

MD-992 MIDI Keyboard



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GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THE UNIT IN THE U.S.A. (not applicable to other areas).

NOTICE

This equipment 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 equipment 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 equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment 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 equipment and receiver.
- · Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC WARNING

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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Safety Precautions

Congratulations on your selection of the RadioShack electronic musical instrument.

- Before using the instrument, be sure to carefully read through the instructions contained in this manual.
- Please keep all information for future reference.

Symbols -

Various symbols are used in this user's guide and on the product itself to ensure that the product is used safely and correctly, and to prevent injury to the user and other persons as well as damage to property. Those symbols along with their meanings are shown below.

\land DANGER

This symbol indicates information that, if ignored or applied incorrectly, creates the danger of death or serious personal injury.

WARNING

This indication stipulates matters that have the risk of causing death or serious injury if the product is operated incorrectly while ignoring this indication.

CAUTION

This indication stipulates matters that have the risk of causing injury as well as matters for which there is the likelihood of occurrence of physical damage only if the product is operated incorrectly while ignoring this indication.

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Symbol Examples -



This triangle symbol (\triangle) means that the user should be careful. (The example at left indicates electrical shock caution.)



This circle with a line through it (\bigcirc) means that the indicated action must not be performed. Indications within or nearby this symbol are specifically prohibited. (The example at left indicates that disassembly is prohibited.)



The black dot (•) means that the indicated action must be performed. Indications within this symbol are actions that are specifically instructed to be performed. (The example at left indicates that the power plug must be unplugged from the electrical socket.)

DANGER •

Alkaline Batteries

Perform the following steps immediately if fluid leaking from alkaline batteries ever gets into your eyes.



1. Do not rub your eyes! Rinse them with water.

2. Contact your physician immediately. Leaving alkaline battery fluid in your eyes can lead to loss of sight.

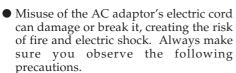


Smoke, Strange Odor, Overheating

- Continued use of the product while it is emitting smoke, a strange odor, or heat creates the risk of fire and electric shock. Take the following steps immediately. 1. Turn off power.
- 2. If you are using the AC adaptor for power, unplug it from the wall outlet.
- 3. Contact your original retailer or local RadioShack store.

AC Adaptor

- Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions.
 - Be sure to use only the AC adaptor that is specified for this product.
 - Use only a power source whose voltage is the within the rating marked on the AC adaptor.
 - Do not overload electrical outlets and extension cords.



- Never place heavy objects on the cord or subject it to heat.
- · Never try to modify the cord or subject it to excessive bending.
- Never twist or stretch the cord.
- Should the electric cord or plug become damaged, contact your original retailer or local RadioShack store.



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- Never touch the AC adapter while your hands are wet. Doing so creates the risk of electric shock.
- Use the AC adaptor where it will not be splashed with water. Water creates the risk of fire and electric shock.
- Do not place a vase or any other container filled with liquid on top of the AC adaptor. Water creates the risk of fire and electric shock.

Batteries

Misuse of batteries can cause them to leak, resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions.

- Never try to take batteries apart or allow them to become shorted.
- Never expose batteries to heat or dispose of them by incineration.
- Never mix old batteries with new ones.
- Never mix batteries of different types.
- Do not charge the batteries.
- Make sure the positive (+) and negative (-) ends of the batteries are facing correctly.

Do not incinerate the product.

Never throw the product into fire. Doing so can cause it to explode, creating the risk of fire and personal injury.

Water and Foreign Matter

Water, other liquids, and foreign matter (such as pieces of metal) getting into the product create the risk of fire and electric shock. Take the following steps immediately.

- 1. Turn off power.
- 2. If you are using the AC adaptor for power, unplug it from the wall outlet.
- 3. Contact your original retailer or local RadioShack store.

Disassembly and Modification

Never try to take this product apart or modify it in any way. Doing so creates the risk of electric shock, burn injury, or other personal injury. Leave all internal inspection, adjustment, and maintenance up to your original retailer or local RadioShack store.







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Dropping and Impact

Continued use of this product after it has been damaged by dropping or subjecting it to strong impact creates the risk of fire and electric shock. Take the following steps immediately.

- 1. Turn off power.
- 2. If you are using the AC adaptor for power, unplug it from the wall outlet.
- 3. Contact your original retailer or local RadioShack store.

Plastic Bags

Never place the plastic bag the product comes in over your head or in your mouth. Doing so creates the risk of suffocation. Particular care concerning this precaution is required where small children are present.

Keep off of the product and stand.*

Climbing onto the product or stand can cause it to tip over or become damaged. Particular care concerning this precaution is required where small children are present.

Location

Avoid locating the product on an unstable stand, on an uneven surface, or any other unstable location. An unstable location can cause the product to fall over, creating the risk of personal injury.



CAUTION •

AC Adaptor

Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions.

- Do not locate the electric cord near a stove or other sources of heat.
- Never pull on the cord when unplugging from the electrical outlet. Always grasp the AC adaptor when unplugging.

AC Adaptor

Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions.

- Insert the AC adaptor into the wall outlet as far as it will go.
 - as far as it will go. Unplug the AC adaptor from the wall outlet during lightening storms or before leaving on a trip or other long-term
- absence.At least once a year, unplug the AC Adaptor from the wall outlet and wipe away any dust that is built up in the area around the prongs of the plug.

Relocating the Product

Before relocating the product, always unplug the AC adaptor from the wall outlet and disconnect all other cables and connecting cords. Leaving cords connected creates the risk of damage to the cords, fire, and electric shock.

Cleaning

Before cleaning the product, always unplug the AC adaptor from the wall outlet first. Leaving the AC adaptor plugged in creates the risk of damage to the AC adaptor, fire, and electric shock.

Batteries

Misuse of batteries can cause them to leak resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions.

- Use only batteries that are specified for use with this product.
- Remove batteries from the product if you do not plan to use it for a long time.







E-3



Connectors

Connect only the specified devices and equipment to the product's connectors. Connection of a non-specified device or equipment creates the risk of fire and electric shock.

Location

Avoid the following locations for this product. Such locations create the risk of fire and electric shock.

- Areas subject to high humidity or large amounts of dust
- In food preparation areas or other areas subject to oil smoke
- Near air conditioning equipment, on a heated carpet, in areas exposed to direct sunlight, inside of a vehicle parked in the sun, or any other area that subjects the product to high temperatures

Display Screen

- Never push on the display screen's LCD panel or subject it to strong impact. Doing so can cause the LCD panel's glass to crack, creating the risk of personal injury.
- Should the LCD panel ever crack or break, never touch the liquid inside of the panel. LCD panel liquid can cause skin irritation.
- Should LCD panel liquid ever get inside your mouth, immediately wash out your mouth with water and contact your physician.
- Should LCD panel liquid ever get into your eyes or onto your skin, rinse with clear water for at least 15 minutes, and then contact a physician.

Sound Volume

Do not listen to music at very loud volumes for long periods. Particular care concerning this precaution is required when using headphones. High volume settings can damage your hearing.

Heavy Objects

Never place heavy object on top of the product.

Doing so can make the product top heavy, causing the product to tip over or the object to fall from it, creating the risk of personal injury.

Correct Stand* Assembly

An incorrectly assembled stand can tip over, causing the product to fall and creating the risk of personal injury.



Make sure you assemble the stand correctly, following the assembly instructions that come with it. Make sure you mount the product on the stand correctly.

* Stand is available as an option.

IMPORTANT! .

When using batteries, be sure to replace them or shift to one of the alternate power sources whenever you notice any of the following symptoms.

- · Dim power indicator
- · Instrument does not turn on
- · Display that is flickering, dim, or difficult to read
- · Abnormally low speaker/headphone volume
- · Distortion of sound output
- Occasional interruption of sound when playing at high volume
- · Sudden power failure when playing at high volume
- Flickering or dimming of the display when playing at high volume
- Continued sound output even after you release a key
- · A tone that is totally different from the one that is selected
- · Abnormal rhythm pattern and Song play
- Loss of power, sound distortion, or low volume when playing from a connected computer or MIDI device
- Abnormally low microphone volume
- Distortion of microphone input
- Dim power supply indicator when a microphone is used
- Sudden power failure when using the microphone

E-4



Introduction

□ 100 tones

• Choose from among orchestral sounds, synthesized sounds, and more.

