KORG

Pa588

professional arranger

E 1

ENGLISH
OS Ver. 1.0

User's Manual

Important safety instructions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power supply

Please connect the designated AC adapter to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches or controls.

Care

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment

Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adapter from the wall outlet. Then contact your nearest KORG dealer or the store where the equipment was purchased.

- When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

THE FCC REGULATION WARNING (for U.S.A.)

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.

Notice regarding disposal (for EU only)

If this "crossed-out wheeled bin" symbol is shown on the product or in the operating manual, you must dispose of the product in an appropriate way. Do not dispose of this product along with your household trash. By disposing of this product correctly, you can avoid environmental harm or health risk. The correct method of disposal will depend on your locality, so please contact the appropriate local authorities for details.

IMPORTANT NOTICE TO CONSUMERS

This product has been manufactured according to strict specifications and voltage requirements that are applicable in the country in which it is intended that this product should be used. If you have purchased this product via the internet, through mail order, and/or via a telephone sale, you must verify that this product is intended to be used in the country in which you reside.

WARNING: Use of this product in any country other than that for which it is intended could be dangerous and could invalidate the manufacturer's or distributor's warranty.

Please also retain your receipt as proof of purchase otherwise your product may be disqualified from the manufacturer's or distributor's warranty.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

Data handling

Data in memory may sometimes be lost due to incorrect user action. Be sure to save important data to a card. KORG will not be responsible for damages caused by data loss.

Data reset

When the instrument is turned off, some parameters are reset.

Example screens

Some pages of the manuals show LCD screens along with an explanation of functions and operations. All sound names, parameter names, and values are merely examples and may not always match the actual display you are working on.

Cleaning the display

Use a soft cotton cloth to clean the screen. Some materials, such as paper towels, could cause scratches and damage it. Computer wipes are also suggested, provided they are specifically designed for LCD screens.

Do not spray any liquids on the LCD screen directly. Always apply the solution to your cloth first, then clean the screen.

Trademarks

Company names, product names, and names of formats etc. are the trademarks or registered trademarks of their respective owners.

Disclaimer

The information contained in this manual have been carefully revised and checked through. Due to our constant efforts to improve our products, the specifications might differ to those in the manual. KORG is not responsible for any eventual differences found between the specifications and the contents of the instruction manual – the specifications being subject to change without prior notice.

Warranty

KORG products are manufactured according to the strictest electrical and mechanical regulations that exist in various countries of the world. These products are warranted by the KORG distributor only in each country. Any KORG product that is not sold with the manufacturer's or distributor's warranty, or without a serial number, cannot benefit from servicing under the warranty. This regulation is for the consumer's own protection.

Assistance and service for musicians

For repairs, contact your nearest Authorized KORG Service Center. For more information on KORG products, and to find software and accessories for your instrument, please contact your local Authorized KORG distributor. For up-to-date information, please point your web browser to www.korgpa.com.

KORG on the Internet

KORG Inc.: www.korg.co.jp

KORG USA: www.korg.com

KORG UK: www.korg.co.uk

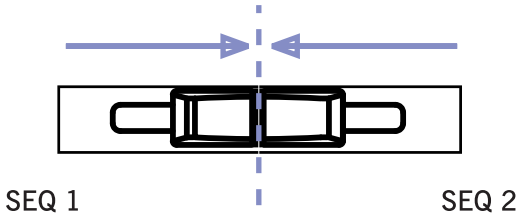
KORG Canada: www.korgcanada.com

Keep your keyboard up-to-date

Your Pa588 can be constantly updated as new versions of the operating system are released by Korg. You can download the operating system from www.korgpa.com. Please, read the instructions supplied with the operating system.

The BALANCE slider

When turning the instrument on, please be assured the BALANCE slider is set to the center. This sets both Sequencer 1 and Sequencer 2 to their maximum level. This will avoid you start a Song without hearing anything.



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Introduction

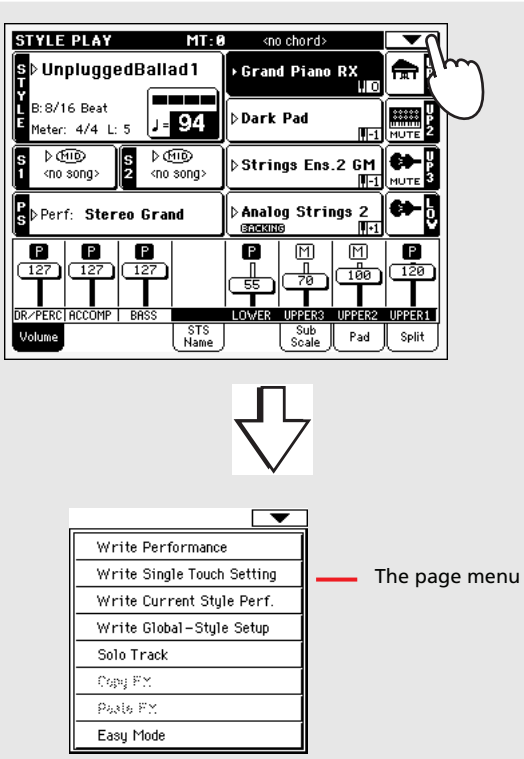
Easy Mode

If you have never used an instrument so rich in features as this before, we suggest you to use your Pa588 in Easy Mode. Easy Mode allows you to play Styles and Songs with a simple user interface, free from the many advanced parameters that you will want to learn at a later date.

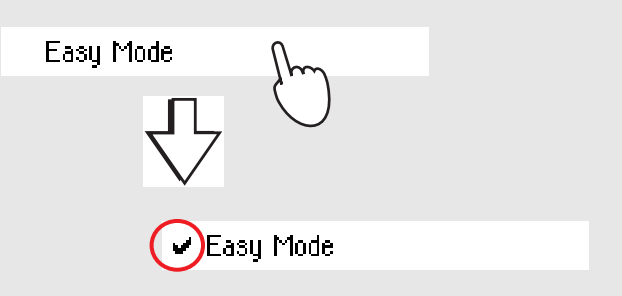
Easy Mode is turned on by default, when you first buy the instrument. If it isn't for some reason, or want to return there after you have turned if off, please follow the steps below.

Turning the Easy Mode on

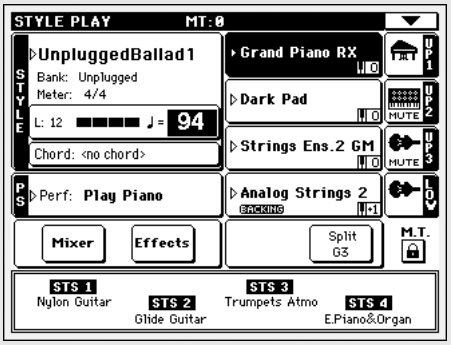
Touch the little rectangle on the top right corner of the display, to open the ***page menu:***



Touch the "Easy Mode" menu item, to make the checkmark appear:



At this point, the Easy Mode has been activated, and the elements in the display appear less cluttered:



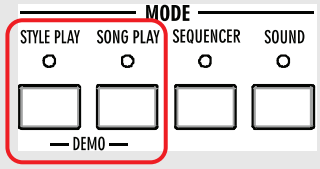
Turning the Easy Mode off

The instrument will stay in this mode even after having been turned off. Repeat the above operation when you want to deactivate the Easy Mode.

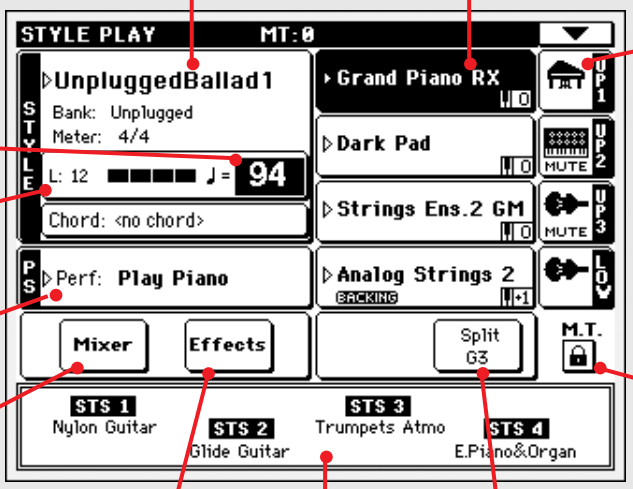
Switching between Styles and Songs

Depending on what you want to play, you must switch to Style Play mode or Song Play mode.

- Press the STYLE PLAY button to switch to the Style Play mode and play Styles. This is the mode you are in when you first turn the instrument on.
- Press the SONG PLAY button to switch to the Song Play mode and play Songs.



The Style Play (Easy Mode) page in detail



Style name and info. Touch the Style's name to open the Style Select window and choose a different Style. → *page 77*

Sounds assigned to the right hand (UP1 to UP3) and to the left hand (LOW). Touch the Sound's name to open the Sound Select window and choose a different Sound. → *page 76*

Sound icon and status. If the MUTE icon appears, the Sound is in mute and cannot be heard. If the icon does not appear, the Sound is in play and can be heard. → *page 39*

Tempo. Use the DIAL to change it.

Length of the accompaniment pattern, and current beat.

Performance or STS. Touch it to open the Performance Select window and choose a different Performance. Sounds on the keyboard will change. → *page 76*

Touch it to adjust the tracks pan and volume. → *page 87*

Close this lock to avoid transposition when choosing a different Performance or Style. → *page 203*

Touch it to choose and program the effects. → *page 92*

Touch here to change the Split Point. → *page 42*

Single Touch Settings (STS). Touch one of them to choose it, or use the dedicated buttons on the control panel. Sounds on the keyboard will change. → *page 78*

Notes:

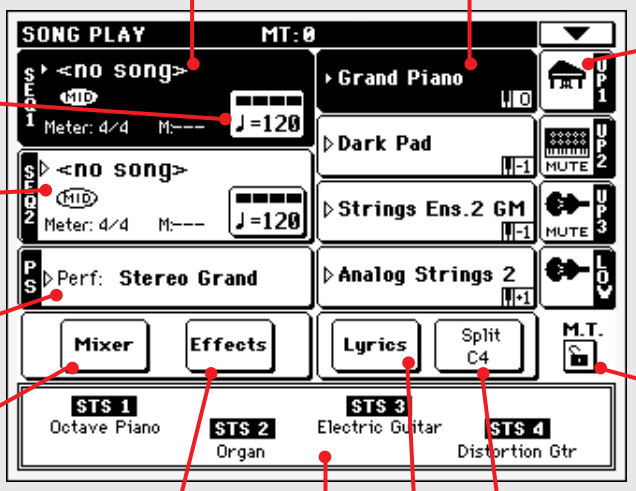
• There are three Sounds for the right hand (Upper 1, Upper 2, Upper 3), and only one Sound for the left hand (Lower). Their names are abbreviated as UP1, UP2 UP3, LOW, and are shown in the right side of the display.

• Right hand (Upper) and left hand (Lower) Sounds are separated by the Split Point.

• Performances and STSs are collections of Sounds. Just choose one of them to change all the Sounds of the keyboard (and, when the STYLE CHANGE LED is lit on the control panel, of the Style).

• Choose a Style to change the musical style of the accompaniment patterns. Touching the Style name in the display is the same as to press one of the buttons of the STYLE section on the control panel.

The Song Play (Easy Mode) page in detail



Song assigned to Sequencer 1. Touch it to open the Song Select window and choose a different Song. → *page 78*

Sounds assigned to the right hand (UP1 to UP3) and to the left hand (LOW). Touch the Sound's name to open the Sound Select window and choose a different Sound. → *page 76*

Sound icon and status. If the MUTE icon appears, the Sound is in mute and cannot be heard. If the icon does not appear, the Sound is in play and can be heard. → *page 39*

Tempo. Use the DIAL to change it.

Song assigned to Sequencer 2. Touch it to open the Song Select window and choose a different Song. → *page 78*

Performance or STS. Touch it to open the Performance Select window and choose a different Performance. Sounds on the keyboard will change. → *page 76*

Touch it to adjust the tracks pan and volume. → *page 156*

Close this lock to avoid transposition when choosing a different Performance or Style. → *page 203*

Touch it to choose and adjust the effects. → *page 159*

Touch here to change the Split Point. → *page 42*

Touch here to see the Song's Lyrics. → *page 9*

Single Touch Settings (STS). Touch one of them to choose it, or use the dedicated buttons on the control panel. Sounds on the keyboard will change. → *page 78*

Notes:

• As in Style mode, there are three Sounds for the right hand (Upper 1, Upper 2, Upper 3), and only one Sound for the left hand (Lower). Their names are abbreviated as UP1, UP2 UP3, LOW, and are shown in the right side of the display.

• Right hand (Upper) and left hand (Lower) Sounds are separated by the Split Point.

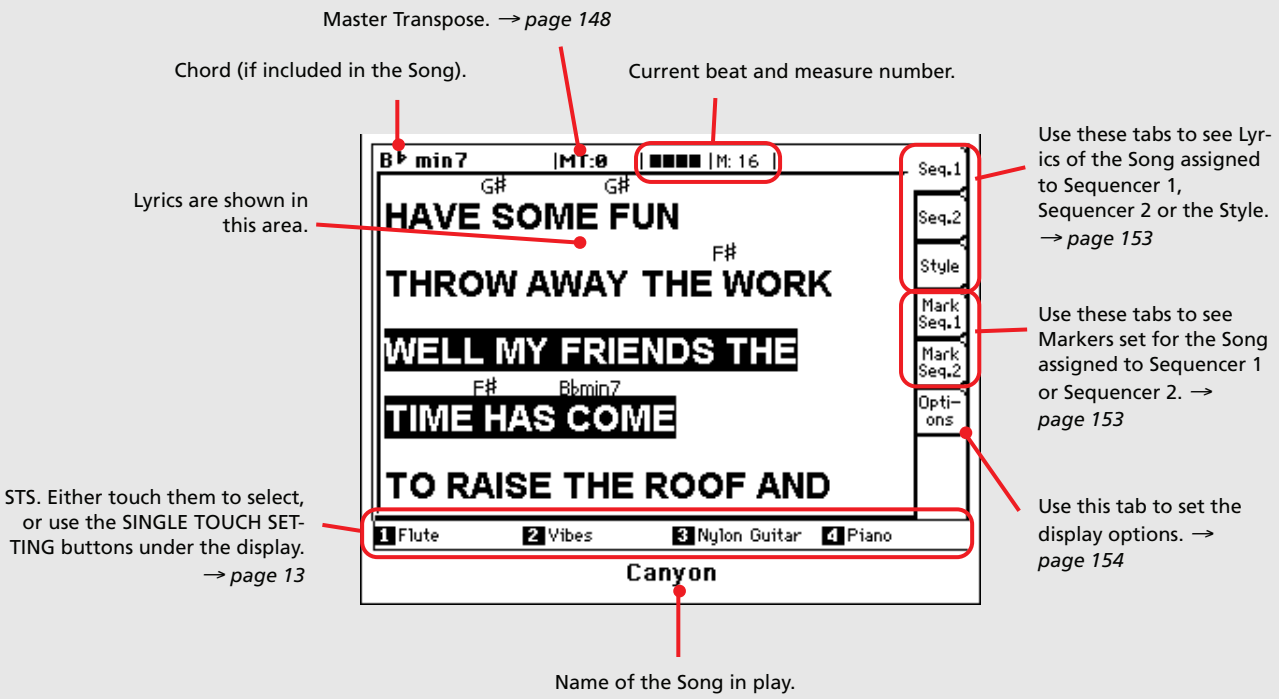
• Performances and STSs are collections of Sounds. Just choose one of them to change all the Sounds of the keyboard.

• Available STSs depend on the Style you last selected.

• Since there are two onboard Sequencers, you can play two Songs at the same time. Mix them using the SEQUENCER BALANCE slider on the control panel.

• Touching a Song name in the display is the same as to press one of the SONG SELECT buttons on the control panel. Each Sequencer has its own SONG SELECT and transport buttons.

The Lyrics page in detail

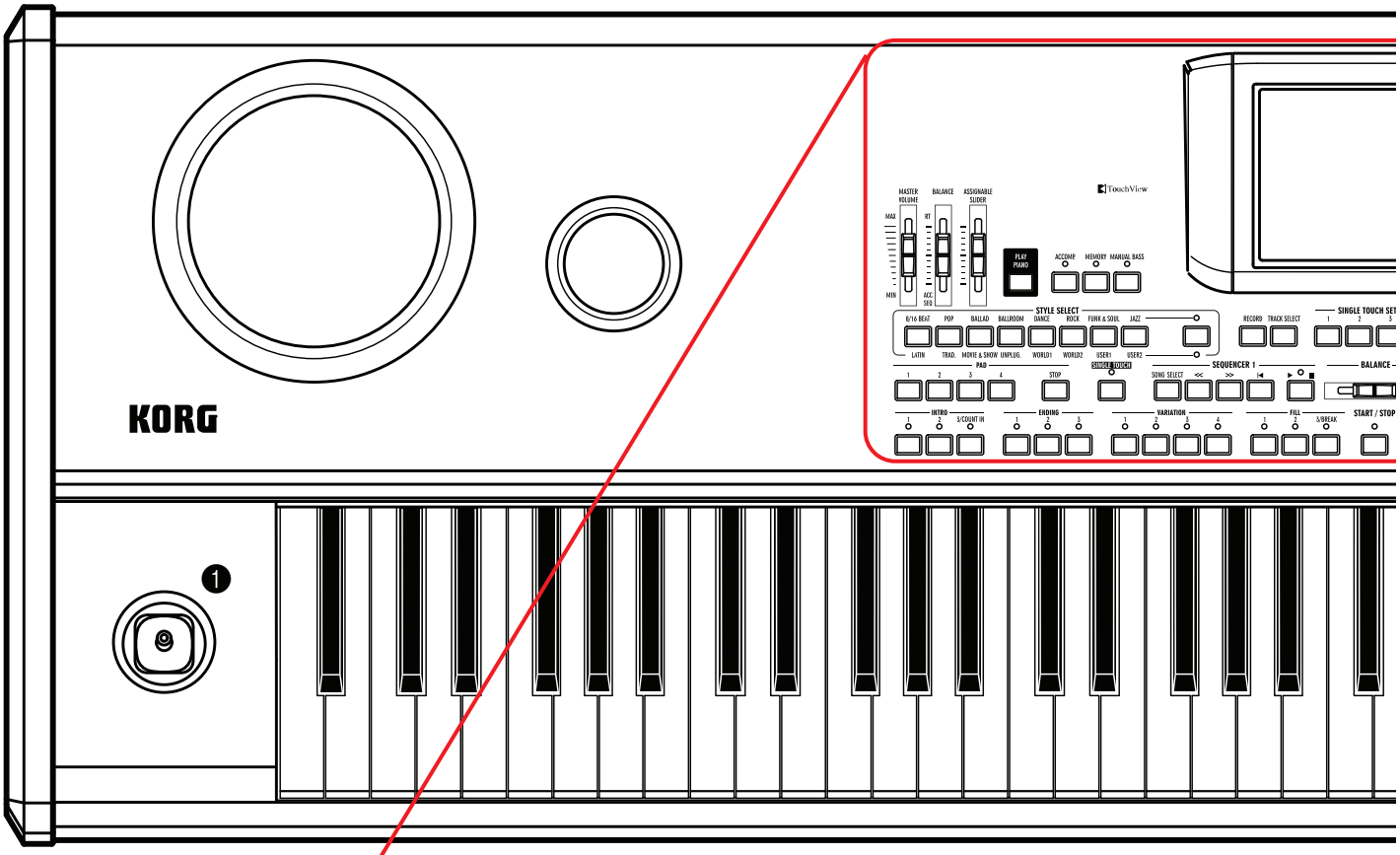


Notes:

• Exit from this page by pressing the EXIT button.

• When you switch to a different Sequencer using the SEQUENCER BALANCE slider, the Lyrics shown in the display may change (see “Lyrics/Markers Balance Link” on page 163).

Front panel


KORG
TouchView
MASTER VOLUME
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ASSIGNABLE SLIDER
PLAY PIANO
ACCOMP.
MEMORY
MANUAL BASS
STYLE SELECT
8/16 BEAT
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SEQUENCER 1
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INTRO
3/COUNT IN
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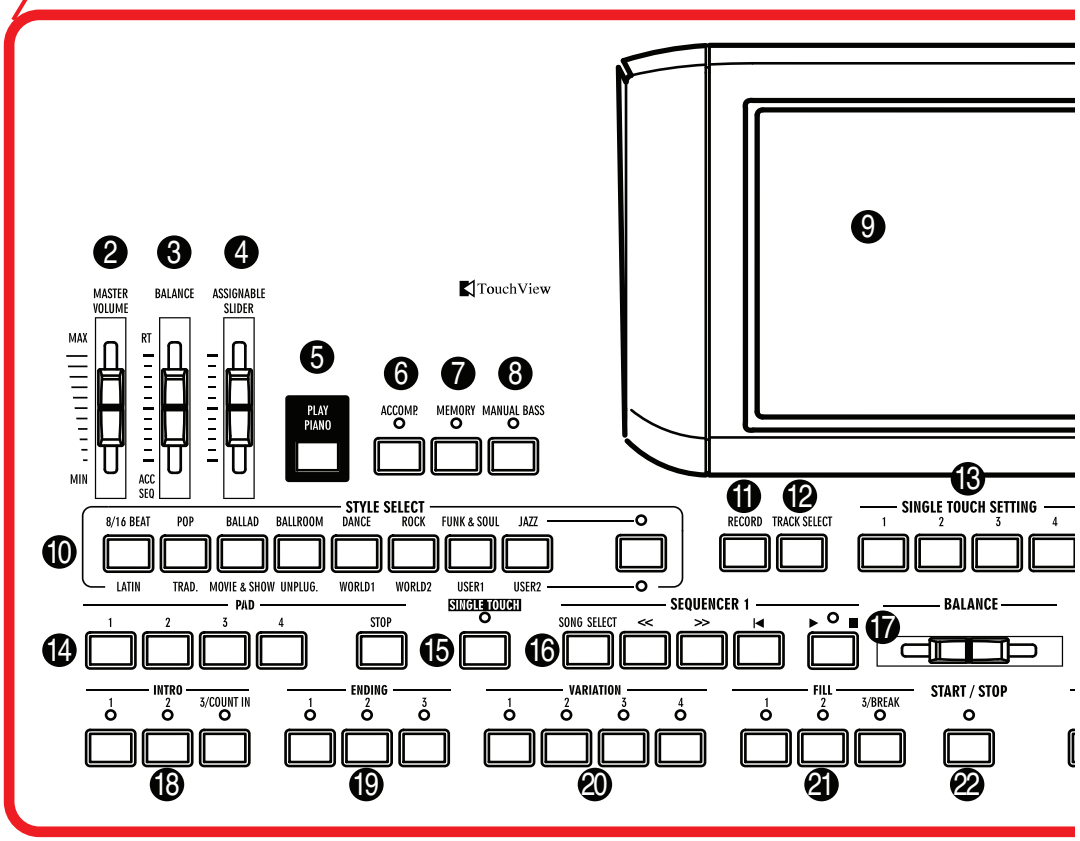
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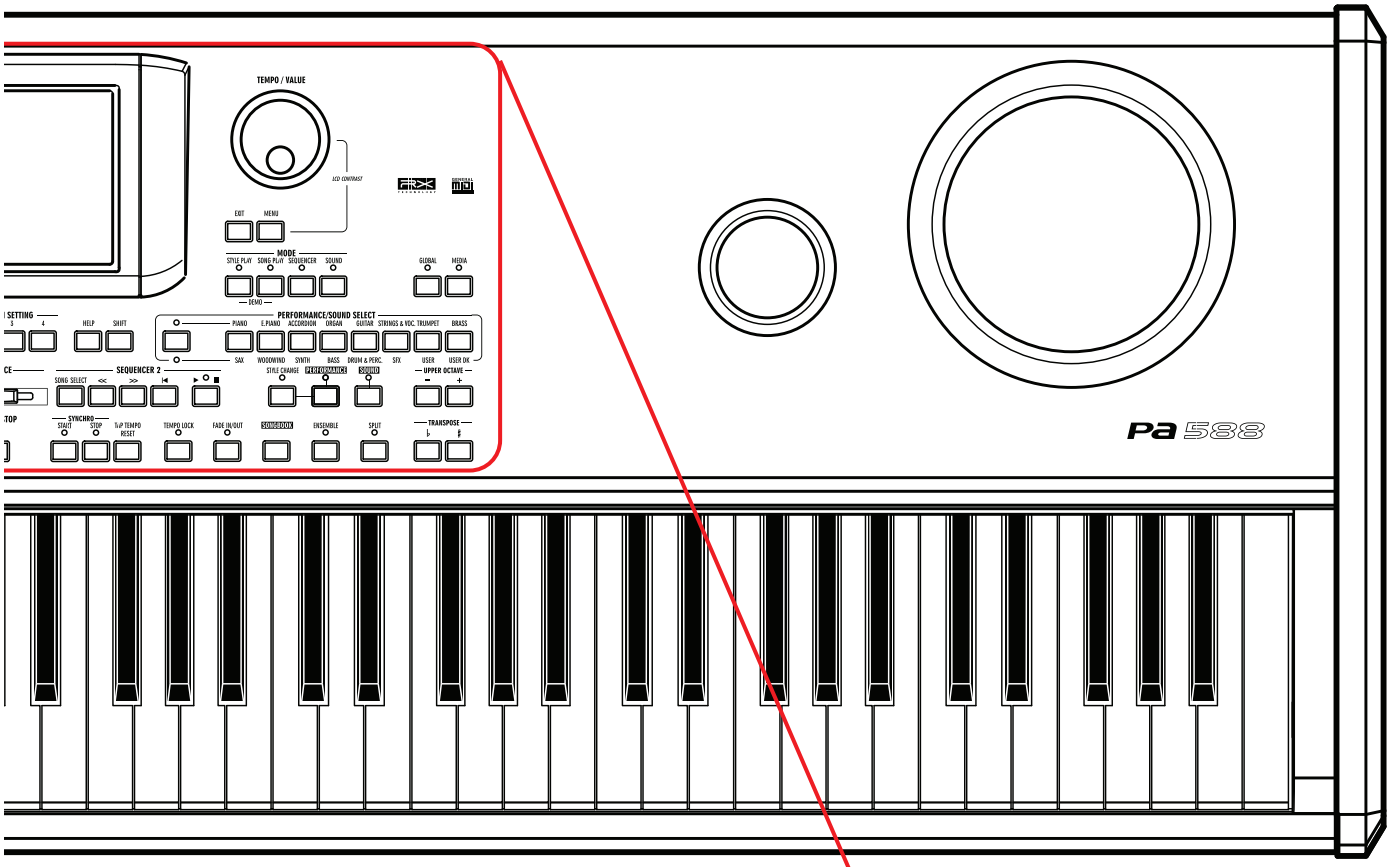
TEMPO / VALUE
LCD CONTRAST
EXIT
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STYLE PLAY
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SOUND
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DEMO
PERFORMANCE/SOUND SELECT
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E.PIANO
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STRINGS & VOC. TRUMPET
BRASS
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STOP
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SONGBOOK
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TRANSPOSE
HELP
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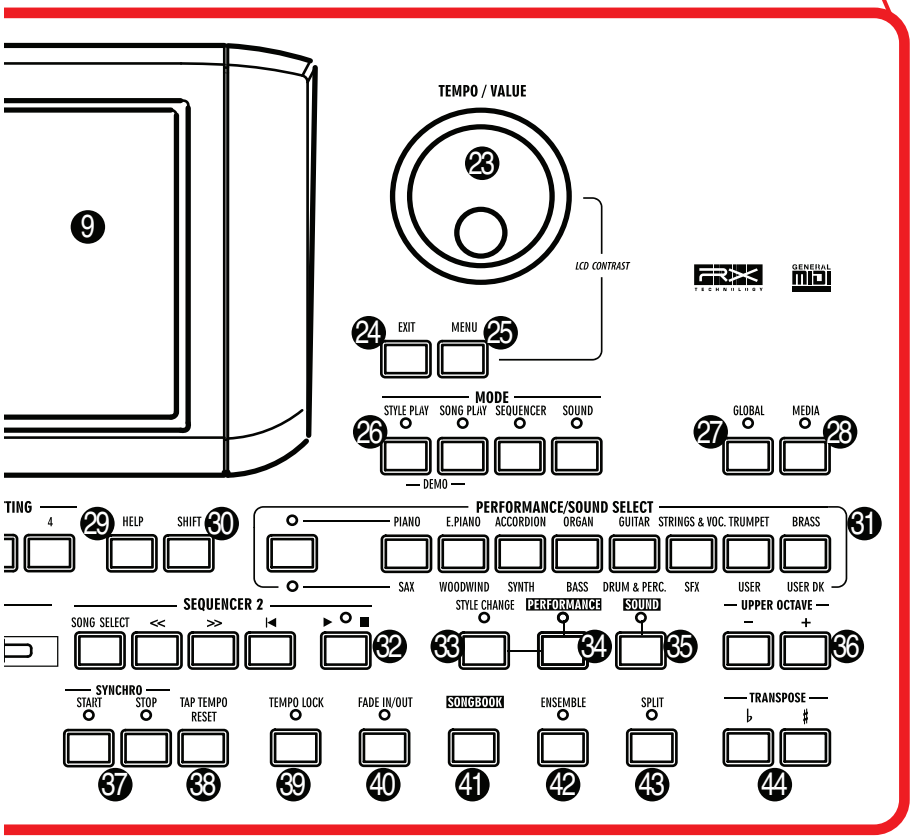
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❶ JOYSTICK

This joystick triggers different functions, depending on the direction it is moved towards.

X (+/–)	Move the joystick towards the left (–) to lower the pitch, or towards the right (+) to raise it. This is also called Pitch Bend.
Y+	Move the joystick forward to trigger Modulation.
Y–	Move the joystick backward, to trigger the function assigned in Sound mode.

❷ MASTER VOLUME

This slider controls the overall volume of the instrument, both of the internal speakers, the L/MONO (Left/Mono) and R (Right) audio outputs, and the PHONES output.

This slider does not control the signal entering the L/MONO (Left/Mono) and R (Right) audio inputs.

Warning: *At the maximum level, with rich-sounding Songs, Styles or Sounds, the internal speakers of Pa588 might distort during signal peaks. Should this happen, lower the Master Volume a little.*

❸ BALANCE

While in Style Play and Song Play mode, this slider balances the volume of the Keyboard tracks, against the Style (Accompaniment), Pad and Song tracks. This is a relative control, whose effective maximum value is determined by the MASTER VOLUME slider position.

When moved, a magnified version of the virtual slider appears in the display, for more accurate positioning.

Note: *This does not work in Sequencer mode.*

❹ ASSIGNABLE SLIDER

▸GBL[Gbl]

This is a freely assignable slider (see "Controllers: Pedals/Slider" on page 206 for information on how to assign it a function). By default it controls Upper VDF Cutoff (filter/brilliance for the Upper tracks).

SHIFT You can use this slider to change the volume of several tracks at once. While in Style Play or Sequencer mode, select one of the Upper tracks, or one of the separate Style or Song tracks in the display; then keep the SHIFT button pressed, and move this slider to proportionally change the volume of all similar tracks.

Note: *This does not work in Song Play mode on the Song tracks, but still work on the keyboard tracks.*

- *In Style Play and Song Play mode:* First select one of the Upper tracks. Then keep SHIFT pressed and move the slider, to proportionally change the volume of all Upper tracks at the same time.
- *In Style Play mode*: First press TRACK SELECT and select one of the separate Style tracks. Then keep SHIFT pressed and move the slider, to proportionally change the volume of all Style tracks at the same time.
- *In Sequencer mode:* Keep SHIFT pressed and move the slider, to proportionally change the volume of all Song tracks at the same time.

❺ PLAY PIANO

Press this button to recall a single Grand Piano RX sound playing over the full keyboard. The sound is assigned to the Upper 1 track; all other tracks are automatically muted.

SHIFT You can jump to the Global > General Controls > Basic > Velocity Curve parameter, and set the keyboard's touch response, by keeping SHIFT pressed, and pressing the PLAY PIANO button (see page 201).

❻ ACCOMP. (Accompaniment)

In Style Play and Sequencer-Backing Sequence mode, use this button to turn the Accompaniment tracks (ACC1 ~ ACC5) on or off.

On	After pressing START/STOP, the full accompaniment plays, according to the detected chords.
Off	No chords detected. After pressing START/STOP, only the Drum and Percussion accompaniment tracks can play.

SHIFT *(With Easy Mode turned off)* You can jump to the Style Play > Split pane > Chord Recognition parameter by keeping SHIFT pressed, and pressing the ACCOMP. button.

❼ MEMORY

▸SB

This button turns the Lower and Chord Memory functions on or off. Go to the "Preferences: Style Preferences" edit page (Style Play mode, see page 99) to decide if this button should be a Chord Memory only, or a Lower/Chord Memory button. When it works as a Lower/Chord Memory:

Note: *This function can be automatically activated by playing the keyboard harder. See "Velocity Control" on page 100.*

On	The sound on the left of the split point, and the chord for the automatic accompaniment, are kept in memory even when you raise your hand from the keyboard.
Off	The sound and chords are released as soon as you raise your hand from the keyboard.

SHIFT You can jump to the Style Play > Style Preferences page by keeping SHIFT pressed, and pressing the MEMORY button.

❽ MANUAL BASS

▸PERF ▸STS ▸STS[SB]

This button turns the Manual Bass function on or off.

Note: *When you press the MANUAL BASS button, the Bass track volume is automatically set to its maximum value. The volume is automatically set back to the original value when the MANUAL BASS button is deactivated.*

On	The automatic accompaniment stops playing (apart for the Drum and Percussion tracks), and you can manually play the Bass track on the Lower part of the keyboard. You can start the automatic accompaniment again by pressing the ACCOMP. button.
Off	The bass track is automatically played by the Style.

❾ TOUCHVIEW™ GRAPHICAL DISPLAY

Use this display to interact with the instrument. To set the display contrast, keep the MENU button pressed, and turn the DIAL counter-clockwise to decrease brightness, or clockwise to increase it.

❿ STYLE SELECT section ▸PERF

Use these buttons to open the Style Select window and select a Style. See "Style Select window" on page 77.

The rightmost button lets you select the upper or lower row of Style banks. Press it repeatedly to select one of the rows.

Upper LED On — Upper-row Styles selected. These are eight factory-programmed banks.

Lower LED On — Lower-row Styles selected. These are six factory-programmed banks, plus two user-programmed banks.

A word about Style banks and names. Styles in banks from "8BEAT/16 BEAT" to "JAZZ", and from "LATIN" to "WORLD 2" are standard Styles, the user can't normally overwrite with a Load operation (unless you remove the protection; see "Factory Style and Pad Protect" on page 225).

Styles in the banks "USER1" and "USER2" are location where you can load new Styles from a card, or save newly created or edited Styles.

Each button (Style bank) contains four pages, each with up to eight Styles. Repeatedly press a bank button to cycle between the available pages.

SHIFT If you keep the SHIFT button pressed, and press one of the buttons of this section, the "Write Style Performance" window appears in the display, and you can save the current Style Performance (see "Write Style Performance dialog box" on page 103).

⓫ RECORD

This button sets the instrument to the Record mode (which one depends on the current operating mode).

⓬ TRACK SELECT

Depending on the operating mode, this button switches between the various track views.

STYLE PLAY MODE
Toggles between Keyboard and Style tracks.

SONG PLAY MODE
Toggles between Keyboard tracks, Song tracks 1-8, and Song tracks 9-16.

SEQUENCER MODE
Toggles between Song tracks 1-8 and Song tracks 9-16.

⓭ SINGLE TOUCH SETTING buttons

These buttons allow to select up to four Single Touch Settings. Each of the Styles and SongBook entries includes a maximum of four Single Touch Settings (STS), to automatically configure Keyboard tracks and effects at the touch of a finger. When the SINGLE TOUCH LED is lit, an STS is automatically selected when selecting a Style.

SHIFT If you keep the SHIFT button pressed, and press one of the buttons of this section, the "Write STS" window appears in the display, with the current STS already selected, and you can save the current keyboard track settings in a STS (see "Write Single Touch Setting dialog box" on page 103).

⓮ PAD (1-4, STOP) ▸PERF ▸STS ▸STS^{SB}

Each Pad corresponds to a dedicated Pad track. Use these buttons to trigger up to four sounds or sequences at the same time.

- Press a single PAD button to trigger a single sound or sequence.
- Press more PAD buttons to trigger several sounds or sequences.

The sequences will play up to the end. Then, they will stop or continue repeating, depending on their "One Shot/Loop" status (see "Pad Type" on page 142).

You can stop all sequences, or just some of them, by pressing the STOP button of the PAD section:

- Press STOP to stop all sequences at once.
- Keep STOP pressed and press one (or more) of the PAD buttons to stop the corresponding sequence(s).

Note: *Melodic/harmonic sequences are automatically stopped when selecting Intro 1 or one of the Endings. On the contrary, rhythmic sequences will continue playing.*

Note: *Pads share polyphony voices with the other tracks, so avoid using too many of them together with a dense Style or Song arrangement.*

About Pad synchronization. In Style Play mode, Pads are sync'd to the Style's tempo. In Song Play mode, they are sync'd to the latest Sequencer you set to play. For example, assume you pressed SEQ2-PLAY; when pressing one of the PAD buttons, it will play in sync with Sequencer 2.

About Pads' and the Sequencers' Play command. When you press one of the PLAY buttons to start the corresponding Sequencer, all Pads will stop playing.

SHIFT You can jump to the Style Play > Pad page by keeping SHIFT pressed, and pressing one of the PAD buttons.

⓯ SINGLE TOUCH

This button turns the Single Touch and Variation/STS Link functions on or off.

On — When a different Style (or the same again) is selected, a Single Touch Setting (STS1) is automatically selected. The Keyboard sounds and effects will change, along with the Style sounds and effects. Pad sounds will change too.

Flashing — Variation/STS Link function activated. This function makes each Variation recall the corresponding STS when selected. For example, select Variation 2, and STS 2 will be automatically recalled; select Variation 3, and STS 3 will be automatically recalled.

Off — When you select a different Style (or the same again), the Style sounds and effects will change, as well as Pad sounds. The Keyboard sounds and effects will not change.

⑯ SEQUENCER 1 TRANSPORT CONTROLS

Pa588 is equipped with two sequencers (Sequencer 1 and Sequencer 2), each with its own set of transport controls. The Sequencer 1 group is also used for the Sequencer mode.

<< and >> Rewind and Fast Forward commands. If you use them while the Song is in play, they make it scroll back or forward.

When pressed once, these buttons move the Song to the previous or following measure. When kept pressed, they make the Song scrolling continuously, until you release them.

In Sequencer mode, if you set a Locate Measure other than 1, the Song goes back up to that measure (see "Locate measure" on page 175).

SHIFT In Jukebox mode (Sequencer 1), keep the SHIFT button pressed, and press these buttons to scroll to the previous or next Song in the Jukebox list (see "Jukebox Editor" on page 161).

|◀ (HOME) Sends the Song Position back to measure 1 (i.e., the beginning of the Song).

In Sequencer mode, if you set a Locate Measure other than 1, the Song Position goes back to that measure (see "Locate measure" on page 175).

▶/■ (PLAY/STOP)

Starts or stops the Song from the current Song Position.

SHIFT In Song Play mode, pressed while keeping SHIFT pressed, starts both sequencers at the same time.

⑰ SEQUENCER BALANCE slider

In Song Play mode, this slider balances the volume of the two on-board sequencers. When fully on the left, only Sequencer 1 can be heard. When fully on the right, only Sequencer 2 can be heard. When in the middle, both sequencers play at full volume.

This slider does not work in Style Play or Sequencer mode.

⑱ INTRO 1-3/COUNT IN buttons ▸PERF ▸PERF^{Sty} ▸SB

These buttons turn the corresponding Intro on. After pressing one of these buttons, start the Style, and it will begin with the selected intro. The INTRO LED automatically goes off at the end of the intro.

Press them twice (LED blinking) to let them play in loop, and select any other Style element (Fill, Intro, Variation…) to exit the loop.

Note: *Intro 1 plays a short sequence with different chords, while Intro 2 plays on the latest recognized chord. Intro 3 is usually a one-bar Count In.*

⑲ ENDING 1-3 buttons ▸PERF ▸PERF^{Sty} ▸SB

While the Style is running, these three buttons trigger an Ending, and stop the Style. Press one of them, and the Style will stop running with an Ending. If pressed while the Style is stopped, they act as three additional Intros.

Press them twice (LED blinking) to let them play in loop, and select any other Style element (Fill, Intro, Variation…) to exit the loop.

Note: *Ending 1 plays a short sequence with different chords, while Ending 2 plays on the latest recognized chord. Ending 3 starts immediately, and is just two measures long.*

⑳ VARIATION 1-4 buttons ▸PERF ▸PERF^{Sty} ▸SB

Each of these buttons selects one of the four variations of the current Style. Each variation can vary in patterns and sounds.

SHIFT You can jump to the Style Play > Drum/Fill page by keeping SHIFT pressed, and pressing one of the VARIATION buttons.

㉑ FILL 1-3/BREAK buttons ▸PERF ▸PERF^{Sty} ▸SB

These buttons trigger a fill-in. Press them twice (LED blinking) to let them play in loop, and select any other Style element (Fill, Intro, Variation…) to exit the loop.

Note: *Fill 3 is usually a Break.*

Note: *This function can be automatically activated by playing the keyboard harder. See "Velocity Control" on page 100.*

SHIFT You can jump to the Style Play > Drum/Fill page by keeping SHIFT pressed, and pressing one of the FILL buttons.

㉒ START/STOP

Starts or stops the Style running.

Note: *This function can be automatically activated by playing the keyboard harder. See "Velocity Control" on page 100.*

SHIFT You can reset all 'frozen' notes and controllers on the Pa588 and any instrument connected to its MIDI OUT or the USB port, by using the "Panic" key combination. Just press SHIFT + START/STOP to stop all notes and reset all controllers.

㉓ TEMPO/VALUE dial ▸PERF ▸PERF^{Sty} ▸SB

The DIAL can be used to control the Tempo, assign a different value to the selected parameter in the display, or scroll a list of files in the Song Select and Media pages.

Turn the dial clockwise to increase the value or tempo. Turn it counter-clockwise to decrease the value or tempo.

SHIFT When used while pressing the SHIFT button, this control always acts as a Tempo control.

MENU When used while pressing the MENU button, this control always acts as a Display Contrast control.

㉔ EXIT

Use this button to perform various actions, leaving from the current status:

- exit the edit menu page, without selecting any item
- make the page menu disappear, without selecting any item
- return to the main page of the current operating mode
- exit the Global or Media edit environment, and return to the current page of the current operating mode
- exit from a Style, Performance or Sound Select window

MENU Press EXIT + MENU together to reset the Tempo to the value memorized in the selected Style.

㉕ MENU

This button opens the edit menu page for the current operating mode or edit mode. After opening an edit menu, you can jump to one of the edit sections by touching the corresponding button in the display.

Otherwise, press EXIT to return to the main page of the current operating mode, or the current page of the underlying operating mode.

See the relevant chapter devoted to each operating mode or edit environment, to see their "maps" in detail.

EXIT Press EXIT + MENU together to reset the Tempo to the value memorized in the selected Style.

㉖ MODE section

Each of these buttons recalls one of the instrument's operating modes. When selected, each mode excludes the others.

STYLE PLAY — Style Play mode, where you can play Styles (automatic accompaniments) and play up to four Keyboard tracks and four Pad tracks.

In the main page, Keyboard tracks are shown in the right half of the display. You can reach the main page by pressing EXIT from any of the Style Play edit pages. If you are in a different operating mode, press STYLE PLAY to recall the Style Play mode. If Keyboard tracks are not shown in the display, press the TRACK SELECT button to see them.

This operating mode is automatically selected when turning the instrument on.

SONG PLAY — Song Play mode, where you can play back Songs in Standard MIDI File (SMF or KAR) format. Since the Pa588 is equipped with two sequencers, you can even play two Songs at the same time, and mix them with the SEQUENCER BALANCE slider.

