant warning messages and the instrument identification data, can be found on the underside of the product.
9. If the product is not used for long periods, the AC/DC adaptor should be unplugged from mains.
10. The adaptor must be connected directly to the mains supply without any other plugs.



CE

11. Care should be taken to avoid foreign objects falling into or liquid being splilt into the inside of the instrument through any of the slots or openings in the case.
12. This product should be referred to an approved service centre when:
    a) It has been exposed to rain.
    b) It appears to operate incorrectly or shows a marked change in performance.
    c) It has been dropped or if the case has been damaged.
    d) Objects have fallen into the instrument or liquid has been spilt into or over it.
    e) The AC/DC adaptor has been damaged.
13. Never attempt to repair your instrument yourself. Any operation should be referred to authorized personnel, otherwise the guarantee will be declared void.

OPTIONAL ORIGINAL ACCESSOIRES



AD 178: (AD12/2 for U.K.): Mains supply adaptor. Output DC 12V/2A.



LE 127 - Metal legs

SK 153: Adjustable light weight dynamic stereo headphone. Impedance: 32Ω, Frequency response 20÷20000Hz, Max input power: 100 mW, Ratio dB/mW: 10.



DETAILED MIDI IMPLEMENTATION

MIDI MESSAGE	HEX CODE	DESCRIPTION	COMPATIBILITY
NOTE ON	9nH kk vv	Midi channel n(0-15) note ON #kk(1-127), velocity vv(1-127). vv=0 means NOTE OFF	MIDI
NOTE OFF	8nH kk vv	Midi channel n(0-15) note OFF #kk(1-127), vv is don't care.	MIDI
PITCH BEND	EnH bl bh	Pitch bend as specified by bhlbl (14 bits) Maximum swing is +/- 1 tone (power-up). Can be changed using « pitch bend sensitivity ». Center position is 00H 40H.	GM
PROGRAM CHANGE	CnH pp	Program (patch) change. Specific action on channel 10 (n=9) : select drumset. Refer to sounds / drumset list. Drumsets can be assigned to other channels (see SYSEX MIDI channel to part assign and part to rhythm allocation)	GM/GS
CHANNEL AFTERTOUCH	DnH vv	vv pressure value. Effect set using Sys. Ex. 40H 2nH 20H-26H	MIDI
MIDI RESET	FFH	Reset to power-up condition	
CTRL 00	BnH 00H cc	Bank select : Refer to sounds list. No action on drumset. cc=64 reserved for dream sound editor	GS/
CTRL 01	BnH 01H cc	Modulation wheel. Rate and maximum depth can be set using SYSEX	MIDI
CTRL 05	BnH 05H cc	Portamento time.	MIDI
CTRL 06	BnH 06H cc	Data entry : provides data to RPN and NRPN	MIDI
CTRL 07	BnH 07H cc	Volume (default=100)	MIDI
CTRL 10	BnH 0AH cc	Pan (default=64 center)	MIDI
CTRL 11	BnH 0BH cc	Expression (default=127)	MIDI/GM
CTRL 64	BnH 40H cc	Sustain (damper) pedal	MIDI
CTRL 65	BnH 41H cc	Portamento ON/OFF	MIDI
CTRL 66	BnH 42H cc	Sostenuto pedal	MIDI
CTRL 67	BnH 43H cc	Soft pedal	MIDI
CTRL 80	BnH 50H vv	Reverb program vv=00H to 07H (default 04H) 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	FARFISA
CTRL 81	BnH 51H vv	Chorus program vv=00H to 07H (default 02H) 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	FARFISA
CTRL 91	BnH 5BH vv	Reverb send level vv=00H to 7FH	GS
CTRL 93	BnH 5DH vv	Chorus send level vv=00H to 7FH	GS
CTRL 120	BnH 78H 00H	All sound off (abrupt stop of sound on channel n)	MIDI