□ 100 rhythms

• 100 versatile rhythms help to add plenty of life to all your keyboard performances.

Auto Accompaniment

• Simply play a chord and the corresponding rhythm, bass and chord parts play automatically.

□ 100-Built-in Tunes

• A wide selection of favorites including "ODE TO JOY" and "JINGLE BELLS" is yours for your listening enjoyment or play along fun. A simple operation cuts out the melody part or accompaniment part of the tune, allowing you to play along on the keyboard.

Musical Information System

• A big LCD screen graphically shows you fingerings, keyboard keys to be pressed, and notes, making keyboard play more informative and enjoyable than ever before.

MIDI compatibility

• Connecting to another MIDI device lets you sound notes on both this keyboard and the connected device by playing on this keyboard. You can even playback commercially available pre-recorded MIDI data.

Care of your keyboard

Avoid heat, humidity or direct sunlight.

Do not overexpose the instrument to direct sunlight, or place it near an air conditioner, or in any extremely hot place.

Do not use near a TV or radio.

This instrument can cause video or audio interference with TV and radio reception. If this happens, move the instrument away from the TV or radio.

Do not use lacquer, thinner or similar chemicals for cleaning.

Clean the keyboard with a soft cloth dampened in a weak solution of water and a neutral detergent. Soak the cloth in the solution and squeeze until it is almost dry.

Avoid use in areas subjected to temperature extremes.

Extreme heat can cause figures on the LCD screen to become dim and difficult to read. This condition should correct itself when the keyboard is brought back to normal temperature.

NOTE.

• You may notice lines in the finish of the case of this keyboard. These lines are a result of the molding process used to shape the plastic of the case. They are not cracks or breaks in the plastic, and are no cause for concern.

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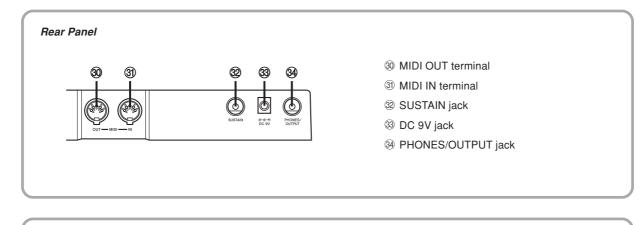
MIDI Implementation Chart



General Guide

- ① MIC VOLUME knob
- 2 Power indicator
- ③ MAIN VOLUME buttons
- ④ SYNCHRO/FILL-IN button
- 5 START/STOP button
- 6 POWER/MODE switch
- ⑦ TEMPO buttons
- (8) ACCOMP VOLUME button
- (9) TRANSPOSE/TUNE/MIDI button
- 10 Percussion instrument list
- (1) CHORD root names
- 12 Speaker
- 13 MIC jack
- (1) Rhythm list
- 15 Tone list
- 16 Song list
- 17 Display

- (18) [+]/[-] buttons
 - Negative values can be changed only by using [+] and [-] to increase and decrease the displayed value.
- (19) Number buttons/Chord specification buttons
 - For input of numbers to change displayed settings.
 For input of chord specification data when using the Chord Book.
- 20 TONE button
- 2 RHYTHM button
- 2 SONGS button
- 23 STOP button
- 24 PLAY/PAUSE button
- 25 REW button
- 26 FF button
- 2 LEFT ON/OFF button
- 28 RIGHT ON/OFF button
- 29 CHORD BOOK button



*Attachment of the Score Stand

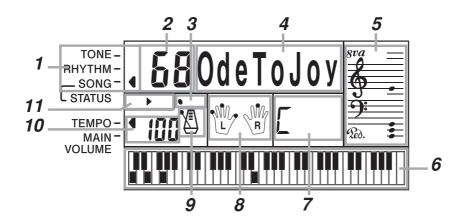
Insert both ends of the music stand provided with the keyboard into the two holes on the top surface.





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Using the Display

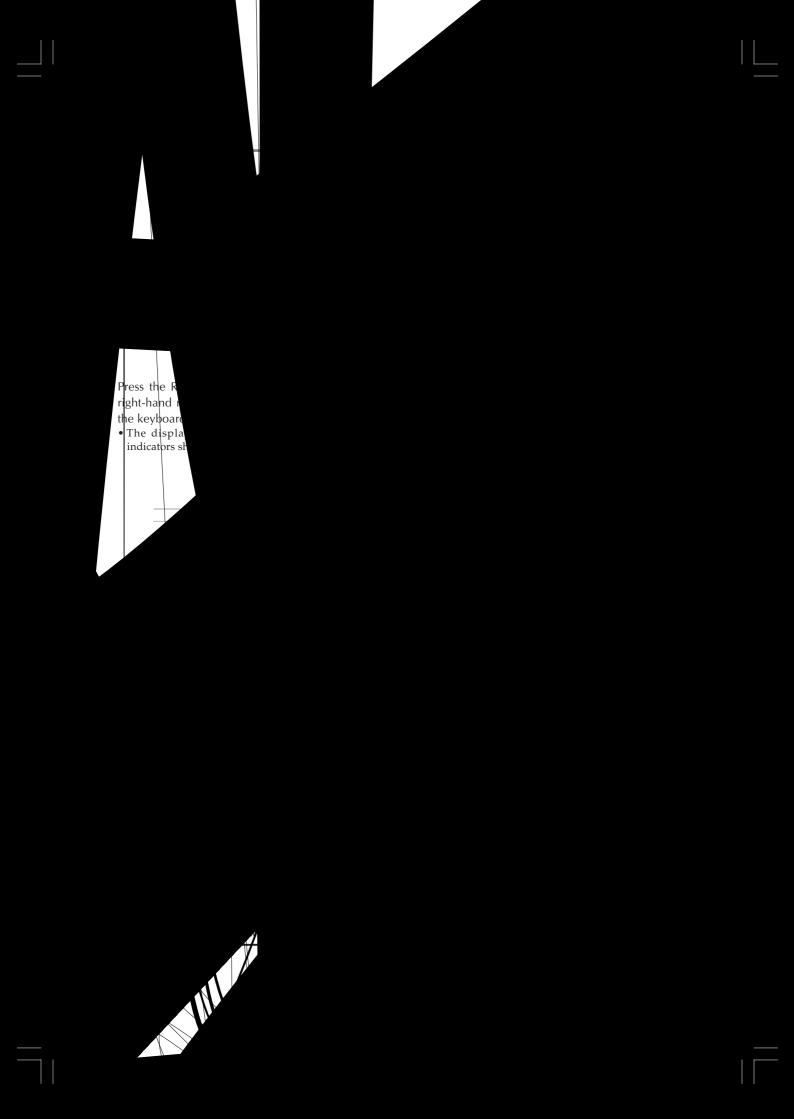


- 1. An indicator appears next to the type of setting you are currently performing (TONE, RHYTHM, SONG).
- 2. Tone number, rhythm number, song number, keyboard settings value
- 3. Rhythm, auto-accompaniment, tune beats
- 4. Tone name, rhythm name, song name, mode name, keyboard settings name
- 5. Musical staff representation of notes and chords you play on the keyboard. A pedal indicator (20), appears when the keyboard's pedal is depressed. An octave indicator (8va) appears when you play notes in the range from C[#]6 to C7 to indicate that their actual notation is one octave higher than that shown on display.
- 6. Uses a graphic keyboard to show notes and chords played on the keyboard or played during tune playback
- 7. Auto-accompaniment, tune, chord book chord names
- 8. Dots indicate fingerings during tune playback. "L" and "R" indicate left-hand and right-hand parts.
- 9. Rhythm, auto-accompaniment, tune tempo
- 10. Rhythm, auto-accompaniment, tune tempo; volume setting
- 11. Song controller indicators

• Display examples shown in this User's Guide are intended for illustrative purposes only. The actual text and values that appear on the display may differ from the examples shown in this User's Guide.

NOTE.







Power Supply

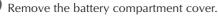
This keyboard can be powered by current from a standard household wall outlet (using the specified AC adaptor) or by batteries. Always make sure you turn the keyboard off whenever you are not using it.

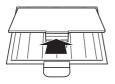
Using batteries

Always make sure you turn off the keyboard before loading or replacing batteries.