In addition to the Song tracks, you can play up to four Keyboard tracks along with the Song(s). In the main page, Keyboard tracks are shown in the right half of the display. You can reach the main page by pressing EXIT from any of the Song Play edit pages. If you are in a different operating mode, press SONG PLAY to recall the Song Play mode. Use the TRACK SELECT button to cycle between Keyboard and Song tracks.

SEQUENCER — Sequencer mode, where you can play, record or edit a Song. The Backing Sequence mode lets you record a new Song based on the Keyboard and Style tracks, and save it as a new Standard MIDI File.

SOUND — Sound mode, to play single Sounds on the keyboard, or edit them.

DEMO — Press the STYLE PLAY and SONG PLAY buttons together to select the Demo mode. This mode lets you listen to some Demo Songs, to let you understand the sonic power of the Pa588. To exit from this mode, press any of the MODE buttons.

㉗ GLOBAL

This button recalls the Global edit environment, where you can adjust various global settings. This edit environment overlaps any operating mode, that still remains active in the background. Press EXIT to go back to the underlying operating mode.

㉘ MEDIA

This button recalls the Media edit environment, where you can execute various operations on the files and the card (Load, Save, Format, etc…). This edit environment overlaps any operating mode, that still remains active in the background. Press EXIT to go back to the underlying operating mode.

㉙ HELP

Press this button to open the context-sensitive Help.

㉚ SHIFT

With this button held down, pressing certain other buttons gives access to a second function.

㉛ PERFORMANCE/SOUND SELECT section

▸PERF ▸STS ▸PERF^{Sty} ▸STS^{SB} ▸SB

Use these buttons to open the Sound Select or Performance Select window, and select a Sound or a Performance. See "Sound Select window" on page 76, or "Performance Select window" on page 76. For a list of available Sounds, see "Sounds (Program Change order)" on page 14 of the Data Lists manual (in the Accessory CD).

The leftmost button selects the upper or lower row of Sound or Performance banks. Press it repeatedly to select one of the rows.

Upper LED On — Upper row of Sounds or Performances selected.

Lower LED On — Lower row of Sounds or Performances selected.

A note about Sound banks and names. Sounds in banks from "PIANO" to "SFX" are standard Sounds, the user can't directly modify.

Sounds in the bank "USER" are locations where you can load new Sounds from a card, or save new or edited Sounds.

The "USER DK" bank is where you can load new Drum Kits, or save new or edited Drum Kits.

Each Sound bank contains various pages, each with up to eight Sounds. Repeatedly press a bank button to cycle between the available pages.

SHIFT If you keep the SHIFT button pressed, and press one of the buttons of this section (even if you are in Sound Select mode), the "Write Performance" window appears in the display, and you can save the current track settings into a Performance (see "Write Performance dialog box" on page 102).

㉜ SEQUENCER 2 TRANSPORT CONTROLS

Transport controls for Sequencer 2. See instructions for Sequencer 1 above.

㉝ STYLE CHANGE

This button turns the Style Change function on or off.

On — When you select a Performance, the Style might change, according to which Style number is memorized onto the Performance.

Off — When you select a Performance, the Style and Style track settings remain unchanged. Only Keyboard track settings are changed.

㉞ PERFORMANCE SELECT

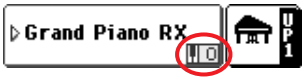
Press this button to use the PERFORMANCE/SOUND SELECT section to select a Performance.

㉟ SOUND SELECT

Press this button to use the PERFORMANCE/SOUND SELECT section to select a Sound, and assign it to the selected track.

㊱ UPPER OCTAVE ▸PERF ▸STS ▸STS[SB]

These buttons transpose the selected track in steps of a whole octave (12 semitones; max ±2 octaves). The octave transposition value is always shown (in octaves) next to the Sound's name.



Press both buttons together, to reset the Octave Transpose to zero.

Note: *The Octave Transpose has no effect on tracks set to Drum mode (and, even if set in a different status, on the Drum and Percussion tracks).*

– — Lowers the selected track an octave.

\+ — Raises the selected track an octave.

SHIFT You can jump to the Style Play > Tuning page by keeping SHIFT pressed, and pressing one of the UPPER OCTAVE buttons.

㊲ SYNCHRO START / STOP buttons ▸SB

These buttons turn the Synchro Start and Synchro Stop functions on or off. This lets you decide if you must press START/STOP to start and/or stop a Style, or just play the keyboard.

Start On, Stop Off

In this situation, just play a chord in the chord recognition area (usually under the split point, see "SPLIT" on page 16) to automatically start the Style. If you like, turn one of the INTROs on before starting the Style.

Start On, Stop On

When both LEDs are lit, raising your hands from the keyboard momentarily stops the Style running. If you play a chord again, the Style starts again.

Start Off, Stop Off

All Synchro functions are turned off.

㊳ TAP TEMPO/RESET

This is a double-function button, acting in a different way depending on the Style status (stop/play).

Tap Tempo: When the Style is not playing, you can "beat" the tempo on this button. At the end, the accompaniment starts playing, using the "tapped in" tempo.

Reset: When you press this button while the Style is playing back, the Style pattern goes back to the beginning of measure 1.

㊴ TEMPO LOCK

This button turns the Tempo Lock and Link Mode functions on or off.

On — When you select a different Style or Performance, or select a different Song, the tempo does not change. You can still manually change it, by using the DIAL.

The Link Mode is also turned on for the Song Play mode. Tempo is the same for both Sequencers.

Off — When you select a different Style or Performance, or select a different Song, the memorized tempo is automatically selected.

The Link Mode is also turned off for the Song Play mode, so each Sequencer plays with its own Tempo.

SHIFT You can jump to the Global > Lock page by keeping SHIFT pressed, and pressing the TEMPO LOCK button.

㊵ FADE IN/OUT

When the Style or Song is not playing, press this button to start it with a volume fade-in (the volume goes from zero to the maximum).

When the Style or Song is playing back, press this button to stop it with a volume fade-out (the volume gradually decreases).

You don't need to press START/STOP or PLAY/STOP to start or stop the Style or Song.

Note: *This does not work in Sequencer mode.*

SHIFT You can jump to the Global > Basic page by keeping SHIFT pressed, and pressing the FADE IN/OUT button.

㊶ SONGBOOK

Press this button to recall the SongBook mode. While in this mode, you can browse through the music database.

SHIFT You can jump to the SongBook > Custom List page by keeping SHIFT pressed, and pressing the SONGBOOK button.

㊷ ENSEMBLE ▸PERF ▸STS ▸STS[SB]

This button turns the Ensemble function on or off. When on, the right-hand melody is harmonized with the left-hand chords.

Note: *The Ensemble function works only when the keyboard is in Split mode.*

SHIFT You can jump to the Style Play > Ensemble page by keeping SHIFT pressed, and pressing the ENSEMBLE button.

㊸ SPLIT ▸PERF ▸STS ▸STS[SB]

In Style Play, Song Play and Sequencer-Backing Sequence mode, use this button to define how the four Keyboard tracks are positioned on the keyboard, and how chords are recognized by the arranger.

Note: *Even if chords are recognized, the ACCOMP. LED must be turned on for the accompaniment to play.*

On — The Lower track plays below the split point, while the Upper 1, Upper 2 and Upper 3 tracks play above it. This is called the ***Split*** keyboard mode.

Chords are detected below the split point. The number of notes you should play to form a chord is defined by the "Chord Recognition Mode" parameter (see page 99).

Off — The Upper 1, Upper 2 and/or Upper 3 tracks play over the whole keyboard range. The Lower track does not play. This is called the ***Full*** keyboard mode.

Chords are detected over the full keyboard range. You must always play three or more notes to let the arranger recognize a chord (see "Chord Recognition Mode" on page 99)

Hint: *Keep this button pressed to make the Split Point window appear. While in this window, play the new split point note, and release the button. The SPLIT will be automatically turned on.*

SHIFT You can jump to the Style Play > Key Velocity page by keeping SHIFT pressed, and pressing the SPLIT button.

44 TRANSPOSE

▸PERF ▸PERF^{Sty} ▸SB

These buttons transpose the whole instrument in semitone steps (Master Transpose). The transposition value is usually shown on the page header in the display.

Press both buttons together, to reset the Master Transpose to zero.

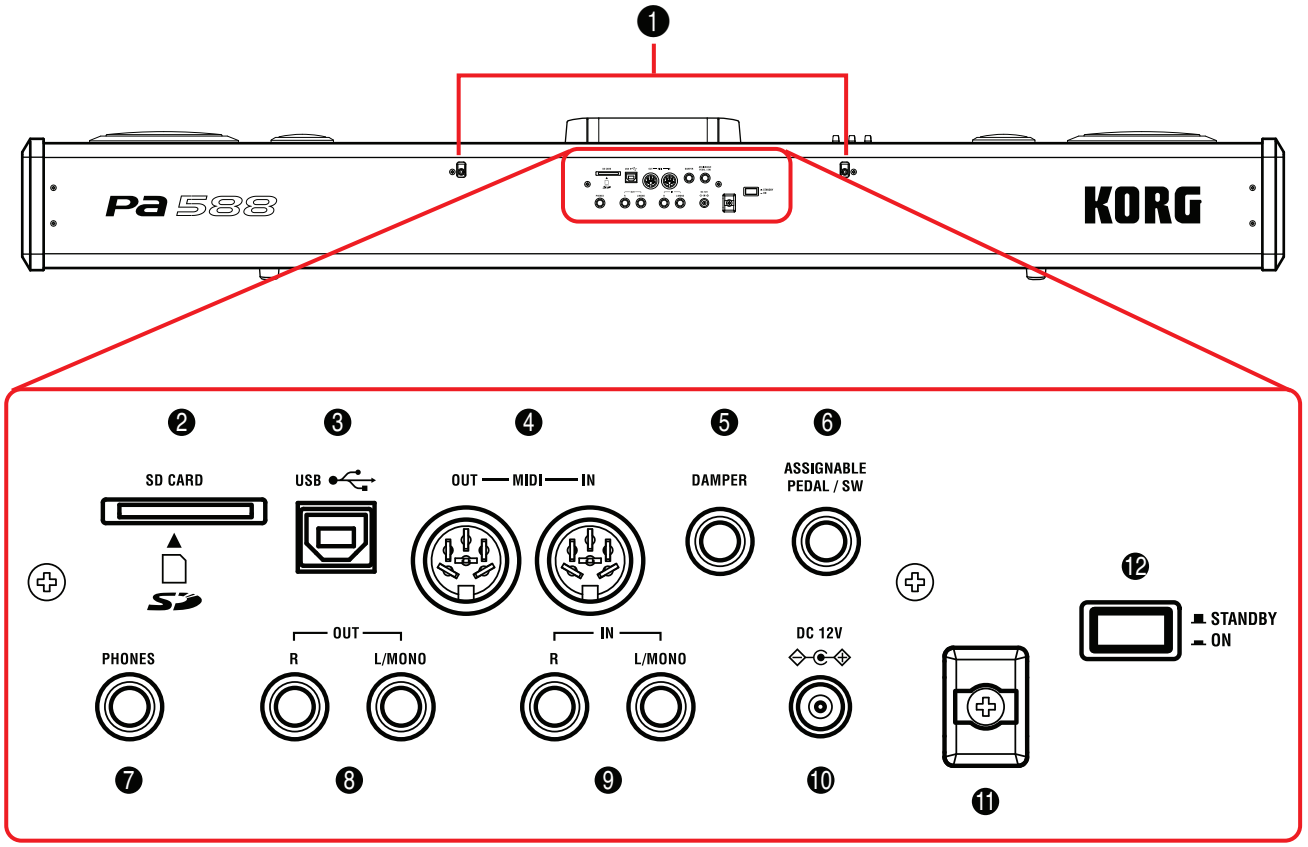
Note: *The Master Transpose has no effect on tracks set to Drum mode (and, even if set in a different status, on the Drum and Percussion tracks). See "Track Controls: Mode" on page 93, and "Track Controls: Mode" on page 160.*

♭ — Lowers the Master Transpose in steps of a semitone.

♯ — Raises the Master Transpose in steps of a semitone.

SHIFT You can jump to the Global > Transpose Control page by keeping SHIFT pressed, and pressing one of the TRANSPOSE buttons.

Rear panel



1 Music stand holes

A music stand comes standard with your Pa588. Insert its legs into these two dedicated holes.

2 SD CARD drive

Use this drive to read and write data from Secure Digital (SD) or MultiMedia (MMC) cards. Data are managed in the "Media" mode.

Note: *Do not remove a card while it is being used.*

Note: *The card inserted in this drive can be read by a personal computer, by connecting it to the Pa588 via the USB port. See "USB" on page 226.*

3 USB connector

USB Type B (Slave/Device) connector, USB 1.1 compliant (Full Speed). Use it to connect the Pa588 to a personal computer, and transfer data to/from a card inserted in the card drive of the Pa588. See "CARD Connection" on page 226 for more information.

MIDI Over USB is supported, so you can use this connector instead of the MIDI ports (see "What is MIDI Over USB?" on page 230).

4 MIDI interface

The MIDI interface allows your Pa588 to be connected to external controllers (another keyboard, MIDI guitar, wind controller, MIDI accordion…), to a series of expanders, or to a computer running a sequencer. For more information on how to use the MIDI interface, see the "MIDI" chapter.

IN	This connector receives MIDI data from a computer or a controller. Connect it to an external controller's or computer's MIDI OUT.
OUT	This connector sends MIDI data generated by Pa588's keyboard, controllers, and/or the internal sequencer. Connect it to an expander's or computer's MIDI IN.

5 DAMPER connector

Use this jack to connect the DS-2H Damper pedal (supplied as standard). This pedal also supports half-pedalling when the Grand Piano RX Sound is selected. To change calibration, or set the polarity of a different Damper pedal, see "Calibration" on page 207.

6 ASSIGNABLE PEDAL/SW connector

Use this jack to connect a continuous- or footswitch-type pedal, like the Korg EXP2 or XVP10. To program it, see "Pedal/Footswitch" on page 206. By default, it controls Glide.

❼ PHONES connector

Connect a pair of headphones to this output. You can use headphones with an impedance of 16-200Ω (50Ω suggested). Use a headphone splitter to connect more than one pair of headphones.

Note: *When inserting a jack into this connector, the speakers are automatically turned off.*

❽ OUT (L/MONO, R) connectors

Use these unbalanced connectors to send the audio signal (sound) to a mixer, a PA system, a set of powered monitors, or your hi-fi system. Connect only the L/MONO jack to output the signal in mono. Set the output level with the MASTER VOLUME slider.

Note: *This MASTER VOLUME slider does not control the signal entering the audio inputs (see below).*

❾ IN (L/MONO, R) connectors

Use these unbalanced connectors to input another keyboard/synthesizer, a CD or MP3 player, or a mixer's (non-powered) output. The signal goes directly to the final mix.

❿ DC 12 V power adapter connector

Plug the supplied power adapter into this connector.

⓫ Cable holder

Fix the power cable to this hook, to avoid cable jamming.

⓬ STANDBY/ON switch

Use this switch to turn the instrument on or off.

On	The instrument is turned on.
Standby	The instrument is turned off.

Welcome!

Welcome to the world of Korg Pa588! With its mix of digital piano and automatic accompaniment features, Pa588 is one of the most powerful musical instruments available today, both for professional and home entertainment use.

Here are some of the features of your new instrument:

- High-quality, realistic Korg RH3 keyboard, featuring four zones with different weights. Touch response can be selected among nine different curves, to adjust how the sound will respond to your keyboard playing dynamics.
- Damper pedal with realistic simulation of natural string resonances and noises of an acoustic piano, by means of the innovative Korg EPx (Piano eXperience) technology. On the Grand Piano RX Sound, the damper pedal lets you vary the amount of the effect by how far you press down on it ("half-pedal" function).
- Piano eXperience: while existing piano sampling techniques have resembled an audio snapshot, our new "Piano eXperience" technology is more of a hologram, accurately reproducing every dimensional detail of the sound. All piano sampling for the Pa588 is done in stereo to preserve the natural imaging of the sound. Different dynamic levels are captured to extend the instrument's expressive vocabulary. Going even further, the Pa588 uses the sound of the key being released and the hammer returning, as well as the sympathetic damper resonance of the strings to create all of the subtle shadings that create a superior instrument sound. This attention to detail defines the sound of the new Pa588, providing an instrument that can interpret every nuance of touch into a meaningful musical gesture.
- Alternative temperaments, for historically accurate performance of classical music, or experimenting.
- RX Technology, the cutting edge engine that drives every aspect of the Pa588 – from the synthesis to the display and how it all works together.
- Powerful EDS (Enhanced Definition Synthesis) Korg sound generation system, as seen in our best professional synthesizers.
- 80 voices of polyphony.
- OPOS (Objective Portable Operating System) multitasking operating system, to let you load data while playing your instrument.
- Operating System updates, to load new features and enhancements. Don't let your instrument get old!
- Solid State Disk (SSD), for any system update – a smart way to replace the usual ROM memory.
- SD (Secure Digital) and MultiMedia (MMC) memory card drive, to store your data on the most up-to-date and reliable support.
- General MIDI Level 2 Sound-compatible.
- 882 Factory Sounds and 56 Factory Drum Kits, plus 128 User Sound and 64 User Drum Kit locations available.
- Four multieffect processors for the internal MIDI tracks, with 124 effects, and a selection of fine guitar effects created using Korg's REMS™ (Resonant structure and Electronic circuit Modeling System) technology, to deliver truly great sounding effects.
- Final semi-parametric Master EQ, to customize your own sound.
- 256 Performance locations, and about than 1,280 preloaded Single Touch Settings (STS), for fast setting of keyboard sounds and effects.
- More than 320 preloaded Styles (448 Factory locations + 64 User locations available).
- Style Record and Edit, including Guitar Mode.
- Pad Record and Edit.
- XDS Double Sequencer with Crossfader.
- Full-featured 16-track sequencer.
- Fully editable music database, for fast song retrieving, supplied by the SongBook.
- High-quality input (ADC) and output (DAC) audio converters.
- TouchView™ Graphical User Interface.
- Fully-programmable slider and pedal/footswitch.
- 2 × 15 Watt digital amplification.
- USB 1.1 Full Speed Device port, to connect a personal computer to your Pa588. This port can be used for file transfer, and for MIDI connection (without the need of a dedicated MIDI interface for the PC).

Live Performing

Pa588 has been carefully designed to be used live. The "realtime" word has its full meaning in this instrument. **Performances** allow the instant selection of all the tracks on the keyboard and a suitable Style; **STSs** allow an instant selection of the keyboard tracks; **Styles** are the realtime backing companions for your realtime playing; **Songs** can be mixed in realtime; the **SongBook** is the quick way to select a song from a sophisticated music database.

Easy Mode

If you are the kind of musician that prefers to play, more than deal with technical matters, you can use the Pa588 in Easy Mode, and forget all its most powerful features, and let them out of your way.

Useful links

Your preferred Korg dealer not only carries this keyboard, but also a whole bunch of hardware and software accessories. You should ask him for more Sounds, Styles, and other useful music materials.

Each Korg distributor can give you useful information. Just give them a call for additional services. In the English-speaking world, here are the relevant addresses:

USA — KORG USA, 316 South Service Road, Melville, New York, 11747, USA

Tel:1-516-333-9100, Fax:1-516-333-9108

Canada — Jam Industries, 620 McCaffrey, St-Laurent, QC, Canada, H4T 1N1

Tel. (514) 738-3000, Fax (514) 737-5069

UK — KORG UK Ltd, 9 Newmarket Court, Kingston, Milton Keynes, Buckinghamshire, MK10, 0AU

Tel.: 01908 857100

UK Technical Support Tel: 01908 857122, Fax: 01908 857199

E-mail: info@korg.co.uk

Many Korg distributors also have their own web page on the internet, where you can find infos and software. Useful web pages in English are the following:

Korg USA	www.korg.com
Korg UK	www.korg.co.uk
Korg Canada	www.korgcanada.com

A place to find operating system updates and various system files (for example, a full backup of the factory data), additional musical resources, user's manuals and various information, is at the following link:

Korg Italy	www.korgpa.com

Other useful information can be found worldwide by accessing to other Korg web sites, like the following:

Korg Inc. (Japan)	www.korg.co.jp
Gaffarel Musique (France)	www.laboitenoiredumusicien.com
Korg & More (Germany and Austria)	www.korg.de
ESound (Italy)	www.ekomusicgroup.com
Letusa (Spain)	www.korg.es

What's in the box

After you buy your Pa588, please check all the following items are included in the package. If some of them are missing, immediately contact your Korg dealer.

- Pa588
- Piano stand
- Music stand
- DS-2H damper pedal
- AC power adapter
- Power cable
- Owner's manual
- Accessory CD (containing the USB driver and additional manuals)

About this manual

This manual is divided in four sections:

- An **Introduction,** containing an overview of the instrument and of basic operations.
- A **Quick Guide**, containing a series of practical guides.
- A **Reference Guide**, with each page and parameter described in detail.
- An **Appendix**, with a list of data and useful information for the advanced user. *Additional information can be found inside the Accessory CD.*

Within the manual, you will find the following abbreviations:

▸PERF — The parameter can be saved to a Performance by selecting the Write Performance command from the page menu.

▸PERF^{Sty} — The parameter can be saved to the current Style Performance by selecting the Write Style Performance command from the page menu.

▸STS — The parameter can be saved to one of the Single Touch Settings of the current Style, or to a Single Touch Setting of a SongBook entry. To save it to a Style, select the Write STS command from the page menu of the Style Play mode. To save it to a SongBook entry (either of Style or Song type), check the Write STS option in the Book Edit 1 page of the SongBook mode.

▸GBL — The parameter can be saved to the Global, by selecting one of the available Write Global commands from the page menu. Several Global areas are available, and a smaller symbol after the GBL abbreviation will appear for each relevant parameter. More information is given in each Reference chapter.

▸SB — The parameter can be saved to a SongBook entry.

Making a backup of the original data

A backup copy of all original data can be found on our website (www.korgpa.com). You can freely download it, in case you want to restore the Pa588 to its original status.

In case you customize your Musical Resources (Sounds, Performances and Styles), we suggest you make frequent backup copies of them, to avoid accidental loss.

To backup the Factory Musical Resources (Styles, Programs…), see "Full Resources Backup" on page 224.

Loading the Operating System

Your Pa588 can be constantly updated as new versions of the operating system are released by Korg. You can download the operating system from www.korgpa.com. Please, read the instructions supplied with the operating system on the site.

You can see which version of the operating systems is installed in your Pa588 by going to the "Utility" page of the Media mode (see "OS Version Number" on page 225).

Warning: *Do not install an OS other than the official OS supplied by Korg for the Pa588. Trying to install an OS created for different models may cause data loss and permanent damage to the instrument. Korg is not responsible for any damage caused by improper installation of the OS.*

Loading the Musical Resources

Should you need the original Musical Resources, a copy of them can be downloaded from www.korgpa.com. You may also have created a backup copy of your custom data (see "Full Resources Backup" on page 224).

To restore data, see "Full Resources Restore" on page 225.

Warning: *Do not install Musical Resources other than the official ones supplied by Korg for the Pa588. Trying to install Musical Resources created for different models may cause data loss.*

Loading Musical Resources created with previous Pa-Series (Pa80, Pa1X, Pa800, Pa2X, Pa500) and i-Series instruments is allowed with some limitations. See the "Media edit mode" chapter for more information.

Start up

Assembling the stand

Before you start using your new Pa588, you must assemble the supplied piano stand. Please see “Assembling the stand” on page 238 for detailed instructions.

The music stand

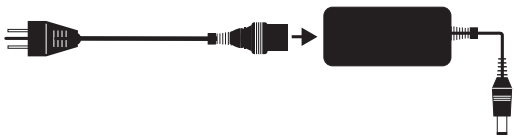
A music stand comes standard with your Pa588. Insert its legs into the two dedicated holes on the rear panel.

Damper Pedal

Connect the supplied DS-2H Damper (Sustain) pedal to the DAMPER connector on the back panel. This pedal also supports half-pedaling on the Grand Piano RX Sound. To calibrate its action, or switch the polarity of a different Damper pedal, see “Calibration” on page 207

Connecting the AC power adapter

Connect the supplied AC power adapter to the dedicated socket on the rear of the instrument. Then, plug it into a wall socket.



Warning: *Use only the supplied adapter, or an adapter suggested by Korg. Other adapters may look similar, but they may damage your instrument!*

Turning the instrument on and off

- Press the STANDBY/ON switch on the rear panel to turn the instrument on. The display will light up, showing the boot procedure.
- Press again the STANDBY/ON switch on the rear panel to turn the instrument off.

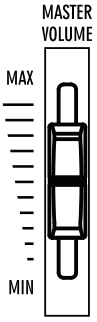
  Warning: *When turning the instrument off, all data contained in RAM (Song recorded or edited in Sequencer mode) will be lost. On the contrary, data contained in the SSD memory (Factory data, User Sounds, Performances and Styles) will be preserved.*

Controlling the Volume

Master Volume

Use the MASTER VOLUME slider to control the overall volume of the instrument. This slider controls the volume of the Pa588 sound going to the internal speakers, the main (L/MONO and R) OUTPUTs, and the PHONES connector. It does not control the volume of sound entering the IN connectors.

Note: *Begin with a moderate level, then raise the MASTER VOLUME up. Don’t keep the volume at an uncomfortable level for too long.*

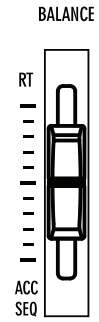


Keyboard, Style and Song Volume

Use the BALANCE slider to control the relative volume of RealTime tracks (RT: keyboard), Pad and Style Accompaniment tracks (ACC: drums, percussions, bass…), and Song tracks (SEQ).

Note: *This slider does not work in Sequencer and Sound mode.*

- When in Style Play mode, this slider balances between the Realtime (keyboard) tracks, and the Accompaniment (Style) and Pad tracks.
- When in Song Play mode, this slider balance between the Realtime (keyboard) tracks, and both Sequencer and Pad tracks.



The Sequencer’s BALANCE slider

The Sequencer’s BALANCE slider sets the relative volume of the two onboard sequencers (Sequencer 1 and Sequencer 2).

- Move it fully left to set Sequencer 1 to the maximum level and Sequencer 2 to zero.
- Move it fully right to set Sequencer 1 to zero and Sequencer 2 to the maximum level.
- Move it to the center to set both Sequencer at the same level.

Note: *When turning the instrument on, move this slider to the center, to avoid starting a Song at the minimum level.*

Headphones

Connect a pair of headphones to the PHONES output, on the back of the instrument. You can use headphones with an impedance of 16-200Ω (50Ω suggested). Use a headphone splitter to connect more than one pair of headphones.

Audio Outputs

Audio outputs allows you to connect the Pa588 to an external amplification system.

Stereo. Connect two mono cables to the main (L/MONO, R) OUTs. Connect the other end of the cables to a stereo channel of your mixer, two mono channels, two powered monitors, or the CD, LINE IN or TAPE/AUX input of your audio system. Don't use the PHONO inputs of your audio system!

Mono. Connect a mono cable to the L/MONO OUT alone. Connect the other end of the cable to a mono channel of your mixer, a powered monitor, or a single channel of your CD, LINE IN or TAPE/AUX input of a hi-fi system (you will hear that channel only, unless you can set the amplifier to Mono mode).

Audio Inputs

Connect any other musical instrument to the IN connectors on the back of the instrument. To connect a microphone, use an external preamp or mixer.

Use the connected device's volume control to adjust the input level. Be careful not to make it distort (or "clip"). Here is how to set the volume of the connected device:

- if the sound heard on the Pa588's outputs is too low, you should increase the output level of the connected device.
- if it sounds fine, it's ok.
- if it distorts, you should lower the level a little, until the sounds is fine again.

MIDI connections

You can play the internal sounds of your Pa588 with an external controller, i.e. another keyboard, a MIDI guitar, a wind controller, a MIDI accordion, or a digital piano.

You can also control other MIDI devices with the Pa588, or connect it to a computer for use with an external sequencer.

As an alternative to the MIDI connectors, you can use the USB port for direct connection to a personal computer.

See the "MIDI" chapter on page 230 for more information on MIDI connections.

Demo

Listen to the built-in Demo Songs to appreciate the power of the Pa588. There are several Demo Songs to choose from.

1. Press the STYLE PLAY and SONG PLAY buttons together. Their LEDs start blinking.

   At this point, if you don't press any other button, all the Demo Songs will be played back.

2. Select one of the available options, to listen to a specified Demo Song.
3. Stop the Demo by pressing the STOP button on the display, or by exiting the Demo mode by pressing any MODE button.

Glossary of Terms

Before you begin, take a few moments to familiarize yourself with the names and terms we will be using to talk about the various elements of the Pa588.

In this section, you will find a brief description of various key elements of the Pa588. A professional arranger (Pa) keyboard uses different terminology than a traditional synthesizer or workstation. By familiarizing yourself with the names and functions in this section, you will get a better understanding of how all the different parts of the Pa588 work together to create a realistic musical performance. This will also help you to get the most out of the rest of the User's Manual.

Sound

A Sound is the most basic unit of a performance. A Sound is basically a playable instrument timbre (piano, bass, sax, guitar…) that can be edited, saved, recalled and assigned to any track. An individual Sound can be played on the keyboard in the Sound mode. In the Style Play mode or Sequencer mode, Sounds may be freely assigned to Sequencer tracks, Style tracks, or Keyboard tracks.

Style

The Style is the heart of a professional arranger keyboard. At its basic level, a Style will consist of up to eight parts, or "Tracks".

Drums

The Drum track will provide a repeating rhythmic phrase, played by the standard instruments of a Drum Kit.

Percussion

An additional rhythmic phrase played by various percussion instruments (conga, shaker, cowbell, etc.) is provided by the Percussion track.

The Drum and Percussion tracks will play the same phrase repeatedly, regardless of the notes and chords being played on the keyboard, although it is possible to assign a different Drum Kit to either part, or to edit the Kit itself.

Bass & Accompaniment

The Bass track and the (up to) five additional Style tracks will each play musical phrases that are musically related to and in sync with the Drum and Percussion tracks. However, the notes being played by these tracks *will* change to follow the chord progression that you play on the keyboard.

Again, any Sound you choose may be assigned to any track in a Style.

Variation

For each Style, there are four Variations. In general, each Variation is a slightly different version of the others. As you progress from Variation one to Variation four, the arrangements will become more complex, and more parts (Tracks) may be added. This allows your performance to have a more dynamic arrangement, without losing the original "feel" of the Style.

Fill-in

During a performance, a drummer may often perform a "fill" - such as when transitioning from a verse to a chorus – adding extra dynamics and keeping the beat from getting too repetitive. The Pa588 offers three Fill-ins specifically programmed for each Style. A Fill-in may be drums alone, drums with instrumentation, of even a silent "break".

Intro & Ending

Each Style also allows you to embellish your performance with a set of musical introductions and endings. A long and short version of the Intro and Ending are usually provided, with the former more harmonically elaborated, and the latter with a fixed chord. A "count-in" style Intro is also provided.

Pad

Pads are like single-track Styles, that can be triggered by using the dedicated PAD buttons. They can be used to play in realtime single sounds, as well as short, cycling sequences that play in time with the Style.

Keyboard tracks

In addition to the Style and Pad tracks, up to four additional parts can be played on the keyboard in real-time. Each of these Keyboard tracks can be limited to a particular range of keys or velocities, but in general three can be assigned to play above the split point (Upper), and one below (Lower). This allows the Upper Sounds to be layered together. The split point can be set to any note on the keyboard. In addition to performing along with a Style, these same Keyboard tracks will allow you to play along with the Sequencer(s).

STS (Single Touch Settings)

Single Touch Settings allow you to instantly change the sounds assigned to each of the Keyboard tracks with a single button press, allowing for wide variation in sounds during a performance. Four STS (Single Touch Settings) can be saved with each Style or SongBook entry.

Ensemble

By turning the Ensemble feature on, a single note played on one of the Keyboard tracks will be embellished by additional notes to create a complete chord voicing. The Ensemble knows which notes to add by looking at the chord that the Style is playing. In addition, the Ensemble parameters allow you to select the type of voicing that will be added – from a simple one-note harmony to a full "Brass" section – even a marimba-style trill!

Performance

The Performance is the most encompassing setting on the Pa588 – a single setting that can remember a Style (with all the appropriate sounds), the Keyboard tracks (with all the appropriate sounds) and all their Single Touch Settings, Tempo, transposition, etc.… A Performance can be stored in one of the Performance Banks, or it can be saved in a "database" format using the SongBook function.

Sequencer

The Sequencer acts as a recorder, so you can capture and playback your performances. The Pa588 sequencer can function in different modes. In the Backing Sequence mode, each Style element and each Real-Time (Keyboard and Pads) element can be recorded on a separate track in a single pass. This can be a big help in getting a song recorded quickly. The sequencer can also behave as a traditional 16-track linear sequencer, where each track is recorded individually one at a time.

The LOGO decoder

On the front panel of your Pa588 you have probably noticed some logos, and may have even wondered what they stand for. Well, here is a quick explanation of each one.

RX Technology is the cutting edge engine that drives every aspect of the Pa588 – from the synthesis to the display and how it all works together.

General MIDI (GM) is a standard that ensures the compatibility of sounds and messages between GM compatible instruments available from different manufacturers. For example, sequenced songs created on any GM equipped product and saved in the GM format will playback correctly on the Pa588.

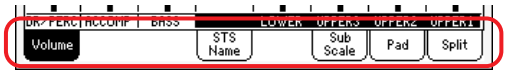
Interface basics

The TouchView™ graphical user interface

Pa588 features an easy-to-use graphical user interface, based on Korg's patented TouchView™ interface. Here are the basic elements of the user's interface.

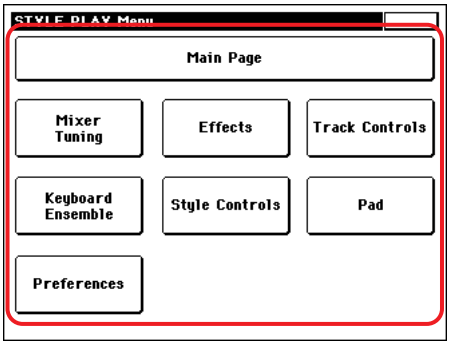
Pages

Parameters are grouped into separate pages, to be selected by touching the corresponding tabs on the lower part of the display.



Menus and sections

Pages are grouped in sections, to be selected by touching the corresponding buttons in the Edit menu that opens up when you press the MENU button.

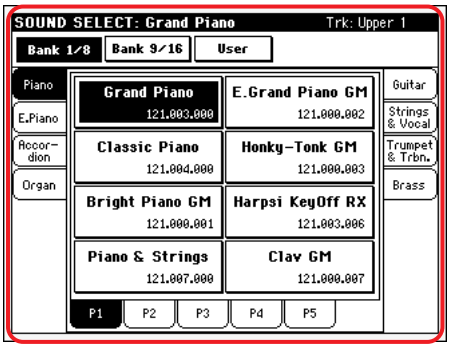


Selectable items

A triangle next to the name of a Sound, Style, STS, Pad or Song, means that you can select it and replace it with a different element. Touch the item's name and make the corresponding Select window appear.

Overlapping windows

When you press a Sound, Style, STS, Pad or Song name, a selecting window overlaps the current page. After you select an item in the window, or press the EXIT button, the window closes, and the underlying page is shown again.

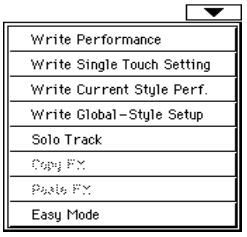


Dialog boxes

Similar to selecting windows, dialog boxes overlap the underlaying page. Press one of the button on the display to give Pa588 an answer, and the dialog box will close.

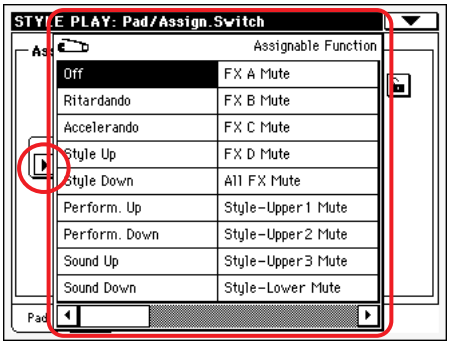
Page menus

Press the icon on the upper right corner of each page, and a menu with suitable commands for the current page will appear. Touch one of the available commands to select it. (Or, press anywhere else on the screen to make it disappear, with no command selected).



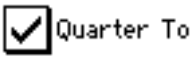
Pop-up menus

When an arrow appears next to a parameter name, press it to open a pop-up menu. Select any of the available options (or anywhere else on the screen to make the menu disappear).



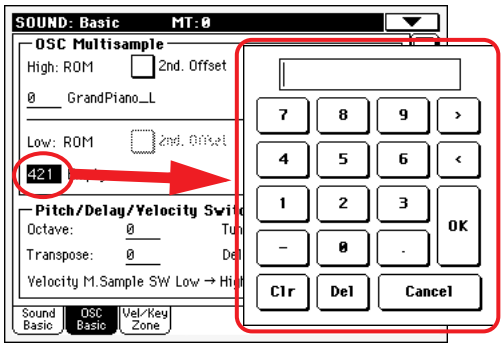
Checkboxes

This kind of parameters are on/off switches. Press them to change their status.



Numeric fields

When a numeric value can be edited, press it a second time to open the Numeric Keypad.



As an alternative, touch a numeric field and keep it held. Then move your fingers up (or right) to increase the value, or move it down (or left) to decrease it.

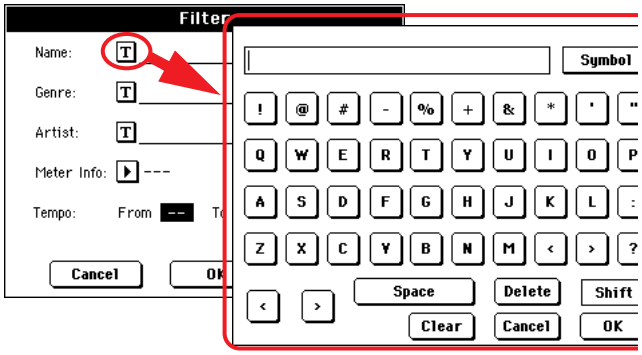
This also includes the Tempo numeric field in the main page of the Style Play, Song Play, and Sequencer modes.

Alphabetic fields

When a textual option is underlined, press it a second time to open a list of options.

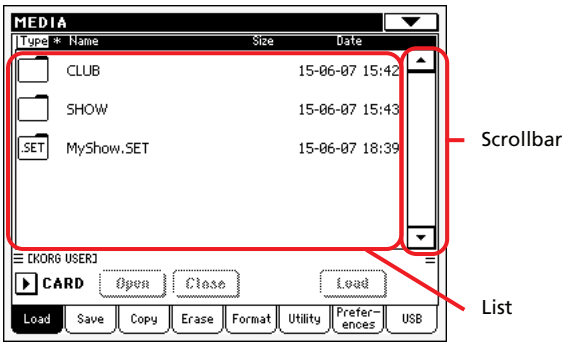
Editable names

When the T (Text Edit) button appears next to a name, press it to open the Text Edit window and edit the name.



Lists and scrollbars

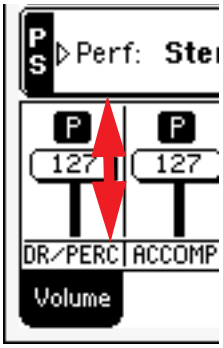
Files on storage media, as well as other kinds of data, are shown as lists. Use the scrollbar to scroll the list content.



Keep the SHIFT button pressed while touching one of the arrows, to scroll to the next or previous alpha-numeric section.

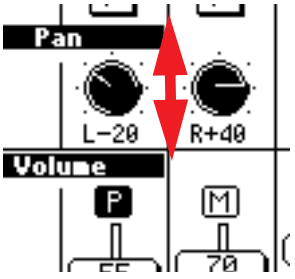
Sliders

To change a slider's position, select it, then use the TEMPO/VALUE dial to change its position. As an alternative, touch a slider with your fingers and keep it held. Then move it up or down to change its position.



Knobs

To change a knob's position, select it, then use the TEMPO/VALUE dial to change its position. As an alternative, touch a knob with your finger and keep it held. Then move your fingers up (or right) to rotate it clockwise, or move it down (or left) to rotate the knob counter-clockwise.



Icons

Various icons help identifying the type of a file, a Song, a folder.

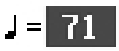
Operative modes

Pa588 pages are divided into various operating modes. Each mode is accessed by pressing the corresponding button in the MODE section on the control panel.

Three special modes (Global, Media, and SongBook) overlap the current operating mode, that remains active in the background. The SongBook mode can recall the Style Play or Song Play modes.

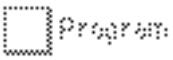
Selected, highlighted items

Any operation carried on on parameters, data or list entries, is executed on highlighted items. First select the parameter or item, then execute the operation.



Non-available, grayed-out parameters

When a parameter or command is not currently available, it is shown in grey on the display. This means it cannot be selected, but may become available when a different option is selected, or you switch to a different page.



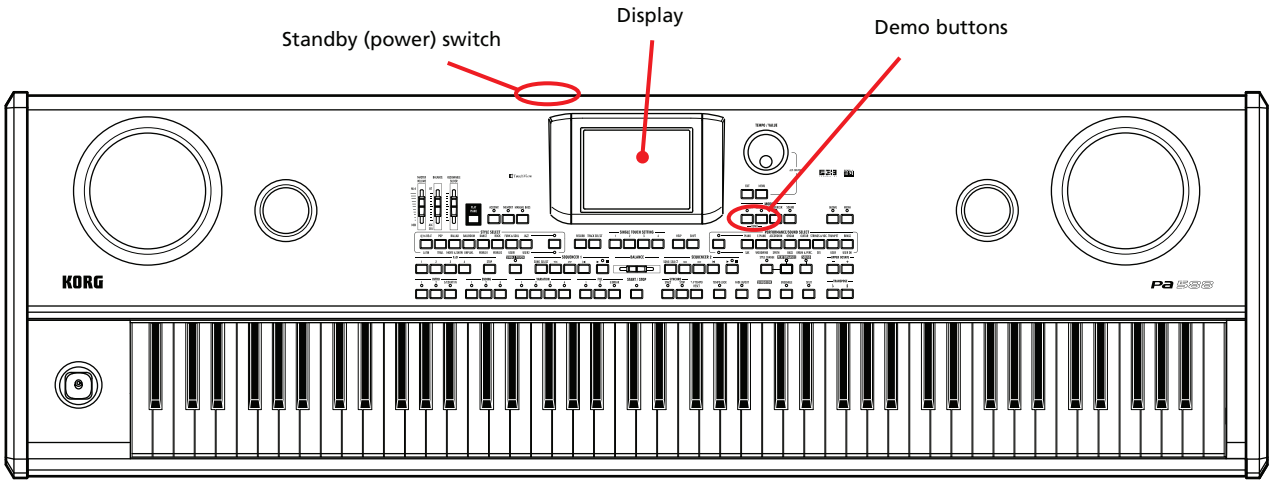
Shortcuts

Some commands or pages can be recalled by keeping the SHIFT button pressed, and pressing other buttons or elements in the display. See the “Shortcuts” chapter on page 241 for a list of available shortcuts.