CTRL 121	BnH 79H 00H	Reset all controllers	MIDI
CTRL 123	BnH 7BH 00H	All notes off	MIDI
CTRL 126	BnH 7EH 00H	Mono on	MIDI
CTRL 127	BnH 7FH 00H	Poly on (default power-up)	MIDI
CTRL CC1	BnH ccH vvH	Assignable Controller 1. cc=Controller number (0-5Fh), vv=Control value (0-7Fh). Control number (ccH) can be set on CC1 CONTROLLER NUMBER (Sys. Ex 40 1x 1F). The resulting effect is determined by CC1 controller function (Sys.Ex. 40 2x 40-4A)	GS
CTRL CC2	BnH ccH vvH	Assignable Controller 2. cc=Controller number (00h-5Fh), vv=control value (0-7Fh). Control number can be set on CC2 CONTROLLER NUMBER (Sys.Ex. 40 1x 20). The resulting effect is determined by CC2 controller function (Sys.Ex.40 2x 50-5A).	
RPN 0000H	BnH 65H 00H 64H 00H 06H vv	Pitch bend sensitivity in semitones (default=2)	MIDI/GM
RPN 0001H	BnH 65H 00H 64H 01H 06H vv	Fine tuning in cents (vv=00 -100, vv=40H 0, vv=7FH +100	MIDI
RPN 0002H	BnH 65H 00H 64H 02H 06H vv	Coarse tuning in half-tones (vv=00 -64, vv=40H 0, vv=7FH +64	MIDI
NRPN 0108H	BnH 63H 01H 62H 08H 06H vv	Vibrate rate modify (vv=40H -> no modif)	GS
NRPN 0109H	BnH 63H 01H 62H 09H 06H vv	Vibrate depth modify (vv=40H -> no modif)	GS
NRPN 010AH	BnN 63H 01H 62H 0AH 06H vv	Vibrate delay modify (vv=40H -> no modif)	GS
NRPN 0120H	Bnh 63H 01H 62H 20H 06H vv	TVF cutoff freq modify(vv=40H -> no modif)	GS
NRPN 0121H	BnH 63H 01H 62H 21H 06H vv	TVF resonance modify (vv=40H -> no modif)	GS
NRPN 0163H	Bnh 63H 01H 62H 63H 06H vv	Env. attack time modify(vv=40H ->no modif)	GS
NRPN 0164H	BnH 63H 01H 62H 64H 06H vv	Env. decay time modify(vv=40H -> no modif)	GS
NRPN 0166H	BnH 63H 01H 62H 66H 06H vv	Env. release time modif(vv=40H ->no modif)	GS
NRPN 18rrH	BnH 63H 18H 62H rr 06H vv	Pitch coarse of drum instr. note rr in semitones (vv=40H -> no modif)	GS
NRPN 1ArrH	BnH 63H 1AH 62H rr 06H vv	Level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1CrrH	BnH 63H 1CH 62H rr 06H vv	Pan of drum instrument note rr (40H = middle)	GS
NRPN 1DrrH	BnH 63H 1DH 62H rr 06H vv	Reverb send level of drum instrument note rr (vv=00 to 7FH)	GS
NRPN 1ErrH	BnH 63H 1EH 62H rr 06H vv	Chorus send level of drum instrument note rr (vv=00 to 7FH)	GS
Standard Sysex	F0H 7EH 7FH 09H 01H F7H	General MIDI reset	GM
Standard Sysex	F0H 7FH 7FH 04H 01H 00H ll F7H	Master volume (ll=0 to 127, default 127)	GM
SYSEX	F0H 41H 10H 42H 12H 40H 00H 00H dd dd dd dd xx F7H	Master tune (default dd= 00H 04H 00H 00H) -100.0 to +100.0 cents. Nibblized data should be used (always four bytes). For example, to tune to +100.0 cents, sent data should be 00H 07H 0EH 08H	GS
SYSEX	F0H 41H 10H 42H 12H 40H 00H 04H vv xx F7H	Master volume (default vv=7FH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 00H 05H vv xx F7H	Master key-shift (default vv=40H, no transpose)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 00H 06H vv xx F7H	Master pan (default vv=40H, center)	
SYSEX	F0H 41H 10H 42H 12H 40H 00H 7FH 00H xx F7H	GS reset	GS
SYSEX	F0H 41H 10H 42H 12H 40 01H 10H vv1 vv2 vv3 vv4 vv5 vv6 vv7 vv8 vv9 vv10 vv11 vv12 vv13 vv14 vv15 vv16 xx F7h	Voice reserve : vv1= Part 10 (Default vv=2) vv2 to vv10 = Part 1 to 9 (Default vv=2) vv11 to vv16= Part 11 to 16 (Default vv=0)	GS