To load batteries

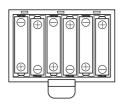






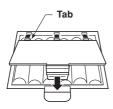
2 Load 6 AA-size batteries into the battery compartment.

• Make sure that the positive (+) and negative (-) ends are facing correctly.





Insert the tabs on the battery compartment cover into the holes provided and close the cover.



The keyboard may not function correctly if you load or replace batteries with power turned on. If this happens, turning the keyboard off and then back on again should return functions back to normal.

Important Battery Information

- The following shows the approximate battery life. Alkaline batteries 4 hours The above value is standard battery life at normal temperature, with the keyboard volume at medium setting. Temperature extremes or playing at very loud volume settings can shorten battery life.
- Any of the following symptoms indicate low battery power. Replace batteries as soon as possible whenever any of the following occurs.
 - Dim power indicator
 - Instrument does not turn on
 - · Display that is flickering, dim, or difficult to read
 - · Abnormally low speaker/headphone volume
 - Distortion of sound output
 - · Occasional interruption of sound when playing at high volume
 - Sudden power failure when playing at high volume
 - Flickering or dimming of the display when playing at high volume
 - Continued sound output even after you release a key
 - A tone that is totally different from the one that is selected
 - Abnormal rhythm pattern and Song play
 - · Loss of power, sound distortion, or low volume when playing from a connected computer or MIDI device
 - Abnormally low microphone volume
 - Distortion of microphone input
 - Dim power supply indicator when a microphone is used
 - · Sudden power failure when using the microphone

MARNING

Misuse of batteries can cause them to leak, resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions.

- Never try to take batteries apart or allow them to become shorted.
- · Never expose batteries to heat or dispose of them by incineration.
- · Never mix old batteries with new ones.
- · Never mix batteries of different types.
- Do not charge the batteries.
- Make sure the positive (+) and negative (-) ends of the batteries are facing correctly.

Misuse of batteries can cause them to leak resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions.

- Use only batteries that are specified for use with this ()product.
- · Remove batteries from the product if you do not plan to use it for a long time.

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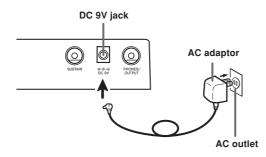
Using the AC Adaptor

To power the keyboard from an AC outlet, you need an AC adaptor and a size M Adaptaplug[™] (neither supplied, available at your local RadioShack store or online www.RadioShack.com).

A CAUTION

You must use a class 2 AC power source that supplies 9V DC and delivers at least 800 mA. Its center tip must be set to negative and its plug must fit the keyboard's DC 9V jack. Using an adaptor that does not meet these specifications could damage the keyboard or the adaptor.

[Rear Panel]



Also note the following important warnings and precautions when using the AC adaptor.

A WARNING

Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions.

- Be sure to use only the AC adaptor that is specified for this product.
- Use only a power source whose voltage is within the rating marked on the AC adaptor.
- Do not overload electrical outlets and extension cords.
- Never place heavy objects on the cord or subject it to heat.
- Never try to modify the cord or subject it to excessive bending.
- · Never twist or stretch the cord.
- Should the electric cord or plug become damaged, contact your original retailer or local RadioShack store.
- Never touch the AC adaptor while your hands are wet. Doing so creates the risk of electric shock.
- Use the AC adaptor where it will not be splashed with water. Water creates the risk of fire and electric shock.
- Do not place a vase or any other container filled with liquid on top of the AC adaptor. Water creates the risk of fire and electric shock.

A CAUTION

Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions.

- Do not locate the electric cord near a stove or other sources of heat.
- Never pull on the cord when unplugging from the electrical outlet. Always grasp the AC adaptor when unplugging.
- Insert the AC adaptor into the wall outlet as far as it will go.
- Unplug the AC adaptor from the wall outlet during lightening storms or before leaving on a trip or other long-term absence.
- At least once a year, unplug the AC adaptor from the wall outlet and wipe away any dust that is built up in the area around the prongs of the plug.

IMPORTANT! .

- Make sure that the keyboard is turned off before connecting or disconnecting the AC adaptor.
- Using the AC adaptor for a long time can cause it to become warm to touch. This is normal and does not indicate malfunction.

Auto Power Off

When you are using battery power, keyboard power turns off automatically whenever you leave it on without performing any operation for about 6 minutes. When this happens, use the POWER/MODE switch to turn power back on.

NOTE_

• Auto Power Off is disabled (it does not function) when you are using the AC adaptor to power the keyboard.

To disable Auto Power Off

Hold down the TONE button while turning on the keyboard to disable Auto Power Off.

NOTE.

1

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- When Auto Power Off is disabled, the keyboard does not turn off automatically no matter how long it is left with no operation being performed.
- Auto Power Off is automatically enabled whenever you turn on keyboard power.

Settings

All keyboard settings are returned to their initial defaults whenever keyboard power is turned back on after being turned off by operation of the POWER/MODE switch or Auto Power Off.

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E-14

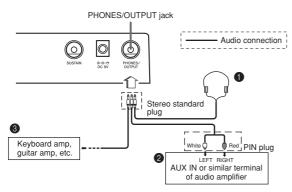


Connections

Phones/Output Jack

Before connecting phones or other external equipment, be sure to first turn down the volume settings of the keyboard and the connected equipment. You can then adjust volume to the desired level after connections are complete.

[Rear Panel]



Connecting Phones (Figure 1)

Connecting phones cuts off output from the keyboard's builtin speakers, so you can play even late at night without disturbing anyone.

Audio Equipment (Figure 2)

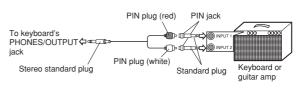
Connect the keyboard to a audio equipment using a commercially available connecting cord with a standard plug on one end and two PIN plugs on the other end. Note that the standard plug you connect to the keyboard must be a stereo plug, otherwise you will be able to output only one of stereo channels. In this configuration, you normally set the input selector of the audio equipment to the terminal (usually marked AUX IN or something similar) where the cord from the keyboard is connected. See the user documentation that comes with your audio equipment for full details.

Use a commercially available connecting cord* to connect the keyboard to a musical instrument amplifier.

* Be sure to use a connecting cord that has a stereo standard plug on the end you connect to the keyboard, and a connector that provides dual channel (left and right) input to the amplifier to which you are connecting. The wrong type of connector at either end can cause one of the stereo channels to be lost.

When connected to a musical instrument amplifier, set the volume of the keyboard to a relatively low level and make output volume adjustments using the amplifier's controls.

[Connection Example]

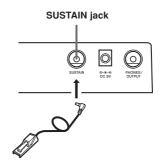


NOTE_

 You can also connect the keyboard's MIDI terminal to a computer or sequencer. See "MIDI" on page E-30 for details.

Sustain Jack

You can connect an optional sustain pedal, available at RadioShack website (www.RadioShack.com) or call 1-800-The Shack (843-7422), to the SUSTAIN jack to enable the capabilities described below.



Sustain Pedal

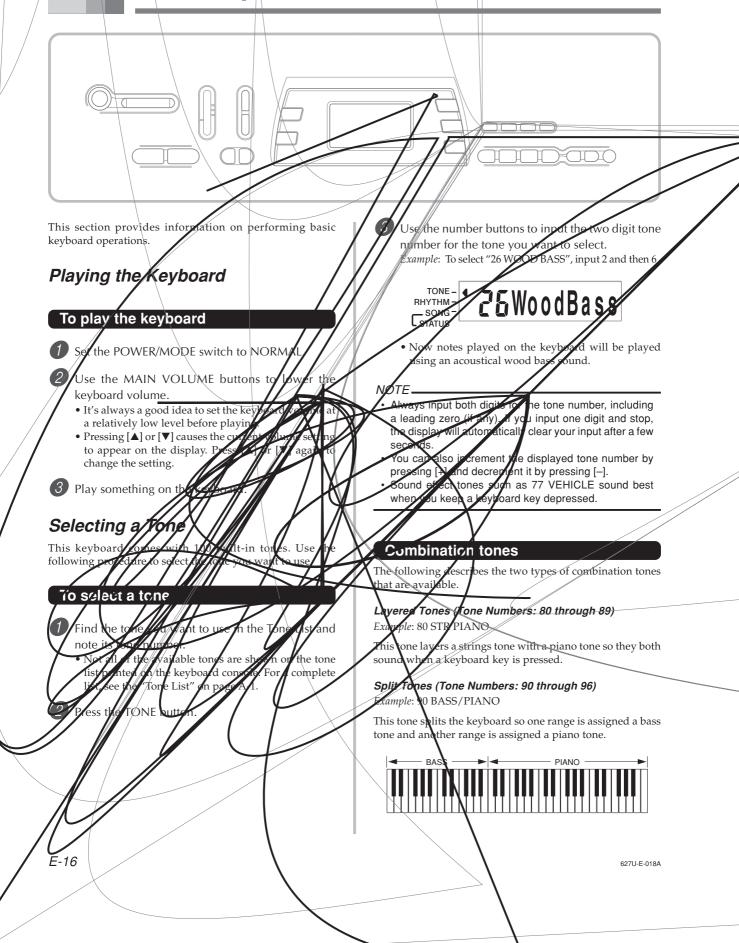
- With piano tones, depressing the pedal causes notes to linger, much like a piano's damper pedal.
- With organ tones, depressing the pedal causes notes to continue to sound until the pedal is released.