Quick Guide

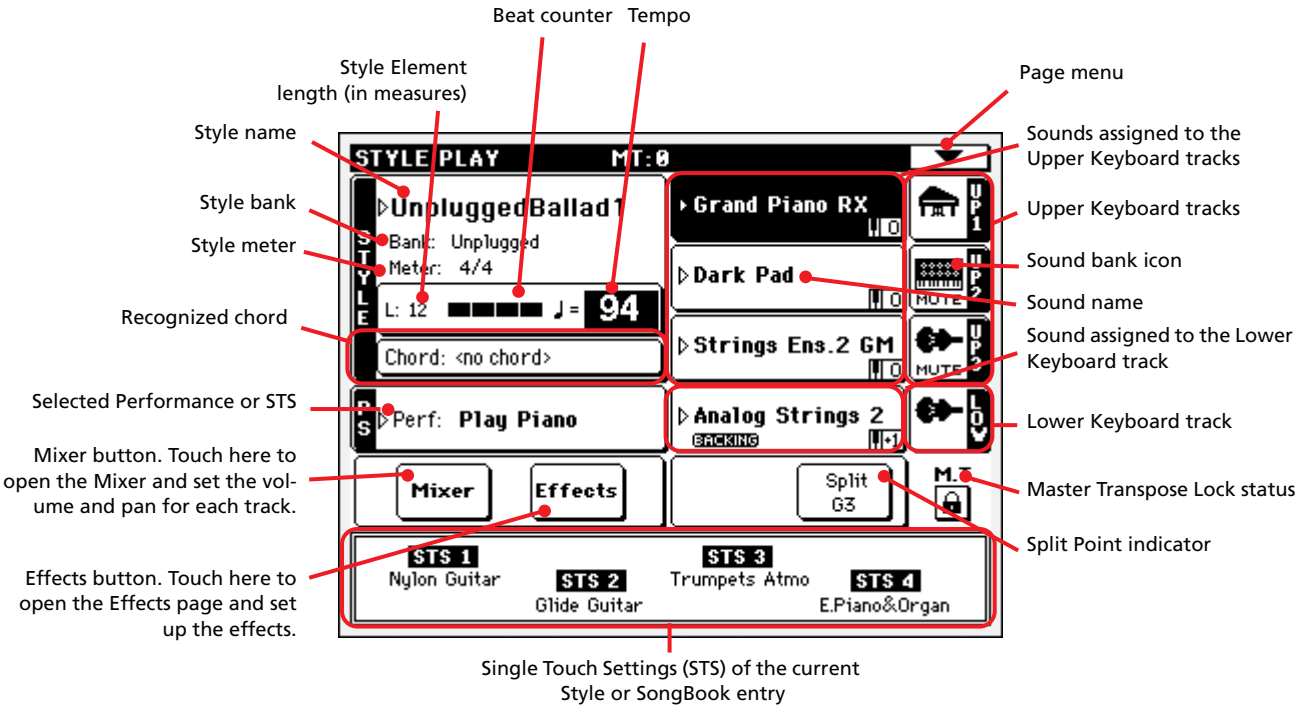
Turning the instrument on and listening to the demos

First of all, turn the instrument on and familiarize yourself with the main screen. You can also listen to the demos.



Turning the instrument on

Turn the Pa588 on by pressing the STANDBY button, located on the back panel. After you turn the power on, a welcome screen is shown for a few seconds, and then the main display (in Easy Mode) appears.



Playing the demos

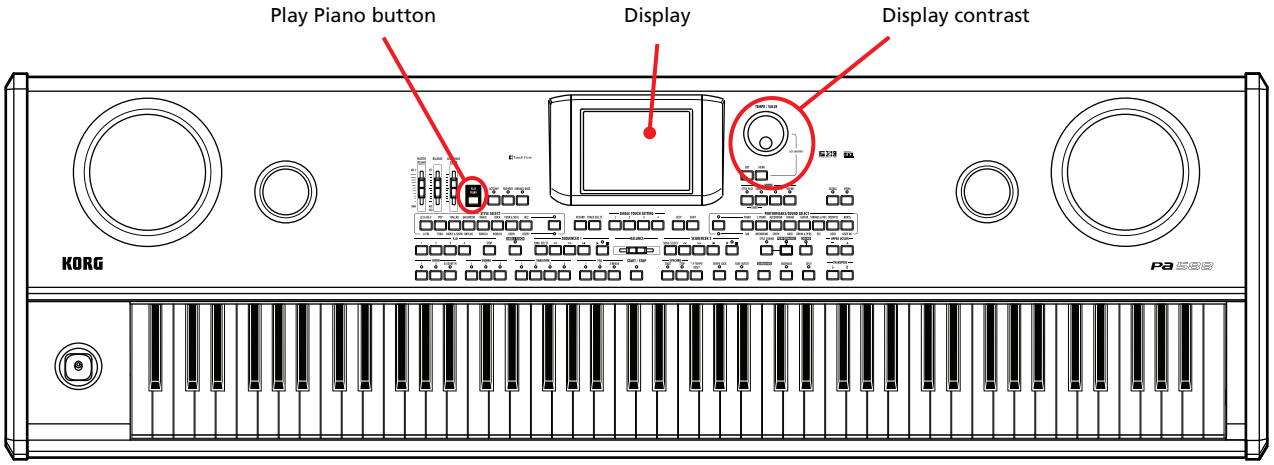
A variety of demo songs have been included to demonstrate the sonic power of the Pa588.

1 **To open the Demo page, press the STYLE PLAY and SONG PLAY buttons at the same time.**

2 **Follow the instructions in the display. That's it!**

Adjusting the seating posture, display contrast and keyboard touch response

Before starting to actually play the instrument, make your playing environment comfortable, by adjusting your posture, setting the display contrast, and how the keyboard feels.



Correct posture at the piano

It is very important to sit comfortably at the piano. Arrange your piano bench so that it's the best height for playing, and the best distance from the piano. Your elbow/upper arm should fall freely from the shoulder, and allows the forearm to be parallel to the floor when the forearm and hand are in their natural shape. You elbows should rest slightly in front of the center line when your hands are in a neutral position on the keyboard, with your hands in front of the elbows.

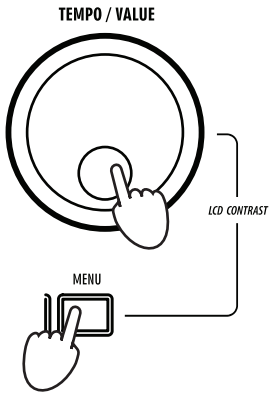
Sit on the front of the piano bench, far back enough to feel stable enough not to need to hold in place. Adjust the bench's height so that it is not too low, and your elbows are not too low either. The bench shouldn't be too high either, to avoid your heels are off the floor. Don't sit rigidly, just feel easy and natural.

Adjust the damper pedal as you feel more comfortable, by sliding it to the left or the right.

Setting up the display contrast

The display might not show well enough for your angle of view or lighting condition. You can adjust the contrast at any time.

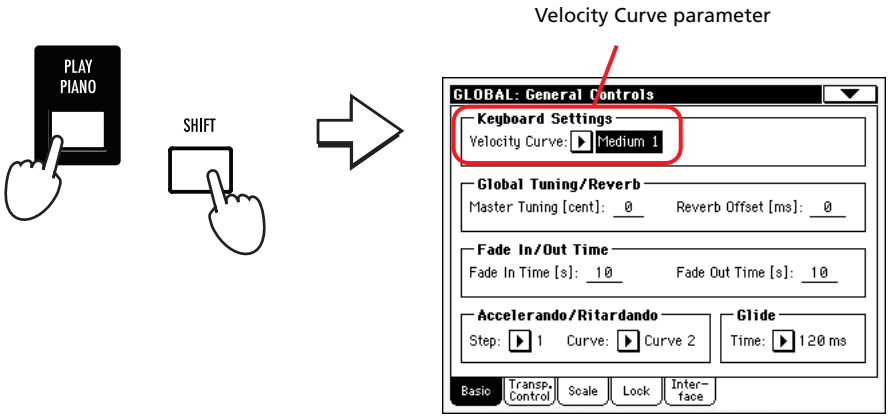
- **Keep the MENU button pressed, and turn the TEMPO/VALUE DIAL to adjust the display contrast.**



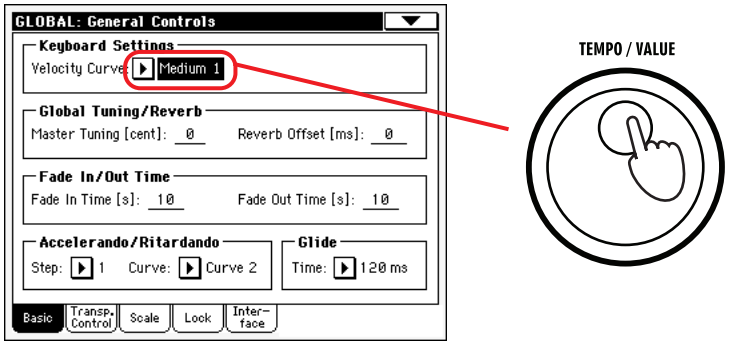
Changing the keyboard's touch response

Before starting to play, check the keyboard response, and see if you prefer to set it in a different way. Here is how to adjust the touch response.

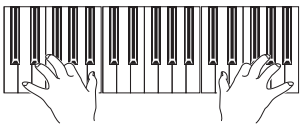
1 Keep the SHIFT button pressed, and press the PLAY PIANO button to open the page containing the Keyboard Settings.



2 Use the TEMPO/VALUE DIAL to choose a curve that is comfortable to you.

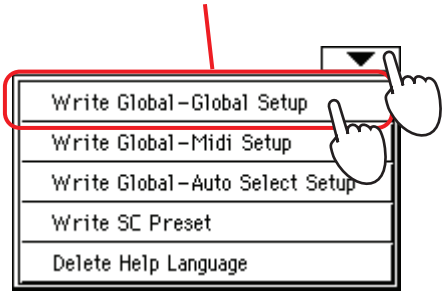


3 Play the keyboard to try how the selected curve feels.



4 When you have found your preferred Velocity Curve, save the settings to memory.

Touch the triangle in the upper right corner of the display to open the page menu, then choose the “Write Global-Global Setup” command from the menu.

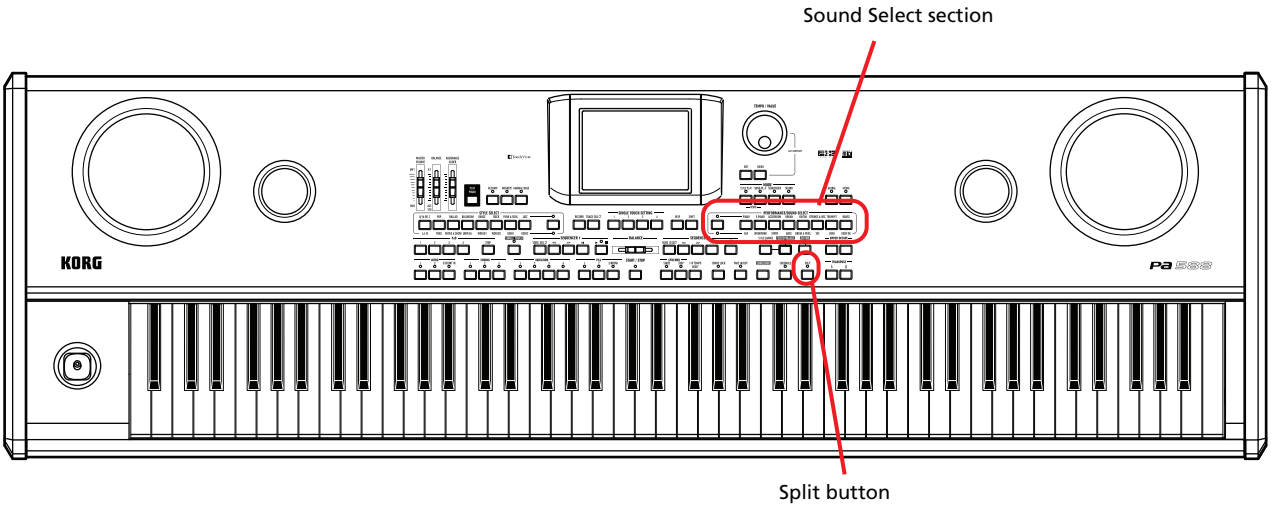


When the “Write Global-Global Setup“ dialog box appears, press OK to confirm saving to memory.

5 Press the EXIT button to return to the main screen.

Playing Sounds

You can play up to three sounds at the same time on the keyboard. You can also split the keyboard into two parts, to play up to three sounds with your right hand (Upper), and one with your left hand (Lower).



Playing Piano Solo

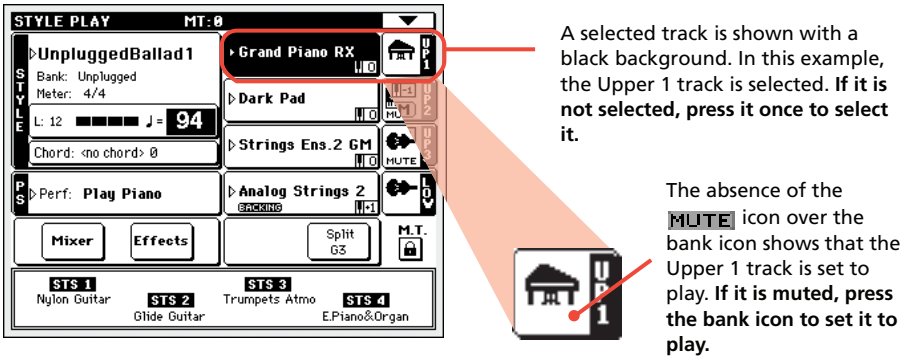
At any time, you can automatically assign the Grand Piano RX Sound to the Upper 1 track, mute all other tracks, and turn the SPLIT off to extend the piano sound to the whole keyboard.

- **Press the PLAY PIANO button to play 'piano solo'.**

To exit from this situation, just select any other Sound, press the SPLIT button, and mute/unmute any track.

Selecting a Sound and playing it on the keyboard

1 Be sure the Upper 1 track is selected and set to play.



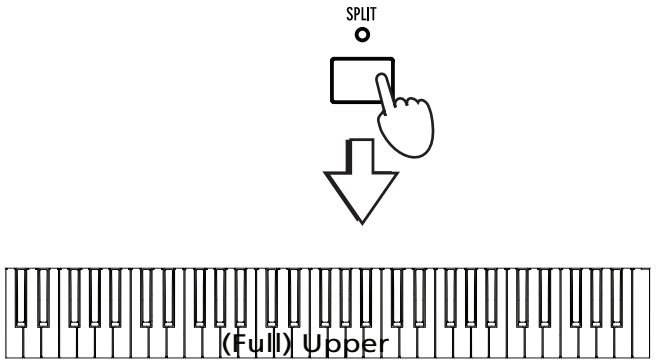
A selected track is shown with a black background. In this example, the Upper 1 track is selected. **If it is not selected, press it once to select it.**

The absence of the MUTE icon over the bank icon shows that the Upper 1 track is set to play. **If it is muted, press the bank icon to set it to play.**

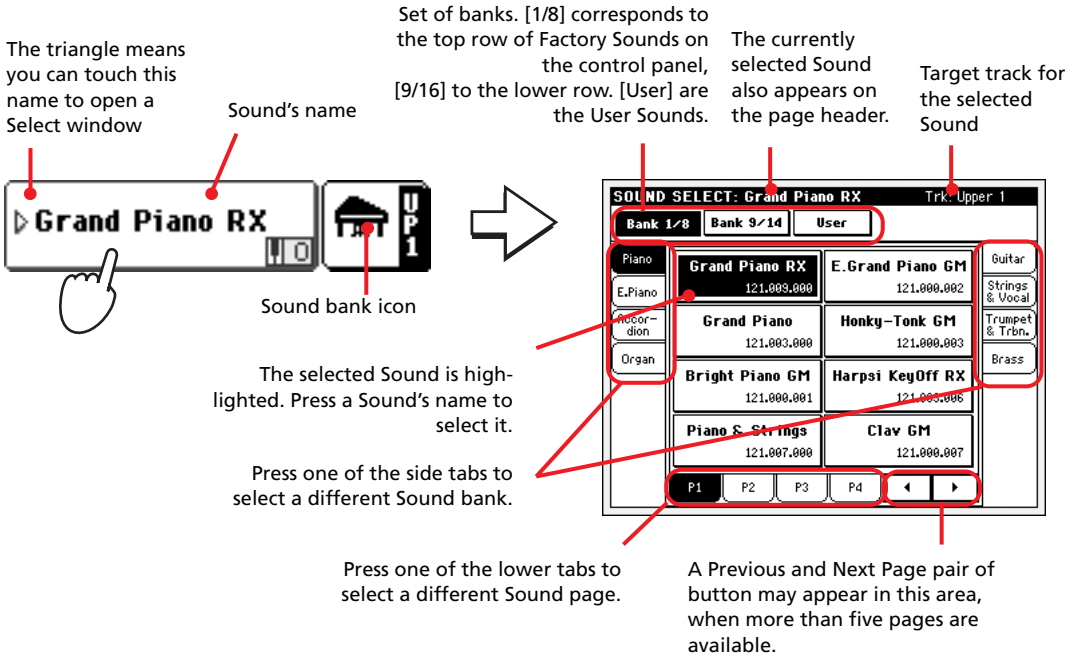
Note: Be sure tracks Upper 2 and Upper 3 are muted, and are not playing. If you hear more than one sound, see also page 39 for how to mute tracks.

Quick Guide

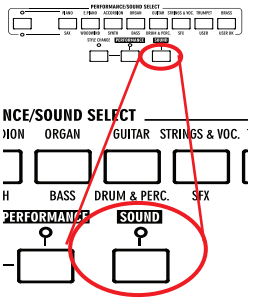
2 If you want to play the Sound on the whole keyboard, be sure the keyboard is in Full Upper mode. If it is split in two parts, press the SPLIT button on the control panel to turn its LED off.



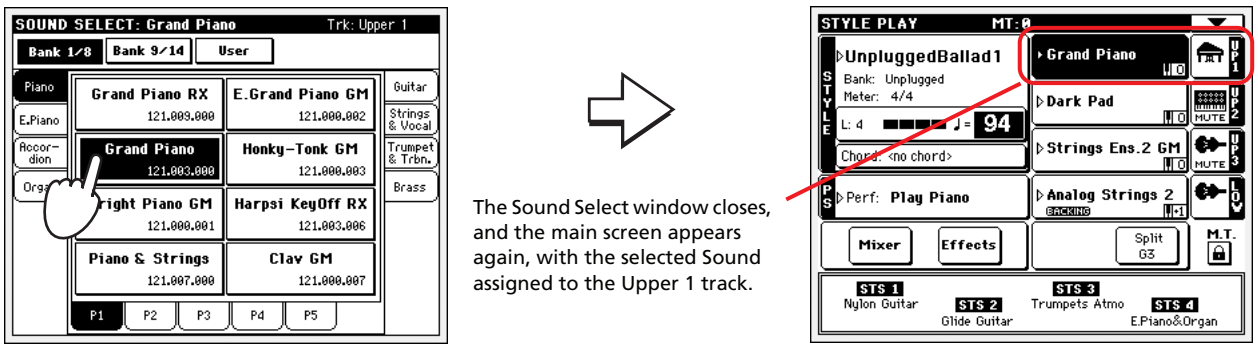
3 Press the Upper 1 track's area in the display, to open the Sound Select window.



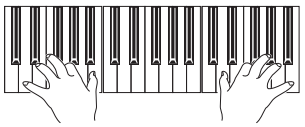
Note: *You can also open the Sound Select window by pressing one of the buttons in the PERFORMANCE/SOUND SELECT section – provided the LED on the SOUND SELECT button is on. This will let you jump directly to the desired Sound bank.*



4 Select a Sound from the Sound Select window.



5 Play the Sound on the keyboard.



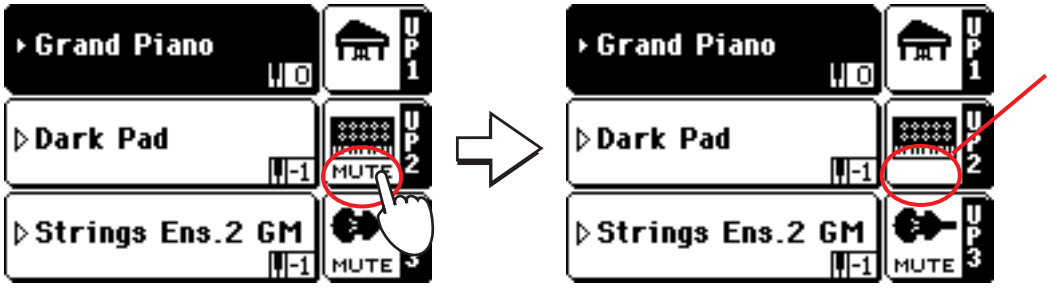
Note: You can leave the Sound Select window open in the display, even after selecting a Sound, by setting the Display Hold option to On (see "Display Hold On" on page 206).

Playing two or three Sounds at the same time

You can layer all three Upper tracks and play them on the keyboard.

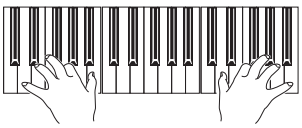
Please note how the MUTE icon appears in the Upper 2 and Upper 3 status boxes. These tracks will not be heard.

1 Press the MUTE icon in the Upper 2 status box, to set the Upper 2 track to play.



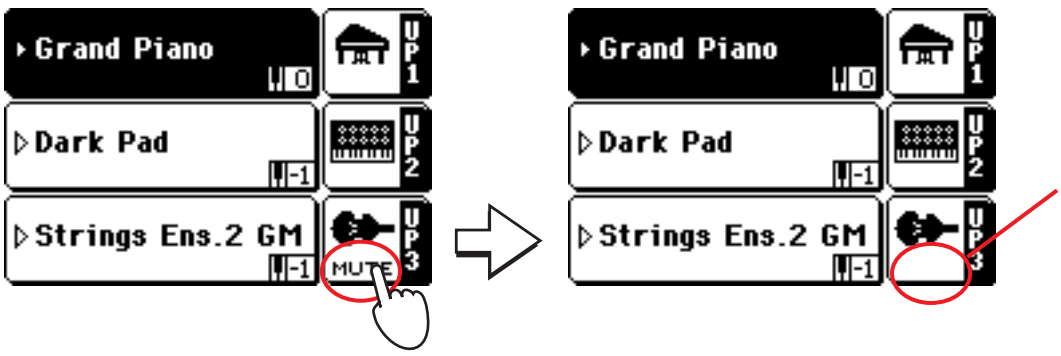
After pressing in this area, the MUTE icon disappears. The Upper 2 track will be set to play and will be heard.

2 Play the keyboard.



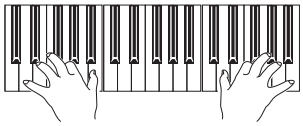
Note how the 'Dark Pad' sound (assigned to the Upper 2 track) has been layered with the 'Grand Piano' (assigned to the Upper 1 track).

3 Press the MUTE icon in the Upper 3 status box, to set the Upper 3 track to play.



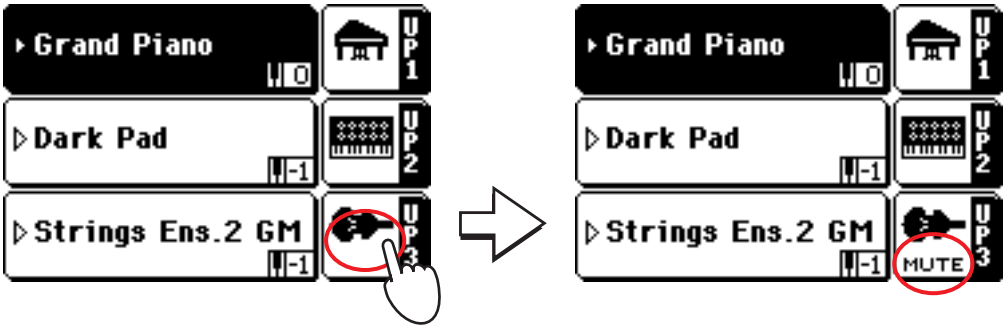
As above, after pressing in this area, the MUTE icon disappears. The Upper 3 track will be set to play and will be heard.

4 Play the keyboard.

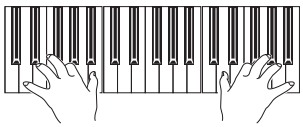


Note how the 'StringEns2' sound (assigned to the Upper 3 track) has been added to the 'Dark Pad' (assigned to the Upper 2 track) and the 'Grand Piano' (assigned to the Upper 1 track).

5 Press the bank icon in the Upper 3 status box, to mute the Upper 3 track again.

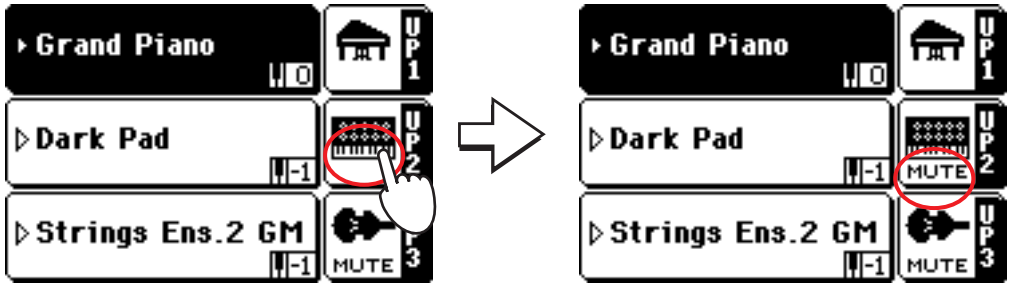


6 Play the keyboard.

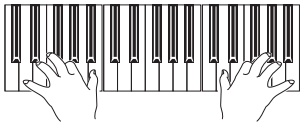


Note how the 'StringEns2' sound (assigned to the Upper 3 track) has been muted again. Only tracks Upper 1 and Upper 2 can be heard at this time.

7 Press the bank icon in the Upper 2 status box, to mute the Upper 2 track again.



8 Play the keyboard.

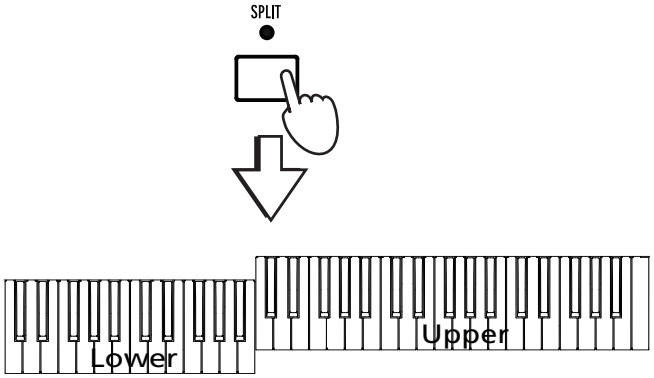


Note how the 'Dark Pad' sound (assigned to the Upper 2 track) has been muted again. Only track Upper 1 can be heard at this time.

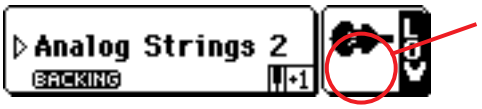
Playing different Sounds with your left and right hand

You can play a single Sound with your left hand, in addition to playing up to three Sounds with your right hand.

1 Press the SPLIT button on the control panel, to turn its LED on and split the keyboard into Lower (left hand) and Upper (right hand) parts.

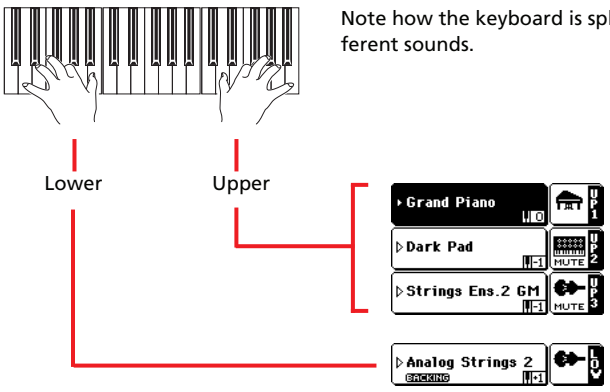


2 Be sure the Lower track is set to play.



If the Lower track is muted, press its MUTE icon to make it disappear from this area.

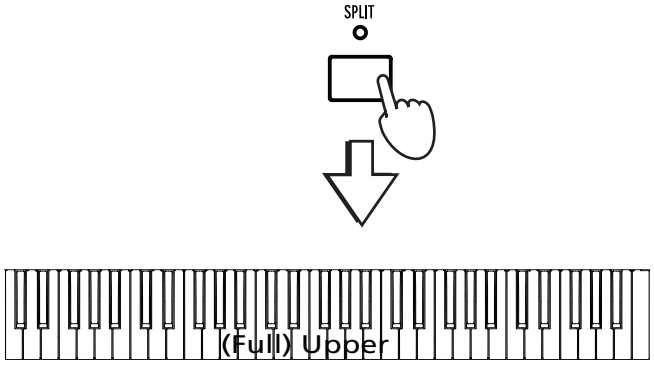
3 Play the keyboard.



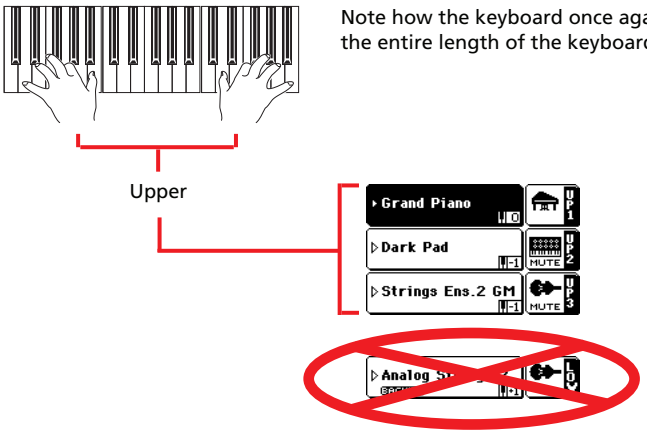
Note how the keyboard is split into two parts, each playing different sounds.

Hint: You can select a different Sound for the Lower part, by following the same procedure used for the Upper 1 track. See page 37.

4 Return to the full keyboard playing mode by pressing the SPLIT button on the control panel, to turn its LED off.



5 Play the keyboard.

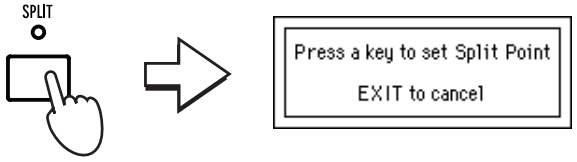


Note how the keyboard once again plays the Upper tracks for the entire length of the keyboard.

Changing the split point

If you are not comfortable with the selected split point, you may set the split point to any key.

1 Keep the SPLIT button pressed, up until the "Press a key to set the Split Point" message appears in the display.



Note: As an alternative, you can press the Split button in the display, and follow the instructions given in the main text.

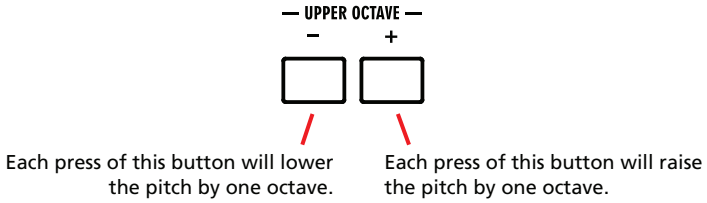
2 Play a note on the keyboard to set the new Split Point.

The message will automatically disappear, and the Split Point is automatically turned on. The LED on the SPLIT button turns on.

Raising or lowering the Upper octave

If all Upper tracks sound too high or too low, you can quickly change which octave they are playing in.

1 Use the UPPER OCTAVE buttons on the control panel, to transpose all Upper tracks at the same time.



Note: The Octave Transpose value for each of the keyboard track is shown under the Sound's name.

2 Press both UPPER OCTAVE buttons together to reset the octave.

Selecting and saving Performances

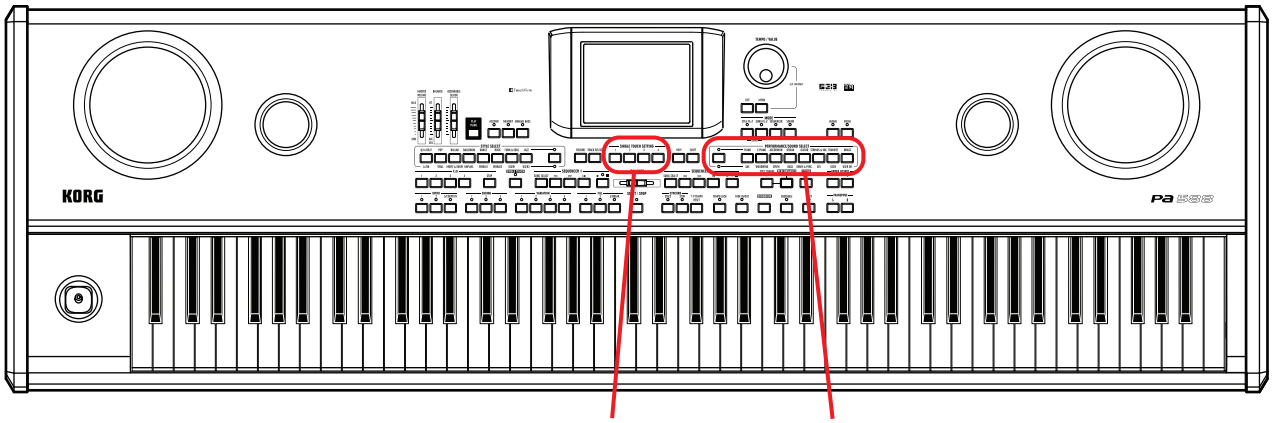
The Performance is the musical heart of the Pa588. Unlike selecting single Sounds, selecting a Performance will recall several Sounds at the same time, the needed effects and transpositions, plus many more parameters useful for playing in a musical situation.

You can save all control panel settings in a Performance memory location. While many Performances are already supplied with the instrument, you can customize each of them to your own taste, and then save them in their customized form.

Similar to Performances, you can also save your settings to a **Single Touch Setting (STS),** which will store all the settings for the Keyboard tracks. Four STSs are supplied with each Style and SongBook entry, and can be selected with the four dedicated buttons under the display.

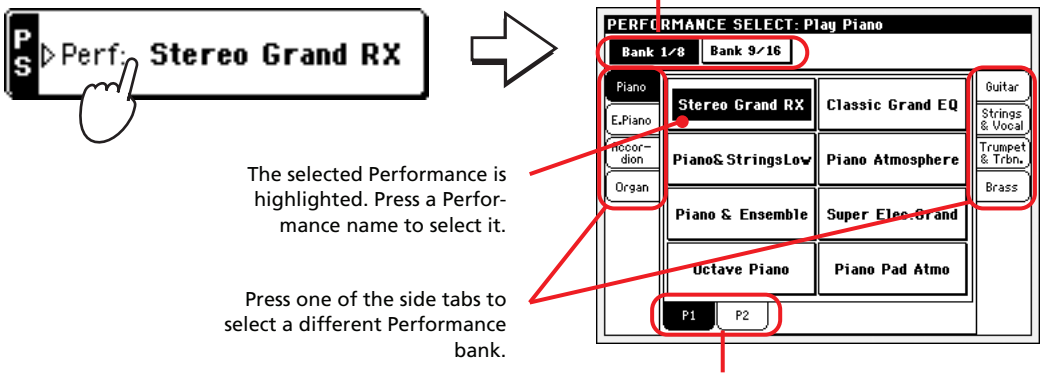
As far as Style tracks are concerned, you can save settings in a third object called the **Style Performance**.

Please note that most of the settings saved in Performance 1 are automatically selected when the instrument is turned on. However, the Pa588 will always turn on with a Grand Piano sound assigned to the full keyboard.



Selecting a Performance

1 Press the Performance area in the display, to open the Performance Select window.



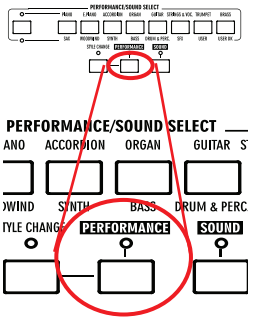
Set of banks. [1/8] corresponds to the top row of Performances on the control panel, [9/16] to the lower row.

The selected Performance is highlighted. Press a Performance name to select it.

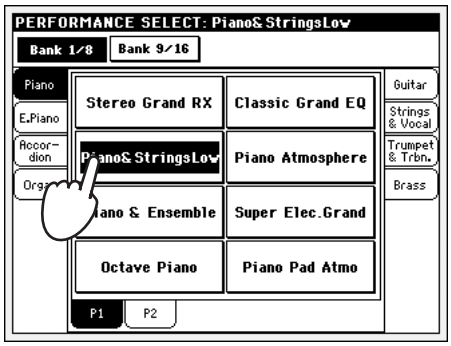
Press one of the side tabs to select a different Performance bank.

Press one of the lower tabs to select a different Performance page.

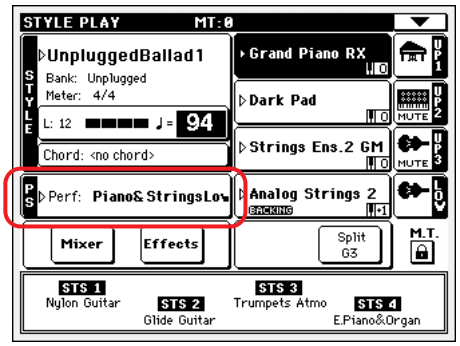
Note: You can open the Performance Select window also by pressing one of the buttons in the PERFORMANCE/SOUND SELECT section – provided the LED on the PERFORMANCE SELECT button is on. This will let you jump directly to the desired Performance bank.



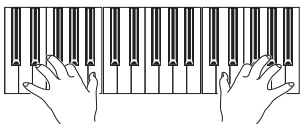
2 Select one of the Performances in the Performance Select window.



The Performance Select window closes, and the main screen appears again (provided the Display Hold option is set to Off, see page 206). Sounds, effects, and other settings, change according to the setting memorized in the selected Performance.



3 Play the keyboard.



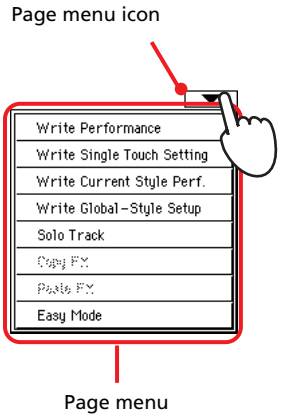
Settings memorized in the selected Performance have been selected. Sounds, effects and other settings have been recalled.

Note: If the LED of the STYLE CHANGE button is turned on, selecting a Performance may automatically select a different Style and its settings (Sounds and effects settings for the Style tracks…)

Saving your settings to a Performance

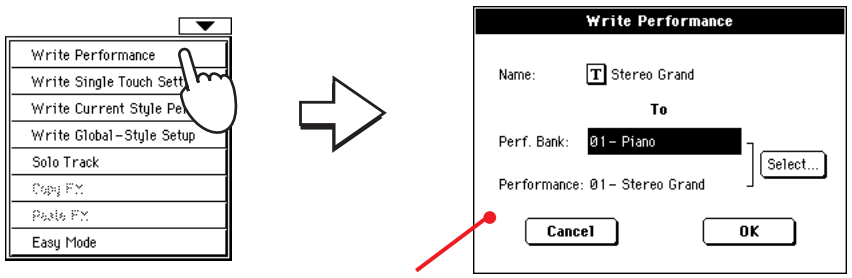
All the control panel settings, plus the Keyboard track settings and selected effects, can be saved to a single Performance, to be quickly recalled at a later time.

1 Press the page menu icon to open the page menu.



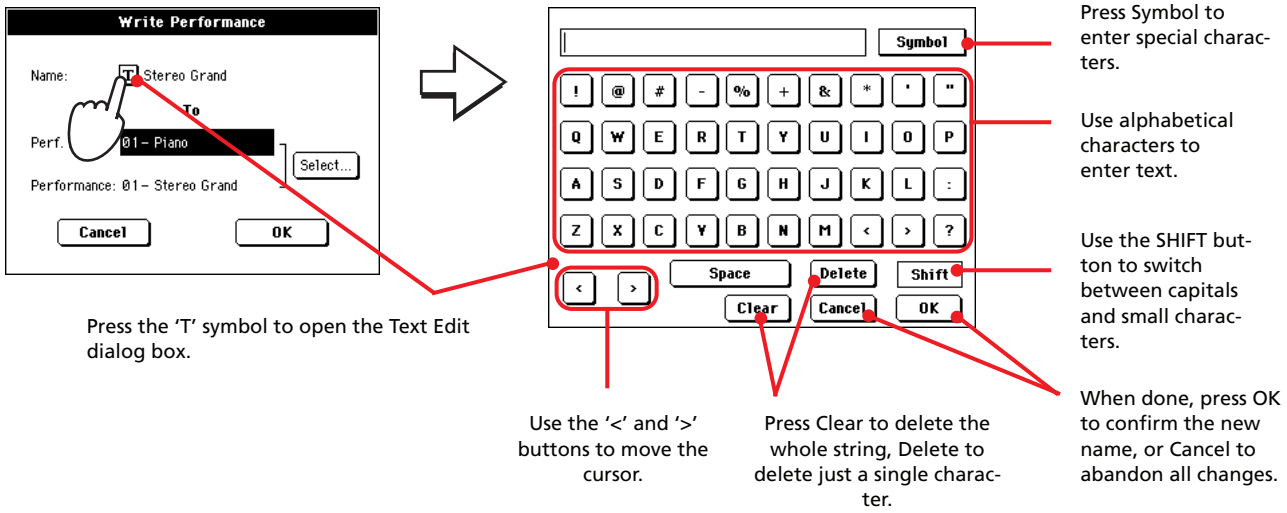
Note: To open the Write Performance dialog box, you can press the SHIFT + one of the PERFORMANCE buttons.

2 Select the 'Write Performance' command to open the Write Performance dialog box.



After choosing the Write Performance menu item, the Write Performance dialog box appears.

3 If you like, you may assign a new name to the Performance.



Press the 'T' symbol to open the Text Edit dialog box.

Press Symbol to enter special characters.

Use alphabetical characters to enter text.

Use the SHIFT button to switch between capitals and small characters.

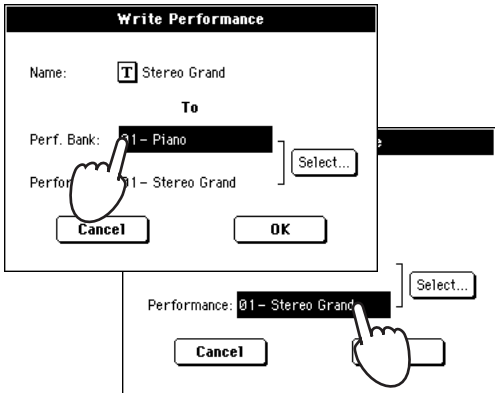
When done, press OK to confirm the new name, or Cancel to abandon all changes.

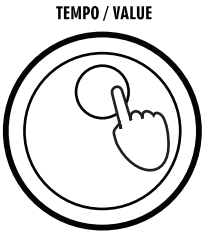
Use the '<' and '>' buttons to move the cursor.

Press Clear to delete the whole string, Delete to delete just a single character.

4 Select a Bank and Performance location in memory, where you would like to save the Performance.

A)

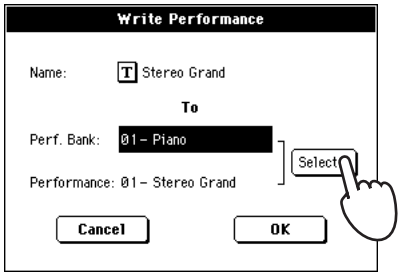




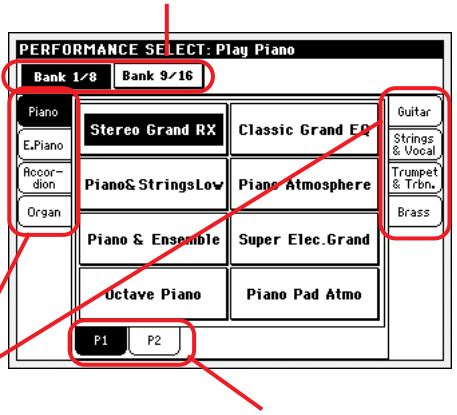
To select the target Bank and Performance location, select the Bank and Performance parameters, and use the TEMPO/VALUE dial.

or...