SYSEX	F0H 41H 10H 42H 12H 40H 01H 30H vv xx F7H	Reverb type (vv=0 to 7), default = 04H 00H : Room1 01H : Room2 02H : Room3 03H : Hall1 04H : Hall2 05H : Plate 06H : Delay 07H : Pan delay	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 31H vv xx F7H	Reverb character, default 04H	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 33H vv xx F7H	Reverb master level, default = 64	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 34H vv xx F7H	Reverb time	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 35H vv xx F7H	Reverb delay feedback. Only if reverb number=6 or 7 (delays)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 38H vv xx F7H	Chorus type (vv=0 to 7), default = 02H 00H : Chorus1 01H : Chorus2 02H : Chorus3 03H : Chorus4 04H : Feedback 05H : Flanger 06H : Short delay 07H : FB delay	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 3AH vv xx F7H	Chorus master level, default = 64	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 3BH vv xx F7H	Chorus feedback	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 3CH vv xx F7H	Chorus delay	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 3DH vv xx F7H	Chorus rate	GS
SYSEX	F0H 41H 10H 42H 12H 40H 01H 3EH vv xx F7H	Chorus depth	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1pH 02H nn xx F7H	MIDI channel to part assign, p is part (0 to 15), nn is MIDI channel (0 to 15, 16=OFF). This SYSEX allows to assign several parts to a single MIDI channel or to mute a part. Default assignment : part MIDI channel 0 9 (DRUMS) 1-9 0-8 10-15 10-15	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1pH 15H vv xx F7H	Part to rhythm allocation, p is part (0 to 15), vv is 00 (sound part) or 01 (rhythm part). This SYSEX allows a part to play sound or drumset. There is no limitation of the number of parts playing drumset. Default assignment : part 0 plays drums (default MIDI channel 9) all other parts play sound.	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1nH 40H v1 v2 ... v12 xx F7H	Scale tuning, n is MIDI channel (0 to 15), v1 to v12 are 12 semi-tones tuning values (C, C#, D, ... A#, B), in the range -64 (00H) 0 (40H) +63(7FH) cents. This SYSEX allows non chromatic tuning of the musical scale on a given MIDI channel. Default v1, v2, ... ,v12 = 40H, 40H,...,40H (chromatic tuning). Scale tuning has no effect if the part is assigned to a rhythm channel or if the sound played is not of chromatic type.	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1nH 1AH vv xx F7H	Velocity slope from 00H to 7FH (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1nH 1BH vv xx F7H	Velocity offset from 00H to 7FH (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1nH 1FH vv xx F7H	CC1 Controller number (00-5FH) (default = 10H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 1nH 20H vv xx F7H	CC2 Controller number (00-5FH) (default = 11H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 00H vv xx F7H	Mod pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 01H vv xx F7H	Mod tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 02H vv xx F7H	Mod Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 03H vv xx F7H	Mod lfo1 rate control (default = 40H). n is don't care. Rate is common on all channels	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 04H vv xx F7H	Mod lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 05H vv xx F7H	Mod lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 06H vv xx F7H	Mod lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 10H vv xx F7H	Bend pitch control (-24,+24 semitone) (default = 42H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 11H vv xx F7H	Bend tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 12H vv xx F7H	Bend Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 14H vv xx F7H	Bend lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 15H vv xx F7H	Bend lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 16H vv xx F7H	Bend lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 20H vv xx F7H	CAF pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 21H vv xx F7H	CAF tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 22H vv xx F7H	CAF Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 24H vv xx F7H	CAF lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 25H vv xx F7H	CAF lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 26H vv xx F7H	CAF lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 40H vv xx F7H	CC1 pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 41H vv xx F7H	CC1 tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 42H vv xx F7H	CC1 Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 44H vv xx F7H	CC1 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 45H vv xx F7H	CC1 lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 46H vv xx F7H	CC1 lfo1 tva depth (0-100%) (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 50H vv xx F7H	CC2 pitch control (-24,+24 semitone) (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 51H vv xx F7H	CC2 tvf cutoff control (default = 40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 52H vv xx F7H	CC2 Amplitude control (-100%-+100%) (default=40H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 54H vv xx F7H	CC2 lfo1 pitch depth (0-600 cents) (default=0AH)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 55H vv xx F7H	CC2 lfo1 tvf depth (default = 0H)	GS
SYSEX	F0H 41H 10H 42H 12H 40H 2nH 56H vv xx F7H	CC2 lfo1 tva depth (0-100%) (default = 0H)	GS