Accessories and Options

Use only the accessories and options specified for this keyboard. Use of non-authorized items creates the danger of fire, electrical shock, and personal injury.

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Basic Operations



Basic O



Percussion sounds

Example: 99 PERCUSSION

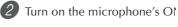
This tone assigns various percussion sounds to the keyboard. See the "Percussion Instrument List" on page A-6 for full details.

Sound Effect Tones

With sound effect tones 77 through 79, the type of sound produced depends on the octave where the key you press is located. When 78 PHONE is selected available sound types are PUSH TONE 1, PUSH TONE 2, RING 1, RING 2, and BUSY SIGNAL.

Polyphony

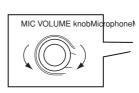
The term polyphony refers to the maximum number of notes you can play at the same time. The keyboard has 12-note polyphony, which includes the notes you play as well as the rhythms and auto-accompaniment patterns that are played by the keyboard. This means that when a rhythm or autoaccompaniment pattern is being played by the keyboard, the number of notes (nolymbory) available for horboard play is



witch.

3 Use the MIC VOLUME knob volume to the level you wan

t microphone





IMPORTANT! __

Be sure to use the off the microphc

ever you are not using it.

ophone Type

<u>n</u>

hone (standard plug)

<u>۲! ___</u>

J to disconnect the microphone from the keyboard rever you are not using it.

owling (Feedback Noise)

Any of the following conditions can cause howling (feedback noise).

Covering the head of the microphone with your handPositioning the microphone too near to a speaker

Should howling occur, try grasping the microphone further away from the head, and move away from any nearby speaker.

Static Noise

Fluorescent lighting can cause static noise in the microphone signal. When this happens, move away from the lighting you suspect may be causing the static.

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 MIC
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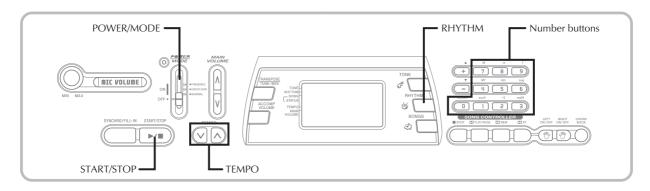
 .n conr
 .ng a microphone, be sure

 VOLUT
 .to a relatively low setting,

 .he level
 .a want after connecting.

 $_{\odot}$ MIC VO' $_{\odot}$ ME knob setting so it is on the $_{\rm AIN''}$ side.

Auto Accompaniment



This keyboard automatically plays bass and chord parts in accordance with the chords you finger. The bass and chord parts are played using sounds and tones that are automatically selected to select the rhythm you are using. All of this means that you get full, realistic accompaniments for the melody notes you play with your right hand, creating the mood of an one-person ensemble.

Selecting a Rhythm

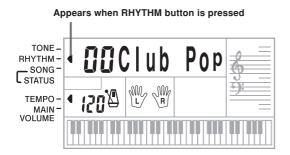
This keyboard provides you with 100 exciting rhythms that you can select using the following procedure.

To select a rhythm

1 Find the rhythm you want to use in the RHYTHM List and note its rhythm number.

• Not all of the available rhythms are shown on the rhythm list printed on the keyboard console. For a complete list, see the "Rhythm List" on page A-7.

(2) Press the RHYTHM button.



E-18

MD992_e_18-21.p65

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Use the number buttons to input the two digit rhythm number for the rhythm you want to select. Example: To select "64 WALTZ", input 6 and then 4.



NOTE.

- "00 CLUB POP" is the initial default rhythm setting whenever you turn on keyboard power.
- You can also increment the displayed rhythm number by pressing [+] and decrement it by pressing [-].

Playing a Rhythm

Use the following procedure to start and stop rhythm play.

To play a rhythm



Set the POWER/MODE switch to NORMAL.



Press the START/STOP button to start play of the currently selected rhythm.

To stop rhythm play, press the START/STOP button again.

NOTE.

All of the keyboard keys are melody keys while the POWER/MODE switch is set to NORMAL.

62711-E-020A

Auto Accompaniment



Adjusting the Tempo

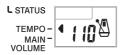
You can adjust the tempo of rhythm play within a range of 20 to 255 beats per minute. The tempo setting is applied to Auto Accompaniment chord play, and song bank operations.

To adjust the tempo

Use the TEMPO buttons (▲ / ▼) to adjust the tempo.
 ▲ : Increases the tempo value.

▼ : Decreases the tempo value.

Example: Hold down the \checkmark button until the tempo value 110 is on the display.

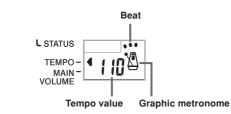


NOTE.

 Pressing both TEMPO buttons (▲ and ▼) at the same time resets the tempo to the default value of the currently selected rhythm.

About the Graphic Metronome

The graphic metronome appears on the display along with the tempo value and beat of a rhythm or built-in tune. The graphic metronome helps you keep in time as you play along with a rhythm or built-in tune.



Using Auto Accompaniment

The following procedure describes how to use the keyboard's Auto Accompaniment feature. Before starting, you should first select the rhythm you want to use and set the tempo of the rhythm to the value you want.

To use Auto Accompaniment

Set the POWER/MODE switch to CONCERT CHORD or FINGERED.

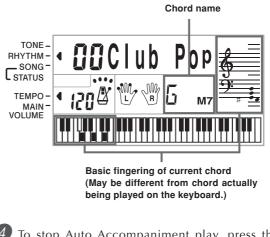
Press the START/STOP button to start play of the currently selected rhythm.



• The actual proce

• The actual procedure you should use to play a chord depends on the current POWER/MODE switch position. Refer to the following pages for details on chord play.

CONCERT CHORD This page FINGERED Page E-20

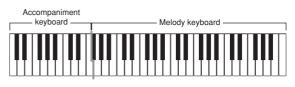


4 To stop Auto Accompaniment play, press the START/STOP button again.

CONCERT CHORD

This method of chord play makes it possible for anyone to easily play chords, regardless of previous musical knowledge and experience. The following describes the CONCERT CHORD "Accompaniment keyboard" and "Melody keyboard", and tells you how to play CONCERT CHORDs.

CONCERT CHORD Accompaniment Keyboard and Melody Keyboard



NOTE_

• The accompaniment keyboard can be used for playing chords only.

No sound will be produced if you try playing single melody notes on the accompaniment keyboard.

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Chord Types

CONCERT CHORD accompaniment lets you play four types of chords with minimal fingering.

Chord types	Example
Major chords Major chord names are marked above the keys of the accompaniment keyboard. Note that the chord produced when you press an accompaniment keyboard does not change octave, regardless of which key you use to play it.	C Major (C)
Minor chords (m) To play a minor chord, keep the ma- jor chord key depressed and press any other accompaniment key- board key located to the right of the major chord key.	C minor (Cm)
Seventh chords (7) To play a seventh chord, keep the major chord key depressed and press any other two accompaniment keyboard keys located to the right of the major chord key.	C seventh (C7)
Minor seventh chords (m7) To play a minor seventh chord, keep the major chord key depressed and press any other three accompaniment keyboard keys located to the right of the ma- jor chord key.	C minor seventh (Cm7)

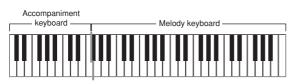
NOTE.