B)



Set of banks. [1/8] corresponds to the top row of Performances on the control panel, [9/16] to the lower row.



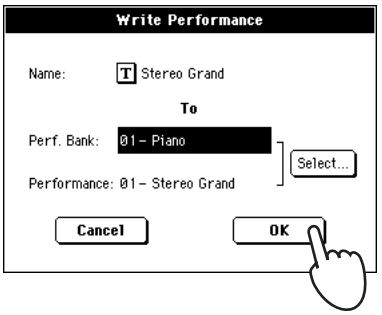
The selected Performance location is highlighted. Press a Performance's name to select it.

Note: A Performance can be saved to an 'Empty' location. An 'Empty' locations currently contains no data.

Press one of the side tabs to select a different Performance bank.

Press one of the lower tabs to select a different Performance page.

5 When you have changed the name to the Performance, and selected the target location, press OK to save the Performance to memory (or cancel to stop the operation).



⚠ ***Warning:*** *Saving a Performance to an already used location overwrites any existing data at that location. The old data are lost. Make a backup of all your important data.*

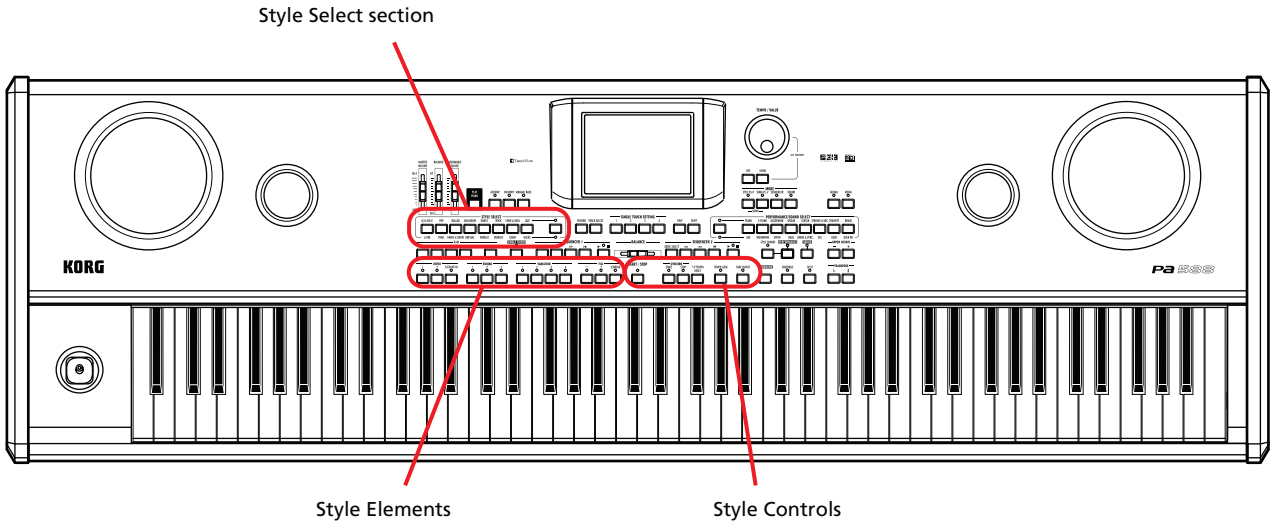
Selecting and playing Styles

In addition to being a digital piano, Pa588 is an *arranger*, i.e. a musical instrument providing automatic accompaniments, or *arrangements*. Each arrangement style is called, as a consequence, "Style".

A Style is made of several Style Elements (Intro, Variation, Fill, Ending), corresponding to the various sections of a song. By selecting Style Elements, you can make your playing more varied and musical.

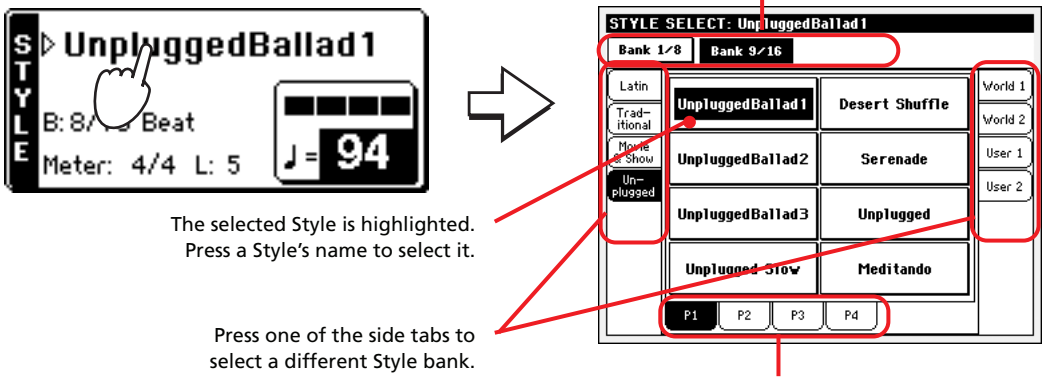
When selecting a Style, a Style Performance, with settings for the Style tracks, is also selected. If the SINGLE TOUCH LED is turned on, the first of the four Single Touch Settings (STS) associated with the Style is selected, too, and Keyboard tracks, pads, effects and some other useful parameters are automatically configured.

Use the Style controls to start or stop the Style.



Selecting and playing a Style

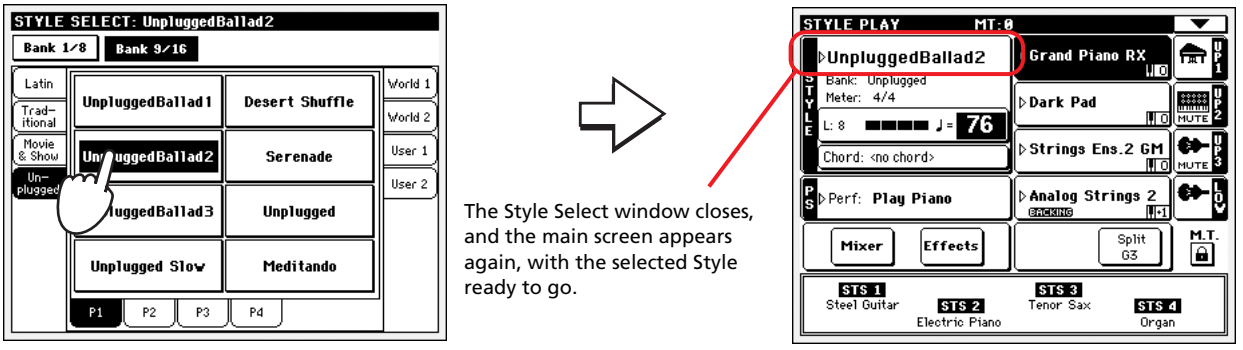
1 Press the Style area in the display. The Style Select window appears.



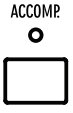
Note: You can open the Style Select window also by pressing one of the buttons in the STYLE SELECT section. This will let you jump directly to the desired Style bank.

2 Select a Style from the Style Select window.

Note: You can leave the Style Select window open in the display, even after selecting a Style, by setting the Display Hold option to On (see "Display Hold On" on page 206). In this case, press the EXIT button to exit from a window.

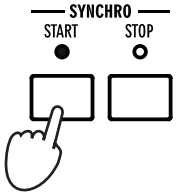


3 Be sure the ACCOMP. LED is turned on.

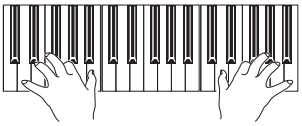


For chord scanning to work, the LED must be turned on. If it is turned off, only the Drum track can be heard.

4 **Press the SYNCHRO-START button to turn its LED on.**



5 **Play the keyboard.**



When the Syncho-Start function is turned on, the Style starts playing as soon as you play a note or chord in the chord recognition area. Play chords with your left hand, and the melody with your right hand. The arranger will follow your playing.

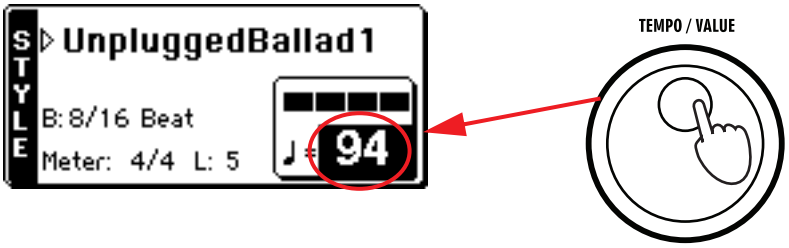
6 **Press START/STOP to stop the Style.**

Note: You could simply press START/STOP to start the Style, but the Synchro-Start function allows you to make the Style start in sync with your playing on the keyboard. Therefore, it may be considered a "more musical" way of starting a Style.

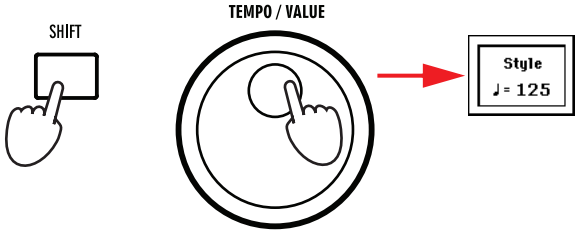
Adjusting Tempo

While a Tempo setting is saved with each Style or Performance, you can change it to be whatever you like. You can use either of the following two methods.

- **While the Tempo parameter is selected, use the TEMPO/VALUE dial to change its value.**



- **When the Tempo parameter is not selected, or you are in any other page, keep the SHIFT button pressed, and use the DIAL to change the Tempo. The selected tempo will be shown in a small window.**



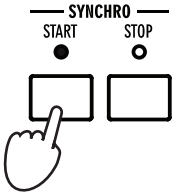
- **Press the EXIT and MENU buttons at the same time to recall the saved Tempo.**

Hint: As an alternative to using the TEMPO/VALUE dial, hold the Tempo value in the display, then move your finger up/down or left/right.

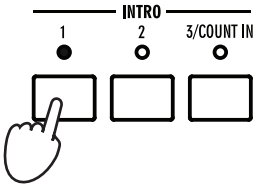
Intro, Fill, Variation, Ending

When playing Styles, you can select various "Style Elements" to make your playing richer. A Style is made of up to four basic patterns (Variations), three Intros (or two Intros and a Count-In), three Fills (or two Fills and a Break), and three Endings (with the third one very short).

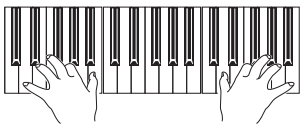
1 Make sure the SYNCHRO-START LED is turned on (otherwise, press the button to turn it on).



2 Press one of the INTRO buttons to set the corresponding Intro to play.

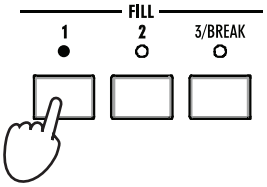


3 Play the keyboard.



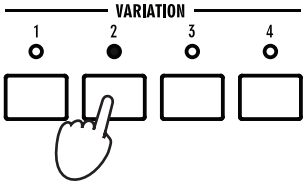
The Style starts with the selected Intro. When the Intro is completed, the basic pattern (selected Variation) starts to play.

4 While playing, press one of the FILL buttons to select a Fill.



Note: You do not need to select a Fill before selecting a different Variation, but selecting a Fill makes the transition "smoother" and more musical.

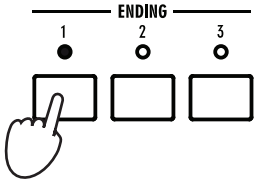
5 Before the Fill ends, press one of the VARIATION buttons, to select a different variation of the basic pattern.



When the Fill ends, the selected Variation will start playing.

Note: You do not need to select a Variation during a Fill, since a Variation may already be automatically recalled at the end of the Fill. See "Fill Mode (1…3)" on page 98.

6 When you like to stop playing, press one of the ENDING buttons to stop the Style with an Ending.



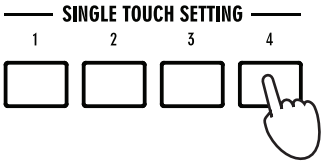
When the Ending is finished, the Style automatically stops.

Single Touch Settings (STS)

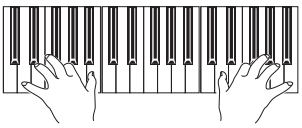
Each Style or SongBook entry may come with up to four Keyboard track settings, called STS (short for "Single Touch Settings"). STS #1 is automatically selected when choosing a Style, provided the SINGLE TOUCH LED is turned on. STS#1 is also recalled when a SongBook entry is selected.

STSs are still available when switching to Song Play mode from Style play mode, to let you select a different configuration of Keyboard tracks, while listening to the Songs.

1 Press one of the four STS buttons under the display.



2 Play the keyboard.



Settings memorized in the selected STS have been selected. Sounds, effects and other settings have been recalled.

3 Try all the other STSs, and see how settings change with each of them.

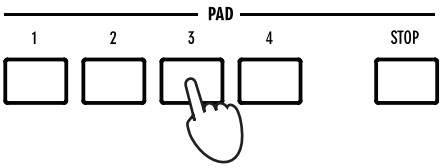
You can see the name of the four available STSs for the current Style, by pressing the STS Name tab.

Note: STSs are very similar to Performances, but they are fine-tuned to the Style they are associated to.

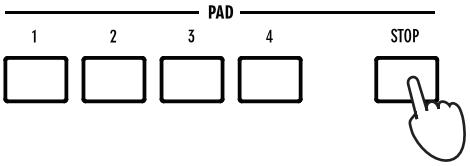
The Pads

Each Style can assign different sounds or patterns to the four PADS. These sounds or patterns can be played along with the Keyboard and Style tracks.

1 Press one of the four PADS.



2 If the selected PAD triggers an endless sound or pattern (i.e. an applause, or a guitar arpeggio), pressing STOP will stop that sound.



Pads containing patterns or arpeggios play in sync with the Tempo.

3 Select a different Style, and see how the sounds or patterns assigned to the PADS change.

You can even press more Pads at once, and play two or more sounds or patterns at the same time. Pressing STOP stops them all at the same time. Keeping STOP pressed and pressing one of the PAD buttons only stops that sound or pattern.

Hint: You can see which sounds or patterns are associated to the four Pads for the current Style, by pressing SHIFT + one of the PAD buttons to open the Pad page. You can then return to the main page by pressing the EXIT button.

Adjusting balance between the Style and the keyboard

Balancing between the Keyboard and Style tracks may be useful, to gently fade them and adjust their respective volume.

- **While the Style is playing, use the BALANCE slider (next to the MASTER VOLUME slider) to balance between the Keyboard and Style volume.**

Adding harmony notes to your right-hand melody with the ENSEMBLE function

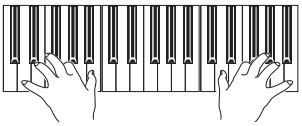
Chords played with your left hand may be applied to the right-hand melody.

1 Press the SPLIT button to split the keyboard.

The Ensemble function only works in Split mode.

2 Press the ENSEMBLE button to turn its LED on.

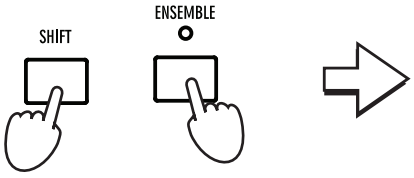
3 Play chords with the left hand and single notes in the right hand.

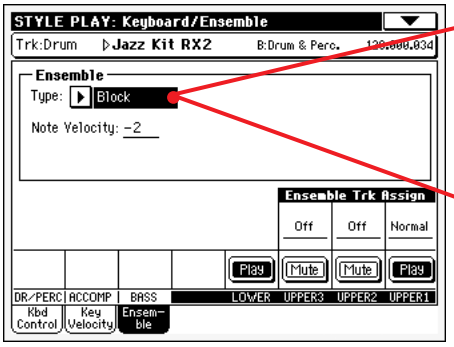


Notice how the right hand is automatically harmonized, according to the chords composed with your left hand.

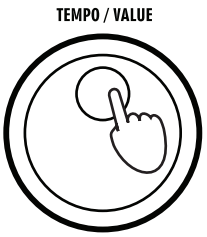
4 To select a different harmonization style, keep the SHIFT button pressed, and press the ENSEMBLE button to open the Ensemble page.

This is a fast 'shortcut' to recall this page. The longer would have been entering the Edit mode by pressing the MENU button, then going to the Ensemble page.

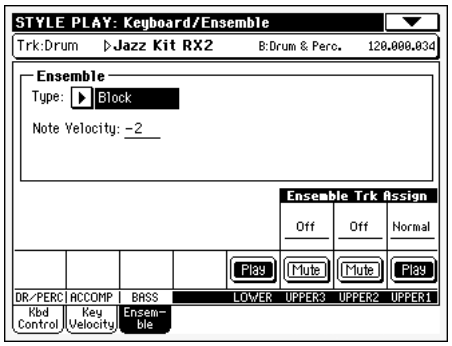


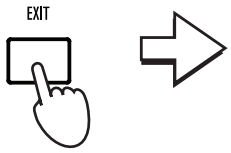


While the Ensemble parameter is selected, use the TEMPO/VALUE dial to select one of the available harmonization types.

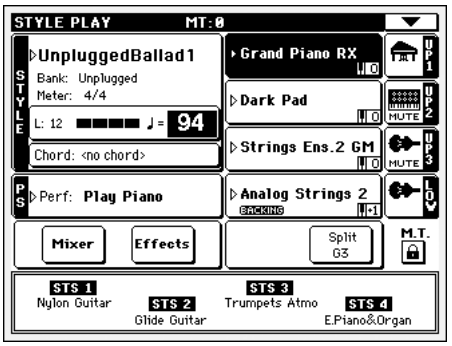


5 When the right harmonization type has been selected, press the EXIT button to go back to the main page.





While in an edit page, press EXIT to go back to the main page of the current operating mode.



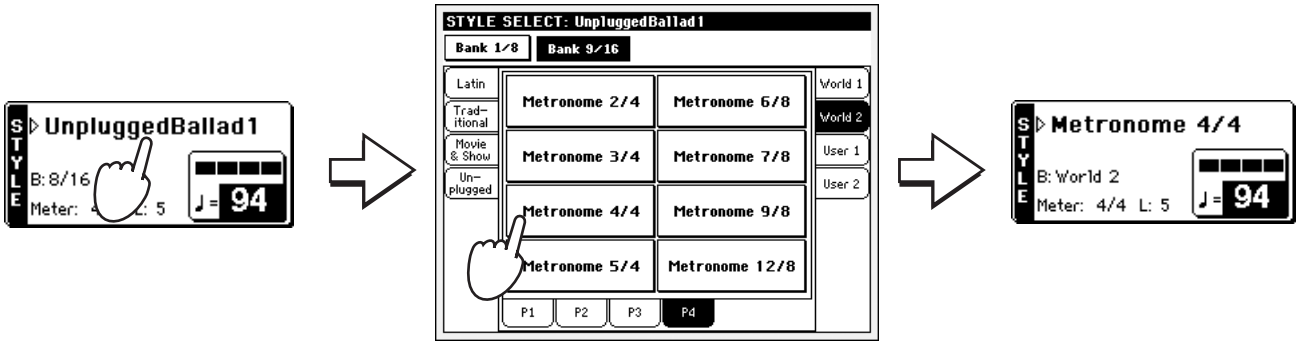
6 Press the ENSEMBLE button again to turn its LED off. The automatic harmonization will be turned off.

The Metronome

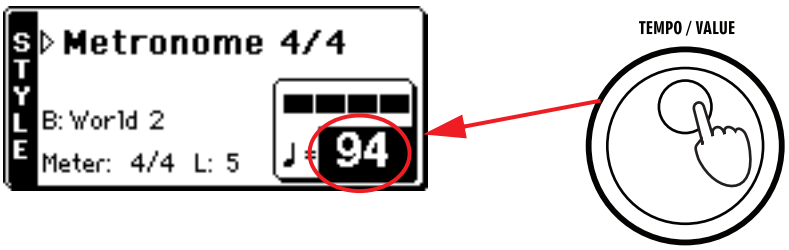
Pa588 incorporates a handy metronome, with which you can beat the tempo while practicing.

1 While in Style Play mode, select the Metronome Style corresponding to the desired Time Signature.

Metronome Styles can be found in the fourth page of the bank World 2.

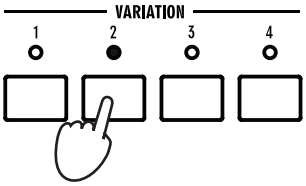


2 Use the TEMPO/VALUE DIAL to set the Tempo.



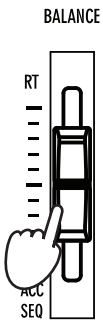
3 Press the START/STOP button to start the metronome.

4 Use the VARIATION buttons to select one of the metronome accents.



Var 1 = No accent
Var 2 = Accent on the first step
Var 3 = Bell on the first step
Var 4 = Sticks

5 Use the BALANCE slider to set the metronome's volume.

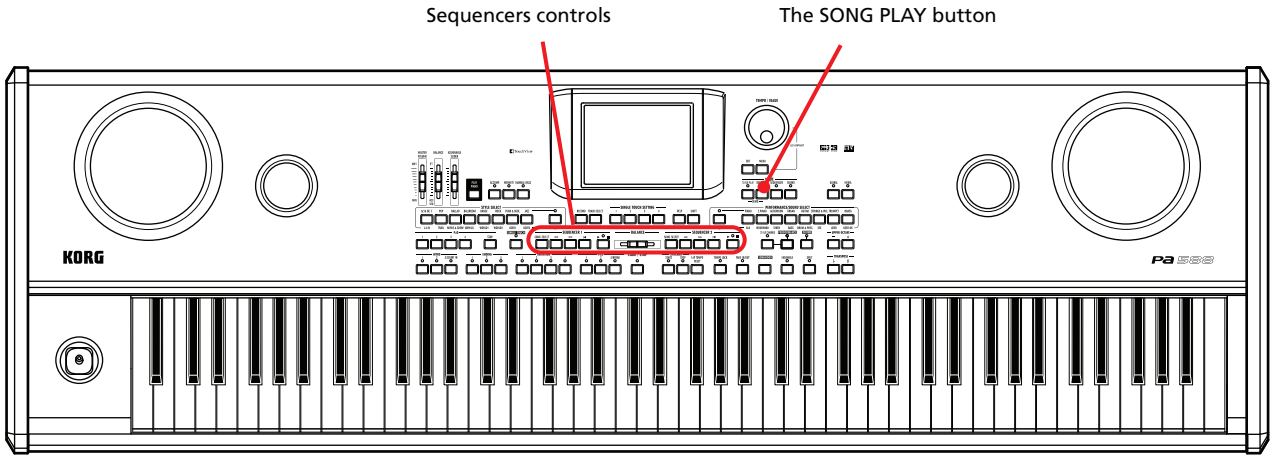


6 Press the START/STOP button again to stop the metronome.

Song Play

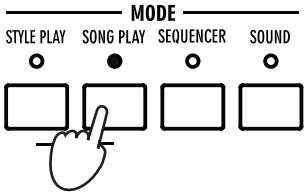
Pa588 is equipped with two onboard sequencers that can be run at the same time to mix between different Songs. Pa588 can read Songs in Standard MIDI File (SMF) and Karaoke™ (KAR) format.

It may be of great interest to singers and guitar players to know that if a midifile contains lyrics and chords, they can be seen in the display.

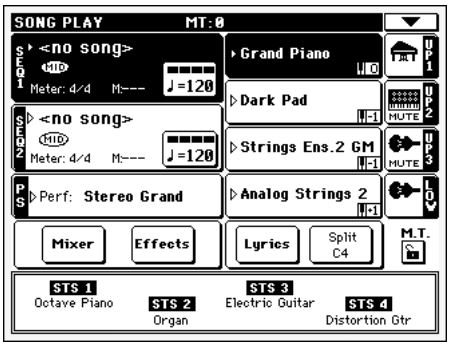


Selecting a Song to play

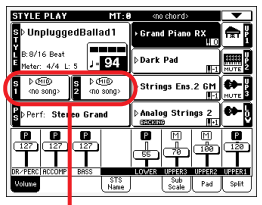
1 Press the SONG PLAY button to switch to the Song Play mode.



After pressing the SONG PLAY button, the main page of the Song Play mode appears.

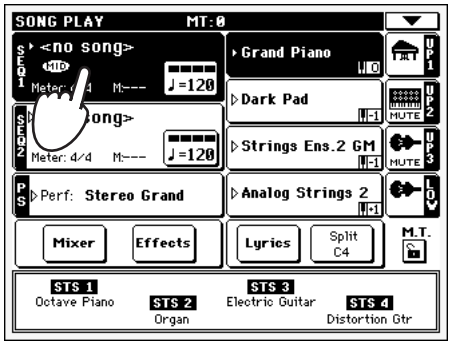


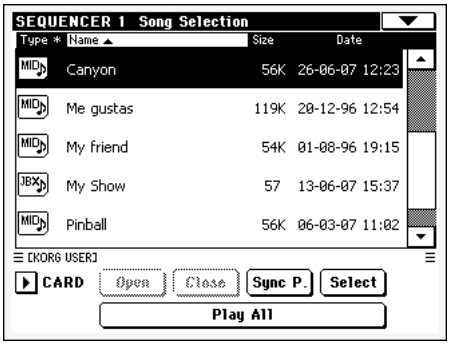
Hint: In Style Play mode (with Easy Mode turned off), you can preselect the Songs to be assigned to both sequencers. This way, you will be ready to start them, as soon as you switch to Song Play mode.



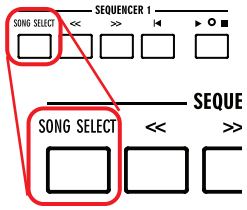
The Songs area of the Style Play main page.

2 Press the Sequencer 1 area to open the Song Select window.

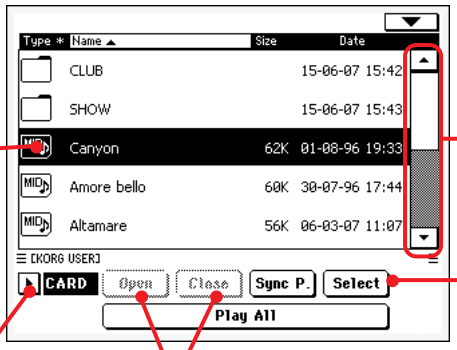




Hint: As an alternative, you can open the Song Select window by pressing the SONG SELECT button in the SEQUENCER 1 section on the control panel.



3 Scroll through the list and select the Song to play.



Press a Song's name to highlight it.

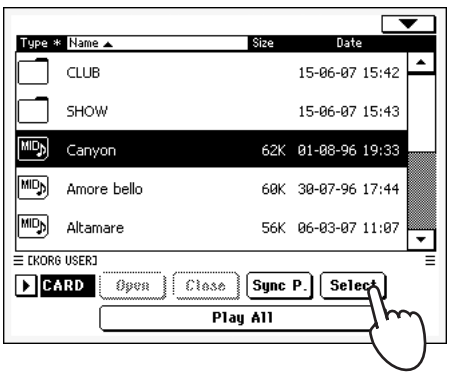
Use the scroll bar to see all Songs in the list. Keep SHIFT pressed and touch the Up/Down arrow to scroll to the next/previous alphabetic section. **As an alternative, you can use the DIAL.**

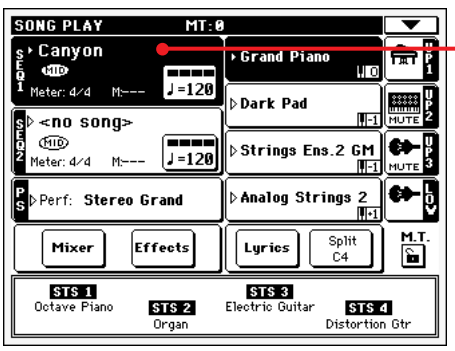
Press the Select button to assign the highlighted Song to Sequencer 1.

Use the Device pop-up menu to re-select the card and deselect everything.

Use the Open and Close buttons to browse through the folders.

4 When the Song is highlighted, press the Select button to assign it to Sequencer 1, and close the Song Select window.





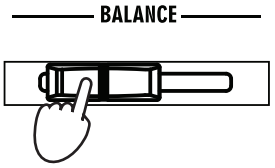
Selected Song

After pressing the Select button in the display, the main page of the Song Play mode appears again.

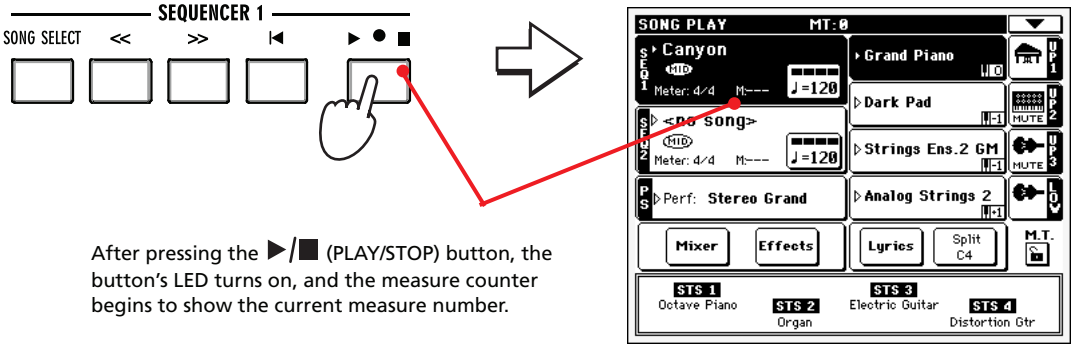
Playing back a Song

Once a Song has been selected, it may be played back by the sequencer.

1 Be sure the SEQUENCER BALANCE slider is completely moved to the left (toward Sequencer 1).



2 Press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to start playback.

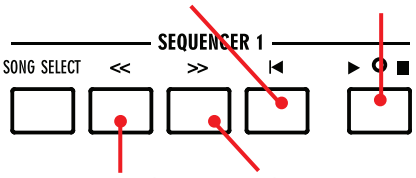


After pressing the ▶/■ (PLAY/STOP) button, the button's LED turns on, and the measure counter begins to show the current measure number.

3 Use the SEQUENCER 1 control section to control the Song's playback.

Press the HOME button to move the Song to measure 1.

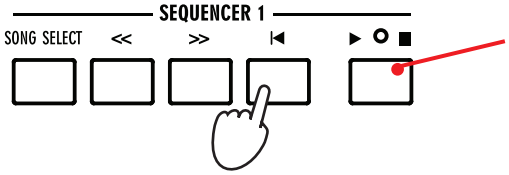
Press the PLAY/STOP button to stop the Song at the current position. Press it again to resume playback.



Press the REWIND button once to go to the beginning of the current measure. Keep it pressed to go back several measures.

Press the FAST FORWARD button once to go to the beginning of the next measure. Keep it pressed to go forward several measures.

4 When you want to stop the song and go back to the first measure, press the |◀ (HOME) button.



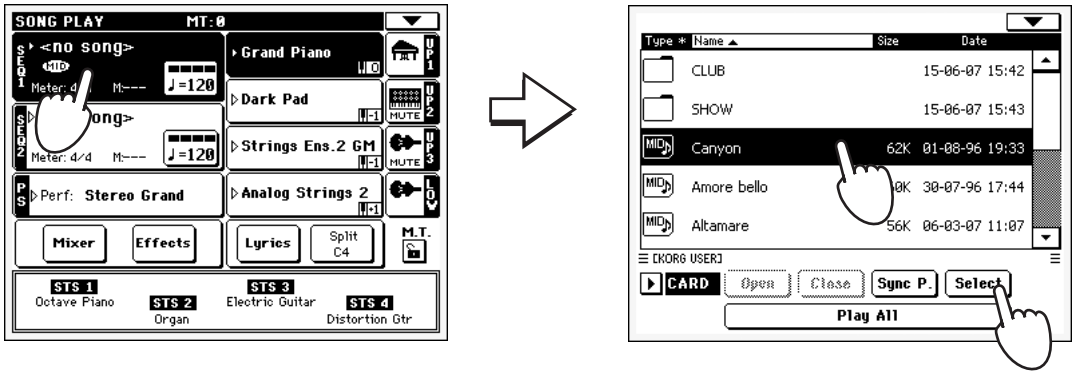
When the Song is stopped, the LED on the PLAY/STOP button goes dark.

Note: In any case, the sequencer will automatically stop when the end of the Song is reached.

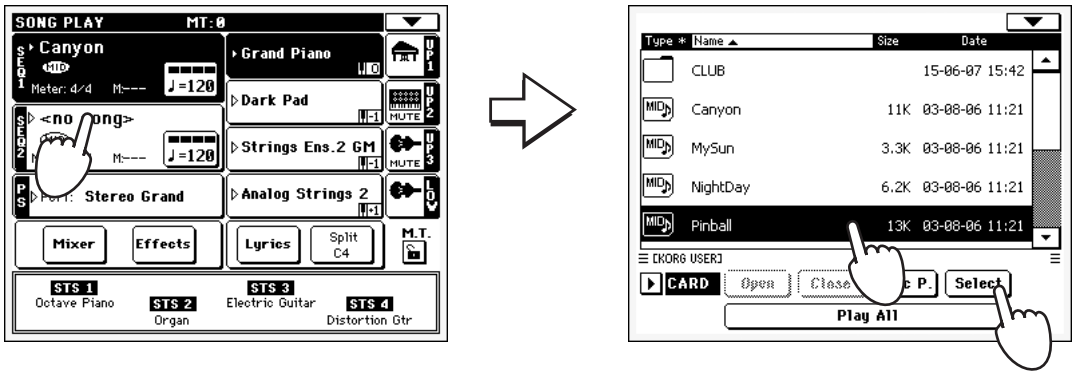
Mixing two Songs

You can select two Songs at the same time, and mix between them using the BALANCE slider.

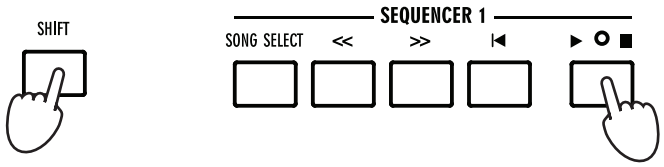
1 Press the Sequencer 1 area to open the Song Select window and highlight the Song to be played by Sequencer 1. Press Select to confirm.



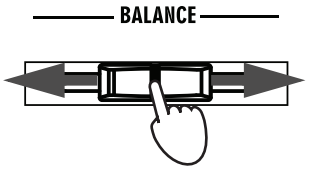
2 Once a song is assigned to Sequencer 1, press the Sequencer 2 area once to select it, and a second time to open the Song Select window. Highlight a Song, and press Select to assign it to Sequencer 2.



3 Keep the SHIFT button pressed, and press any of the two ▶/■ (PLAY/STOP) buttons, to start both Sequencers at the same time.



4 During playback, move the SEQUENCER BALANCE slider, to mix between the two Songs.



5 During playback, you may control each Sequencer separately, by using the dedicated Sequencer controls.

6 Press the relevant ▶/■ (PLAY/STOP) button to stop the corresponding Sequencer.

Hint: You don't need to start both sequencers at the same time. You can start the first Song – then start the second one when the first one is near to the end. This way, you can use the BALANCE slider to gently crossfade between the end of one Song and the beginning of the following one.

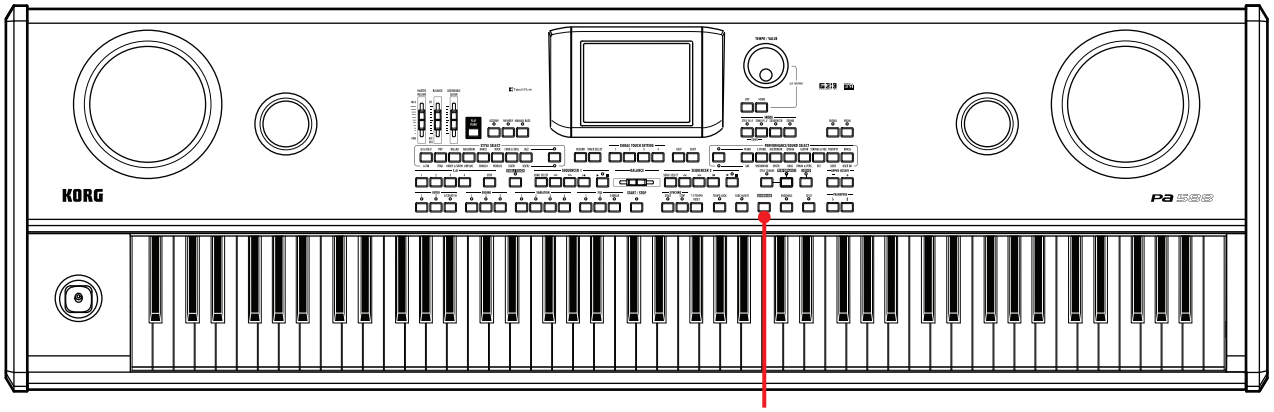
The SongBook

One of the most powerful features of the Pa588 is the onboard music database, that allows you to organize your Styles and Songs (in SMF and KAR format) for easy retrieving. Each entry of this database may include the artist, title, genre, number, key, tempo, and meter of a specified song. When selecting one of the entries, the associated Style or Standard MIDI File – as well as the Style Play or Song Play mode – is automatically recalled.

In addition to helping you organizing your shows, the SongBook allows you to associate up to four Pads, and up to four STSs to each Standard MIDI File. This way, it is easy to recall a complete setup for Keyboard tracks and effects, for realtime playing over a Standard MIDI File.

Also, you can link a text file to a Standard MIDI File or to a Style, to read the Lyrics in the display, even if there are no Lyrics events in the midifile, or if you prefer to play the song live with the help of the Styles.

You can add your own entries to the SongBook, as well as edit the existing ones. Korg has already supplied some hundred entries as standard. Furthermore, the SongBook allows you to create various custom lists, that may suit your different shows.

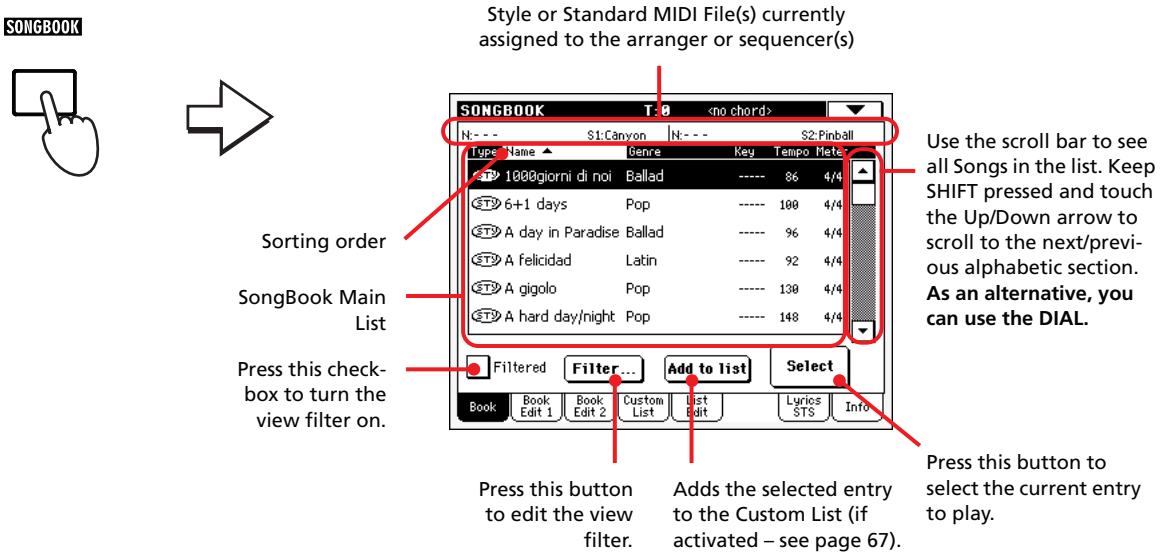


The SONGBOOK button

Selecting the desired entry from the Main List

A large database is already included with the instrument, and you can later customize it. You may browse through this database in a variety of ways.

1 While you are in Style Play or Song Play mode, press the SONGBOOK button to open the SongBook window.



2 Browse through the entries.

Icons in the Type column will help you identify the type of the entry. The Genre column is shown by default, but you can switch to the Artist column (see "Displaying Artist or Genre" below).

3 When the entry is visible in the display, touch it (to highlight it) and press the Select button in the display.

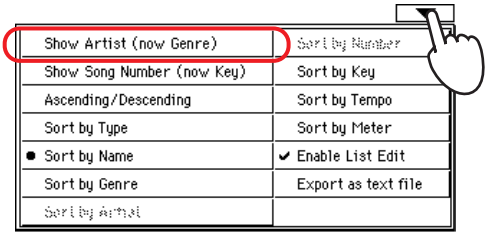
After selecting an entry, the corresponding Style, SMF or KAR file will be recalled, together with the relevant operating mode (Style Play or Song Play). Up to four STSs will also be recalled. Any TXT file associated with the entry can be seen in the Lyrics/STS page.

The selected Style, SMF or KAR file, is shown in the higher part of the screen.

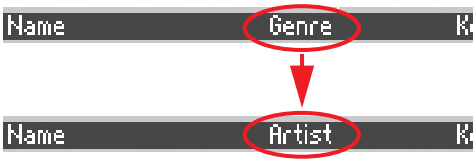
Displaying Artist or Genre

For space matter, either the Genre or Artist column can be seen in the display. You cannot see both at the same time.

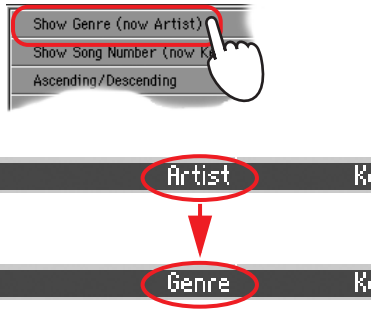
1 Press the page menu icon to open the page menu.



2 Choose Show Artist (now Genre) to switch from Genre to Artist in the List view. The Artist column will be shown.



3 Open the page menu again, and choose the Show Genre (now Artist) item. The Genre column will be shown again.

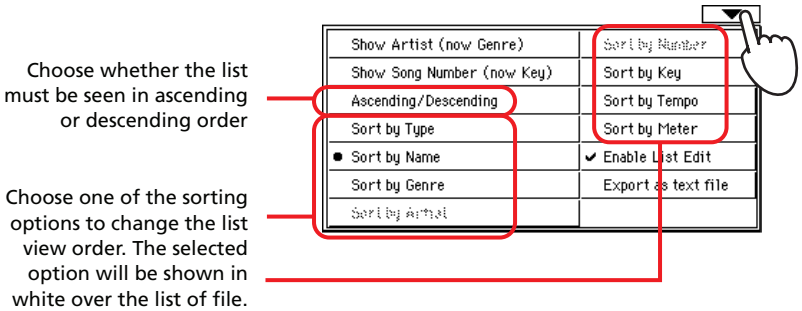


Note: The Artist and Key fields of all supplied entries have been intentionally left empty.

Sorting entries

You can change the order entries are shown in the display.

1 Press the page menu icon to open the page menu.

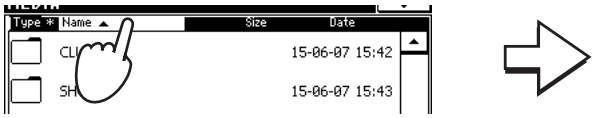


2 Select one of the available sorting options.

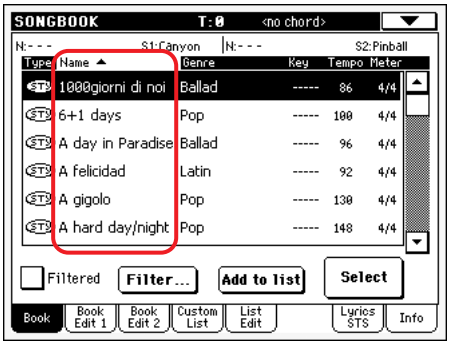
The order of entries in the display changes, reflecting the selected sorting option.