notes :

NRPN sending method : CTRL#99=high byte, CTRL#98=low byte, CTRL#6=vv
Example : NRPN 0108H = 40H -> CTRL#99=1, CTRL#98=8, CTRL#6=64

x or xx means « don't care »

DRUM SET TABLE (MIDI CHANNEL 10)

	Prog 1 : STANDARD SET	Prog 9: ROOM SET	Prog 17 : POWER SET	Prog 25 : ELEDR SET	Prog 26: TR808 SET	Prog 41 : BRUSH	Prog 49 : ORCHESTRA	Prog 57 : SFX SET (Partial)	Prog 127: CM -64/32 (Partial)
27 - D#1	High Q						Closed Hi Hat	*	*
28 - E1	Slap						Pedal Hi-Hat	*	*
29 - F1	Scratch Push						Open Hi Hat	*	*
30 - F#1	Scratch Pull						Ride Cymbal	*	*
31 - G1	Sticks							*	*
32 - G#1	Square Click							*	*
33 - A1	Metronome Click							*	*
34 - A#1	Metronome Bell							*	*
35 - B1	Kick drum2							*	Kick drum
36 - C2	Kick drum1		Power Kick		808 Bass Drum			*	Kick drum
37 - C#2	Side Stick							*	Rim Shot
38 - D2	Snare Drum 1		Gated Snare		808 Snare Drum	Brush Tap	Snare Drum 2	*	Snare Drum
39 - D#2	Hand Clap					Brush Slap	Castanets	High Q	Hand Clap
40 - E2	Snare Drum 2			Gated Snare		Brush Swirl	Snare Drum 2	Slap	Elec Snare Drum
41 - F2	Low Floor Tom	Room Low Tom2	Room Low Tom2	Elec Low Tom2	808 Low Tom2		Timpani F	Scratch Push	Acoustic Low Tom
42 - F#2	Closed Hi Hat [EXC1]				808 CHH [EXC1]		Timpani F#	Scratch Pull	Closed Hi-Hat [Exc1]
43 - G2	High Floor Tom	Room Low Tom1	Room Low Tom1	Elec Low Tom1	808 Low Tom2		Timpani G	Sticks	Acoustic Low Tom
44 - G#2	Pedal Hi-Hat [EXC1]				808 CHH [EXC1]		Timpani G#	Square Click	Open Hi-Hat 2
45 - A2	Low Tom	Room Mid Tom2	Room Mid Tom2	Elec Mid Tom2	808 Mid Tom2		Timpani A	Metronome Click	Acoustic Middle Tom
46 - A#2	Open Hi-Hat [EXC1]				808 OHH [EXC1]		Timpani A#	Metronome bell	Open Hi-Hat 1 Exc1]
47 - B2	Low-Mid Tom	Room Mid Tom1	Room Mid Tom1	Elec Mid Tom1	808 Mid Tom1		Timpani B	Guitar Slide	Acoustic Middle Tom
48 - C3	Hi Mid Tom	Room Hi Tom2	Room Hi Tom2	Elec Hi Tom2	808 Hi Tom2		Timpani c	*	Acoustic High Tom