 It makes no difference whether you press black or white keys to the right of a major chord key when playing minor and seventh chords.

FINGERED

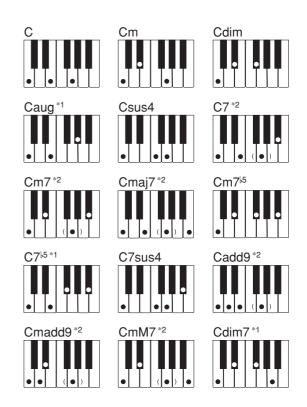
FINGERED provides you with a total of 15 different chord types. The following describes the FINGERED "Accompaniment keyboard" and "Melody keyboard", and tells you how to play a C-root chord using FINGERED.

FINGERED Accompaniment Keyboard and Melody Keyboard



NOTE

• The accompaniment keyboard can be used for playing chords only. No sound will be produced if you try playing single melody notes on the accompaniment keyboard.



See the "Fingered Chord Chart" on page A-4 for details on playing chords with other roots.

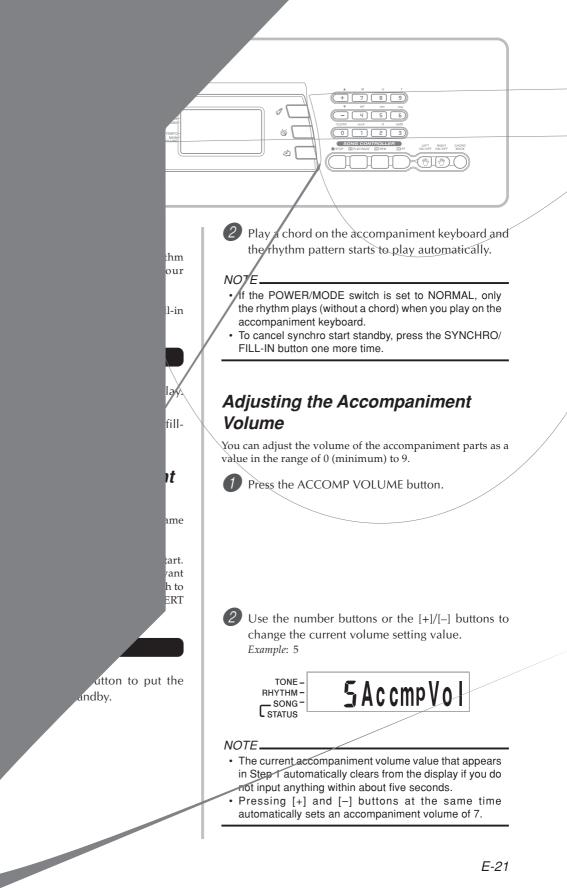
- *1: Inverted fingerings cannot be used. The lowest note is the root.
- *2: The same chord can be played without pressing the 5th G.

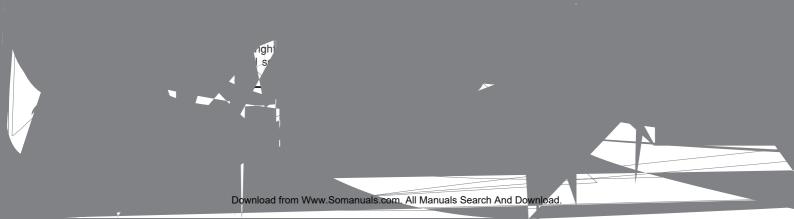
NOTE_

- Except for the chords specified in note¹ above, inverted fingerings (i.e. playing E-G-C or G-C-E instead of C-E-G) will produce the same chords as the standard fingering.
- Except for the exception specified in note^{*2} above, all of the keys that make up a chord must be pressed. Failure to press even a single key will not play the desired FINGERED chord.

E-20









3 Press the PLAY/PAUSE button to start play of the Tune.

• Only the part (melody or accompaniment) that is turned on is played, so you can play the other part on the keyboard.



- The keys you should press are indicated on the display's graphic keyboard.
- You can press the RIGHT ON/OFF and LEFT ON/ OFF buttons to turn parts on and off while playback is in progress.

To end playback, press the STOP button.

Auto-accompaniment Tunes (Tune Numbers 00 to 80)

During playback of these tunes in the Song Mode, the chord specification method for the left hand is always FINGERED for these tunes, regardless of the POWER/MODE switch setting

Two-hand Tunes (Tune Numbers 81 to 99)

During playback of these tunes in the Song Mode, the entire keyboard functions as a melody, regardless of the POWER/ MODE switch setting.

NOTE.

- With two-hand tunes (81 to 99), you cannot turn off both the left-hand and right-hand parts at the same time. Turning off a part causes the other part to turn on automatically.
- · The selected tune continues to repeat until you stop playback by pressing the STOP button.
- · The accompaniment volume setting (page E-21) affects auto-accompaniment tunes (00 to 80) only.
- · Chord names are not displayed during playback of twohand tunes (81 to 99).
- · Turning off both the left-hand and right-hand parts of the auto-accompaniment tunes (00 to 80) results in obbligato accompaniment being played.

Applause Sound

Whenever you turn off the left hand or right hand part of a tune and play it back, an applause sound is produced when the tune reaches the end.

To turn off the applause sound



Press the STOP button and the LEFT ON/OFF or RIGHT ON/OFF button at the same time.



• Pressing the STOP button and the LEFT ON/OFF or RIGHT ON/OFF button at the same time again turns the applause sound back on.

Playing Back All Tunes in Succession

- 1) Use the TONE or RHYTHM button to change to any mode other than the Song Mode.
 - Make sure a dot is not on the display next to the SONG indicator.



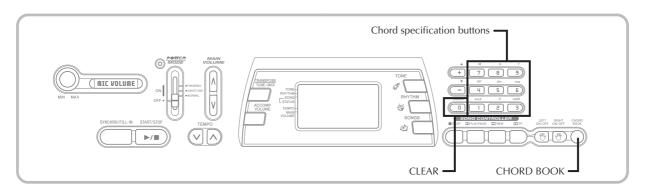


Press the PLAY/PAUSE button to start playback of the tunes starting from tune 00.

To stop the tune playback, press the STOP button. · Pausing playback automatically cancels consecutive playback of all tunes. Re-starting playback causes repeat playback of the current tune only.

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Using the Chord Book



The Chord Book feature of this keyboard makes it possible for you to look up information about chords quickly and easily. Simply input the name of the chord and the keyboard keys you should press, the fingers you should use, and the notes that make up the chord appear on the display along with the chord name.

What is a chord?

A chord is made up of a root note, upon which is stacked a number of other notes. A variety of different chords can be created by changing the notes stacked onto a root.

<Example: C chord>



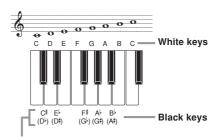
Chord Names

Chords are named using upper-case letters from A through G, which indicate the root note of the chord. If the root note is a sharp or flat, the chord itself is sharp or flat. A chord name may also be followed by a degree number or other symbols that indicate certain characteristics about the chord.

<Examples>

C Root	Sharp F# Root	Flat B Root	Minor Am Root	Sharp Diminished C# dim Root
Seventh G7-Degree Root	Major sev FM7 Root	renth — Degree	Sus for ESUS Root	

<Note Names>



Sharps and flats can be referred to using either of the names shown here. The names in the upper row of this illustration are used by this keyboard, because they are the names that are most commonly used in musical notation.

Inverted Forms

There are a number of different ways to play the same chord. A form that is different from the basic form but still produces the same chord is called an "inverted form."

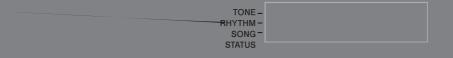
<Example: C chord>

All of the following are C chords.



62711-E-028A

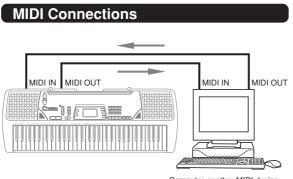






What is MIDI?

The letters MIDI stand for Musical Instrument Digital Interface, which is the name of a worldwide standard for digital signals and connectors that makes it possible to exchange musical data between musical instruments and computers (machines) produced by different manufacturers.