- **As an alternative, you can change the sorting order by touching one of the labels in a list of names.**

Touch the Name label…



…to alphabetically order the names in the list. Each time you touch the label, the order changes between Ascending and Descending.



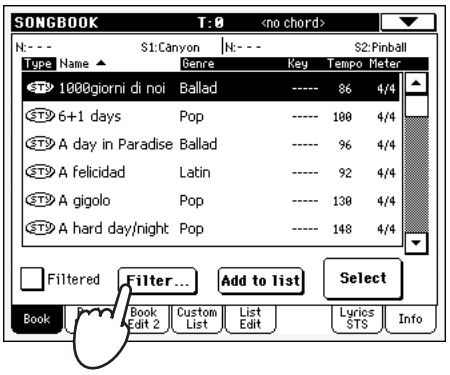
You can do the same by touching the Type, Name, Genre, Artist, Key, Number, Tempo or Meter label.

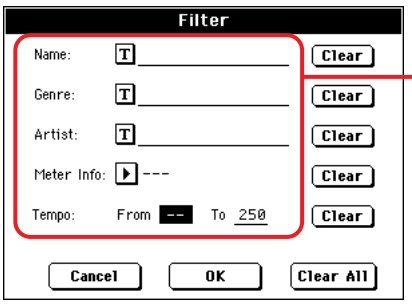
- **Each time you touch the same label again, the order changes between ascending and descending.**

Searching entries

The SongBook database may be really huge. You can, however, look for (say) specific artists or song titles, using the filtering functions.

1 Press the Filter button in the display, to open the Filter dialog box.

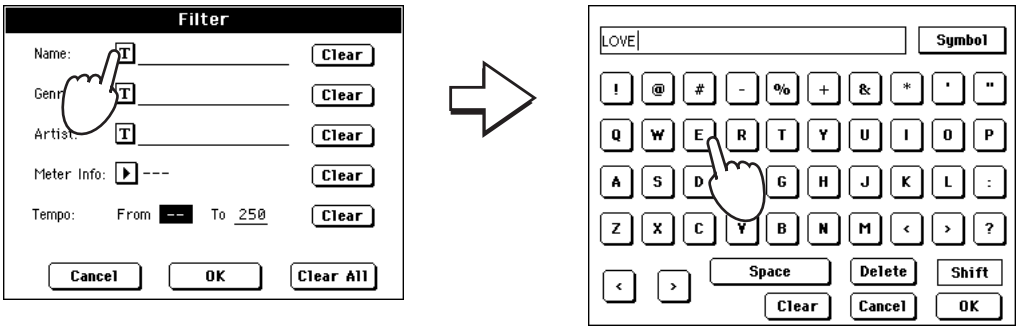




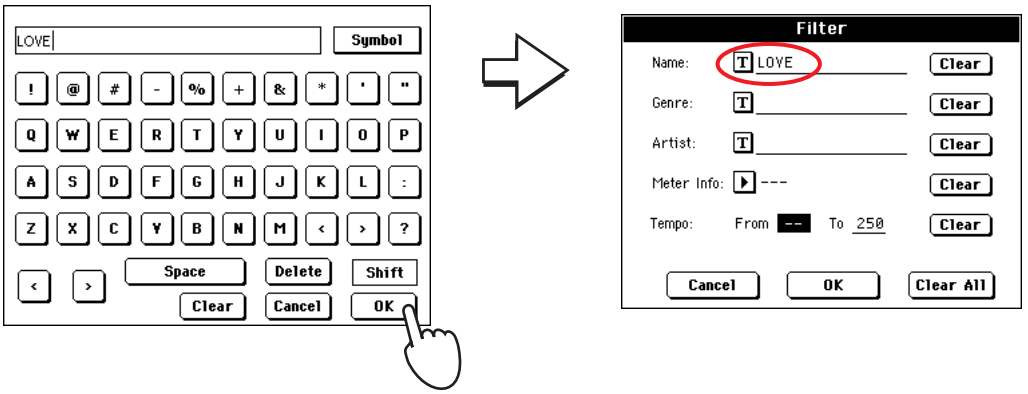
Available search criteria. "Genre" and "Artist" are both considered, even though only one of them may be shown in the List

2 Press the T (Text Edit) button next to the search criteria (even more than one) you want to enter.

For example, you may want to find all songs containing the word “love” in the title (in any position in the string). If so, select the ‘Name’ criterion, and enter the word ‘love’. Capitals are not relevant for the search.

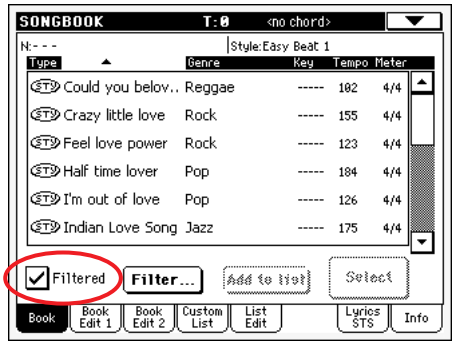


3 Press OK in the display, and close the Text Edit dialog box. The entered text is now the search criteria.



4 Press OK to close the Filter dialog box and return to the SongBook page.

Once the Filter dialog box has been closed by pressing OK, the Filtered check box is automatically checked, and the filter is activated. Only entries matching the entered criterion are seen in the Main List.



5 To see the whole SongBook database again, press the Filtered check box again, to make the check mark disappear.

Adding entries

You can add your own entries to the SongBook database.

1 Go to the Style Play or Song Play mode, depending on the type of entry you want to add to the SongBook database.

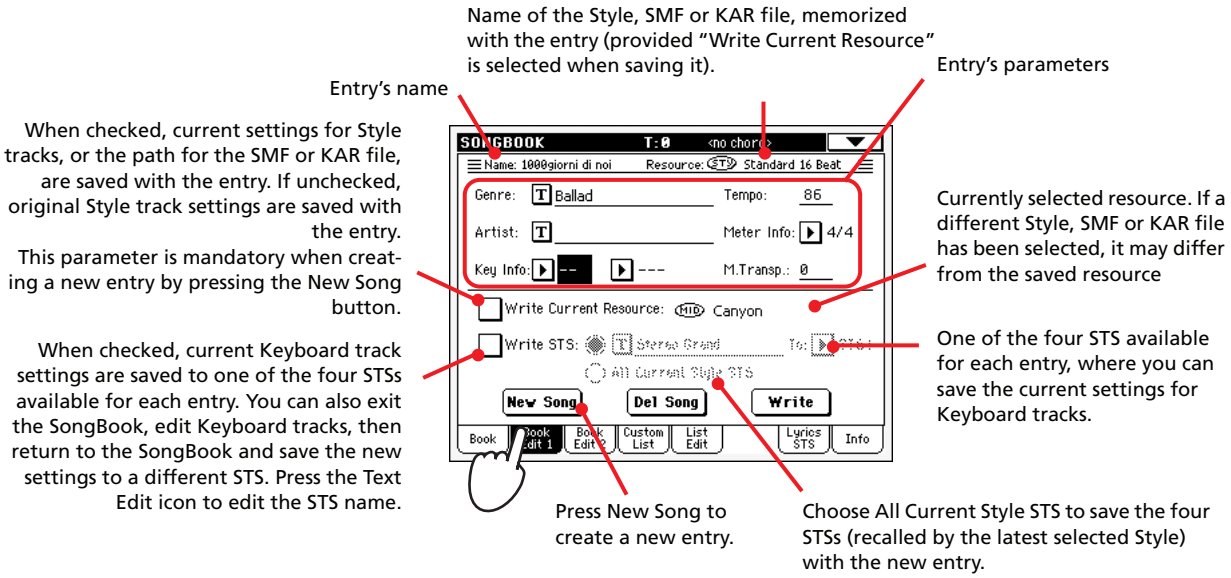
2 Select the Style, Standard MIDI File to be added to the SongBook.

Assign the selected Song to Sequencer 1. (Only Songs assigned to Sequencer 1 will be saved in the SongBook entry. Songs assigned to Sequencer 2 will not be saved).

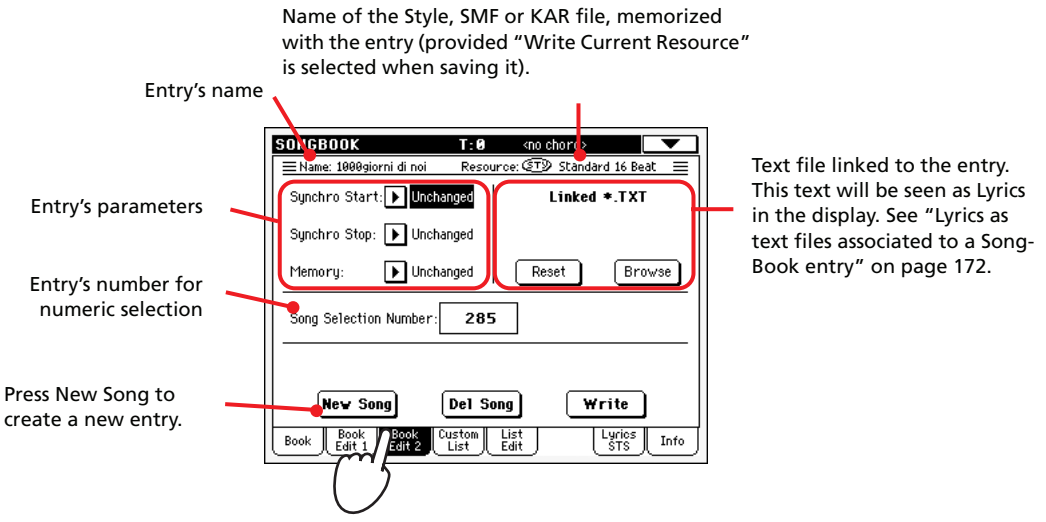
3 Edit Keyboard and Style tracks as you prefer, by selecting different Sounds and Effects, or editing any other parameter.

Please note that changes to a Standard MIDI File's tracks will not be saved as SongBook data. Data included in the Standard MIDI File will always be considered.

4 When your entry is ready, press the SONGBOOK button, then the Book Edit 1 tab to see the Book Edit 1 page.



5 When done with this page, press the tab to go to the Book Edit 2 page.

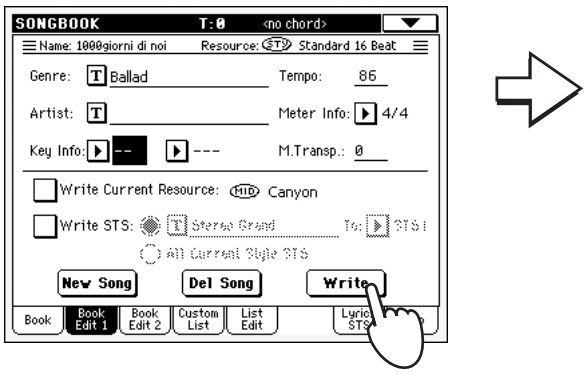


6 Press the New Song button in the display to add a new item to the SongBook list.

7 Press the T (Text Edit) button next to the field(s) you want to edit. Set all other parameters.

You can write the genre, artist name, and name of the associated STS. Select a Tempo matching the song's tempo, and select the Meter and Key of the song. You can also specify a Master Transpose value, to be automatically selected when selecting the entry.

8 After having filled up all the desired fields (be as comprehensive as you can), press the Write button in the display to open the Write dialog box.



9 Press the T (Text Edit) button to assign a name to the new entry, then press OK to save the entry to the SongBook database.

Entry's name. By default it is the same name of the associated Standard MIDI File of MP3 file, or the associated Style. The name can be up to 16 characters long.

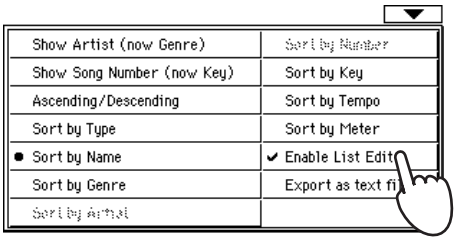
Select Rename/Overwrite to overwrite an existing entry. **Warning: the older entry will be deleted!**

Select New Song to add a new entry to the SongBook database. This option is automatically selected when a new entry has been created (by pressing the New Song button while in the Edit 1 page).

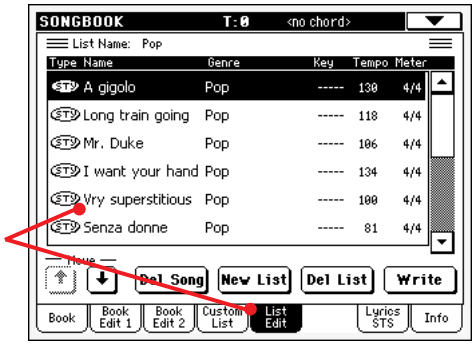
Creating a Custom List

You can create several Custom Lists in the SongBook, to make a set of entries suitable for your various shows. Before starting a new Custom List, be sure you have added all needed entries to the SongBook main database (see "Adding entries" above).

1 While in SongBook mode, open the page menu and check the 'Enable List Edit' item.



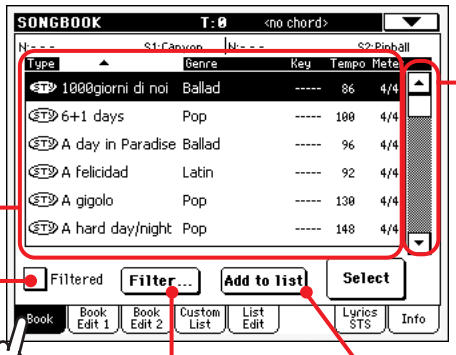
After you check the 'Enable List Edit' item, the List Edit page becomes available.



2 Select a Custom List to be edited.

To edit an existing list, press the Custom List tab to open the Custom List page, and select one of the available Custom Lists. To create a new list, press the List Edit tab to open the List Edit page, and press the New List button to create a new, blank list.

3 Press the Book tab to open the Book page and see the full database. Use the various sorting, searching and filtering options (seen above) to find the entries you are looking for. Press the Add to List button when the desired entry has been selected.



SongBook list

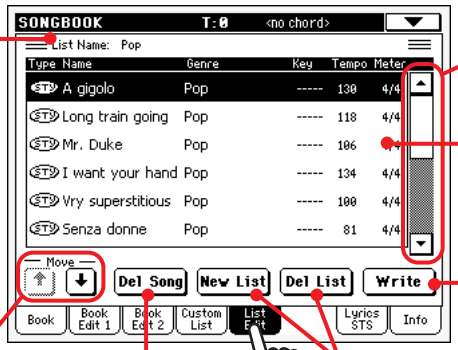
Press this check-box to turn the view filter on (if any).

Use the scroll bar to see all Songs in the list. Keep SHIFT pressed and touch the Up/Down arrow to scroll to the next/previous alphabetic section. **As an alternative, you can use the DIAL.**

Press this button to edit the view filter.

Adds the highlighted entry to the Custom List.

4 When finished adding entries to the Custom List, press the List Edit tab to go to the List Edit page, and use the various commands to edit the list.



List name

Scrollbar

Select an entry on the list to edit

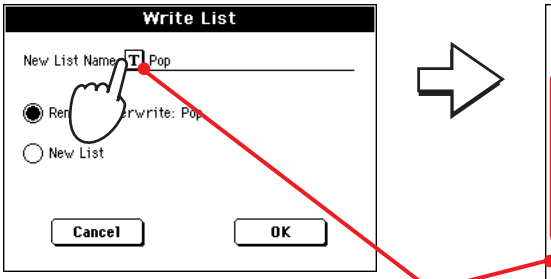
Press Write to save the current Custom List.

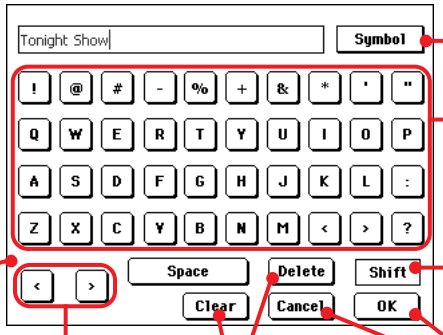
Use the vertical arrows to move the selected entry up or down in the list.

Press Del Song to delete the selected entry.

Press New List to create a new Custom List. Press Del List to delete the current Custom List. **Warning:** Del List will delete the current Custom List.

5 When the Custom List is ready, press the Write button in the display to save it to memory. Assign a new name to the Custom List.





Press Symbol to enter special characters.

Use alphabetic characters to enter text.

Use the SHIFT button to switch between capitals and small characters.

When done, press OK to confirm the new name, or Cancel to abandon all changes.

Press the 'T' symbol to open the Text Edit dialog box.

Use the '<' and '>' buttons to move the cursor.

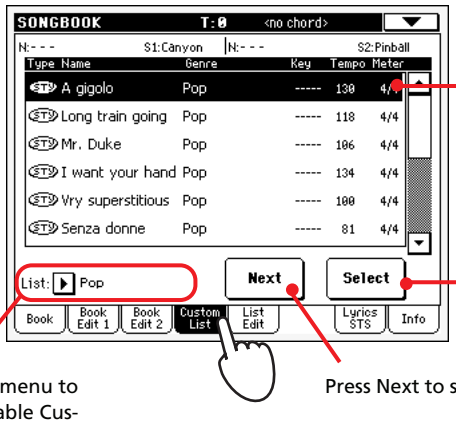
Press Clear to delete the whole string, Delete to delete just a single character.

Selecting and using a Custom List

After creating one or more Custom Lists, you can select one and use it for your show.

1 **Press the Custom List tab to select the Custom List page.**

2 **Use the List pop-up menu to select one of the available Custom Lists.**



Entry in play. To select a different one, highlight it and press the Select button in the display.

Press Select to set the highlighted entry to play (if different than the one automatically selected).

Use the List pop-up menu to select one of the available Custom Lists.

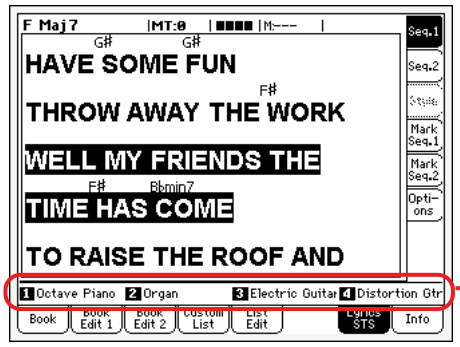
Press Next to select the next entry in the list.

3 **Select one of the entries in the list (it turns black), then press the Select button in the display to confirm selection. Press the PLAY button to start playing back the selected Song.**

Selecting a SongBook STS

Up to four STSs can be associated to any SongBook entry. It doesn't matter if it is based on a Style or a Standard MIDI File.

1 **Press the Lyrics/STS tab to open the Lyrics/STS page and see the four STSs associated to the current SongBook entry.**



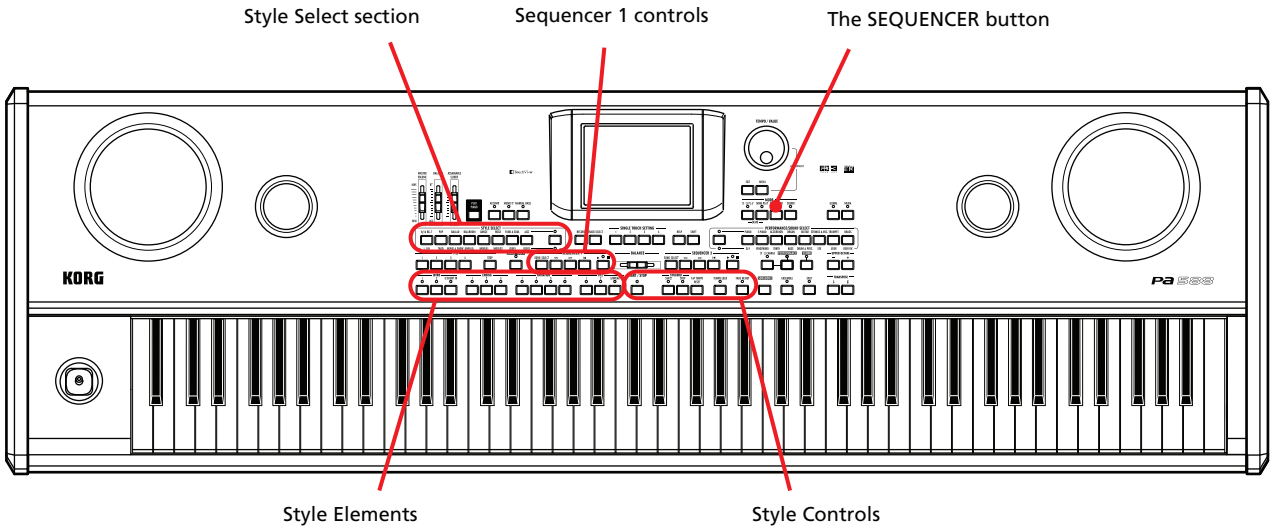
STSs associated with the current entry.

2 **Select the desired STS by pressing the corresponding SINGLE TOUCH SETTING button on the control panel. As an alternative, touch its name in the display.**

The STS is selected. Keyboard tracks settings may change.

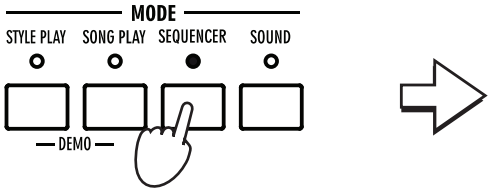
Recording a new Song

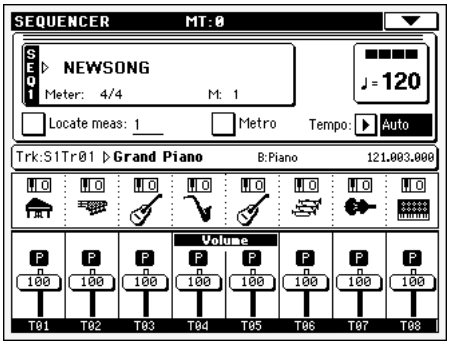
There are several ways to create a Song on the Pa588. The easiest and fastest is to use the Styles to record what you are playing in realtime on the keyboard, while the arranger gives you the accompaniment tracks.



Entering Backing Sequence (Quick Record) mode

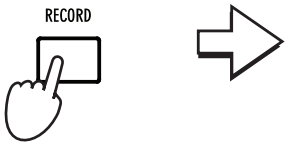
1 Press the SEQUENCER button to switch to the Sequencer mode.

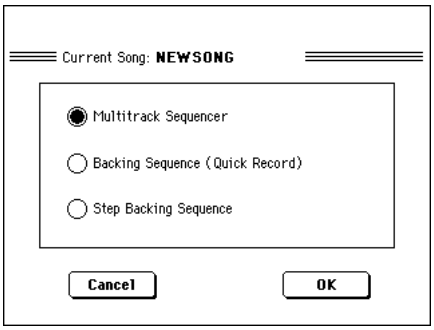




After pressing the SEQUENCER button, the main page of the Sequencer mode appears.

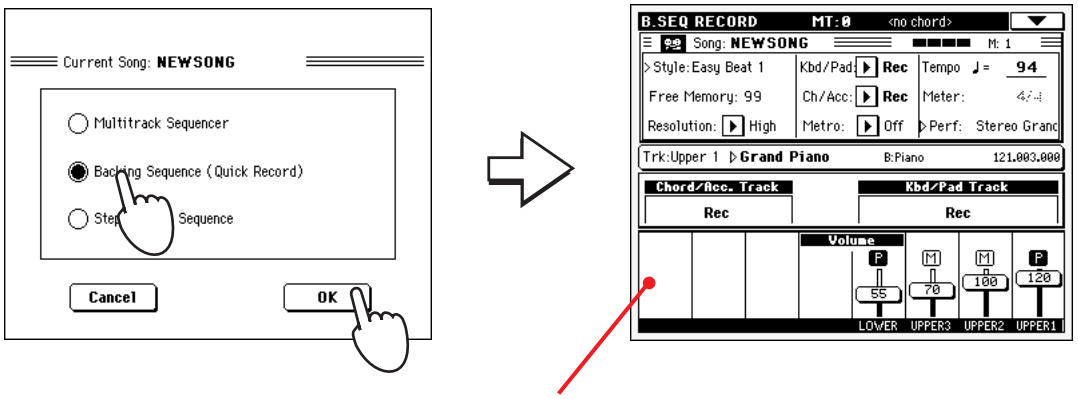
2 Press the RECORD button to open the Song Record Mode Select dialog box.





Press the RECORD button, to open the Song Record Mode Select dialog box

3 Select the Backing Sequence (Quick Record) option and press OK to enter the Backing Sequence Record mode.



After choosing the Backing Sequence (Quick Record) option, the Backing Sequence Record page appears.

Preparing to record

When you enter Backing Sequence Record, the most recently used Style is already selected, and all tracks are ready to record. You could simply start recording as if you were playing in realtime with the Styles. However, there are some settings that you may wish to edit.

- **If you like, adjust any editable parameter in the display.**

Press the Style parameter (or one the STYLE buttons) to open the Style Select window, and select a different Style (as seen on page 48).

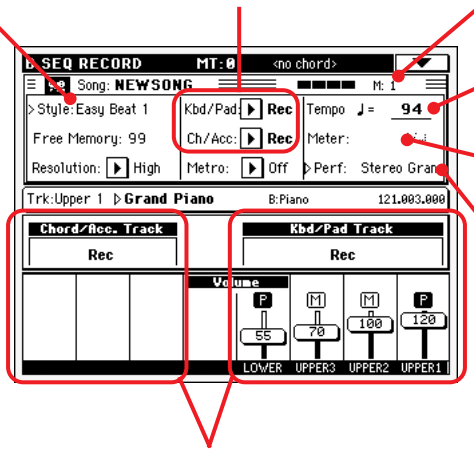
Track(s) status. 'Rec' means they are ready to record. 'Play' means they are recorded and you can hear them. 'Mute' means they cannot be heard.

Measure counter. Negative numbers (-2, -1) are the precount, after which you can start recording.

Style's Tempo. Change it, if you like.

Style's Meter. You cannot change it.

Press the Perf/STS parameter to open the Performance Select window, and select a different Performance (as seen on page 44). As an alternative, you use the PERFORMANCE/SOUND or STS buttons.

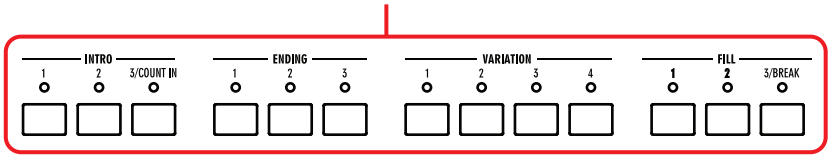


Grouped tracks. During Quick Record, you cannot access each separate Song track. For ease of use, just two 'master' tracks are provided: Kbd/Pad (Keyboard/Pads) and Ch/Acc (Chord/Accompaniment).

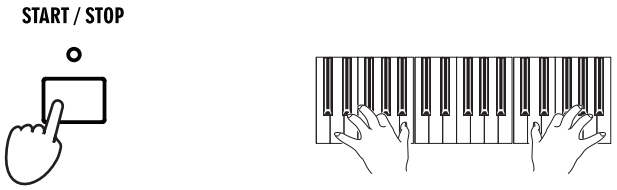
Recording

1 Select the Style Element you wish to use before starting to play.

Select one of the Intros to start with an introduction. Select any of the Variations before starting to record.



2 Start recording, by pressing the START/STOP button.



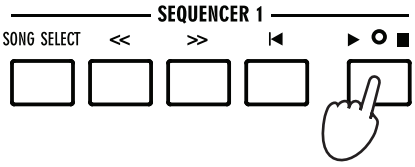
Note: If you do not wish to start the Song with the Style playing, you can simply start recording by pressing the ▶/■ PLAY/STOP button in the SEQUENCER 1 section, and start the Style only later. The Style will start at the next beginning of the measure.

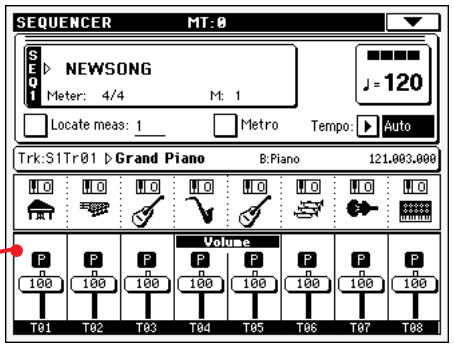
3 Play as if you were performing live with the Styles.

During recording, select any Style Element (Intro, Variation, Fill, Ending…) you like. You can also press START/STOP to stop the Style, and press it again to start the Style up again!

Please remember that, while recording in Backing Sequence Record mode, you cannot use the SYNCHRO, TAP TEMPO/RESET, ACC/SEQ VOLUME controls.

4 When finished recording your Song, press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to exit recording, and return to the main page of the Sequencer mode.





After pressing the PLAY/STOP button, the main page of the Sequencer mode appears again.

5 While in the main page of the Sequencer mode, press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to listen to the recorded Song.

The Backing Sequence Song has been converted to an ordinary Song. If you like it, you can save it to a card, and read it in Song Play mode, or with any external sequencer.

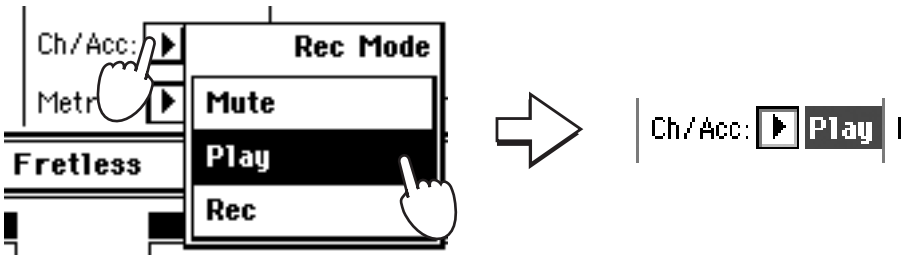
6 To edit the Song, press MENU to enter the Edit mode (see instructions starting from page 186).

Second-take recording (Overdubbing)

You may wish to re-record, and add one of the two "grouped" tracks, or overwrite a bad recording with a new one. Usually, you will record all chord and Style Element changes during the first take, and record Keyboard tracks and Pads during the second take.

1 **Press the RECORD button to enter Record again. When the Song Record Mode Select dialog box appears, select Backing Sequence (Quick Record) again.**

2 **If you are recording just one of the "grouped" tracks, set the track to be preserved to the Play mode.**



3 **Repeat the recording process, and press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to stop recording and to return to the main page of the Sequencer mode.**

4 **While in the main page of the Sequencer mode, press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to listen to the recorded Song.**

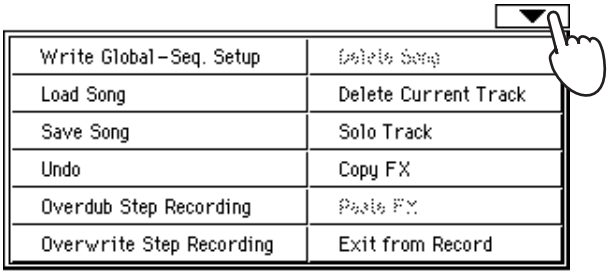
Again, the Backing Sequence Song has been converted to an ordinary Song.

Saving a Song to a card

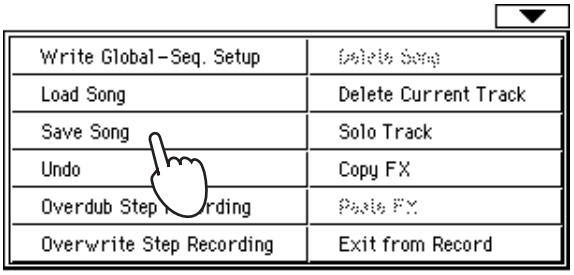
After recording a Song that you like, it is a good idea to save it to a card, to avoid losing it when the instrument is turned off.

1 **Insert a card into the card drive.**

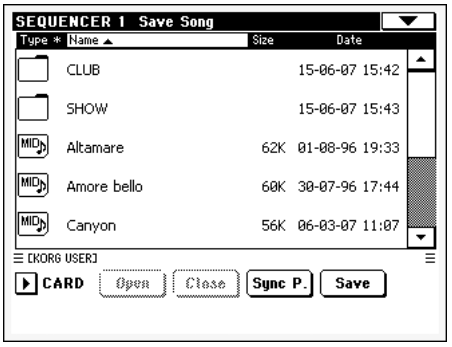
2 **While in the main page of the Sequencer mode, press the page menu icon to open the page menu.**



3 Select the Save song command to open the Save Song window.

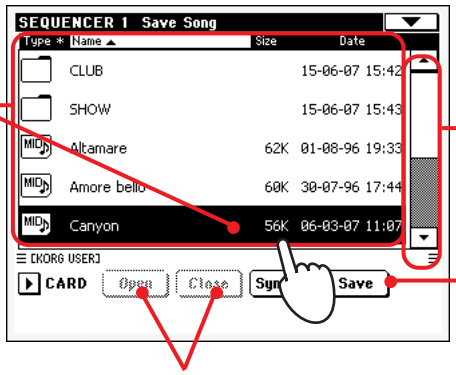


After you select the Save song command, the Save Song page appears.



4 Select a folder where you want to save your Song.

If a Song is selected (highlighted) it will be overwritten. If no Song is selected, a new Song file will be created on the target device.
To deselect a selected Song, press anywhere else in the Song list, Device menu.



Use the scroll bar to see all Songs in the list. Keep SHIFT pressed and touch the Up/Down arrow to scroll to the next/previous alphabetic section. **As an alternative, you can use the DIAL.**

Press the Save button to save the Song to the current folder.

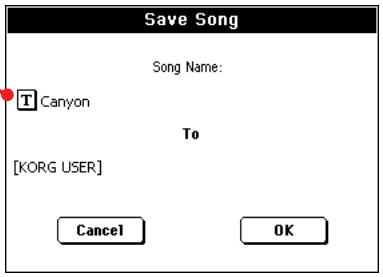
Use the Open and Close buttons to browse through the folders.

EXIT

In case you prefer to exit this page without saving the Song, press the EXIT button.

5 Press the Save button in the display to open the Save Song dialog box.

Press the Text Edit icon to edit the Song's name.



6 Press OK in the display to save the Song to a card, or Cancel to stop the Save operation.

Reference

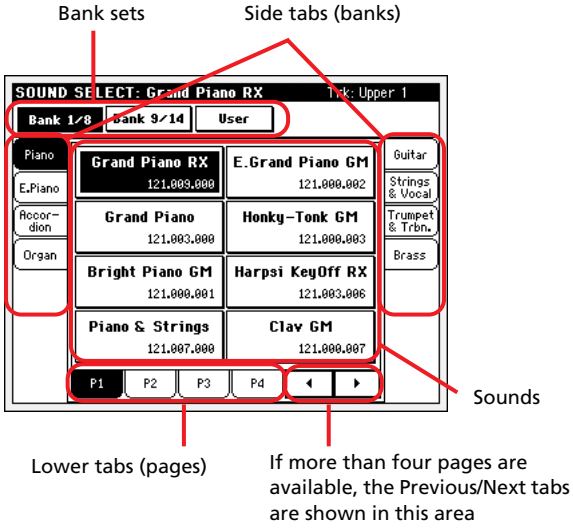
Selecting elements

The following windows are shown in the various operating modes, whenever you try to select a Sound, Performance, Style, Pad, STS or Song.

Sound Select window

Press the Sound area whereas it appears in the display, or one of the SOUND SELECT buttons on the control panel (provided the SOUND SELECT LED is lit), to open the Sound Select window. Use the SOUND SELECT buttons to go directly to the selected bank.

Press EXIT to exit from this page and go back to the previous page without selecting any Sound.



Note: *Depending on the status of the "Auto Performance/Sound Select" parameter (see page 206), a Sound may be immediately selected when pressing one of the SOUND SELECT buttons. The latest selected Sound for that bank will be selected.*

Bank sets

Selected set of banks (top or bottom row of Factory Styles, User banks).

Side tabs (banks)

Use these tabs to select a bank of Sounds. Each tab corresponds to one of the SOUND SELECT buttons on the control panel.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

If you press again the same PERFORMANCE/SOUND SELECT button on the control panel, the next page in the same bank is selected. This way, you do not need to press one of the corresponding tabs in the display in order to select a different page.

Previous/Next tabs

Scroll the lower tabs to the left or the right, when additional tabs are available but cannot be seen in the display.

Sounds

Press one of these buttons in the display to select a Sound. Unless the Display Hold option is turned on (see "Display Hold On" on page 206), the window automatically closes short after you select a Sound.

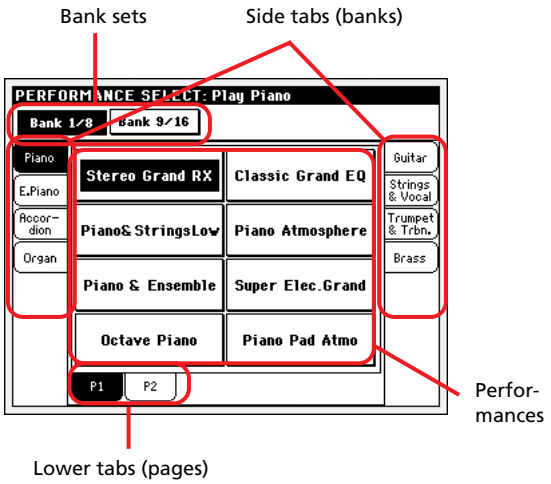
Program Change

Program Change number. Shown only when the "Show Program Change number" parameter is turned on in Global mode. (See page 205).

Performance Select window

Press the Performance area whereas it appears in the display, or one of the PERFORMANCE SELECT buttons on the control panel (provided the PERFORMANCE SELECT LED is lit), to open the Performance Select window. Use the PERFORMANCE SELECT buttons to go directly to the selected bank.

Press EXIT to exit from this page and go back to the previous page without selecting any Performance.



Note: *Depending on the status of the "Auto Performance/Sound Select" parameter (see page 206), a Performance may be immediately selected when pressing one of the PERFORMANCE SELECT buttons. The latest selected Performance for that bank will be selected.*

Bank sets

Selected set of banks (top or bottom row of Performances).

Side tabs (banks)

Use these tabs to select a bank of Performance. Each tab corresponds to one of the PERFORMANCE SELECT buttons on the control panel.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

If you press again the same PERFORMANCE/SOUND SELECT button on the control panel, the next page in the same bank is selected. This way, you do not need to press one of the corresponding tabs in the display in order to select a different page.

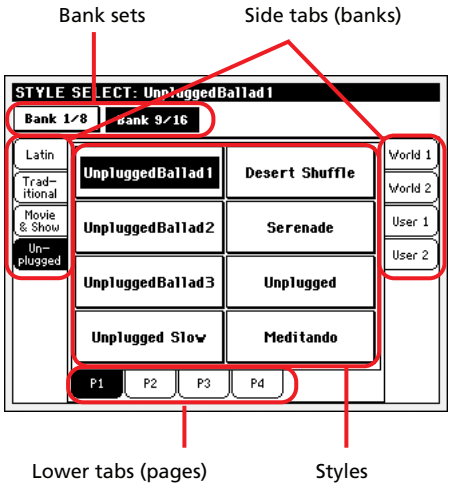
Performances

Press one of these buttons in the display to select a Performance. Unless the Display Hold option is turned on (see "Display Hold On" on page 206), the window automatically closes short after you select a Performance.

Style Select window

Press the Style area whereas it appears in the display, or one of the STYLE buttons on the control panel, to open the Style Select window. Use the STYLE buttons to go directly to the selected bank.

Press EXIT to exit from this page and go back to the previous page without selecting any Style.



Note: *Depending on the status of the "Auto Style Select" parameter (see page 206), a Style may be immediately selected when pressing one of the STYLE SELECT buttons. The latest selected Style for that bank will be selected.*

Bank sets

Selected set of banks (top or bottom row).

Side tabs (banks)

Use these tabs to select a bank of Styles. Each tab corresponds to one of the STYLE buttons on the control panel.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

If you press again the same STYLE SELECT button on the control panel, the next page in the same bank is selected. This way, you do not need to press one of the corresponding tabs in the display in order to select a different page.

Styles

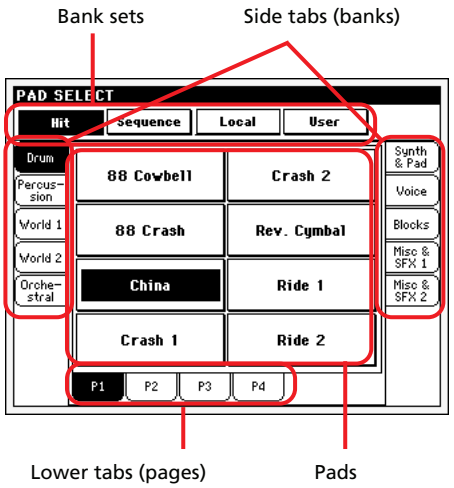
Press one of these buttons in the display to select a Style. Unless the Display Hold option is turned on (see "Display Hold On" on page 206), the window automatically closes short after you select a Style.

After selecting a Style from this window, and another Style is playing, the name of the new Style name begins to flash, meaning it is ready to start playing at the beginning of the next measure.

Pad Select window

Press the Pad area whereas it appears in the display, to open the Pad Select window.

Press EXIT to exit from this page and go back to the previous page without selecting any Pad.



Bank sets

Selected set of banks, corresponding to different types of Pads. ***Hit*** are single-note, pre-programmed factory Pads. ***Sequence*** are sequence-based, pre-programmed factory Pads. ***Local*** may contain Pads customized for the local market**.** ***User*** can be either single-note or sequence-based Pads, and can be user-recorded or modified.

Side tabs (banks)

Use these tabs to select a bank of Pads.

Lower tabs (pages)

Use these tabs to select one of the available pages in the selected bank.

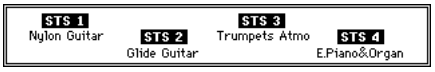
Pad

Press one of these buttons in the display to select a Pad. Unless the Display Hold option is turned on (see "Display Hold On" on page 206), the window automatically closes short after you select a Pad.

STS Select

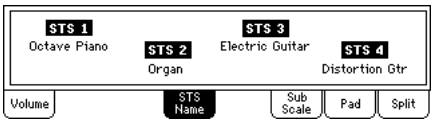
Use the four SINGLE TOUCH SETTING button on the control panel, to select one of the four STS associated with the current Style or the selected SongBook entry.

In Easy Mode, STS names are shown in the lower area of the display:

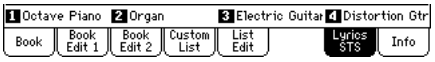


When Easy Mode is turned off, press the STS name tab in the main page of the Style Play or Song Play mode, or the Lyrics/STS tab in the SongBook mode, to see the name of the available STSs.

- In Style Play and Song Play mode:



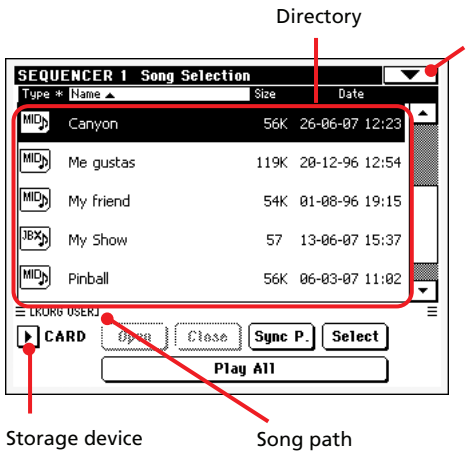
- In SongBook mode:



Song Select window

This page appears when you press one of the Song areas in the display, or one of the SONG SELECT buttons in one of the SEQUENCER sections on the control panel.

Press EXIT to exit from this page and go back to the main page of the Song Play operating mode without selecting a Song.