49 - C#3	Crash Cymbal 1				808 Cymbal		Timpani c#	*	Crash Cymbal
50 - D3	High Tom	Room Hi Tom1	Room Hi Tom1	Elec Hi Tom1	808 HiTom1		Timpani d	*	Acoustic High Tom
51 - D#3	Ride Cymbal 1						Timpani d#	*	Ride Cymbal
52 - E3	Chinese Cymbal			Reverse Cymbal			Timpani e	*	*
53 - F3	Ride Bell						Timpani f	*	*
54 - F#3	Tambourine							*	Tambourine
55 - G3	Splash Cymbal							*	*
56 - G#3	Cowbell							*	Cowbell
57 - A3	Crash Cymbal 2							*	*
58 - A#3	Vibraslap							Applause	*
59 - B3	Ride Cymbal 2							*	*
60 - C4	Hi Bongo							*	
61 - C#4	Low Bongo							*	
62 - D4	Mute Hi Conga				808 High Conga			*	
63 - D#4	Open Hi Conga				808 Mid Conga			*	
64 - E4	Low Conga				808 Low Conga			*	
65 - F4	High Timbale							*	
66 - F#4	Low Timbale							*	
67 - G4	High Agogo							*	
68 - G#4	Low Agogo							*	
69 - A4	Cabasa							*	
70 - A#4	Maracas							Helicopter	
71 - B4	Short Whistle[EXC2]							*	
72 - C5	Long Whistle[EXC2]							Gun Shot	
73 - C#5	Short Guiro [EXC3]							*	Vibrato Slap
74 - D5	Long Guiro [EXC3]							*	*
75 - D#5	Claves							*	Claves
76 - E5	Hi Wood Block							*	*
77 - F5	Low Wood Block							*	*
78 - F#5	Mute Cuica [EXC4]							Birds	*
79 - G5	Open Cuica [EXC4]							Rain	*
80 - G#5	Mute Triangle [EXC5]							*	*
81 - A5	Open Triangle[EXC5]							Wind	*
82 - A#5	Shaker							Sea Shore	Applauses
83 - B5	Jingle Bell							Stream	*
84 - C6	Belltree							*	*
85 - C#6	Castanets							*	*
86 - D6	Mute Surdo [EXC6]							*	*
87 - D#6	Open Surdo [EXC6]							*	*
88 - E6							Applauses	*	*
89 - F6								*	*
90 - f#6								*	*
91 - G6								*	*
92 - G#6								*	*
93 - A6									*
94 - A#6									Helicopter
95 - B6									*
96 - C7									Gun Shot
97 - C#7									*
98 - D7									*
99 - D#7									*
100 - E7									*
101 - F7									*
102 - F#7									Birds
103 - G7									Rain
104 - g#7									*
105 - A7									Wind
106 - A#7									SeaShore
107 - B7									Stream