Computer or other MIDI device

General MIDI

General MIDI standardizes MIDI data for all sound source types, regardless of manufacturer. General MIDI specifies such factors as tone numbering, drum sounds, and available MIDI channels for all sound sources. This standard makes it possible for all MIDI equipment to reproduce the same nuances when playing General MIDI data, regardless of the manufacturer of the sound source.

Though the sound source of this keyboard is not General MIDI compatible, you can still connect the keyboard to a computer or other MIDI equipment to playback General MIDI data that is widely available in stores, over computer networks, and from other sources.

NOTE_

- General MIDI data made up of a large number of parts may not play correctly on this keyboard.
- You will have most success playing back General MIDI data that has few parts and is made up of data on channels 1, 2, 3, 4, and 10.

Messages

There is a wide variety of messages defined under the MIDI standard, and this section details the particular messages that can be sent and received by this keyboard.

NOTE ON/OFF

This message sends data when a key is pressed (NOTE ON) or released (NOTE OFF).

A NOTE ON/OFF message include a note number (to indicate note whose key is being pressed or released) and velocity (keyboard pressure as a value from 1 to 127).

NOTE ON velocity is always used to determine the relative volume of the note. This keyboard does not receive NOTE OFF velocity data.

Whenever you press or release a key on this keyboard, the corresponding NOTE ON or NOTE OFF message is sent by constant velocity from the MIDI OUT terminal.

NOTE_

• The pitch of a note depends on the tone that is being used, as shown in the Note Table on page A-2. Whenever this keyboard receives a note number that is outside its range for that tone, the same tone in the nearest available octave is substituted.

PROGRAM CHANGE

This is the tone selection message. PROGRAM CHANGE can contain tone data within the range of 0 to 127.

A PROGRAM CHANGE message (0 to 99) is sent out through this keyboard's MIDI OUT terminal whenever you manually change its tone number. Receipt of a PROGRAM CHANGE message from an external machine changes the tone setting of this keyboard (this page).

This keyboard can send tone data within the range of 00 to 99 and receive tone data within the range of 0 to 127.

PITCH BEND

This message carries pitch bend information for smoothly sliding the pitch upwards or downwards during keyboard play. This keyboard does not send pitch bend data, but is can receive such data.

CONTROL CHANGE

This message adds effects such as vibrato and volume changes applied during keyboard play.

CONTROL CHANGE data includes a control number (to identify the effect type) and a control value (to specify the on/off status and depth of the effect).

The following is a list of data that can be received using CONTROL CHANGE.

Effect	Control Number
VOLUME	7
HOLD1 *	64
MODULATION	1

* Pressing the foot pedal causes the sustain effect (HOLD1) to be sent (control number 64).

Changing MIDI Settings

This keyboard lets you change the settings of two MIDI parameters: TONE MAP and KEYBOARD CHANNEL.

To change MIDI parameters

1 Press the TRANSPOSE/TUNE/MIDI button either

Troubleshooting

Problem	Possible Cause	Action	See page
No keyboard Sound	1. Power supply problem.	 Correctly attach the AC adaptor, make sure that batteries poles (+/-) are facing correctly, and check to make sure that batteries are not dead. 	Pages E-13, 14
	2. Power is not turned on.	 2. Set the POWER/MODE switch to the NORMAL position. 	Page E-16
	3. Volume setting is too low.	3. Use the MAIN VOLUME buttons to increase volume.	Page E-16
	 The POWER/MODE switch is in the CONCERT CHORD or FINGERED position. 	4. Normal play is not possible on the accompaniment keyboard while the POWER/MODE switch is set to CONCERT CHORD or FINGERED. Change the POWER/MODE switch setting to NORMAL.	Page E-16
Any of the following symptoms while using battery power.	Low battery power	Replace the batteries with a set of new ones or use the AC adaptor.	Pages E-13, 14
 Dim power indicator Instrument does not turn on Display that is flickering, dim, or d Abnormally low speaker/headpho Distortion of sound output Occasional interruption of sound w volume Sudden power failure when playin Flickering or dimming of the displ high volume Continued sound output even after 	selected • Abnormal rhyt • Loss of power, playing from a • Abnormally low • Distortion of m • Dim power su used • Sudden power	totally different from the one that is hm pattern and Song play sound distortion, or low volume when connected computer or MIDI device w microphone volume icrophone input pply indicator when a microphone is failure when using the microphone	
Auto Accompaniment does not sound.	Auto accompaniment volume is set to 0.	Use the ACCOMP VOLUME button to increase the volume.	Page E-21
The key or tuning does not match when playing along with another instrument.	The tuning or transpose parameter is set to a value other than 0 or 00.	Change the transpose or tuning parameter value to 0 or 00.	Page E-29
Missing Song Bank tune.	 Left-hand or right-hand part is turned off. 	 Check the display to see if the indicator for one of the parts is not displayed. If so, press the part's button (LEFT ON/OFF, RIGHT ON/OFF) to turn it on. 	Page E-24
	2. Accompaniment volume is set to 0.	2. Adjust accompaniment volume.	Page E-21
No sound is produced when playing MIDI data from a computer.	MIDI cables are not connected properly.	Connect MIDI cables properly.	Page E-30
The bass notes of General MIDI data being played back by a computer are one octave too low.	TONE MAP is turned "N".	Change TONE MAP parameter to "G".	Page E-31
Playing on the keyboard produces an unnatural sound when connected to a computer.	The computer's MIDI THRU function is turned on.	Turn off the MIDI THRU function on the computer or turn off LOCAL CONTROL on the keyboard.	See the documentation that comes with your computer or sequencer.
Static noise when a microphone is connected.	1. Use of a microphone that is a different from the type that is recommended.	1. Use a recommended type microphone.	Page E-17
	2. Use of the microphone in the vicinity of fluorescent lighting.	2. Move the microphone away from source of the static.	Page E-17
No microphone sound	1. Microphone volume setting is too low.	1. Increase the microphone volume setting.	Page E-17
	2. Microphone on/off switch is set to OFF.	2. Change the microphone on/off switch setting to ON.	Page E-17



Model:	MD-992
Keyboard:	61 standard-size keys, 5 octaves
Tones:	100
Polyphony:	12 notes maximum (6 for certain tones)
Auto Accompaniment Rhythm Patterns: Tempo: Chords: Rhythm Controller: Accomp Volume: Built-in Tunes:	100 Variable (236 steps, ↓ = 20 to 255) 2 fingering methods (CONCERT CHORD, FINGERED) START/STOP, SYNCHRO/FILL-IN 0 to 9 (10 steps) 100
Controllers:	PLAY/PAUSE, STOP, REW, FF, LEFT ON/OFF (ACCOMP), RIGHT ON/OFF (MELODY)
Display Name display: Tempo: Chord: Fingering: Song Bank Status: Staff: Keyboard:	TONE, RHYTHM, SONG BANK name/number, keyboard settings name/value Tempo value, metronome, synchro standby, beat indicator, volume setting Chord name, Chord form Fingering indicators, parts PLAY, PAUSE, REW, FF 5 octaves with sharp and flat indications, pedal symbol, octave symbol 5 octaves
MIDI:	5 multi-timbre receive
Other Functions Transpose: Tuning: Volume:	12 steps (-6 semitones to +5 semitones) Variable (A4 = approximately 440Hz ±50 cents) 0 to 9 (10 steps)
Terminals MIDI Terminals: Sustain Jack: Phones/Output Jack: Power Supply Jack: Microphone In:	IN, OUT Standard jack Stereo standard jack (Output is monaural.) Output Impedance: 78Ω Output Voltage: 4V (RMS) MAX 9V DC Standard jack (with microphone volume knob) Input impedance: 40kΩ Input sensitivity: 10mV
Power Supply: Batteries: Battery Life: AC Adaptor: Auto Power Off:	Dual power supply system 6 AA-size batteries Approximately 4 hours continuous operation on alkaline batteries Turns power off approximately 6 minutes after last key operation. Enabled under battery power only, can be disabled manually.
Speaker Output:	2.0W + 2.0W
Power Consumption:	9V 7.7W
Dimensions:	95.6 x 35.4 x 13.2 cm (37 $^{11}/_{16}$ × 13 $^{15}/_{16}$ × 5 $^{3}/_{16}$ inch)
Weight:	Approximately 3.8kg (8.4lbs) (without batteries)