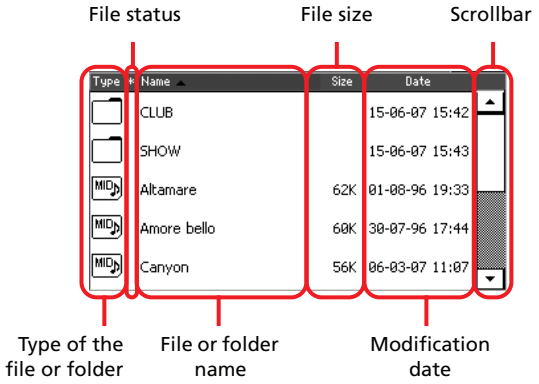
While in this page, select a Standard MIDI File or Karaoke file for the selected Sequencer. A Jukebox file may only be assigned to Sequencer 1.

Note: *There is a separate working directory for each onboard sequencer.*

Hint: *We suggest to organize your Songs into separate folders, instead of saving many files into the root (i.e., the main level) of the card. This allows for faster accesses to the card, thus a quicker response of the Pa588 to your Media commands.*

Directory

This is the list of the selected device's content.



Use the scrollbar to scroll the list items.

As an alternative, you can use the TEMPO/VALUE dial to scroll.

Keep the SHIFT button pressed, and press one of the arrows, to jump to the previous or next alphabetical section.

You can touch one of the labels on top of the list, to reorder the list items accordingly. By pressing the label again, the order of the files switches between ascending and descending.

A list can contain several different types of files or folders.

Type icon	File/folder type
MID	Standard MIDI File (SMF)
KAR	Karaoke file (KAR)
JBX	Jukebox file (JBX)
	Folder

A file or folder may be in one of the following status. (See "Protect" and "Unprotect" on page 227 for information on how to change the file status).

Status icon	File/folder status
	Protected
–	Unprotected

Page menu icon

Press the page menu icon to open the menu. See "Song Select page menu" on page 79 for more information.

Storage device

Use this pop-up menu to re-select the card, and deselect everything.

Device	Type
CARD	SD (Secure Digital) or MMC (MultiMedia) card

The actual name (label) of the device may appear within square brackets ([]).

Song path

This line shows the current device path.

Open

Opens the selected folder (item whose icon looks like this one:).

Close

Closes the current folder, returning to the parent ("upper") folder.

Sync P. (Synchronized Path)

Press this button to see the Song assigned to the selected Sequencer. This is useful to quickly return to it, after you have browsed through long directories and "dug" into different folders.

Select

Selects the highlighted item in the display. If a Song is already playing, it stops, and the new Song is ready to play. You are returned to the main page.

Play All

When this button is pressed, all midifiles contained in the current directory are added to a new Jukebox list, that is automatically assigned to Sequencer 1. The order in which they are played depends on the current sorting method, i.e., how the files are shown in the display.

You can use this Jukebox list as any other list of this type (i.e., start the playback with SEQ1 PLAY/STOP, jump to the next Song in the list with SHIFT + >>, edit it in the Jukebox page…).

Note: *A Jukebox list can include up to 127 Songs. If your folder contains more items, only the first 127 will be considered.*

Hint: *If you don't want to lose the list when turning the instrument off, go to the Jukebox page and save it to a card as a ".JBX" file.*

Selecting a Song by its ID number

Each Song in a folder on a card (up to 9,999) has a progressive ID number assigned. When the "Show Song Number" option is selected in the Song Select page menu (see below), you can see this number before the Song's name in the Song Select window. You can use this number to select the Song by composing the corresponding number, speeding up the Song retrieval when you are using a card filled with midifiles.

While in the Song Select window, press the SONG SELECT button to open the keypad, and enter the number corresponding to the Song to be selected.

While in any page of the Song Play mode, press the SONG SELECT button twice to open the keypad.

Note: *If no Song corresponds to the dialed number, the "Song not available" message will appear.*

Warning: *While the directory may contain more than 9999 files, you can't select Songs outside the 0001-9999 range when using the numeric keypad.*

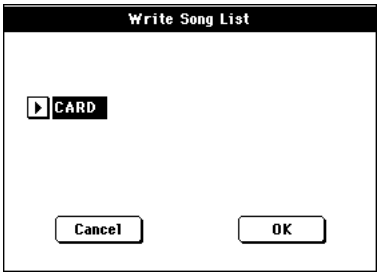
Song Select page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.

Export Song List

Select this command to save the current list as a text file to the card. This way, you will be able to print a list of Songs, to see which number matches each Song.

1. While in the Song Select window, select the folder whose Song list you wish to save as a text file.
2. Select the Export Song List command from the page menu.
3. Insert a card into the card drive. A dialog box will appear.



4. Press OK to confirm.

Note: *The text file will contain a list of "*.mid", "*.kar" and "*.jbx" files only. Folders and different kinds of files will not be included.*

When saved, the text file will be named after the selected folder. For example, a folder named "Dummy" will generate a "Dummy.txt" file. If a file with the same name already exists in the target, it will be overwritten without waiting for any confirmation. A file containing the list of all valid files contained into the root of the card will generate a "Root.txt" file.

The list will include the progressive number assigned to each Song, file names, the total number of files in the list.

For the correct display and printing of the list on a personal computer, use a fixed size (i.e., non-proportional) character in your text editor.

Show Song Number

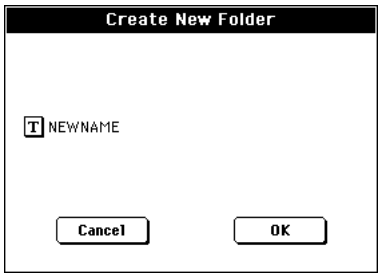
Check this option to make the Song's progressive ID number appear in the list, next to each Song.

Show Song Extension

Check this option to make the file extension ("*.mid", "*.kar", "*.jbx") appear in the list, at the end of each Song's name.

Create New Folder

This command lets you create a new generic folder in the root of any device, or inside any other generic folder. You can't create a ".SET" folder with this command, since this type of folder is reserved to the Save operations (and can be created with the New SET button in any Save page).

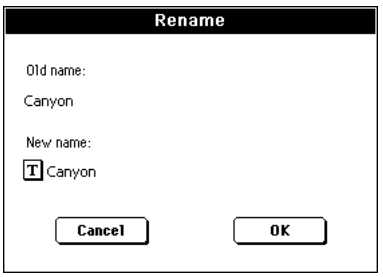


By pressing the T (Text Edit) button you can open the Text Edit window. Enter the name, then press OK to confirm and close the Text Edit window.

Rename

Available only when an item is selected in a list.

Use this function to change the name of an existing file or folder. You cannot change the 3-character extension of files and ".SET" folders, since they are used to identify the type of file or folder.



Press the T (Text Edit) button to open the Text Edit window. Enter the new name, then press OK to confirm and close the Text Edit window.

Erase

Use this command to delete the selected file or folder.

Style Play operating mode

The Style Play mode is the boot-up operating mode. When in this mode, you can play with Styles (i.e. automatic accompaniments), while playing with one to four tracks (Upper 1-3 and Lower) on the keyboard. You can select different Sounds and Effects by selecting Performances and STSs. You can also use the SongBook to automatically select Styles for a desired music genre.

Style Play mode can also be used in Easy Mode (see page 6).

Start-up settings

Since most settings of Performance 1 of Bank 1 (Performance 1-1) are automatically selected when turning the instrument on, you can save to it your preferred start-up settings.

Note: *Even if Performance 1-1 is recalled at start-up, PLAY PIANO is also turned on, so the Pa588 will always turn on with a piano sound already selected.*

Select the various settings you would like to see automatically selected when turning the instrument on. Then select the "Write Performance" command from the page menu. When the Write Performance window appears, save the settings to Performance 1 of Bank 1. (See "Write Performance dialog box" on page 102).

Note: *If you like some settings to be preserved even when choosing different Performances, STSs and Styles, turn on the desired "locks" to avoid changes to the selected parameters (see "General Controls: Lock" on page 203). Save these locks to the Global (see "Write Global - Global Setup dialog box" on page 212).*

How Styles, Performances and STSs are linked together

Styles, Performances and STSs are linked in many ways.

• When the SINGLE TOUCH LED is steadily on or blinking, selecting a Style also changes Keyboard tracks (STS 1 is automatically selected). Performance settings are overridden.

• When the STYLE CHANGE LED is on, selecting a Performance also selects a Style (the one whose number is memorized with the Performance).

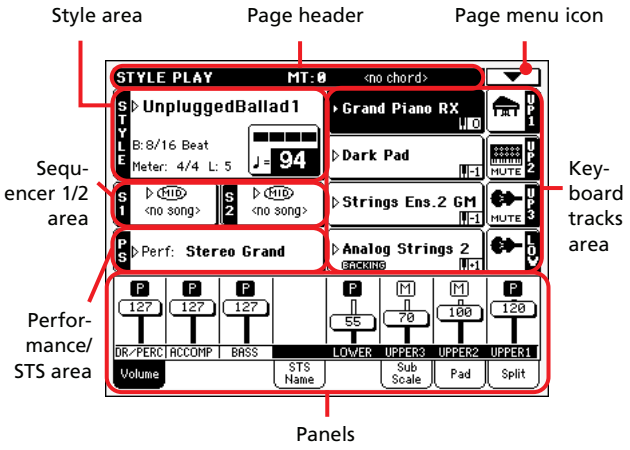
• Current track settings can be saved either in a Performance, an STS, or a Style Performance, depending on the page menu command you select.

Main page (Normal view)

This is the page you can see after you turn the instrument on (assuming Easy Mode is turned off, see page 6).

To access this page from a different operating mode, press the STYLE PLAY button.

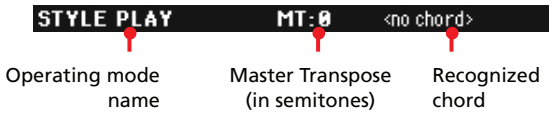
To return to this page from one of the Style Play edit pages, press the EXIT button.



To switch between Normal view (Keyboard tracks, grouped Style tracks) and Style view (individual Style tracks), use the TRACK SELECT button. (See "Style Tracks view page" and "Volume panel" starting from page 83).

Page header

This line shows the current operating mode, transposition and recognized chord.



Operating mode name

Name of the current operating mode.

Master transpose

▸PERF ▸PERF^{Sty}

Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Note: *Transpose may be automatically changed when selecting a different Performance or Style. It may also be changed when loading a Standard MIDI File generated with an instrument of the Korg Pa series.*

To avoid transposing, the Master Transpose is "locked" by default. If you want to lock or unlock it, change the Master Transpose Lock parameter's status (see "General Controls: Lock" on page 203), then write the Global to memory (see "Write Global - Global Setup dialog box" on page 212).

Recognized chord

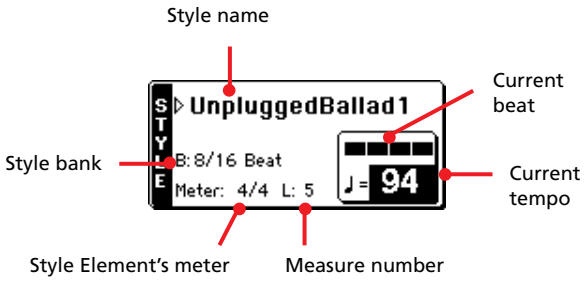
Displays the recognized chord, when you play a chord on the keyboard. If no chord abbreviation is shown, it means the ACCOMP. LED is turned off (see page 12).

Page menu icon

Press the page menu icon to open the menu. See “Page menu” on page 101 for more information.

Style area

This is where the Style name is shown, together with its tempo and meter parameters.



Style name ▸PERF

Currently selected Style. Press the Style name to open the Style Select window. As an alternative, use the STYLE SELECT section on the control panel.

Style bank ▸PERF

Bank the current Style belongs to.

Style Element meter

Meter of the current Style Element.

Measure number

While the Style is playing, an ‘M’ appears, and it shows the current measure number of the current Style Element playing. While it is in stop, an ‘L’ appears, and it shows the total number of measures of the current Style Element.

Current beat

Beat number of the current measure, that is currently playing.

Current tempo ▸PERF ▸PERF^{Sty}

Metronome tempo (from 30 to 250). Select this parameter and use the TEMPO/VALUE dial to change the tempo.

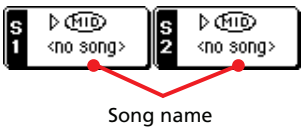
As an alternative, you don’t need to select this parameter; just keep the SHIFT button pressed and use the DIAL to change the tempo.

To recall the Tempo stored in the current Style, press the EXIT and MENU buttons at the same time.

Note: *Tempo may change while a Style Element is playing. Each Style Element may contain Tempo Change data.*

Sequencer 1/2 area

This is where Songs assigned to the two onboard sequencers are shown.



Song name

Name of Songs assigned to Sequencer 1 (S1) and Sequencer 2 (S2). You can select Songs while playing Styles, to have them ready when switching to Song Play mode.

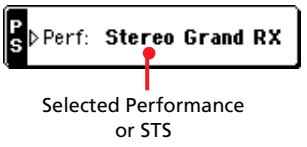
The icon shows the type of the selected Song.

Standard MIDI File, often abbreviated as SMF (file extension: *.MID or *.KAR).

Only assignable to Sequencer 1. A Jukebox file (file extension: *.JBX) can be assigned to Sequencer 1, but its name is not shown in this area. The JBX icon appears, together with the name of the currently selected Song in the Jukebox list.

Performance/STS area

This is where the latest selected Performance or STS name is shown.



Selected Performance or STS

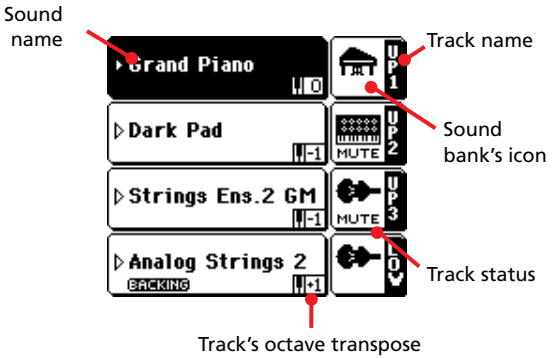
This is the latest selected Performance (PERF) or Single Touch Setting (STS).

Press the name to open the Performance Select window (see “Performance Select window” on page 76). As an alternative, use the PERFORMANCE/SOUND SELECT section to select a different Performance.

To select a different STS, use the four SINGLE TOUCH SETTING buttons under the display.

Keyboard tracks area

This is where Keyboard tracks are shown.



Sound name

▸PERF ▸STS

Name of the Sound assigned to the corresponding Keyboard track.

• If the track is already selected (black background), press the Sound name to open the Sound Select window.

• If the track is not selected (white background), first select it, then press the Sound name to open the Sound Select window.

For more information about the Sound Select window, see “Sound Select window” on page 76.

Keyboard track octave transpose

▸PERF ▸STS

Non editable. Octave transpose of the corresponding track. To individually edit the octave transpose for each track, go to the “Mixer/Tuning: Tuning” edit page (see page 90).

You can also transpose all Upper tracks by using the UPPER OCTAVE buttons on the control panel.

Bass & Lower Backing icon

▸GBL[Sty]

When the Bass & Lower Backing function is active, the Backing icon appears in the Lower track Sound area (see “Bass & Lower Backing” on page 101).

Keyboard track name

Non editable. Name of the corresponding track:

Abbreviation	Track	Hand
UP1	Upper 1	Right hand
UP2	Upper 2	
UP3	Upper 3	
LOW	Lower	Left hand

Sound bank’s icon

▸PERF ▸STS

This picture illustrates the bank the current Sound belongs to.

Keyboard track status

▸PERF ▸STS

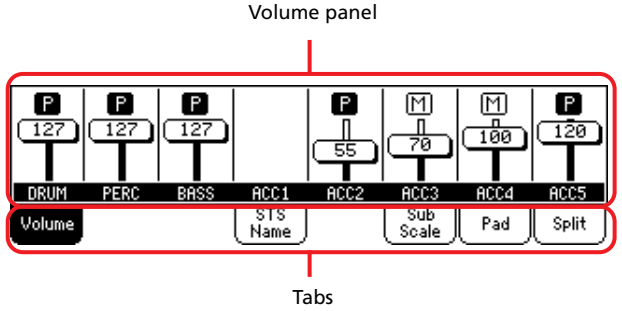
Play/mute status of the current track. Select the track, then press this area to change the track status.

No icon — Play status. The track can be heard.

MUTE — Mute status. The track cannot be heard.

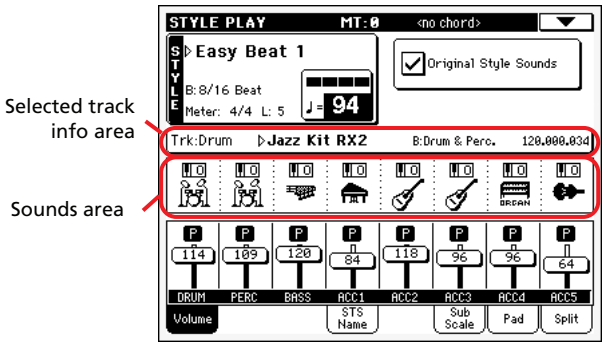
Panels

The lower half of the main page contains the various panels, you can select by pressing the corresponding tabs. See more information in the relevant sections, starting from page 84.



Style Tracks view page

Press the TRACK SELECT button to switch from the Normal view to the Style Tracks view. In this view, individual Style tracks are shown in the lower half of the display, while the upper half of the main page changes, to show parameters for the Style tracks.



Press TRACK SELECT again to return to the Normal view (Keyboard tracks, grouped Style tracks).

Original Style Sounds

▸PERF ▸PERF[Sty]

This parameter lets you assign different Sounds to the Style tracks, overriding the Sounds recorded into each Style Element pattern. These Sounds can be saved into a Performance or Style Performance with the “Write Performance” or “Write Current Style Performance” commands (see page 101).

Assigned Sounds, with this parameter turned on, are shown in the Sounds area of this page.

Note: *When assigning a Sound to a Style track, the “Original Style Sounds” parameter is automatically turned off.*

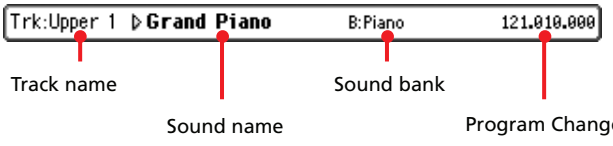
Note: *This parameter can be saved with the Performance or Style Performance, and is automatically set to On or Off when you select a different Performance or Style, depending on the saved status.*

On — Style tracks always use the original Sounds recorded in each Style Element. If you assign a different Sound to a Style track, this parameter is automatically set to Off.

Off — You can assign different Sounds to each Style track, and save them in a Performance or Style Performance. The selected Sounds are the same for all Style Elements (there are no different Sounds for each Style element).

Selected Track Info area

This line lets you see the Sound assigned to the selected track. It appears both in the main page, and in several edit pages.



Track name

Name of the selected track.

Sound name

▸PERF ▸PERF^{Sty}

Sound assigned to the selected track. Press anywhere in this area to open the Sound Select window, and select a different Sound.

Sound bank

▸PERF ▸PERF^{Sty}

Bank of the selected Sound.

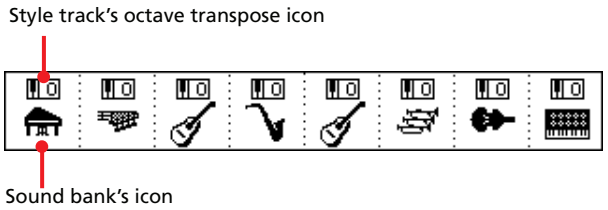
Program Change

▸PERF ▸PERF^{Sty}

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Sounds area

This area lets you see Sounds and octave transposition for the eight Style tracks.



Style track's octave transpose icon

▸PERF ▸PERF^{Sty}

Non editable. Octave transpose of the corresponding track. To change the octave transpose, use the UPPER OCTAVE buttons, or go to the "Mixer/Tuning: Tuning" edit page (see page 90).

Sound bank's icon

▸PERF ▸STS

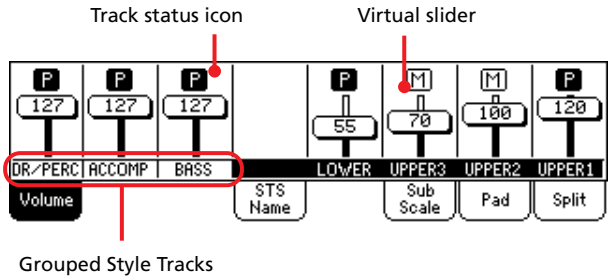
This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see above). Touch it a second time to open the Sound Select window.

Volume panel

Press the Volume tab to select this panel. This is where you can set the volume of each track, and mute/unmute tracks.

Use the TRACK SELECT button to switch between the Normal view (Keyboard and grouped Style tracks) and the Style Tracks view (separate Style tracks).

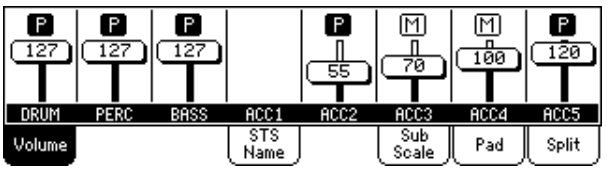
The ***Normal view*** shows grouped Style tracks, Keyboard tracks:



Changing the volume of the grouped Style tracks (Dr/Perc, Accomp, Bass) is a global offset. When you choose a different Style, this offset does not change, and the average volume of the Style tracks remains the same.

Changes are not memorized to a Performance or Style Performance. They can be memorized to the Global-Style Play Setup, i.e., the preferences of the Style Play mode (see "Write Global-Style Setup" on page 101).

The ***Style Tracks view*** shows the separate Style tracks:



Here you can change the volume of each individual Style track. This mix is saved into each Style Performance and Performance, and can change when choosing a different Style.

Grouped Style tracks

▸GBL^{VPp}

These special sliders control several Style tracks at the same time.

Virtual slider (track volume)

▸PERF ▸PERF^{Sty} ▸STS

Virtual sliders are a graphical display of each track's volume. Touch the track's area to select a track, and use the TEMPO/VALUE dial to change the value (or touch and drag it in the display).

Hint: *You can change the volume of all Keyboard or Style tracks at once by using the Assignable Slider. Select a track of the same type of the tracks whose volume you want to change (e.g., the Upper 1 track to modify all Keyboard tracks). Then keep the SHIFT button pressed, and move the Assignable Slider. See "ASSIGNABLE SLIDER" on page 12.*

Track status icons

▸PERF ▸PERF^{Sty} ▸STS

Play/mute status of the current track. Select the track, then press the track area again to change its status.

P Play status. The track can be heard.

M Mute status. The track cannot be heard.

Track names

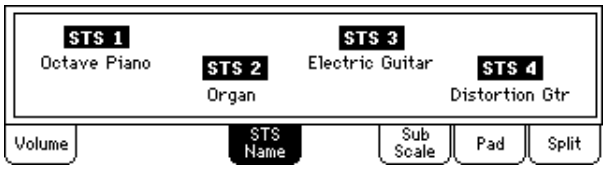
Under the sliders, a label for each track is shown. Use the TRACK SELECT button to switch between the various track views.

Track	Description
Normal View	
DR/PERC (*)	Grouped Drum and Percussion tracks.
ACCOMP (*)	Grouped Accompaniment tracks.
BASS (*)	Bass Style track.
LOWER	Lower track.
UPPER1…3	Upper tracks.
Style Tracks View	
DRUM	Drum Style track.
PERC	Percussion Style track.
BASS	Bass Style track.
ACC1…5	Accompaniment Style tracks.

(*).Volume for these tracks is a global offset and is not memorized.

STS Name panel

Press the STS Name tab to select this panel. Single Touch Settings (STS) are memory locations for quickly choosing Keyboard Sounds, contained in each Style or SongBook entry. While in this panel, you can see the name of the four STSs belonging to the latest selected Style or SongBook entry. Touch one of the names to select the corresponding STS.

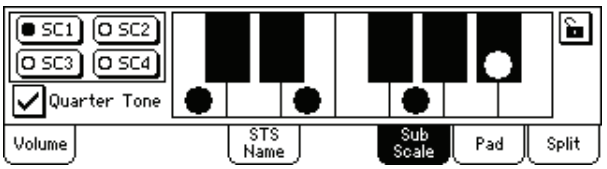


Note: *You cannot edit STS names with this panel. To edit a name, select the STS to be renamed, then select the Write Single Touch Setting command from the page menu (see "Write Single Touch Setting dialog box" on page 103).*

Hint: *To save the current settings to an STS, keep the SHIFT button pressed and press one of the STS buttons.*

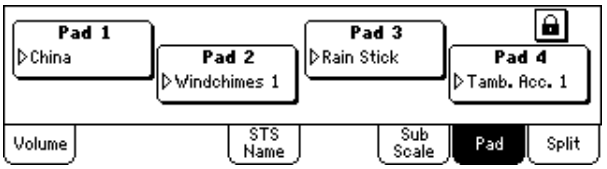
Sub-Scale panel

Press the Sub-Scale tab to select this panel. This panel replicates the "Mixer/Tuning: Sub Scale" edit page (see page 90).



Pad panel

Press the Pad tab to select this panel. This is where you can assign a different Hit or Sequence Pad to each of the four pads, and see at a glance how pads are programmed. For more options, go to the "Pad: Pad" page (see page 99).



Pad assignment

▸PERF ▸PERF^{Sty} ▸SB

Name of the Hit or Sequence assigned to each Pad. Press the box to make the Pad Select window appear (see "Pad Select window" on page 77).

Note: *Each Style or SongBook entry can change the Pad assignment.*

Pads lock icon

▸GBL^{Gbl}

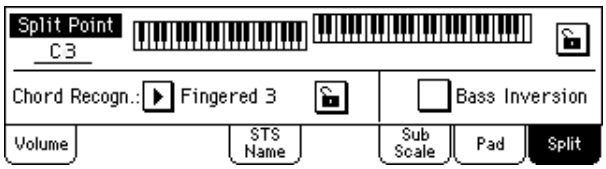
When locked, assignments to the pads remain unchanged when selecting a different Style or SongBook entry.

This lock is reset when turning the instrument off, unless you write Global settings to memory (see "Write Global - Global Setup dialog box" on page 212).

For more information on parameter locks, see "General Controls: Lock" on page 203.

Split panel

Press the Split tab to select this panel. This is where you can set the split point and Chord Recognition mode.



Split Point

▸PERF ▸STS

Use this parameter to select a different split point. A full-range piano keyboard is shown in the display, divided at the selected split point. Upper tracks play on the right of this point, while the Lower track plays on the left.

Note: *As an alternative, you can keep the SPLIT button pressed, up until a message appears, then play the new split point.*

Keyboard diagram

Touch anywhere on the keyboard diagram. A message will appear, asking you to press the new split point on the keyboard of your Pa588 (or to press the EXIT button to close the message with no changes).

Chord Recognition Mode

▸PERF ▸STS

This parameter allows you to decide how chords are recognized by the auto-accompaniment engine. Please note that when the SPLIT LED is turned off, the Fingered 3 mode is always selected, and you must always play at least three notes, to let a chord be recognized.

For more information on the various options, see “Chord Recognition Mode” on page 99.

Note: *This parameter is the same you can find in the “Preferences: Style Preferences” page (see page 99).*

Bass Inversion

▸PERF ▸STS

This parameter allows you to turn the Bass Inversion function on or off.

Note: *This function can be automatically activated by playing the keyboard harder. See “Velocity Control” on page 100.*

On	The lowest note of a chord played in inverted form will always be detected as the root note of the chord. Thus, you can specify to the arranger composite chords such as “Am7/G” or “F/C”.
Off	The lowest note is scanned together with the other chord notes, and is not always considered as the root note.

Lock icons

▸GBL[Gbl]

When locked, the Split Point and Chord Recognition mode remain unchanged when selecting a different Performance or STS.

These locks are reset when turning the instrument off, unless you write Global settings to memory (see “Write Global - Global Setup dialog box” on page 212).

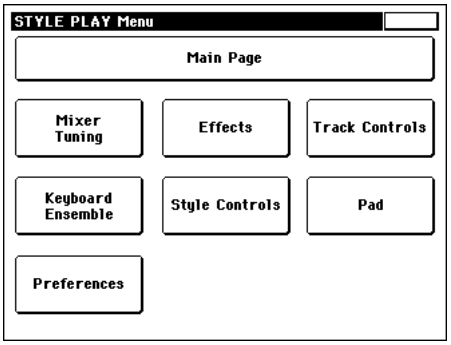
For more information on parameter locks, see “General Controls: Lock” on page 203.

Edit menu

From any page, press the MENU button to open the Style Play edit menu. This menu gives access to the various Style Play edit sections.

When in the menu, select an edit section, or press EXIT or STYLE PLAY to exit the menu and return to the main page. To return to the main page, you can also select the Main Page menu item.

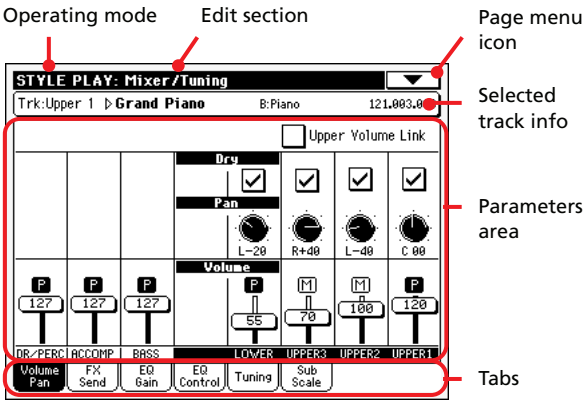
When in an edit page, press EXIT or the STYLE PLAY button to return to the main page of the Style Play operating mode.



Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by pressing the corresponding tab on the lower part of the display.

Edit page structure

All edit pages share some basic elements.



Operating mode

This indicates that the instrument is in Style Play mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 87).

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 101).

Parameters area

Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting from page 87.

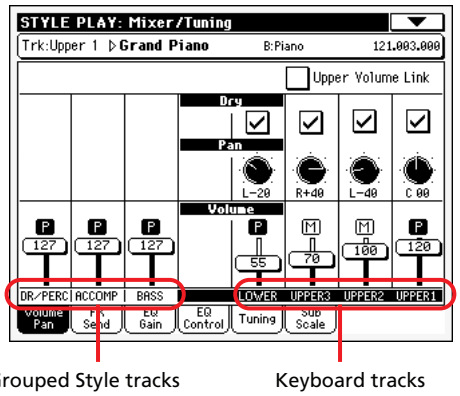
Tabs

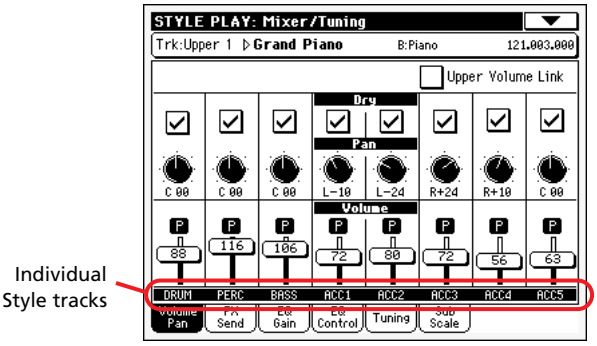
Use tabs to select one of the edit pages of the current edit section.

Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each of the Keyboard or Style tracks. Volume settings are the same as in the Volume panel of the main page.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice versa.





Upper Volume Link

▸GBL^Sty

This parameter allows you to define if changing the volume for one of the Upper tracks, proportionally changes also the other Upper tracks.

Note: *This parameter is the same you can find in the "Preferences: Style Play Setup" page (see page 100).*

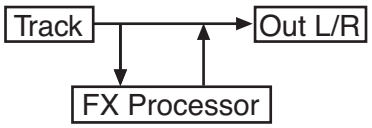
On	When changing volume to one of the Upper tracks, volume for the other Upper tracks changes in proportion.
Off	When changing volume to one of the Upper tracks, only that track's volume is changed. Other Upper tracks are left unchanged.

Dry

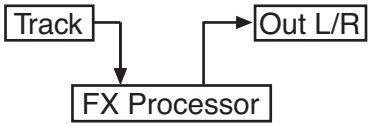
▸PERF ▸PERF^{Sty} ▸STS

Use this checkbox to turn the dry (direct) track signal on or off.

On — When checked, the direct, dry signal is sent to the output, mixed with the FXs.



Off — When unchecked, the direct, dry signal is removed from the audio output, and only sent to the FXs. The effected signal will still be panned (in stereo FXs only) according to the Pan value.



Pan

▸PERF ▸PERF^{Sty} ▸STS

Track position in the stereo field.

L-64…L-1 — Left stereo channel.

C0 — Center.

R+1…R+63 — Right stereo channel.

Volume of grouped Style tracks

▸GBL^{Sty}

This parameter is a general offset applied to all Styles. While the balance between the individual Style tracks can change when choosing a different Style, the average volume, set here, will not change. This is useful to avoid sudden changes in volume when choosing different Styles.

Volume of individual tracks

▸PERF ▸PERF^{Sty} ▸STS

Track's volume. This is the relative volume of each track, as saved in the Style, Performance or STS. It may change when choosing a different Style, Performance or STS.

0…127 — MIDI value of the track's volume.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Mixer/Tuning: FX Send

This page lets you set the level of the track's direct (uneffected) signal going to the Internal FX processors. The effect processors included in Pa588 are connected in parallel, so you can decide which percentage of the direct signal can be effected.

In case you want to send all of a track's signal to the effect (as when using "insert" effects, like Rotary, Distortion, EQ…), just set the Dry parameter to Off (see "Dry" above).

There are four Internal FX processors in Style Play mode (two for Keyboard tracks, two for Style and Pad tracks). You can assign them any kind of available effects, but we found it convenient to arrange them in the following way, for most of the Styles, STS and Performances included with the Pa588:

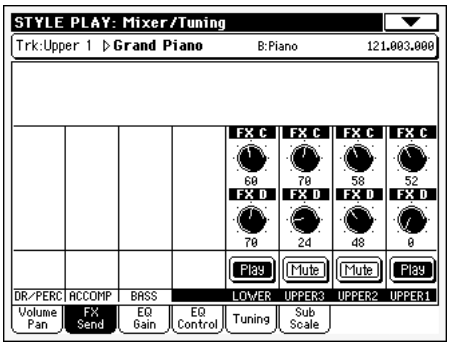
FX A — Reverb processor for the Style tracks.

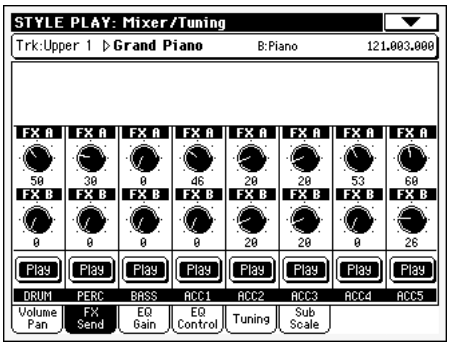
FX B — Modulating FX processor for the Style tracks.

FX C — Reverb processor for the Realtime (Keyboard) tracks.

FX D — Modulating FX processor for the Realtime (Keyboard) tracks.

Use the TRACK SELECT button to switch from Keyboard to Style tracks, and vice-versa.





Send level (A…D)

▸PERF ▸PERF^{Sty} ▸STS

0…127 — Level of the track (direct) signal sent to the effect processor.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

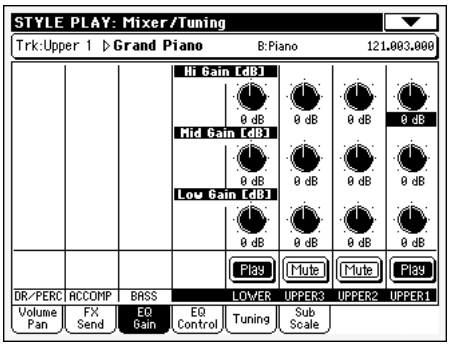
Play — Play status. The track can be heard.

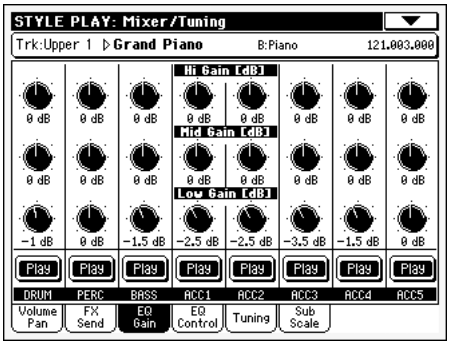
Mute — Mute status. The track cannot be heard.

Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.





Hi (High) Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the high frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Mid (Middle) Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the middle frequencies equalization on each individual track. This is a bell curve filter. Values are shown in decibels (dB).

Low Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the low frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

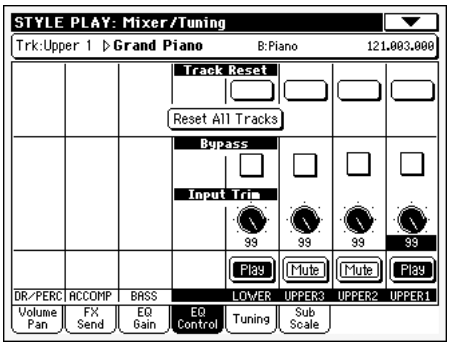
Play status. The track can be heard.

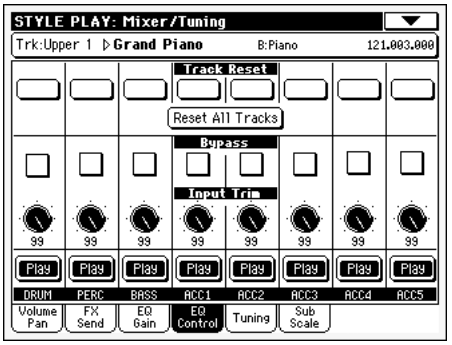
Mute status. The track cannot be heard.

Mixer/Tuning: EQ Control

This page lets you reset or bypass track equalization, programmed in the previous page.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.





Track Reset buttons

Use these buttons to reset (i.e., "flatten") equalization for the corresponding track.

Reset All Tracks button

Press this button to reset (i.e., "flatten") equalization for all tracks.

Bypass

▸PERF ▸PERF^{Sty} ▸STS

Check any of these checkboxes to bypass equalization for the corresponding track. When bypassed, equalization has no effect on the track, but all parameters are preserved. When the box is unchecked, equalization is activated again with the original settings.

Input Trim

▸PERF ▸PERF^{Sty} ▸STS

This knob allows you to limit the level of the signal passing through the equalizer. Extreme equalization values can overload the audio circuits and lead to distortion. This control lets you set equalization as desired, and at the same time avoid overloading.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

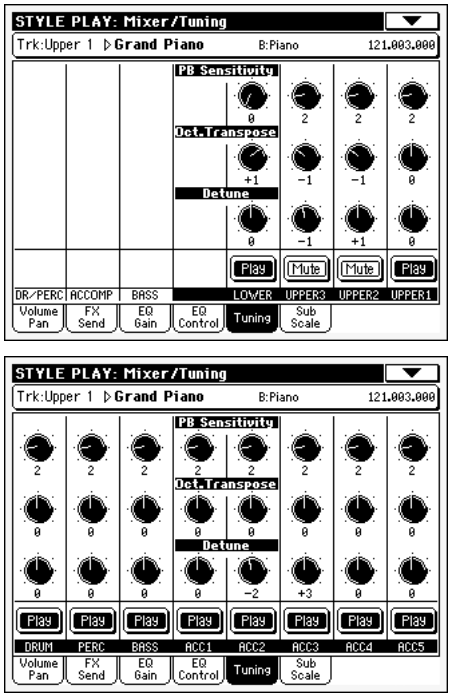
Play status. The track can be heard.

Mute status. The track cannot be heard.

Mixer/Tuning: Tuning

This page is where you can set the octave transpose and fine tuning for each track. Plus, you can program the Pitch Bend range for each track.

Use the TRACK SELECT button to switch from the Keyboard to the Style tracks, and vice-versa.



PB Sensitivity

▸PERF ▸PERF^{Sty} ▸STS

These parameters show the Pitch Bend range for each track, in semitones.

1…12	Maximum up/down pitch bend range (in semitones). 12 = ±1 octave.
0	No pitch bend allowed.

Octave Transpose

▸PERF ▸PERF^{Sty} ▸STS

This is the octave transpose value.

-3	Lowest octave.
0	Standard tuning.
+3	Highest octave.

Detune

▸PERF ▸PERF^{Sty} ▸STS

This is the fine tuning value.

-64	Lowest pitch.
00	Standard tuning.
+63	Highest pitch.

Play/Mute icon

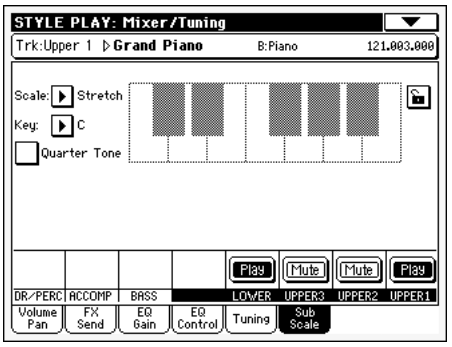
▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

Mixer/Tuning: Sub Scale

This page lets you program an alternative scale for the tracks selected with the "Scale Mode" parameter (see page 100). The remaining tracks (if any) use the basic scale set in Global mode (see "Main Scale" on page 202).



Note: *A different Scale can be associated to each Performance or STS.*

Note: *Quarter Tone selection can be received by MIDI (i.e., by an external sequencer or controller). Conversely, selection of Quarter Tone settings can be sent by the Pa588 to an external MIDI recorder as System Exclusive data.*

Scale

▸PERF ▸STS

Selected scale. See "Scales" on page 39 of the Data Lists manual (in the Accessory CD) for a list of the available scales. When selecting the User scale, the keyboard diagram on the right becomes active (see "How to fine tune each note of the User scale" below).

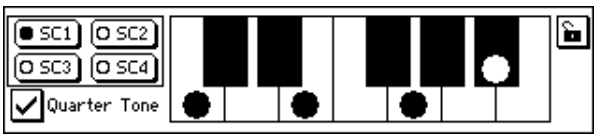
Key

▸PERF ▸STS

This parameter is needed by some scales to set the preferred key (see "Scales" on page 39 of the Data Lists manual (in the Accessory CD)).

Quarter Tone

Check the Quarter Tone parameter to make the four SC (Scale) Preset buttons appear, and the keyboard diagram become active.



Use the four SC Preset buttons to select one of the scale presets, as programmed in Global mode (see "General Controls: Scale" on page 202).

In the display, touch any note you want to lower a quarter tone (or any other programmed value), making a big dot appear on the note diagram. Touch the note again to make the dot disappear.

This control is momentary and not saved to memory, to allow for fast scale alteration while playing. You can assign the Quarter Tone function also to a footswitch.

As an alternative to programming the scale in the display, you can use a footswitch. See below "How to program a scale in real-time using a footswitch" for more information.

SC Preset buttons

Press these buttons to recall the corresponding presets. Each preset contains a custom detuning of each note of the scale, and memorizes the selected degree(s) of the scale (as programmed in Global mode, see "General Controls: Scale" on page 202).

When no preset is selected, the default scale is automatically recalled. This scale assigns a -50 cent value to all notes, and turns all scale degrees off.

You can select an SC Preset, also by assigning the relevant function to the Assignable Footswitch.

To save the current scale programming, while in the Global > General Controls > Scale page, choose the "Write SC Preset" command from the page menu, and select one of the preset locations where to save the current settings.

Keyboard diagram

▸PERF ▸STS

When Quarter Tone is checked, or a User scale is selected, this diagram allows you to modify each note's pitch.

Scale lock icon

▸GBL[Gbl]

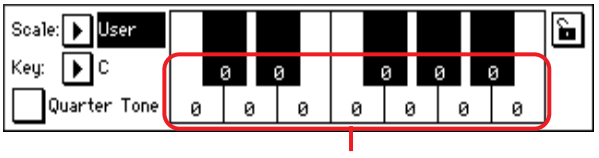
When locked, Scale parameters remain unchanged when selecting a different Performance or STS.