Notes :

*:No sound - Blank:Same sound as "Standard Set [EXC] : Sounds with same EXC number are mutually

SOUND VARIATIONS
(all channels except 10)

To select variation : send CTRL 0, then PC
C0 : controller 0 value (0 for General Midi - 126 for Variation)
PC : Program change

PC	GENERAL MIDI	C0	VARIATION
1	(Grand) Piano 1	126	Grand Piano 2
2	(Bright) Piano 2	126	Stage Piano
3	(El. Grd) Piano 3	126	Piano Pad
4	Honky-tonk Piano	126	El, Chorus
5	El. Piano 1	126	Rood Piano
6	El. Piano 2	126	Digital Pad
7	Harpsichord	126	El. Pad
8	Clavi	126	Duo Harpsy
9	Celesta	126	Harpsy Pad
10	Glockenspiel	126	Ch. Harpsy
11	Music Box	126	Cl. Combo
12	Vibraphone	126	Gr. Vibraphone
13	Marimba	126	Big Ben
14	Xylophone	126	Full Organ
15	Tubular Bells	126	Percussor
16	Dulcimer (Santur)	126	Perc. 3
17	Drawbar Organ	126	Theater
18	Percussive Organ	126	5th. Organ
19	Rock Organ	126	Cathedral
20	Church Organ	126	Notre Dame
21	Reed Organ	126	Harmony
22	Accordion (french)	126	Har. String
23	Harmonica	126	12 String
24	Tango Accordion	126	Ukulele
25	Ac. Guitar (Nylon)	126	Folk
26	Ac. Guitar (Steel)	126	Chorused
27	El. Guitar (jazz)	126	Clean 2
28	El. Guitar (clean)	126	Mute Guitar 2
29	El. Guitar (muted)	126	Synth Guitar
30	Overdriven Guitar	126	Rock Guitar
31	Distortion Guitar	126	Feedback Guitar
32	Guitar harmonics	126	Deep
33	Acoustic Bass	126	Synth Bass 3
34	Finger Bass	126	Fin. Synth
35	Picked Bass	126	Synt Bass 4
36	Fretless Bass	126	Slap Synth
37	Slap Bass 1	126	Space Bass
38	Slap Bass 2	126	Synt Bass 5
39	Synth Bass 1	126	Synt Bass 6
40	Synth Bass 2	126	Synt Bass 7
41	Violin	126	Lead Synth
42	Viola	126	Dual Strings
43	Cello	126	String Choir
44	Contrabass	126	Wind String
45	Tremolo Strings	126	String Pad
46	Pizzicato Strings	126	Trill. String
47	Orchestral Harp	126	Tubulary
48	Timpani	126	Split Brass
49	String Ensemble 1	126	Paddy
50	String Ensemble 2	126	Big Strings
51	Synth Strings 1	126	Concert
52	Synth Strings 2	126	Orchestra
53	Choir Aahs	126	Stricy
54	Voice Oohs	126	Ethnic
55	Synth Voice	126	Ris. Synth
56	Orchestra Hit	126	5 th Synth
57	Trumpet	126	Brassy
58	Trombone	126	Big Brass
59	Tuba	126	Analog B
60	Muted Trumpet	126	Stecy
61	French Horn	126	Mov Brass
62	Brass Section	126	Dx Brass
63	Synth Brass 1	126	Fifth Synth
64	Synth Brass 2	126	Old Synth
65	Soprano Sax	126	Guitar Pad
66	Alto Sax	126	Saw Guitar
67	Tenor Sax	126	Oriental
68	Baritone Sax	126	Sine Wave
69	Oboe	126	Square 2
70	English Horn	126	Saw
71	Bassoon	126	Taisho K.
72	Clarinet	126	808 Tom
73	Piccolo		
74	Flute		
75	Recorder		
76	Pan Flute		
77	Blown Bottle		
78	Shakuhachi		
79	Whistle		
80	Ocarina		
81	Lead 1 (square)		
82	Lead 2 (sawtooth)		
83	Lead 3 (calliope)		
84	Lead 4 (chiff)		
85	Lead 5 (charang)		
86	Lead 6 (voice)		
87	Lead 7 (fifths)		
88	Lead8 (bass+lead)		
89	Pad 1 (new age)		
90	Pad 2 (warm)		
91	Pad 3 (polysynth)		
92	Pad 4 (choir)		
93	Pad 5 (bowed)		
94	Pad 6 (metallic)		
95	Pad 7 (halo)		
96	Pad 8 (sweep)		
97	FX 1 (rain)		
98	FX 2 (soundtrack)		
99	FX 3 (crystal)		
100	FX4 (atmosphere)		
101	FX 5 (brightness)		
102	FX 6 (goblins)		
103	FX 7 (echoes)		
104	FX 8 (sci-fi)		
105	Sitar		
106	Banjo		
107	Shamisen		
108	Koto		
109	Kalimba		
110	Bag pipe		
111	Fiddle		
112	Shanai		
113	Tinkle Bell		
114	Agogo		
115	Steel Drums		
116	Woodblock		
117	Taiko Drum		
118	Melodic Tom		
119	Synth Drum		
120	Reverse Cymbal		
121	Gt. Fret Noise		
122	Breath noise		
123	Seashore		
124	Bird Tweet		
125	Telephone Ring		
126	Helicopter		
127	Applause		
128	Gunshot		