E-33



Appendix

Tone List

PIAN	1 0
00	PIANO 1
01	PIANO 2
02	HONKY-TONK
03	STUDIO PIANO
04	ELEC PIANO 1
05	ELEC PIANO 2
06	ELEC PIANO 3
07	ELEC PIANO 4
08	HARPSICHORD
09	CLAVELECTRO
ORG	AN
10	ELEC ORGAN 1
11	ELEC ORGAN 2
12	ELEC ORGAN 3
13	ELEC ORGAN 4
14	CHURCH ORGAN
15	PIPE ORGAN
16	REED ORGAN
17	ACCORDION
18	BANDONEON
19	HARMONICA
GUIT	TAR/BASS
20	GUT GUITAR
21	ACOUS GUITAR
	IAZZ GUITAR
22	JAZZ GUIIAK
22 23	ELEC GUITAR
23 24	ELEC GUITAR MUTE GUITAR
23 24 25	ELEC GUITAR MUTE GUITAR DIST GUITAR
23 24 25 26	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS
23 24 25 26 27	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS
23 24 25 26 27 28	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS
23 24 25 26 27	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS
23 24 25 26 27 28 29	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS
23 24 25 26 27 28 29	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO
23 24 25 26 27 28 29 STRI	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE
23 24 25 26 27 28 29 STRI 30	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN
23 24 25 26 27 28 29 STRI 30 31	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1
23 24 25 26 27 28 29 STRI 30 31 32	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2
23 24 25 26 27 28 29 STRI 30 31 32 33	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2 STRINGS 3
23 24 25 26 27 28 29 STRI 30 31 32 33 34 35 36	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2 STRINGS 3 SYNTH-STR 1
23 24 25 26 27 28 29 STRI 30 31 32 33 34 35 36 37	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2 STRINGS 3 SYNTH-STR 1 SYNTH-STR 2
23 24 25 26 27 28 29 STRI 30 31 32 33 34 35 36 37 38	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2 STRINGS 3 SYNTH-STR 1 SYNTH-STR 1 SYNTH-STR 2 CHOIR
23 24 25 26 27 28 29 STRI 30 31 32 33 34 35 36 37	ELEC GUITAR MUTE GUITAR DIST GUITAR WOOD BASS ELEC BASS SLAP BASS BANJO NGS/ENSEMBLE VIOLIN CELLO HARP STRINGS 1 STRINGS 2 STRINGS 3 SYNTH-STR 1 SYNTH-STR 2

	S
40	TRUMPET
41	TUBA
42	BRASS ENS
43	FR.HORN 1
44	FR.HORN 2
45	BRASS 1
46	BRASS 2
47	SYN-BRASS 1
48	SYN-BRASS 2
49	SYN-BRASS 3
REED	/PIPE
50	SOPRANO SAX
51	ALTO SAX
52	TENOR SAX
53	OBOE
54	CLARINET
55	PICCOLO
56	FLUTE
57	RECORDER
58	PAN FLUTE
59	WHISTLE
	H-SOUND I
SYNT	H-SOUND I
SYNT 60	SYN-LEAD 1
60	SYN-LEAD 1
60 61	SYN-LEAD 1 SYN-LEAD 2
60 61 62	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3
60 61 62 63	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE
60 61 62 63 64	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1
60 61 62 63 64 65	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2
60 61 62 63 64 65 66	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM
60 61 62 63 64 65 66 67 68 69	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS
60 61 62 63 64 65 66 67 68 69 SYNT	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II
60 61 62 63 64 65 66 67 68 69 SYNT 70	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP
60 61 62 63 64 65 66 67 68 69 SYNT 70 71	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73 74	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD VOICE BASS
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73 74 75	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD VOICE BASS APPLAUSE
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73 74 75 76	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD VOICE BASS APPLAUSE SYNTH-SFX
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73 74 75 76 77	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD VOICE BASS APPLAUSE SYNTH-SFX VEHICLE
60 61 62 63 64 65 66 67 68 69 SYNT 70 71 72 73 74 75 76	SYN-LEAD 1 SYN-LEAD 2 SYN-LEAD 3 SYN-CALLIOPE SYN-PAD 1 SYN-PAD 2 SYN-PAD 3 GLASS HMCA COUNTRY FARM SYN-BASS H-SOUND II PEARL DROP COSMIC SOUND SOUNDTRACK SPACE PAD VOICE BASS APPLAUSE SYNTH-SFX

LAYI	ER	
80	STR PIANO	
81	STR E.PIANO	
82	CHOIR E.P	
83	CHOIR ORGAN	
84	STR GUITAR	
85	STR HARP	
86	BRASS STR	
87	VIB PAD	
88	12 STR GTR	
89	CHOIR STR	
SPLI	T/PERCUSSION	
90	BASS/PIANO	
91	BASS/E.PIANO	
92	BASS/VIB	
93	BASS/GUT GTR	
94	V.BASS/OOH	
95	STR/PIANO	
96	STR/TRUMPET	
97	VIBRAPHONE	
98	MARIMBA	
99	PERCUSSION	

1



Appendix

Note Table

(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)
00	12	А	000	10	12	А	016	20	12	А	024	30	12	А	040, 041		40	12	А	056
01	12	А	001	11	12	А	017	21	12	Α	025	31	12	В	042, 043		41	12	В	058
02	6	Α	003	12	12	А	018	22	12	Α	026	32	12	А	045, 046, 047		42	6	А	057
03	6	А	002	13	6	А	015	23	12	A	027	33	12	А	048, 055		43	12	В	060
04	12	А	004	14	12	А	019	24	12	A	028	34	12	А	049		44	6	В	059
05	12	А	005	15	6	А	104	25	12	A	029, 030, 031, 084	35	6	А	044		45	12	В	061
06	6	А	008	16	12	А	020	26	12	В	032	36	12	А	050		46	6	В	069
07	6	A	009	17	6	А	021	27	12	В	033, 034, 035	37	6	А	051		47	12	В	062
08	12	А	006	18	12	А	023	28	12	В	036, 037	38	12	А	091, 052		48	6	В	063, 083
09	12	A	007	19	12	А	022	29	12	A	105	39	12	А	053		49	6	В	070
																_				

(1)	(2)	(3)	(4)		(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	(1)	(2)	(3)	(4)	
5	50	12	А	064	11	60	12	А	087	70	6	А	096	80	6	А	106	90	12	E	100, 116	
5	51	12	А	065		61	6	А	081, 086	71	6	A	103	81	6	А	088, 107	91	6	Е	117	
5	52	12	А	066, 067		62	12	А	080	72	6	A	097	82	6	А	108	92	12	Е	118	
5	53	12	А	068		63	6	А	082	73	6	A	101	83	6	А	109	93	12	Е	119	
5	54	12	А	071		64	6	А	089	74	12	В	039	84	6	А	099, 110	94	12	Е	120	1
5	55	12	С	072		65	6	Α	090	75	12	D	126, 127	85	6	А	111	95	12	Е	121	
5	56	12	А	073		66	6	Α	095	76	6	A	102	86	6	В	112	96	12	Е	122	
5	57	12	А	074, 079		67	6	Α	092, 093, 098	77	6	D	125	87	6	А	113	97	12	А	010, 011, 014	
5	58	12	А	075, 076, 077		68	6	Α	054, 085, 094	78	12	D	124	88	6	А	114	98	12	А	012, 013	
5	59	12	А	078		69	12	В	038	79	6	D	123	89	6	А	115	99	12	D		

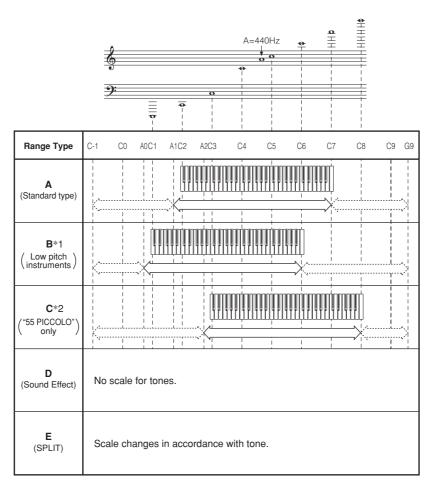
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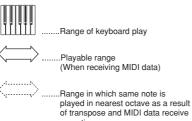
(1): Tone number

(2): Maximum polyphony

(3): Range type(4): Corresponding General MIDI Number

- See the illustration below for a description of range types (A through E).
- Corresponding General MIDI numbers are General MIDI numbers in effect when the tone map setting is "G".





operation. (When receiving MIDI data) *1 With received MIDI data, notes are played one octave lower.