This lock is reset when turning the instrument off, unless you write Global settings to memory (see "Write Global - Global Setup dialog box" on page 212).

For more information on parameter locks, see "General Controls: Lock" on page 203.

How to fine tune each note of the User scale

When the User scale is selected, the keyboard diagram becomes active. You can then change each note tuning in cents of a semitone (within a range of ±99 cents, referred to Equal tuning). This way, you can create a custom scale, you can save to a Performance or STS.



Fine tuning values

After selecting the User scale, touch a note in the keyboard diagram, and use the TEMPO/VALUE dial to adjust the selected note tuning in cents.

Note: *These settings can be saved to a Performance or STS.*

How to program a scale in realtime using an SC (Scale) Preset

When the Quarter Tone function is activated, you can choose one of the four SC (Scale) Presets, by using the soft button that appear in the display.

How to program a scale in realtime using a footswitch

The Quarter Tone function allows you to program a custom scale in realtime, for example those sudden scale change typical of Arabic music. Changes are not saved anywhere, so the scale is easily "wiped-out" when selecting a different Performance or STS, an SC Preset, or when pressing the Quarter Tone pedal again.

Note: *You can create a custom scale, to be assigned to a Performance or STS, simply by selecting and editing a User scale, and saving any change to a Performance or STS. See "Scale" above.*

You can assign the "Quarter Tone" function to a footswitch.

1. Program a footswitch to be the Quarter Tone switch.

   Simply go to the Global mode, and reach the "Controllers: Pedals/Slider" page. There, you will find the "Pedal/Footswitch" parameter, to which you can assign the Quarter Tone function.

   While still in Global mode, select the Write Global-Global Setup command from the page menu, to save these settings to the Global (see "Write Global - Global Setup dialog box" on page 212).

2. Lower some note pitches.

   Keep the Quarter Tone pedal pressed. The keyboard will not play at this time. Press the notes you want to lower a quarter tone. Release the pedal.

3. Play with your new scale.

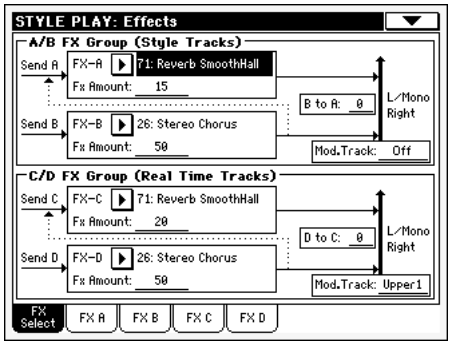
   Notes you pressed on step 2 are now lowered of a quarter tone.

4. Reset the original scale.

   Press and release the Quarter Tone pedal again, without playing any note. All pitches will be reset, and the scale selected by the Performance, STS will be recalled.

Effects: FX Select

This page allows you to select the A/B (Style and Pads) and C/D (Keyboard) effects.



FX A…D

▸PERF ▸PERF^{Sty} ▸STS

Effects assigned to the corresponding effect processors. Usually, A and C are reverbs, while B and D are modulating effects (chorus, flanger, delay…). For a list of the available effects, see the "Advanced Edit" addendum in the Accessory CD.

Effects from A to D can be saved to a Performance. Effect A/B (Style and Pad tracks) can be saved to a Style Performance. Effects C/D (Keyboard tracks) can be saved to an STS.

FX Amount

▸PERF ▸PERF^{Sty} ▸STS

Volume of the effect, that is added to the dry (uneffected) signal.

B to A, D to C

▸PERF ▸PERF^{Sty} ▸STS

Amount of the B effect going back to the input of the A effect, or of the D effect going back to the input of the C effect.

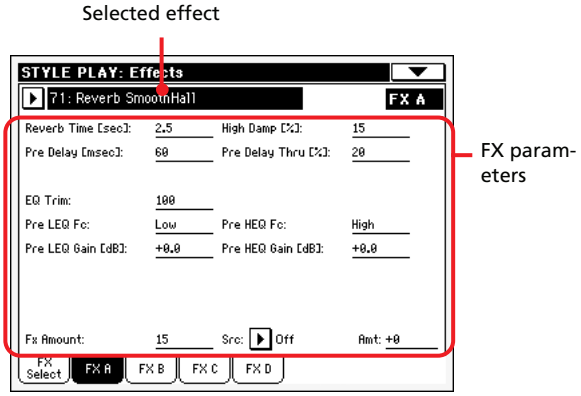
Mod.Track (Modulating Track)

▸PERF ▸PERF^{Sty} ▸STS

Source track for modulating MIDI messages. You can modulate an effect parameter with a MIDI message generated by an internal physical controller.

Effects: FX A…D

These pages contain the editing parameters for the four effect processors. Here is an example of the FX A page, with the Reverb Smooth Hall effect assigned.



Selected effect

▸PERF ▸PERF^{Sty} ▸STS ▸STS^{SB}

Select one of the available effects from this pop-up menu. This is equivalent to the "FX A…D" parameters found in the "Effects: FX Select" page (see above).

Note: *Effects can be different for each of the four editing pages.*

FX parameters

▸PERF ▸PERF^{Sty} ▸STS ▸STS^{SB}

Parameters may be different, depending on the selected effect. See the "Advanced Edit" addendum in the Accessory CD for a list of available parameters for each effect type.

FX Amount

▸PERF ▸PERF^{Sty} ▸STS

Volume of the effect, that is added to the dry (uneffected) signal.

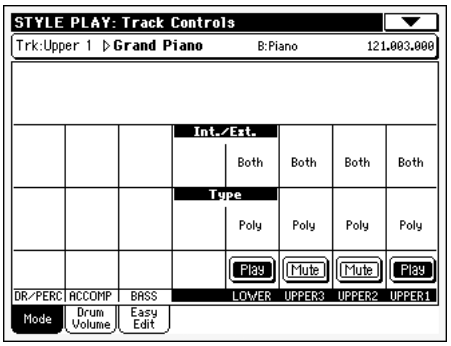
Src (Source)

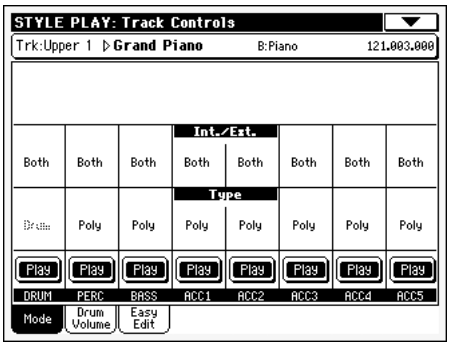
▸PERF ▸PERF^{Sty} ▸STS ▸STS^{SB}

Modulation source. To select the track generating this message, see the "Mod.Track (Modulating Track)" parameters found in the "Effects: FX Select" page (see above). For a list of modulation source, see the "Advanced Edit" addendum in the Accessory CD.

Track Controls: Mode

This page lets you connect each track to the internal sound generator and to external MIDI devices. This is very useful to let one of Pa588's track drive an external expander. In addition, here you can set the polyphony mode for each track.





Int./Ext. (Internal/External)

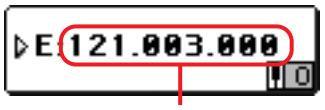
▸PERF ▸PERF^{Sty} ▸STS

Internal — The track plays the sounds generated by the internal sound engine. It does not play an external instrument connected to the MIDI OUT.

External — The track plays an external instrument connected to the MIDI OUT. The connected device must receive on the MIDI channel associated with this track on the Pa588 (see "MIDI: MIDI Out Channels" on page 209).

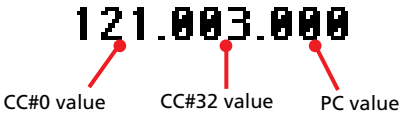
A track set to this status does not play the internal sounds, therefore saving polyphony.

Instead of the assigned Sound name, the **<E: aaa.bbb.ccc>** indicator is shown on a track's area in the Main page:



Control Change/Program Change area

This indicator begins with a remark saying the track is in External ("E") mode, and continues with a strings of transmitted Control Change and Program Change data. This will let you know what the track is transmitting to the MIDI OUT. In the following example, **CC#0** is the Control Change 0 (Bank Select MSB), **CC#32** is the Control Change 32 (Bank Select LSB), **PC** is the Program Change:



When touching the Sound area, the numeric keypad appears, instead of the Sound Select window. You can enter the Control Change/Program Change bundle shown above, separating the three parts with a dot (.).

Both — The track plays both the internal sounds and an external instrument connected to the MIDI OUT.

Type

▸PERF ▸PERF^{Sty} ▸STS

Drum — Drum/Percussion track. Set a track to Drum mode if you wish to separately adjust the volume of each percussive family of the assigned Drum Kit Sound. (See "Track Controls: Drum Volume" on page 94).

Note: *Tracks set to Drum or Percussion mode while in Style Record (see "Track Type" on page 126), cannot be edited here. This option appears in grey. Other Style tracks cannot be set to Drum mode here.*

Poly — Tracks of this kind are polyphonic, i.e. they can play more than one note at the same time.

Mono — Tracks of this kind are monophonic, i.e. each new note stops the previous note.

Mono Right — A Mono track, but with priority assigned to the rightmost (highest) note.

Mono Left — A Mono track, but with priority assigned to the leftmost (lowest) note.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

Play — Play status. The track can be heard.

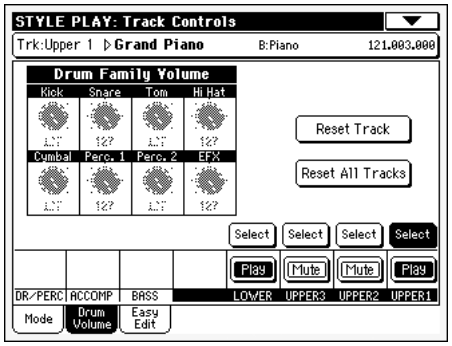
Mute — Mute status. The track cannot be heard.

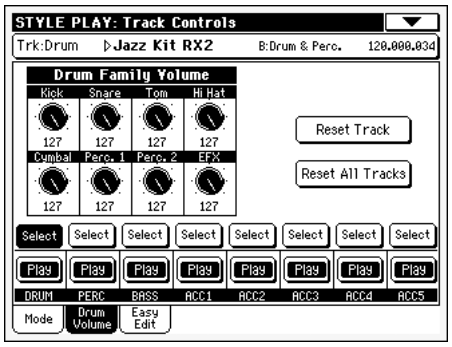
Track Controls: Drum Volume

In this page you can adjust the volume for each *family* of Drum and Percussion instrument for the selected track. A list of families is shown below.

These parameters can be accessed only on tracks set in Drum mode (see above). Use them on tracks with a Drum Kit assigned, or you will not be able to hear any change.

Note: *All values are referred to the value of the original Sounds.*





Drum families

▸PERF ▸PERF^{Sty} ▸STS

Kick	Kick drums volume.
Snare	Snare drums volume.
Tom	Toms volume.
HiHat	Hi-Hat volume.
Cymbal	Ride, Crash and other cymbals volume.
Perc.1	Low-pitched percussions volume.
Perc.2	High-pitched percussions volume.
EFX	Special effects volume.

Select

Use these buttons to select the track to edit. The button corresponding to the selected track turns black.

Reset Track

Press this button to reset all changes to percussive instrument volumes in the selected track.

Reset All Tracks

Press this button to reset all changes to percussive instrument volumes in all tracks.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

How to adjust volume for a single Drum Family

Here is a quick example of the use of the Drum Volume function.

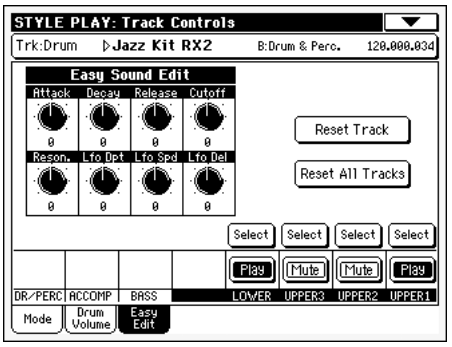
1. While in this page, press TRACK SELECT to see individual Style tracks.
2. Press the Select button, in the display, above the Drum track.
3. Press START/STOP to let the Style go.
4. While listening to the Style, select the Cymb. knob, and use the TEMPO/VALUE dial to turn the volume completely off.

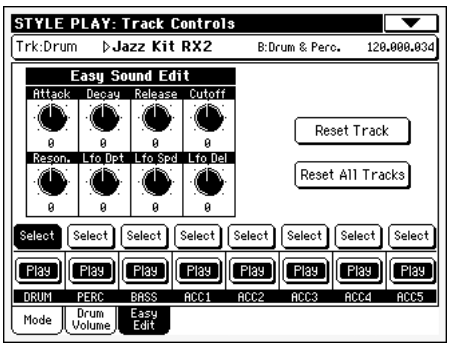
   You'll notice how all cymbals stops sounding.
5. Press the Reset Track button in the display to recall the original cymbals volume.

Track Controls: Easy Edit

In this page you can edit the main parameters of the Sounds assigned to each track.

Note: *All values refer to the value of the original Sound.*





Parameters

▸PERF ▸PERF^{Sty} ▸STS

Attack	Attack time. This is the time during which the sound goes from zero (at the moment when you strike a key) to it's maximum level.
Decay	Decay time. Time to go from the final Attack level to the beginning of the Sustain.
Release	Release time. This is the time during which the sound goes from the sustaining phase, to zero. The Release is triggered by releasing a key.
Cutoff	Filter cutoff. This sets the sound brightness.
Resonance	Use the Filter Resonance to boost the cutoff frequency.
LFO Depth	Intensity of the Vibrato (LFO).
LFO Speed	Speed of the Vibrato (LFO).
LFO Delay	Delay time before the Vibrato (LFO) begins, after the sound starts.

Select

Use these buttons to select the track to edit. The button corresponding to the selected track turns black.

Reset Track

Press this button to reset all changes to Sound parameters in the selected track.

Reset All Tracks

Press this button to reset all changes to Sound parameters in all tracks.

Play/Mute icon

▸PERF ▸PERF^{Sty} ▸STS

Track's play/mute status.

Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

How to adjust sound parameters for a single Sound

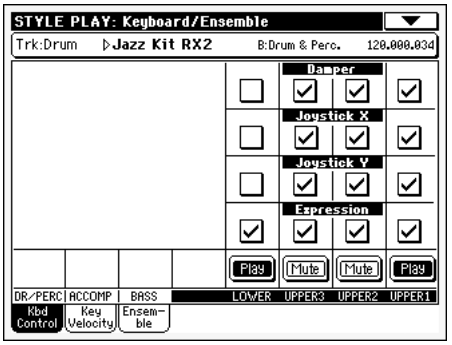
Here is a quick example of the use of the Easy Sound Edit function.

1. If needed, while in this page press TRACK SELECT to see Keyboard tracks.
2. Press the Select button, in the display, above the Upper 1 track.
3. While playing on the keyboard to hear the Sound, select the Cutoff knob, and use the TEMPO/VALUE dial to turn its value completely off.

   You'll notice how the filter progressively cuts out high frequencies, making the sound darker and mellower.
4. Press the Reset Track button in the display to recall the original Cutoff value.

Keyboard/Ensemble: Keyboard Control

This page lets you enable/disable the Damper and Expression pedals, plus the Joystick, for each of the Keyboard tracks.



Damper

▸PERF ▸STS

On	When you press the Damper pedal and release the keys, the track's sound is kept sustained.
Off	The Damper pedal is not active on any track set to this status.

Joystick X

▸PERF ▸STS

This enables/disables the left/right movement of the Joystick (Pitch Bend, and sometimes a Sound parameter's control; for Pitch Bend settings, see "Mixer/Tuning: Tuning" on page 90).

Joystick Y

▸PERF ▸STS

This enables/disables the front/rear movement of the Joystick (Y+: Modulation, and sometimes a different Sound parameter's control; Y-: Various controls, or non-active).

Expression

▸PERF ▸STS

This parameter allows you to switch the Expression control on/off on each individual Keyboard track. The Expression control is a relative level control, always subtracted from the Volume value of the track.

As an example, imagine you have a Piano sound assigned to Upper 1, and a Strings sound assigned to Upper 2. If you turn the Expression switch on on Upper 2, and off on Upper 1, you can use a continuous pedal to control only the Strings' volume, while the Piano remains unchanged.

To program a pedal or Assignable Slider to act as an Expression control, see "Controllers: Pedals/Slider" on page 206. You can only assign this function to a volume-type pedal, not to a switch-type one. Assign the "KB Expression" option to the pedal or Assignable Slider, then select Write Global-Global Setup from the page menu to save the setting to the Global.

Play/Mute icon

▸PERF ▸STS

Track's play/mute status.

Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

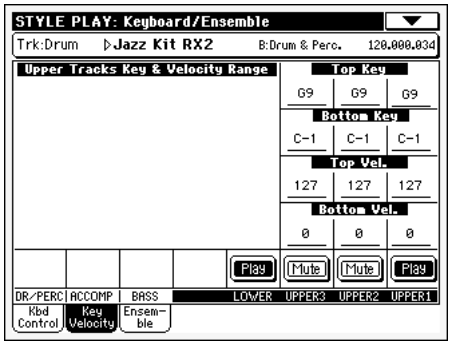
Keyboard/Ensemble: Key/Velocity Range

This page lets you program a key and dynamic (velocity) range for each of the Keyboard tracks.

Key range is useful to create a set of Keyboard tracks playing in different zones of the keyboard. For example, you may have french horns and woodwinds playing in the center range of the keyboard, while only woodwinds play on the higher range.

Velocity range is useful to create a sound made of up to three dynamic layers, assigning each of the Upper tracks to a different dynamic range.

As an example, you may assign the El.Piano 1 Program to the Upper 1, and the El.Piano 2 Program to the Upper 2 track. Then, set Upper 1 to [Bottom=0, Top=80], and Upper 2 to [Bottom=81, Top=127]. The El.Piano 1 will play when playing softer, the El.Piano 2 when playing louder.



Top/Bottom Key (Key Range)

▸PERF ▸STS

This parameter pair sets the Top and Bottom key range for the track.

C-1…G9 Selected key.

Top/Bottom Vel. (Velocity Range)

▸PERF ▸STS

This parameter pair sets the Top and Bottom dynamic range for the track.

0 Lowest velocity value.

127 Highest velocity value.

Play/Mute icon

▸PERF ▸STS

Track's play/mute status.

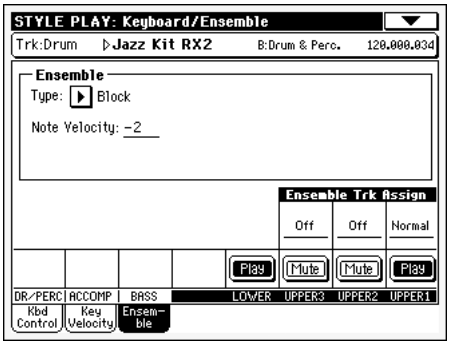
Play Play status. The track can be heard.

Mute Mute status. The track cannot be heard.

Keyboard/Ensemble: Ensemble

This page lets you program the Ensemble function. This function harmonizes the right-hand melody (played in realtime) using the recognized chords of the left-hand.

Note: *The Ensemble function only works in Style Play mode, with the Split keyboard mode.*



Ensemble

▸PERF ▸STS

Harmonization type.

Duet Adds a single note to the melody.

Close Adds a closed-position chord to the melody.

Open 1 Adds an open-position chord to the melody.

Open 2 As the above, but with a different algorithm.

Block Block harmonization – very typical of jazz music.

Power Ensemble

Adds a fifth and an octave to the melody, as heard in hard rock.

Fourths LO Adds a series of fourths under the melody.

Fourths UP As the above, but with notes added over the melody.

Fifths This adds a series of Fifths under the original note.

Octave Adds one or more octaves to the melody.

Dual This option adds to the melody line a second note, at a fixed interval set with the "Note" parameter. When selecting this option, a transposition value appears (-24…+24 semitones to the original note).

Brass Typical Brass section harmonization.

Reed Typical Reed section harmonization.

Trill When two notes are played on the keyboard, this option trills them. If three or more notes are played, only the last two are trilled. You can set the trill speed by using the Tempo parameter (see below).

Repeat — The played note is repeated in sync with the Tempo parameter (see below). When playing a chord, only the last note is repeated.

Echo — As the Repeat option, but with the repeated notes fading away after the time set with the Feedback parameter (see below).

AutoSplit1 — If more than a single Upper track is in play, the Upper 1 track plays the melody in mono, while the other Upper tracks play the chord notes.

If only the Upper 1 track is in play, it plays polyphonically all the chord notes.

AutoSplit2 — Similar to AutoSplit1, but the Upper 1 track always plays the uppermost note.

Note Velocity

▸PERF ▸STS

This parameter sets the velocity difference between the right-hand melody and the added harmonization notes.

-10…0 — Subtracted velocity value.

Tempo

▸PERF ▸STS

Note: *This parameter only appears when the Trill, Repeat or Echo options are selected.*

Note value for the Trill, Repeat or Echo Ensemble options. This is in sync with the Metronome Tempo.

Feedback

▸PERF ▸STS

Note: *This parameter only appears when the Echo option is selected.*

This parameter sets how many times the original note/chord is repeated by the Echo option.

Ensemble Track Assign

▸PERF ▸STS

Use these parameters to separately set Upper tracks for the Ensemble function.

Off — There is no harmonization on this track.

Normal — This track is included in the harmonization.

Mute — This track only plays the Ensemble notes, but not the original note.

Play/Mute icon

▸PERF ▸STS

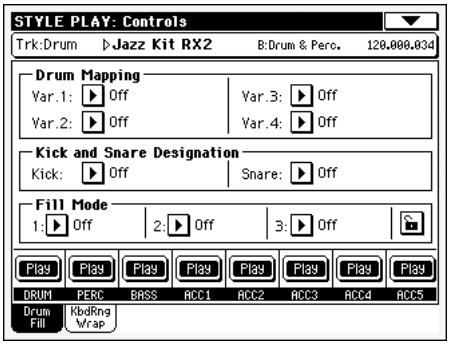
Track's play/mute status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Style Controls: Drum/Fill

In this page you can select various general parameters for the Style.



Drum Mapping (Var.1…Var.4)

▸PERF ▸PERF^{Sty}

The Drum Mapping lets you select an alternative arrangement of percussive instruments for the selected Drum Kit, without any additional programming. Just select a Drum Map, and some percussive instruments will be replaced with different instruments.

Off — Standard mapping.

Drum Mapping 1…7 — Drum Map number. Mapping 1 is "soft-sounding", while mapping 7 is "loud-sounding".

Kick and Snare Designation

▸PERF ▸PERF^{Sty}

The Kick Designation replaces the original Kick (Bass Drum) sound with a different Kick of the same Drum Kit, while the Snare Designation replaces the original Snare Drum sound with a different Snare of the same Drum Kit.

Hint: *Select different Designations while listening to the Style, and see how they affect the Style. When you like the result, save your setting to a Performance or Style Performance.*

Off — Original Kick or Snare.

Type 1…3 — Kick or Snare replacing the original one.

Fill Mode (1…3)

▸PERF ▸PERF[Sty]

These parameters set a Variation to be automatically selected at the end of each of the three available Fills (1…3).

Off — The same Variation, playing before selecting a Fill, will be selected again.

V1&V2 … V3&V4 — The specified Variations will be alternatively selected, when one of them is selected. For example, with the "V1&V2" option, if Variation 1 is selected, Variation 1 and Variation 2 will be alternatively selected after the end of the Fill.

Var.Up/Var.Down — The next higher/lower numbered Variation is selected, in cycle. After Variation 4, an Up command will select Variation 1. After Variation 1, a Down command will select Variation 4.

Var.Inc/Var.Dec — The next higher/lower numbered Variation is selected. When Variation 4 is reached, an Inc command will select Variation 4 again. When Variation 1 is reached, a Dec command will select Variation 1 again.

To Var.1…To Var.4 — "Fill to Variation" (->1, ->2, ->3, ->4) automatically selects one of the four available Style Variations at the end of the fill.

Fill Mode lock icon

▸GBL[Gbl]

This lock prevents the Fill Mode being changed when selecting a different Performance or Style.

This lock is reset when turning the instrument off, unless you write Global settings to memory (see "Write Global - Global Setup dialog box" on page 212).

For more information on parameter locks, see "General Controls: Lock" on page 203.

Track status

▸PERF ▸PERF[Sty]

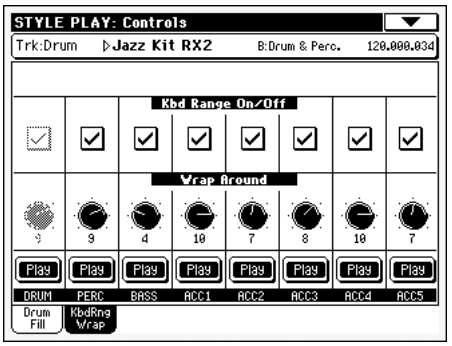
Track play/mute status. Press these icons to change it.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Style Controls: Keyboard Range On/Off / Wrap Around

In this page you can program the Wrap Around point, and turn on/off the Keyboard Range included in each Style tracks.



Keyboard Range On/Off

▸PERF ▸PERF[Sty]

This parameter is an on/off switch for the Key Range parameter memorized into each Style Element track.

On — The Keyboard Range is considered – provided it has been programmed (see "Style Element Track Controls: Keyboard Range" on page 125 in Style Record mode). When a track goes over the lower or higher Keyboard Range point, it is automatically transposed, to stay in the programmed range.

Off — No Keyboard Range used.

Wrap Around

▸PERF ▸PERF[Sty]

The wrap-around point is the highest register limit for the backing track. The accompaniment patterns will be transposed according to the detected chord. If the chord is too high, the Style tracks might play in a register that is too high, and therefore unnatural. If, however, it reaches the wrap-around point, it will be automatically transposed an octave lower.

The wrap-around point can be individually set for each track in semitone steps up to a maximum of 12 semitones, relative to the chord root set in Style Record mode (see "Key/Chord" on page 108).

It is advisable to set different Wrap Around points for each track, to avoid all tracks "jump" to a different octave at the same time.

Note: *This parameter is automatically deactivated when the track is of Drum, Perc or Gtr type (see "Track Type" on page 126).*

1…12 — Maximum transposition (in semitones) of the track, referred to the original key of the Style pattern.

Play/Mute icon

▸PERF ▸PERF[Sty]

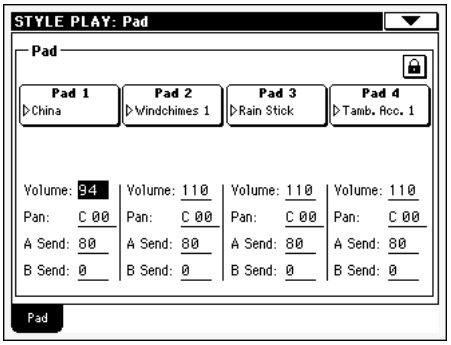
Track's play/mute status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Pad: Pad

This page lets you select a different sound for each of the four PAD buttons.



Note: *You can also assign different Hits or Sequences from the Pad panel of the main page.*

Note: *Each Style or SongBook entry can change the Pad assignment.*

Pad assignment

▸PERF ▸PERF^{Sty} ▸SB 🔒

Name of the Hit or Sequence assigned to each Pad. Press the box to make the Pad Select window appear (see "Pad Select window" on page 77).

Volume

▸PERF ▸PERF^{Sty} ▸SB 🔒

Volume for each of the four Pad tracks.

Pan

▸PERF ▸PERF^{Sty} ▸SB 🔒

Pan for each of the four Pad tracks.

-64…-1	Left stereo channel.
0	Center.
+1…+63	Right stereo channel.

A Send

▸PERF ▸PERF^{Sty} ▸SB 🔒

Send level to the A Internal FX processor (usually reverb) for each of the four Pad tracks.

B Send

▸PERF ▸PERF^{Sty} ▸SB 🔒

Send level to the B Internal FX processor (usually modulating effect) for each of the four Pad tracks.

Pad lock icon

▸GBL^{Gbl}

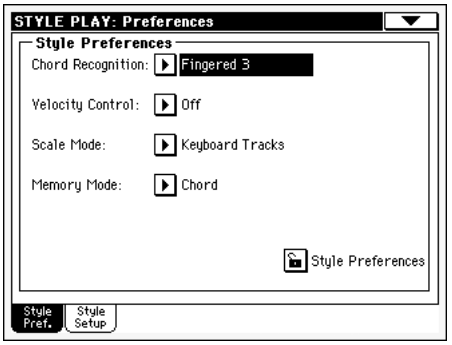
This lock avoids selecting a different Style or SongBook entry changes also the Hit or Sequence Pads assigned to the Pads.

This lock is reset when turning the instrument off, unless you write Global settings to memory (see "Write Global - Global Setup dialog box" on page 212).

For more information on parameter locks, see "General Controls: Lock" on page 203.

Preferences: Style Preferences

In this page you can set various general parameters for the Style play mode. Settings can be saved to a Performance, or STS.



Chord Recognition Mode

▸PERF ▸STS 🔒

This parameter defines how chords are recognized by the auto-accompaniment engine. Please note that when the SPLIT LED is turned off, the Fingered 3 mode is always selected, and you must always play at least three notes, to let a chord be recognized.

Note: *This parameter is the same you can find in the main page (see "Split panel" on page 86).*

Fingered 1	Play one or more notes. A full Major chord will be recognized even if only a single note is played.
Fingered 2	You must always play two or more notes for a chord to be recognized. If you play just one note, a unison will be played. If you play a suspended chord (a root+5th), a suspended chord will be played. The full chord will be recognized when you play three or more notes.
Fingered 3	You must always play three or more notes for a chord to be recognized. This option is automatically selected when the SPLIT LED is turned off.
One Finger	You can also compose a chord using a simplified chord playing technique: • If you play only one note, a Major chord is recognized. • Play the root note, plus a white key on the left, for a 7th. For example, play C3 + B2 for a C7. • Play the root note, plus a black key on the left, for a Minor chord. For example, play C3 + Bb2 for a C minor. • Play the root note, plus a white and a black key on the left, for a Minor 7th. For example, play C3 + B2 + Bb2 for a C min 7.
Expert	This mode is an extension of the Fingered 2, adding rootless and slashed chord recognition, often used in jazz, fusion, modern pop and light music. This type of chord recognition is very useful to play piano chords typical of jazz piano players. You don't need to play the root note, doubling the note already played by the bass track.

Velocity Control

▸PERF ▸STS

Set this parameter to trigger one of the following functions simply by playing louder with your left hand. When playing with a velocity value higher than the value set by the "Velocity Control Value" parameter (see page 101), the selected function will be activated.

Note: *This function only works when the SPLIT LED is turned on. It does not work when it is turned off.*

Off — The function is turned off.

Break, Fill In 1, Fill In 2 — When playing with a velocity higher than the trigger value on the Lower track, the selected element is automatically triggered.

Start/Stop — You can start or stop the Style by playing harder on the keyboard.

Memory — When playing with a velocity higher than the trigger value, the Memory function will be activated or deactivated.

Scale Mode

▸PERF ▸STS

This parameter defines which tracks are affected by the selected alternative scale (see "Scale" on page 90).

Keyboard tracks — The scale will only affect Keyboard tracks.

Upper tracks — The scale will only affect Upper 1-3 Keyboard tracks.

All Tracks — The scale will affect all tracks (Keyboard, Style, Pads).

Memory Mode

▸PERF ▸STS

This parameter sets the way the MEMORY button works.

Chord — When its LED is on, the MEMORY button keeps the recognized chord in memory. When its LED is off, the chord is reset when raising the hand from the keyboard.

Chord + Lower — When its LED is on, the MEMORY button keeps the recognized chord in memory, and keeps the Lower track held until the next note or chord is played. When its LED is off, the chord is reset when raising the hand from the keyboard, and the Lower track is not sustained.

Fixed Arr. + Lower — When its LED is on, the MEMORY button keeps the Lower track held until the next note or chord is played. When off, the Lower track is not sustained when raising the hand from the keyboard. The chord is always kept in memory.

Lock icon

▸GBL[Gbl]

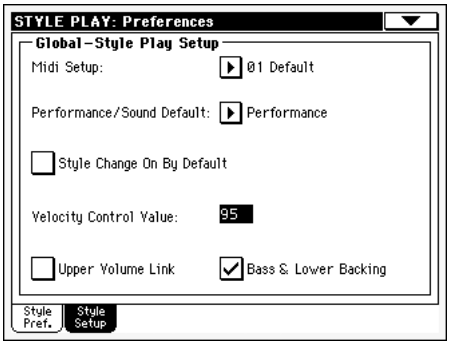
All parameters in this page may be protected from selecting a different Performance or STS.

This lock is reset when turning the instrument off, unless you write Global settings to memory (see "Write Global - Global Setup dialog box" on page 212).

For more information on parameter locks, see "General Controls: Lock" on page 203.

Preferences: Style Play Setup

In this page you can set various general parameters for the Style Play mode.



Note: *These settings are stored in the Style Play Setup area of the Global file (together with all the other parameters marked with the* ▸GBL[Sty] *abbreviation through the manual). After changing these settings, select the Write Global-Style Play Setup command from the page menu to save them to the Global.*

Midi Setup

▸GBL[Sty]

MIDI channels for the Style Play mode can be automatically configured by selecting a MIDI Setup with this parameter. See "MIDI" on page 230 for more information on using MIDI Setups.

Note: *To automatically select a MIDI Setup when entering the Style Play mode, select the Write Global-Style Setup command from the page menu.*

For detailed information on MIDI Setup settings, see "MIDI Setup" on page 37 of the Data Lists manual (in the Accessory CD).

Note: *After selecting a MIDI Setup, you can go to the Global mode and apply any change to each channel setting. To store these changes to a MIDI Setup, while still in Global mode select the Write Global-Midi Setup command from the page menu. All MIDI Setup can be freely customized and overwritten.*

Hint: *To restore the original MIDI Setups, load the original Factory data again (downloadable from www.korgpa.com).*

Performance/Sound Default

▸GBL[Sty]

Performance banks and Sound banks share the same buttons on the control panel. Use this parameter to define whether the PERFORMANCE SELECT or the SOUND SELECT LED must be on when you turn the instrument on.

Style Change On By Default

▸GBL Sty

This parameter allows you to define the status of the STYLE CHANGE button at startup.

On — At startup, the LED of the STYLE CHANGE button will automatically turn on.

Off — At startup, the LED of the STYLE CHANGE button will stay off.

Velocity Control Value

▸GBL Sty

Use this parameter to set a velocity value over which to automatically trigger the Style Start/Stop or select a Style Element (see "Velocity Control" above).

Upper Volume Link

▸GBL Sty

This parameter allows you to define if changing the volume for one of the Upper tracks, proportionally changes also the other Upper tracks.

On — When changing volume to one of the Upper tracks, volume for the other Upper tracks changes in proportion.

Off — When changing volume to one of the Upper tracks, only that track's volume is changed. Other Upper tracks are left unchanged.

Bass & Lower Backing

▸GBL Sty

With this function, you can play a simple accompaniment with your left hand. For this to work, the Split keyboard mode must be selected, and the Style must not be running. By default, this function is turned on.

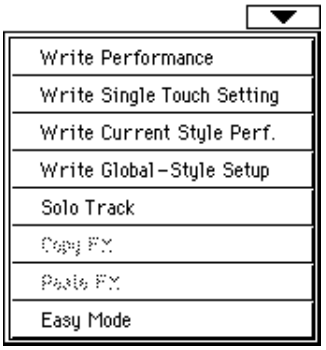
On — If the Style is not playing, and you play chords with your left hand, the Sound assigned to the Lower track plays chord notes (even if the Lower track is muted), and a Bass sound plays the chord root. When you start the Style, the normal behavior is restored.

When the Bass & Lower Backing function is active, the Backing icon appears in the Lower track Sound's area.

Off — If the Style is not playing, and the Lower track is muted, no sound can be heard when you play with your left hand. If the Lower track is set to play, you can hear the sound assigned to the Lower track.

Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Performance

Select this command to open the Write Performance dialog box, and save most of the current control panel settings to a Performance.

See "Write Performance dialog box" on page 102 for more information.

Write Single Touch Setting

Select this command to open the Write Single Touch Setting (STS) dialog box, and save Keyboard track settings to one of the Single Touch Settings (STS) of the current Style.

See "Write Single Touch Setting dialog box" on page 103 for more information.

Write Current Style Performance

Select this command to open the Write Current Style Performance dialog box, and save Style track settings to the Style Performance of the current Style.

See "Write Single Touch Setting dialog box" on page 103 for more information.

Write Global-Style Setup

Select this command to open the Write Global-Style Setup dialog box, and save global settings that are unique to the Style Play mode. These settings are programmed on the "Preferences: Style Play Setup" page (see page 100).

See "Write Global-Style Play Setup dialog box" on page 103 for more information.

Solo Track

Select the track to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

The Solo function works in a slightly different way, depending on the selected track:

• ***Keyboard track:*** The selected Keyboard track is the only track you can hear when playing on the keyboard. All other Keyboard tracks are muted. The status of the Style tracks is unaffected.

• ***Style track:*** The selected track is the only Style track you can hear. All other Style tracks are muted. The status of the Keyboard tracks is unaffected.

• ***Grouped Style tracks:*** *The Solo function does not work on these special tracks.*

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

You can copy a single, or all four effects, between Styles, Performances, STSs and Songs. To do this, choose the "Copy FX" and "Paste FX" commands from the page menu of the Style Play, Song Play or Sequencer modes.

To copy a single effect:

1. Select the source Song, Performance, Style or STS, then

   • go to the page of the single effect you want to copy (FX A, FX B, FX C, or FX D), *or*

   • go to the Effects > FX Select page, to copy all four effects. This may be useful if you want to copy two or three of the four effects into different Performances, Styles or STSs.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the single effect you want to paste (FX A, FX B, FX C, or FX D).
4. Choose the "Paste FX" command from the page menu.

To copy all four effects:

1. Select the source Performance, Style or STS, then go to the Effects > FX Select page, to copy all four effects.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the Effects > FX Select page.
4. Choose the "Paste FX" command from the page menu.

Easy Mode

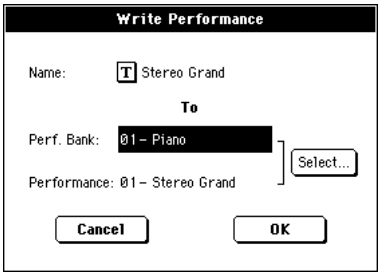
Easy Mode allows you to use the Style Play and Song Play modes with an easier-to-use user interface. It is recommended to beginners, and to professionals alike that do not want to deal with the extra parameters of the Advanced mode.

At any time, you can manually turn the Easy Mode on/off with the Easy Mode command in the page menu of the Style Play and Song Play modes.

See "The Style Play (Easy Mode) page in detail" on page 7 for more information.

Write Performance dialog box

Open this window by selecting the Write Performance item from the page menu. Here, you can save all track settings, the selected Style number, and various Style settings, to a Performance.



Parameters saved in the Performance are marked with the ▸PERF symbol through the user's manual.

SHIFT Keep the SHIFT button pressed and press one of the SOUND/PERFORMANCE buttons to open this window.

Name

Name of the Performance to be saved. Press the T (Text Edit) button next to the name to open the Text Edit window.

Perf Bank

Target bank of Performances. Each bank corresponds to one of the PERFORMANCE/SOUND buttons. Use the TEMPO/VALUE dial to select a different bank.

Performance

Target Performance location in the selected bank. Use the TEMPO/VALUE dial to select a different location.

Select… button

Press this button to open the Performance Select window, and select a target location.

Write Single Touch Setting dialog box

Open this window by selecting the Write Single Touch Setting item from the page menu. Here, you can save Keyboard track settings to one of the four single Touch Settings (STS) belonging to the current Style.

Parameters saved in the STS are marked with the ▸STS symbol through the user's manual.

SHIFT Keep the SHIFT button pressed and press one of the SINGLE TOUCH SETTING buttons to open this window.

Name

Name of the STS to be saved. Press the T (Text Edit) button next to the name to open the Text Edit window.

Current Style

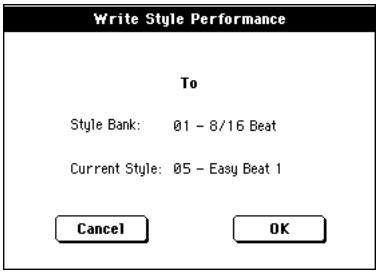
Non editable. Settings are saved in one of the four STSs belonging to the current Style. This parameter displays the name of the "parent" Style.

STS

Target STS location. The name of the STS currently saved at the target location is shown. Use the TEMPO/VALUE dial to select a different location.

Write Style Performance dialog box

Open this window by selecting the Write Style Performance item from the page menu. Here, you can save Style track settings to the Style Performance of the current Style.



Parameters saved in the Style Performance are marked with the ▸PERF^{Sty} symbol through the user's manual.

SHIFT Keep the SHIFT button pressed and press one of the STYLE buttons to open this window.

Style Bank

Non editable. Bank of Styles the current Style belongs to. Each bank corresponds to one of the STYLE buttons.

Current Style

Non editable. Name of the current Style.

Write Global-Style Play Setup dialog box

Open this window by selecting the Write Global-Style play Setup item from the page menu. Here, you can save various Style Preference settings (see "Preferences: Style Play Setup" on page 100), that are saved to the Global file.

Parameters saved in the Style Play Setup area of the Global are marked with the ▸GBL^{Sty} symbol through the user's manual.

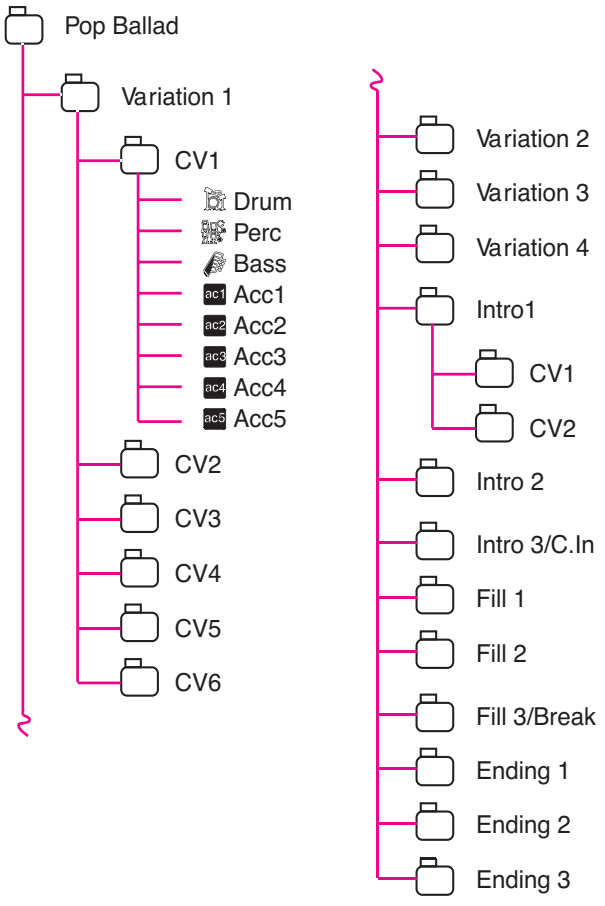
Style Record mode

By entering the Style Record mode, you can create your own Styles, or edit an existing Style.

The Style structure

The term "Style" relates with music sequences automatically played by the arranger of the Pa588. A Style consists of a pre-defined number of **Style Elements (E)** (Pa588 features thirteen different Style Elements: Variation 1-4, Intro 1-3, Fill 1-3, Ending 1-3). When playing, these Style Elements can be selected directly from the control panel, using the corresponding buttons.

To explain the Style structure, we can use a tree-structure, as shown in the following diagram:



Each Style Element is made up of smaller units, called **Chord Variations (CV),** but not all of them have the same number of CVs. Variations 1-4 have up to 6 CVs each, while the other Style Elements have only up to 2 CVs.