*2 With received MIDI data, notes are played one octave higher.

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Fingered Chord Chart

This table shows the left-hand fingerings (including inverted forms) for a number of often-used chords. These fingering indications also appear on the keyboard's display. Chords marked with asterisk (*) cannot be played in the Fingered Mode on this keyboard.

Chord Type Root	М	m	7	m7	dim7	M7	m7-5	dim
С	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
C‡ (D♭)	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
D	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
E♭ (D♯)	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
E	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
F	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
F# (G♭)	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
G	[5, 3, 1]	[5, 3, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 4, 2, 1]	[5, 3, 2, 1]	[5, 3, 2]
A♭ (G♯)	[5, 3, 1]	[5, 3, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	[5, 3, 2, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	[5, 3, 2]
А	[5, 3, 1]	[5, 3, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	*	[5, 4, 2, 1]	[5, 4, 2, 1]	[5, 3, 2]
B♭ (A‡)	[5, 3, 1]	[5, 3, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	*	[5, 4, 2, 1]	[5, 4, 2, 1]	[5, 3, 2]
В	[5, 2, 1]	[5, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	*	[5, 3, 2, 1]	[5, 4, 2, 1]	[5, 3, 2]

4 3 2

1 : Left hand finger

numbers

5

4

Appendix

Chord Root	aug	sus4	7 sus4	m add9	m M7	7-5	add9
С	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
C# (D♭)	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
D	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
E♭ (D♯)	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
E	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
F	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
F# (G♭)	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
G	[5, 3, 1]	[5, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 4, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]
A♭ (G♯)	[5, 3, 1]	[5, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]
A	[5, 3, 1]	[5, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]
B♭ (A♯)	*	[5, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]	[5, 4, 2, 1]	[5, 4, 2, 1]	[4, 3, 2, 1]
В	*	[5, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[5, 3, 2, 1]	[4, 3, 2, 1]	[5, 3, 2, 1]

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MD992_e_appendix.p65



Percussion Instrument List

• PERCUSSION (tone 99) assigns 39 percussion sound to the keyboard as illustrated below. The sound assigned to each key are indicated above the keyboard.



* No sound is produced when the keys in this range are pressed.

0)	BASS DRUM	\$	OPEN HI-HAT	Ø	COWBELL	ф	LOW TIMBALE
0	SIDE STICK	LM P	LOW-MID TOM	型	CRASH CYMBAL 2	Ś	HIGH AGOGO
Θ	ACOUSTIC SNARE	HM	HIGH-MID TOM	*	CLAVES		LOW AGOGO
723	HAND CLAP	*27	CRASH CYMBAL 1	<i>₹</i> s	RIDE CYMBAL 2	Ø,	CABASA
Ø	ELECTRIC SNARE	H P	HIGH TOM	M	HIGH BONGO	P	MARACAS
b	LOW FLOOR TOM	<i>K</i>	RIDE CYMBAL 1	Ŵ	LOW BONGO	()) ₪	VOICE BASS DRUM
\$	CLOSED HI-HAT	R	CHINESE CYMBAL	9	MUTE HIGH CONGA	Θ	VOICE SNARE
Р	HIGH FLOOR TOM	27	RIDE BELL	8	OPEN HIGH CONGA	⇔∎	VOICE CLOSED HI-HAT
Ş	PEDAL HI-HAT	0	TAMBOURINE	8	LOW CONGA	⇔∎	VOICE OPEN HI-HAT
l P	LOW TOM	4	SPLASH CYMBAL	Øġ	HIGH TIMBALE		

Rhythm List

POPS	I
00	CLUB POP
01	VOCAL POP
02	RAP POP
03	FUNKY POP 1
04	SOUL BALLAD
05	POP BALLAD
06	LOVE BALLAD
07	FUNKY POP 2
08	EPIC BALLAD
09	LITE POP
POPS	II
10	16 BEAT SHFL
11	16 BEAT POP
12	16 BEAT FUNK
13	8 BEAT POP
14	8 BEAT SOUL
15	8 BEAT SHFL
16	DANCE POP 1
17	DANCE POP 2
18	POP FUSION
19	FOLKIE POP
ROCE	K I
20	ROCK WALTZ
21	SLOW ROCK 1
22	SLOW ROCK 2
23	SOFT ROCK 1
24	SOFT ROCK 2
25	SOFT ROCK 3
26	POP ROCK 1
27	POP ROCK 2
28	50'S ROCK
29	60'S SOUL
ROCH	K II
30	4 BEAT ROCK
31	ROCK
32	HEAVY ROCK
33	8 BEAT ROCK
34	STRAIGHT ROCK
35	HEAVY METAL
36	TWIST
37	NEW ORLNS R&R
38	CHICAGO BLUES
39	R&B

JAZZ	/FUSION
40	BIG BAND
41	SLOW SWING
42	SWING
43	FOX TROT
44	JAZZ WALTZ
45	MODERN JAZZ
46	COOL
47	HARD BOP
48	ACID JAZZ
49	LATIN FUSION
DAN	CE/FUNK
50	VOCAL GROOVE
51	RAVE
52	CLUB GROOVE
53	TECHNO
54	TRANCE
55	HOUSE
56	GROOVE SOUL
57	DISCO
58	RAP
59	FUNK
EURO	OPEAN
60	POLKA 1
61	POLKA 2
62	MARCH 1
63	MARCH 2
64	WALTZ
65	VIENNESE WALTZ
66	FRENCH WALTZ
67	SLOW WALTZ
68	SERENADE
69	TANGO 1
LATI	NI
70	BOSSA NOVA
71	SAMBA
72	MAMBO
73	RHUMBA
74	СНА-СНА-СНА
75	MERENGUE
76	REGGAE
77	BOLERO
78	TANGO 2
79	LAMBADA

LATIN	II/VARIOUS I
80	PUNTA
81	CUMBIA
82	SKA
83	TEX-MEX
84	SALSA
85	FOLKLORE
86	PASODOBLE
87	RUMBA CATALANA
88	SEVILLANA
89	FOLK
VARIC	OUS II
90	COUNTRY
91	BLUEGRASS
92	TOWNSHIP
93	FAST GOSPEL
94	SLOW GOSPEL
95	ADANI
96	BALADI
97	DADOOLIE
21	BAROQUE
98	ENKA

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Fune	Function	Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1-16	1-4, 10 1-4, 10	
Mode	Default Messages Altered	Mode 3 X ***********	Mode 3 × ************	
Note Number	True voice	36-96 ************	0-127 36-96 *1	*1: Depends on tone
Velocity	Note ON Note OFF	O 9nH V = 75,100 *2 X 9nH V = 0	O 9nH V = 1-127 X 9nH V = 0,8nH V = *3	*3 = no relation
After Touch	Key's Ch's	××	××	
Pitch Bender		×	0	
Control Change	1 6, 38 7 10 11 64	× × × × × 0	0 × 0 × × 0	Modulation Data entry Volume Pan Expression Hold1
		,	;	

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2

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	100, 101 120 121	$\times \times \times$	$\times \times \times$	RPN LSB, MSB All sound off Reset all controller
Program Change	:True #	0-99 **************	O 0-127 *4 *********	
System Exclusive	Isive	×	×	
System Common	: Song Pos : Song Sel : Tune	×××	×××	
System Real Time	: Clock : Commands	××	××	
Aux Messages	: Local ON/OFF : All notes OFF : Active Sense : Reset	××××	× 0 0 ×	
Remarks		 *2 V(Velocity)=100 when note on data when the main 2, and V=75 when the main volume value is 1 or 0. *4 Depends on GM tone map setting (page E-31). 	 *2 V(Velocity)=100 when note on data when the main volume value of this unit is 9 to 2, and V=75 when the main volume value is 1 or 0. *4 Depends on GM tone map setting (page E-31). 	me value of this unit is 9 to
L Mode 1 : OMNI ON, POLY Mode 3 : OMNI OFF, POLY	VI OFF, POLY	Mode 2 : OMNI ON, MONO Mode 4 : OMNI OFF, MONO	ONOM	O:Yes X:No

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MD992_e_MIDI Chart.p65

3

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