When you play on the chord recognition area (Lower or Full, depending on the status of the SPLIT button on the control panel), the arranger scans the keyboard and determines which chord you are playing. Then, depending on the selected Style Element, it determines which Chord Variation (CV) should be played for the scanned chord. Which Chord Variation corresponds to each scanned chord is a setting of the Style: the **Chord Variation Table**. Each Style Element contains a Chord Variation Table, whose prototype is the following:

Chord	Chord Variations (CVs)	
	Variation 1-4	Intro 1-3, Fill 1-3, Ending 1-3
Maj	CV1 – CV6	CV1 – CV2
6		
M7		
M7b5		
Sus4		
Sus2		
M7sus4		
min		
m6		
m7		
m7b5		
mM7		
7		
7b5		
7sus4		
dim		
dimM7		
aug		
aug7		
augM7		
no 3rd		
no 3rd, no 5th		
b5		
dim7		

After deciding what CV to play, the arranger triggers the right sequence for each track. Since each sequence is written in a particular key (for example, CMajor, GMajor or Emin), the arranger transposes it according to the scanned chord. Notes in the sequence are carefully transposed, to make them work fine with all recognized chords.

Going deeper into the Style structure, we can see that each Chord Variation is made up of **Track Sequences,** and the Pa588 supports 8 different tracks. DRUM and PERC are used for drum and percussion sequences, BASS for bass and ACC1-5 are for accompaniment sequences (string, guitar, piano or other accompaniment instruments).

Just to summarize, when you play a chord on the chord recognition area, the arranger determines which Style Element is used, then determines which Chord Variation should be used for the played chord, then Style sequences for every track of that Chord Variation are transposed from the original chord to the recognized chord, and so on every time you play a chord.

Ordinary, Guitar and Drum tracks

There are different types of tracks (see "Track Type" on page 126), and each of them is treated in a different way by the arranger;

- Acc (Accompaniment) and Bass tracks: When a chord is recognized, the programmed chord notes are transposed to a suitable scale, according to the **Note Transposition Tables (NTT)** The NTT allows you to record just some Chord Variations, and have all the notes play in the right place, avoiding dissonances and transposing the pattern notes to the notes of the recognized chord.
- Drum & and Perc (Percussion) tracks: No transposition is applied.The original pattern plays always.
- Gtr (Guitar) tracks: When a chord is recognized, the arranger triggers single notes, strumming and arpeggios on a "virtual guitar", keeping care of the way notes are played on the guitar keyboard.

What to record

Recording a Style is a matter of recording tracks, inside a series of Chord Variations, inside a series of Style Elements, inside the Style itself.

You don't need to record all Chord Variations for all Style Elements. It is often only needed to record just a Chord Variation for each Style Element. Exceptions are the Intro 1 and Ending 1, where we suggest to record both a Major and minor Chord Variations.

Pattern data vs. track data

While the Style Record mode is where you can create or edit music patterns for the Style, track parameters (like Volume, Pan, Octave Transpose, FX settings…) have to be edited in Style Play mode.

- After creating or editing music patterns in Style Record mode, save them by selecting the Write Style command from the page menu of the Style Record mode (see "Write Style dialog box" on page 129).
- After editing track parameters in Style Play mode, save them to the Style Performance by selecting the Write Style Performance command from the page menu of the Style Play mode (see "Write Style Performance dialog box" on page 103).

Sounds

There are two ways of assigning Sounds to the Style tracks.

- While in Style Record mode you can assign different Sounds to each Style Element (see "Sounds area" on page 110).
- While in Style Play mode, you can assign a single Sound to the Style Performance (together with the other track parameters), that remains the same for all Style Elements.

Which Sounds are used depends on the status of the "Original Style Sounds" parameter (see page 83).

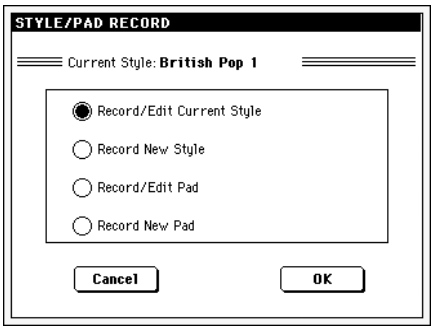
Note: *When assigning a Sound in Style Play mode, the "Original Style Sounds" is automatically turned off.*

Style Import/Export

As an alternative to creating Styles on the Pa588, you can import a Standard MIDI Files (SMF) from your computer to a Pa588's Style. See "Import: Import SMF" on page 127 and "Export SMF" on page 128.

Entering the Style Record mode

While in the Style Play operating mode, press the RECORD button. The following page will appear in the display:



- Select **Record/Edit Current Style** to edit the current Style. If it is a Factory Style, you may not be able to save it at the original location (depending on the status of the "Factory Style and Pad Protect" parameter, see page 225); you will select a User Style instead.

  When editing an existing Style, the original Style Performance is recalled, but the following parameters are reset to their default values: Drum Mapping (Off), Kick & Snare Designation (Off). This means that you can hear some differences between the Style in play and the same Style being edited; for example, resetting the Drum Mapping may lead to some instruments being replaced.
- Select **Record New Style** to start from a new, empty Style. A default Style Performance will be recalled. When finished recording, you will save the new Style onto a User Style location. (Styles can be saved onto Factory Style locations only when the "Factory Style and Pad Protect" parameter is set to Off – see page 225).

After editing the Style, please save it (see "Exit by saving or deleting changes" below) and exit the Style Record mode. Then, while in Style Play mode, edit the Style Performance to adjust track settings (Tempo, Volume, Pan, FX Send… see page 87 and following in the "Style Play operating mode" chapter) and save it by selecting the "Write Current Style Performance" from the page menu (see "Write Style Performance dialog box" on page 103).

Note: After a record or edit operation, the memory is automatically reorganized. Therefore, when you press START/STOP there is a delay before you can actually listen to the Style. This delay is higher with a Style containing more MIDI events.

Note: While in Record mode, the footswitch is disabled. On the contrary, volume/expression-type pedals can be used.

Exit by saving or deleting changes

When finished editing, you can save your Style in memory, or abort any change.

• To save changes, select the "Write Style" command from the page menu (see "Write Style dialog box" on page 129).

• To abort all changes, select the "Exit from Record" command from the page menu, or press the RECORD button, to exit from record and return to the main page of the Style Record mode.

Hint: *Save often while recording, to avoid accidentally losing your changes to the Style.*

Listening to the Style while in Edit mode

While you are in Style Record mode, you can listen to the selected Chord Variation or to the whole Style, depending on the page you are in.

To select a Chord Variation, go to the Main page of the Record/Edit mode (see "Element (Style Element)" and "Chord Var (Chord Variation)" on page 107).

- When you are in the Main, Event Edit, Quantize, Transpose, Velocity, or Delete pages, you can listen to the selected Chord Variation. Press START/STOP to check how it works. Press START/STOP again to stop the playback.
- When you are in the Sounds/Expression, Keyboard Range, Chord Table, Trigger/Tension, Delete All, Copy, Style Element Controls or Style Control pages, you can listen to the whole Style. Press START/STOP and play some chords to do your tests. Select any Style Element using the control panel buttons (VARIATION 1-4, INTRO 1-3, FILL 1-3, ENDING 1-3). Press START/STOP again to stop the playback.
- When you are in the Guitar Mode page, you can listen to the pattern you are programming, played in the selected Key.

Note: *While in Style mode, the Fingered 3 Chord Recognition mode is automatically selected.*

List of recorded events

The Style Record mode filters out some events that may cause wrong operation of the Style. Here are the recorded events, and the most important filtered-out events.

Control function	CC#
Allowed	
Note On	
RX Noise On	
Pitch Bend	
Modulation	1
Breath	2
Pan	10
Expression	11
CC#12	12
CC#13	13
Damper (Hold 1)	64
Filter Resonance (Harmonic Content)	71
Low Pass Filter Cutoff (Brightness)	74
CC#80 (General Purpose #5)	80
CC#81 (General Purpose #6)	81
CC#82 (General Purpose #7)	82

Note: *Some Control Change messages cannot be recorded directly by using Pa588 integrated controls.*

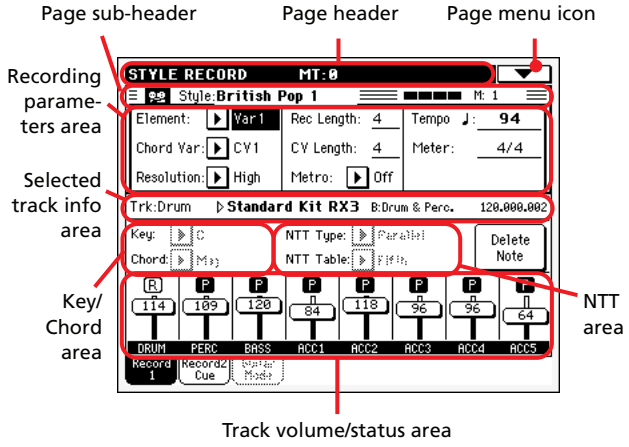
All allowed controllers can be assigned to an Assignable Pedal/Slider.

MIDI Control Change messaged inserted by using a software on an external computer are imported when using the import function ("Import: Import SMF" on page 127).

Some controllers are reset at the end of the pattern.

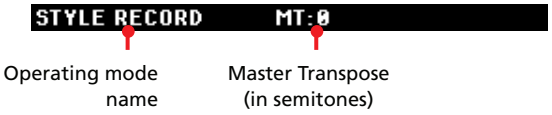
Main page - Record 1

After pressing the RECORD button, and having chosen whether you want to edit an existing Style or create a new one, the main page of the Style Record mode appears, with the tab "Record 1" selected.



Page header

This line shows the current operating mode and transposition.



Operating mode name

Name of the current operating mode.

Master transpose

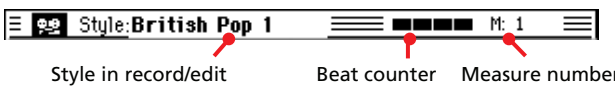
Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Page menu icon

Press this icon to open the page menu. See "Page menu" on page 128.

Page sub-header

This area shows some performing info on the Style.



Style in record/edit

Name of the Style currently in edit or record.

Beat counter

This indicator shows the current beat inside the current measure.

Measure number

Current measure you are recording.

Recording parameters area

Element (Style Element)

This parameter lets you select a Style Element for editing. Each Style Element corresponds to a button on the control panel carrying the same name. After selecting a Style Element, select a Chord Variation for actual editing (see below).

Var1…End3

This is the selected Style Element

Chord Var (Chord Variation)

This parameter lets you select a Chord Variation for editing, after selecting the Style Element this Chord Variation belongs to.

Note: *When this parameter and the assigned value is in small letters (cv1…cv6), the Chord Variation is empty; when it is in capitals (CV1…CV6), it is already recorded.*

• If Style Element is Var1, Var2, Var 3 or Var4, you can select one of 6 Chord Variations to edit.

• If Style Element is Intro1, Intro2, Intro3, Fill1, Fill2, Fill3, Ending1, Ending2 or Ending3, you can select one of 2 Chord Variations to edit.

Resolution

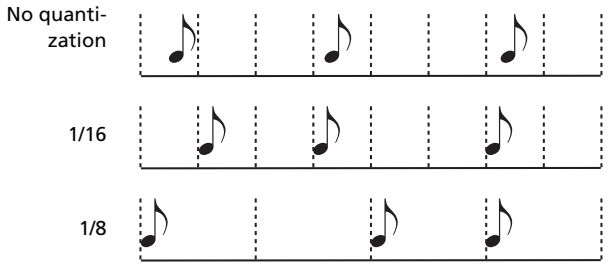
Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too later are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

Note: *To quantize after recording, use the Quantize function in the Edit section (see "Style Edit: Quantize" on page 119).*

High — No quantization applied.

𝅘𝅥𝅯 (1/32)…♪ (1/8)

Grid resolution, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division. A '3' after the quantization value means triplet.



Rec Length (Recording Length) ▸STYLE

This parameter sets the recording length (in measures) of the selected track. Its value is always equal to, or a divider of, the Chord Variation Length (see next parameter).

This is not the total length of the Chord Variation, but just of the current track. For example, you may have a Chord Variation eight measures long, with a drum pattern repeating each two measures. If so, set the CV Length parameter to "8", and the Rec

Length parameter to "2" before starting recording the Drum track. When playing back the Style, saving it or executing any edit operation on the Style, the 2-measures pattern will be extended to the full 8-measures length of the Chord Variation.

Warning: If you assign CV Length a value lower than Rec Length, the value of Rec Length is not immediately updated in the display. Therefore, you are still free of changing the value of CV Length, before the measures exceeding its value are deleted (see warning in "CV Length (Chord Variation Length)" below).

However, if you press START/STOP to begin recording, the real Rec Length value is changed to the new one, even if the display still shows the old value.

For example, you may have CV Length = 4 and Rec Length = 4. If you set CV Length to 2, and press START/STOP to begin recording, Rec Length is still shown as 4, but it is in reality set to 2, and recording will cycle for just 2 measures. After you press START/STOP to stop recording, Rec Length is updated to 2, and all measures after the second measure are deleted.

CV Length (Chord Variation Length) ▸STYLE

This parameter sets the total length (up to 32 measures) for the selected Chord Variation. When playing a Style, this will be the length of the accompaniment pattern, when the chord corresponding to the Chord Variation is recognized on the keyboard.

Warning: If you reduce the Chord Variation Length after recording, any measure after the selected length will be deleted. Be very careful when setting the CV Length to a lower value after recording! If it happens, we suggest to exit from record without saving (see "Exit from Record" on page 129).

Metro (Metronome)

This is where you can set the metronome.

Off	No metronome click will be heard during recording. In any case, a one-bar precount will be played before starting recording.
On1	Metronome on, with a one-bar precount before starting recording.
On2	Metronome on, with a two-bar precount before starting recording.

Tempo

Select this parameter to use the TEMPO/VALUE dial to set the tempo.

Hint: *You can always change the Tempo, when other parameters are selected, by keeping the SHIFT button pressed, and rotating the DIAL.*

Note: *When recording tempo, old data is always replaced by the new data.*

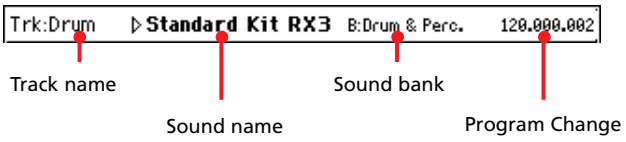
Note: *The actual tempo of the Style will be the one shown when saving the Style Performance in Style Play mode (see "Current tempo" on page 82).*

Meter ▸STYLE

This is the meter (time signature) of the Style Element. You can edit this parameter only when the Style Element is empty, i.e. before you begin recording anything.

Selected track info area

This line lets you see the Sound assigned to the selected track.



Track name

Name of the selected track.

Drum…Acc5 Style track.

Sound name ▸STYLE

Sound assigned to the selected track. The triangle means you can press the name to open the Sound Select window, and select a different Sound.

Sound bank

Bank the selected Sound belongs to.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Key/Chord area

Key/Chord ▸STYLE

This parameter pair allows you to define the track's original key and chord type, for the current Chord Variation. When in Style Play mode, this chord will be played back exactly as it was recorded, without any NTT processing (see above).

To record just one Chord Variation for a Style Element, the suggested original key/chord is "maj7" (with NTT = i-Series). Be very careful to play the 7th+ note (i.e., with a "Cmaj7th" key/chord, the B), to avoid the lack of notes, or a bad NTT conversion when playing different chords.

Note: *To conform to Korg specifications, it is advisable to record both the "Major" and "minor" Chord Variations for the Intro 1 and Ending 1 Style Elements.*

When you select a track, the original key/chord assigned to the selected track will be shown. All recorded tracks will play back on that key/chord. For example, if the original key/chord for the Acc1 track is A7th, when selecting the Acc1 track all the remaining tracks will play on the A7th key/chord.

In the example above, you will record the Acc1 track in the AMajor key, with notes pertaining to the A7th scale. This exact pattern will be recalled, when an A7th chord will be recognized.

Note: *This does not apply to Guitar Mode, relying on a different rule. See "Main page - Guitar Mode" on page 111 for more infomation.*

NTT Area

NTT Type/Table

▸STYLE

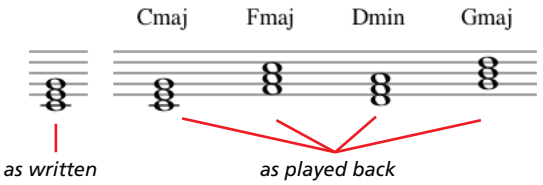
NTTs (Note Transposition Tables) are the sophisticated algorithms that allow Korg arrangers to convert recognized chords into musical patterns. The Note Transposition Table (NTT) determines how the arranger will transpose pattern notes, when a chord is recognized that does not exactly match the original chord of a Chord Variation. For example, if you only recorded a Chord Variation for the CMaj chord, when a CMaj7 is recognized on the keyboard the arranger must transpose some notes to create the missing 7th.

Note: *These parameters cannot be selected with Drum, Percussion or Guitar tracks, and are therefore greyed out.*

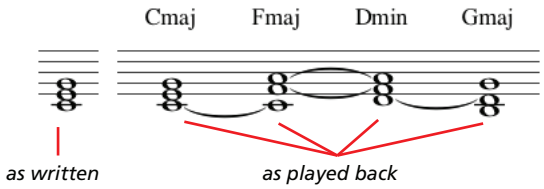
Note: *NTT parameters are separately programmed for each track of the Style Element.*

There are two general types of NTTs:

• When ***Parallel*** types are selected, notes are transposed inside the area set by the Wrap Around parameter. These tables are ideally suited to melody parts.



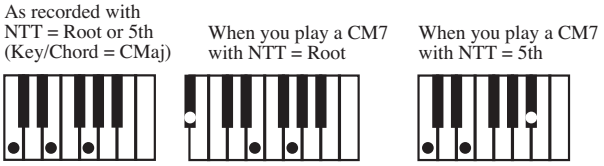
• When ***Fixed*** types are selected, the arranger moves as few notes as possible, making legato lines and chord changes more natural. They are ideally suited to chord tracks (strings, piano etc.…).



Note: *To conform to Korg specifications, it is advisable to set the NTT to "No Transpose" on the Intro 1 and Ending 1.*

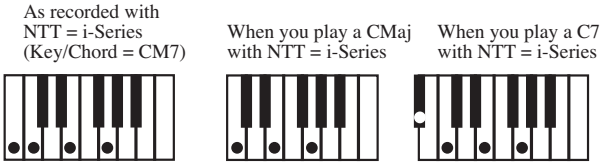
Parallel/Root The root note (in CMaj = C) is transposed to the missing notes.

Parallel/Fifth The 5th note (in CMaj = G) is transposed to the missing notes.



Parallel/i-Series

All original patterns must be programmed on the "Maj7" or "min7" chords. When loading old Korg i-Series Styles, this option is automatically selected.



Parallel/No Transpose

The chord is not modified, and is moved to the new key unchanged. The pattern plays exactly the recorded notes, and is moved to the new key as is. This is the standard setting of Intro 1 and Ending 1 in Korg's original Styles (where a chord progression is usually recorded, and should remain unchanged in any key).

Fixed/Chord This table moves as few notes as possible, making legato lines and chord changes more natural. It is ideally suited to chord tracks (strings, piano etc.…). Contrary to the Parallel mode, the programmed chord is not transposed according to the Wrap Around parameter, but always stays around its original position, looking for common notes between the chords.

Fixed/No Transpose

The programmed notes can only be transposed by the Master Transpose. They are never transposed when chords are changed.

Delete Note button

Use this command to delete a single note or a single percussive instrument from a track. For example, to delete a snare, keep the D2 note (corresponding to the snare) pressed.

1. Select a track.
2. Press the "Delete Note" button, and keep it pressed.
3. Press START/STOP to start the Style.
4. When you reach the passage containing the note to be deleted, play the note on the keyboard. Keep it pressed, up to the last note to be deleted.
5. When finished, release the Delete button and the note to be deleted, and press START/STOP again to stop the Style.

   Note: *If the note is at the beginning of the pattern, press the note before starting the Style.*

Tracks volume/status area

Virtual sliders

Press the track's area to select a track, and use the TEMPO/VALUE dial to change the value (or touch and drag it in the display).

Track status icons

▸STYLE

Status of tracks. Press this icon to change the status.

P — Play status. The track can be heard.

M — Mute status. The track cannot be heard.

R — Record status. After starting recording, the track will receive notes from the keyboard and the MIDI IN connector.

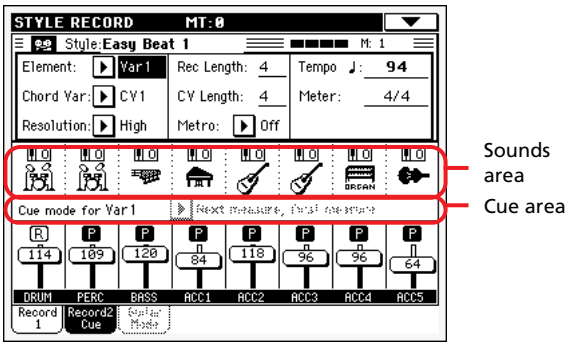
Track names

Under the sliders, a label for each track is shown.

Drum…Acc5 Shown Style tracks.

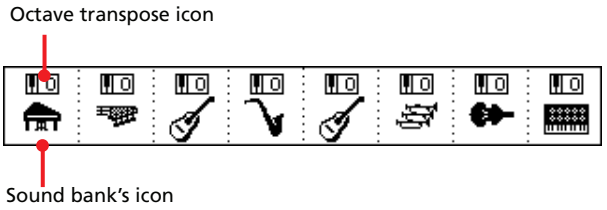
Main page - Record 2/Cue

While in the main page, press the "Record 2/Cue" tab to see this page. Most parameters in this page are the same as in "Main page - Record 1". In addition, here you can see and select Sounds for each Style track, and the Cue mode for the Style Element.



Sounds area

This area lets you see Sounds and octave transposition for the eight Style tracks.



Octave transpose icon

Non editable. This indicator shows the track's octave transposition. Tracks will be recorded with the selected octave transposition. To change this value, use the UPPER OCTAVE buttons, or go to the "Mixer/Tuning: Tuning" edit page in the Style Play mode (see page 90). Save this value to the Style Performance.

Sound bank's icon

▸STYLE

This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see the "Record 1" page above). Touch it a second time to open the Sound Select window.

Note: *These Sounds can be replaced by Sounds selected by a Performance, provided the "Original Style Sounds" parameter is left unchecked in Style Play mode (see page 83).*

Cue area

Cue mode for [Style element]

▸STYLE

This parameter lets you decide how the current Style Element will enter after it has been selected. This setting is only available for the Fill 1, 2, 3 Style Elements.

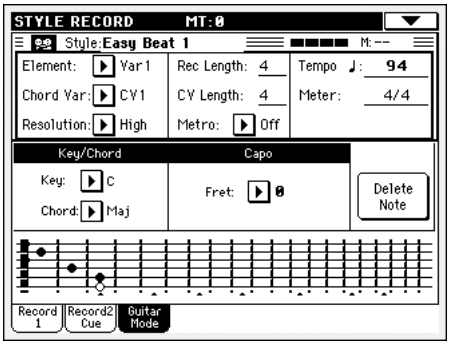
Immediate, first measure
: The Style Element enters immediately, and begins from the first measure.

Immediate, current measure
: The Style Element enters immediately, and begins from the current measure.

Next measure, first measure
: The Style Element enters at the beginning of the next measure, and begins from the first measure.

Main page - Guitar Mode

While in the main page, and a Guitar track has been selected, press the "Guitar Mode" tab to see this page. This is where you can access Guitar Mode programming:



Note: *To access this page, a Guitar track must first be selected (see "Track Type" on page 126). Otherwise, the Guitar Mode tab will remain grey (not selectable).*

Note: *When programming a Guitar track from an external sequencer, you must be sure the Guitar tracks is associated to the right channel. Go to the Global > MIDI > MIDI IN Channels page, and assign the corresponding Style track (usually Acc1 ~ Acc5) to the same channel of the Guitar track on the external sequencer. Then, go to the Style Record > Style Track Controls > Type/Tension/Trigger page, and set the track as a track of type "Gtr" (see "Track Type" on page 126).*

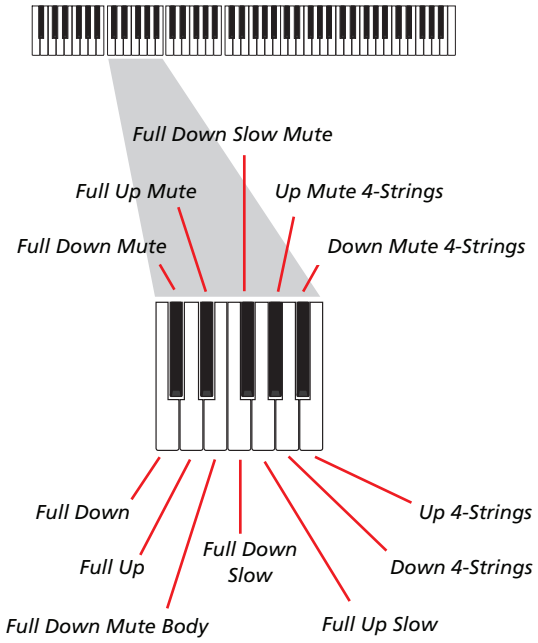
Guitar Mode allows to easily create realistic rhythm guitar parts, without the artificial, unmusical playing typical of MIDI programming of guitar parts. Just record a few notes, and you will end up with realistic rhythm guitar tracks, where each chord is played according to its real position on the guitar, and not generated by simply transposing a written pattern.

Recording overview

Recording a Guitar track is unlike the other tracks, where you play the exact notes of a melody line. With Guitar tracks you play the keys corresponding to the strumming modes, or play an arpeggio by using the keys corresponding to the six strings (and the special keys corresponding to the root and fifth notes). The following sections describe the various control keys.

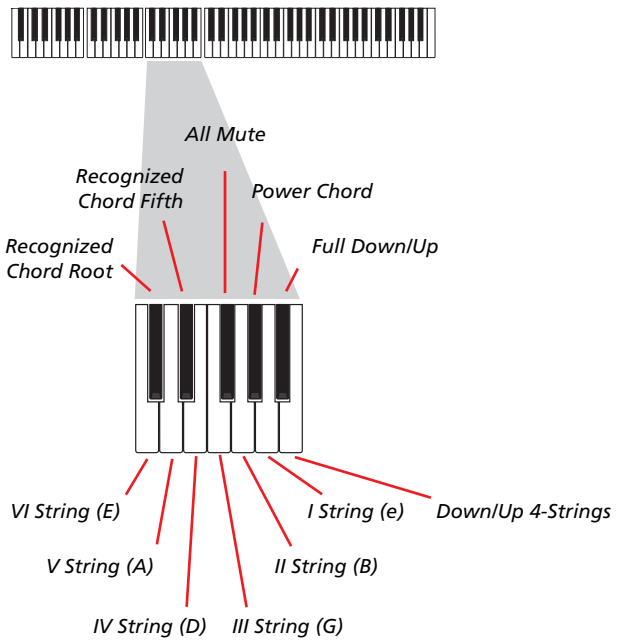
Recording strumming types

The second octave is dedicated to selecting a ***strumming type.*** By pressing these keys, you play fast strumming samples:



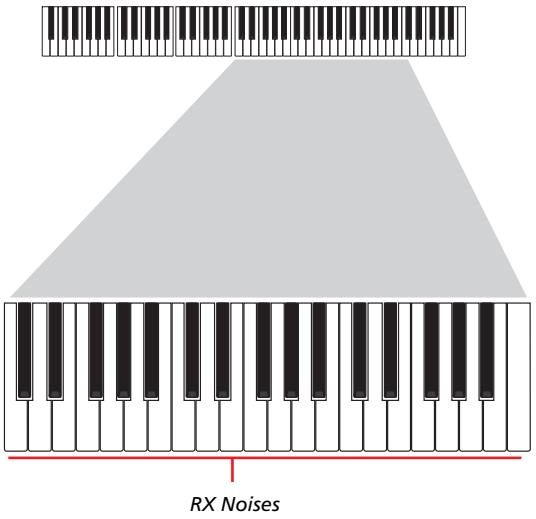
Recording single strings

The third octave is dedicated to selecting a *single string* (or more than one) for playing arpeggios or power chords. You can either play a free arpeggio with the six guitar chords assigned to the C~A keys, or play one of the faster sampled arpeggios on the higher keys. The root note is always available on the C# key, while the fifth note is always assigned to the D# key; with them, you can always play the lowest notes of an arpeggio. This octave also includes an 'all mute' key (F#):



Recording RX Noises

Further on, the upper octaves are used to trigger ***RX Noises:***



Selecting a Capo

Together with strumming types, single strings and RX Noises, you can choose a capo (capotasto). Note that this might prevent some single strings to sound, depending on the composed chord. You can always see with strings are playing and which are not, as described in the "Diagram" section below.

Choosing a Key/Chord

The pattern is recorded in the key indicated by the Key/Chord pair of parameters. However, this parameter is only considered during playback of the Intro 1 and Ending 1 Style Elements. With Intro 1 and Ending 1 (both Chord Variation 1 and 2) you can also enter a chord progression. This is done with the lowest MIDI octave (C-1 ~ B-1). Chord types are inserted by using velocity, as shown in the following table:

Vel.	Chord Type	Vel.	Chord Type
1	Major	2	Major 6th
3	Major 7th	4	Major 7th flatted 5th
5	Suspended 4th	6	Suspended 2nd
7	Major 7th suspended 4th	8	Minor
9	Minor 6th	10	Minor 7th
11	Minor 7th flatted 5th	12	Minor major 7th
13	Dominant 7th	14	7th flatted 5th
15	7th suspended 4th	16	Dimished
17	Diminished major 7th	18	Augmented
19	Augmented 7th	20	Augmented major 7th
21	Major w/o 3rd	22	Major w/o 3rd and 5th
23	Flatted 5th	24	Diminished 7th

Playing back the pattern

When in Stye Play mode, the recorded Guitar pattern is transposed according to the chord recognized on the keyboard. The way it is transposed depends on the programmed pattern, with the chosen positions, strumming mods, etc.…

Guitar mode parameters

Here is a detailed description of the parameters of the Guitar Mode page.

Key/Chord

▸STYLE

This parameter pair allows you to define the track's original key and chord type. This parameter works in a different way than the other tracks. While with other tracks this is always the reference key used for NTT transposition, with Guitar tracks there is a difference, whether you are recording a Chord Variation contained in an Intro 1 or Ending 1 Style Element, or any other Chord Variation:

- With Intro 1 and Ending 1, this chord will be used as the reference key for the chord progression.
- With all other Chord Variations, this chord will be used only for listening during recording. During playback in Style Play mode, the chord will follow chord recognition.

Capo (0, I…X)

▸STYLE

A capo (from the Italian "capotasto", "head of fingerboard") is a movable bar attached to the fingerboard of the guitar, to uniformly raise the pitch of all the strings. Its use makes the strings shorter, therefore changing the timbre and position of the chords (but not its shape).

0	Open string – no capo.
I…X	Position of the capo over the fingerboard (i.e., "I" corresponds to the first fret, "II" to the second one, and so on).

Diagram

The diagram shows how a chord would be composed on the fingerboard. Here is the meaning of the various symbols:

Black dot	Fingered string (i.e., played note).
White dot	Fifth, playing on the D#2 key.
X	Non played or muted note.
Thin bar	Barré (a finger crossing all the strings, like a mobile capo).
Fat bar	Capo.

Style Record procedure

There are two different methods for recording a Style: Realtime and Step.

- Realtime Recording allows you to record Style patterns in realtime.
- Step Recording allows you to create a new Style by entering single notes or chords in each track. This is very useful when transcribing an existing score, or needing a higher grade of detail, and is particularly suitable to create drum and percussion tracks.

In addition, you can program a Style on a personal computer, and then import it via the Import function (see "Import: Import SMF" on page 127).

Preparing to record

1. If you like to edit an existing Style, select that Style.
2. Press the RECORD button to enter the Style Record mode. You are prompted to select either the Current Style, or a New Style.

   Select "record/edit Current Style" if you want to edit the current Style, or make a new Style starting from an existing one. Select "Record New Style" if you want to start from scratch with an empty Style.
3. After you select your preferred option, the main page of the Style Record mode will appear.
4. Select the Element (Style Element) and Chord Var (Chord Variation) parameters, to select the Chord Variation to be recorded/edited.

   Note: *For more information on the Style Elements and Chord Variations, and the Style structure in general, see "The Style structure" on page 104.*
5. Use the Rec Length (Recording Length) parameter to set the length (in measures) of the pattern to record.
6. Use the Meter parameter to set the Style Element's meter.

   Note: *You can edit this parameter only if you selected the "Record New Style" option when entering the Record mode, or when editing an empty Style Element.*
7. Select the Tempo parameter and set the tempo.
8. Press the Record 2 tab to see the Sounds area. Here you can assign the right Sound to each Style track. (For more details, see "Sounds area" on page 110).
9. If needed, set the Octave Transpose for each track. ***Note:*** *The Octave Transpose will affect only the notes coming from the keyboard, and not from the arranger.*
10. At this point, if you want to do a Realtime Recording go on reading "Realtime Record procedure" below. Otherwise, if you prefer to do a Step Record, jump to "Step Record procedure" on page 114.

Realtime Record procedure

1. Select the track to record. Its status icon will turn to [R] (Record). (For more details, see "Tracks volume/status area" on page 110).

   Note: When entering the Record mode, a track is already in Record status. When you press START/STOP after entering the Record mode, you can immediately start recording.

   If you like, you can try your part before recording:

   • Mute the track, by repeatedly pressing its icon status, until the [M] (Mute) status icon appears.

   • Press START/STOP to let any recorded track play back, and practice on the keyboard.

   • When you have finished practicing, press START/STOP to stop the arranger, and unmute the track by repeatedly pressing its icon status, until the [R] (Record) status icon appears again.

2. While the shown status icon is Record, press START/STOP to begin recording. Depending on the "Metro" (metronome) option you selected, a 1- or 2-bars precount may play before the recording actually begins. When it begins, play freely. The pattern will last for some measures, according to the Rec Length value, then restart.

   Since the recording will happen in overdub, you can add notes on any following passage. This is very useful to record different percussive instruments at any cycle on a Drum or Percussion track.

   Note: *While recording, track's* ***Keyboard Range*** *(see page 125) is ignored, and the track can play over the whole keyboard range. The* ***Local*** *parameter (see "Local Control On" on page 208) is also automatically set to On, to allow playing on the keyboard.*

3. When finished recording, press START/STOP to stop the arranger. Select a different track, and go on recording the full Chord Variation.

   Note: *You can select a different track only when the arranger is not running.*

4. When finished recording the Chord Variation, select a different Chord Variation or Style Element to go on recording the full Style.

5. When finished recording the new Style, select the "Write Style" command from the page menu, to open the Write Style dialog box (see "Write Style dialog box" on page 129) and save it to memory.

   To exit the Style Record mode without saving any change, select the "Exit from Record" command from the page menu, or press the RECORD button.

Step Record procedure

1. While in the main page of the Style Record mode, select the "Overdub Step Recording" command from the page menu, to enter the Overdub Step Record mode.

2. The "Pos" parameter shows the current position.

   • If you do not want to insert a note or chord at the current position, insert a rest instead, as shown in step 4.

   • To jump to the next measure, filling the remaining beats with rests, press the Next M. button in the display.

3. To change the step value, use the "Step Time values" area in the display.

4. Insert a note, rest or chord at the current position.

   • To insert a single note, just play it on the keyboard. The inserted note length will match the step length. You may change the velocity and relative duration of the note, by editing the "Duration" and "Velocity" parameters (see page 131).

   • To insert a rest, just press the Rest button in the display. Its length will match the step value.

   • To tie the note to be inserted to the previous one, press the Tie button in the display. A note will be inserted, tied to the previous one, with exactly the same name. You don't need to play it on the keyboard again.

   • To insert a chord or a second voice, see "Chords and second voices in Step Record mode" below.

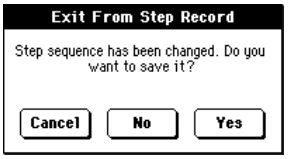
5. After inserting a new event, you may go back by pressing the Back button in the display. This will delete the previously inserted event, and set the step in edit again.

6. When the end of the pattern is reached, the "End of Loop" event is shown, and the recording restarts from the "001.01.000" position. Any note exceeding the pattern length, inserted at its end, will be reduced to fit the total length of the pattern.

   At this point, you may go on, inserting new events in overdub mode (the previously inserted events will not be deleted). This is very useful when recording a drum or percussion track, where you may want to record the bass drum on a first cycle, the snare drum on the second cycle, and the hi-hat and cymbals during the following cycles.

7. When finished recording, press the Done button in the display to exit the Step Record mode.

   A dialog box appears, asking you to either cancel, discard or save the changes.



   If you press, Cancel, exit is canceled, and you can continue editing. If you choose No, changes are not saved, and the Step Record window is closed. If you choose Yes, changes are saved, and the Step Record window is closed.

8. When back to the main page of the Style Record mode, you may turn all tracks to the play status, then press START/

STOP to listen to the Style. Press START/STOP again to stop the playback.

9. From the main page of the Style Record mode, select either the "Write Style" or the "Exit from Record" command to exit from the Style record mode, respectively by saving the Style to memory (see "Write Style dialog box" on page 129), or by canceling any change.

Chords and second voices in Step Record mode

You are not obliged to insert single notes in a track. There are several ways to insert chords and double voices. Lets look at some.

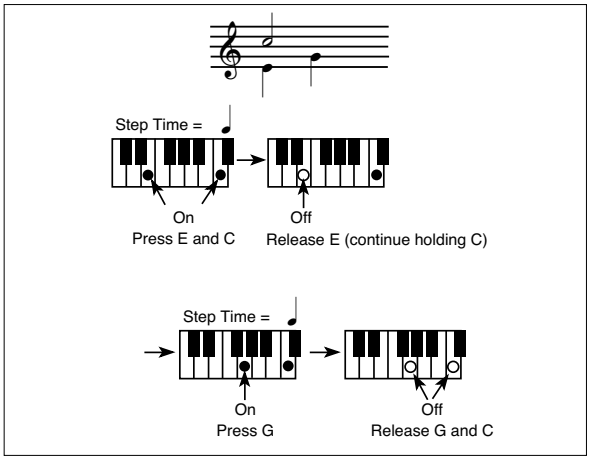
Entering a chord. Simply play a chord instead of a single note. The event name will be the first note of the chord you pressed, followed by the "…" abbreviation.

Entering a chord made of notes with different velocity values. You can make the upper or lower note of a chord, for example, louder than the remaining ones, to let the most important stand out from the chord. Here is how to insert a three-note chord:

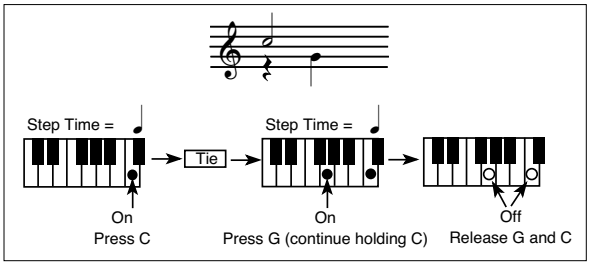
1. Edit the first note's Velocity value.
2. Press the first note and keep it pressed.
3. Edit the second note's Velocity value.
4. Press the second note and keep it pressed.
5. Edit the third note's Velocity value.
6. Press the third note, then release all notes.

Entering a second voice. You can insert passages where one note is kept pressed, while another voice moves freely.

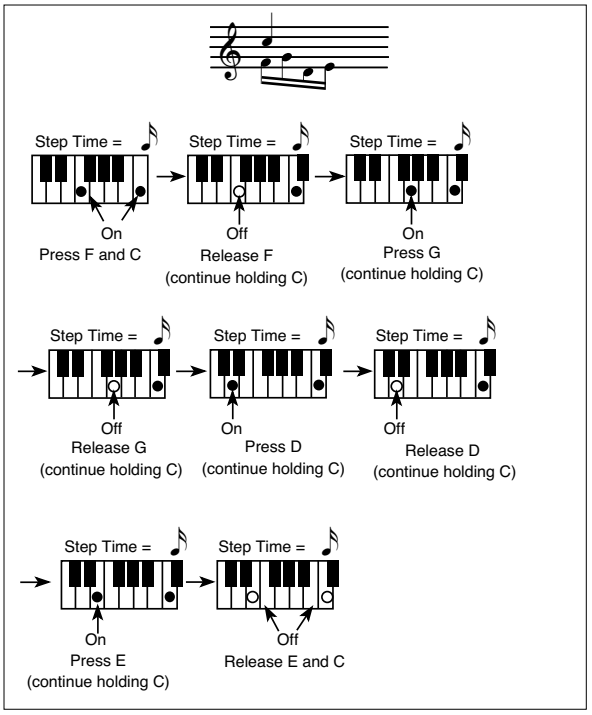
Ex. 1:



Ex.2:



Ex.3:

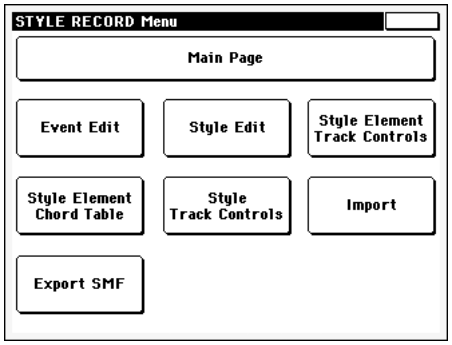


Edit menu

From any page (apart for Step Record), press the MENU button to open the Style Record edit menu. This menu gives access to the various Style Record edit sections.

When in the menu, select an edit section, or press EXIT to exit the menu and return to the main page. To return to the main page, you can also select the Main Page menu item.

When in an edit page, press the EXIT button to return to the main page of the Style Record mode.

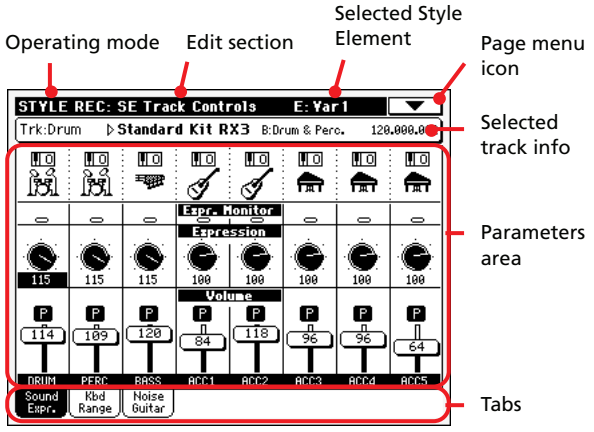


Note: *While the Style is in play, you cannot access the Edit section pages from the main page (see page 107). Stop the playback before pressing MENU.*

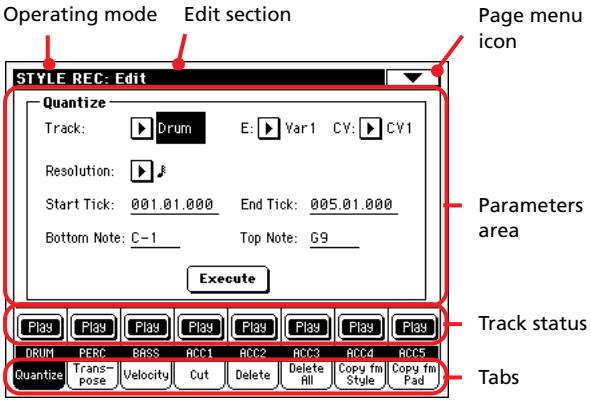
Note: *When switching from the Edit section pages (Quantize, Transpose, Velocity, Delete) to the other pages, or vice-versa, the Style (if in play) is automatically stopped.*

Edit page structure

Most edit pages share some basic elements.



Other pages have a slightly different structure.



Operating mode

This indicates that the instrument is in Style Record mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 116).

Selected Style Element

In Style Record mode, edits always happen on the selected Style Element.

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 128).

Parameters area

Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting from page 117.

Track status

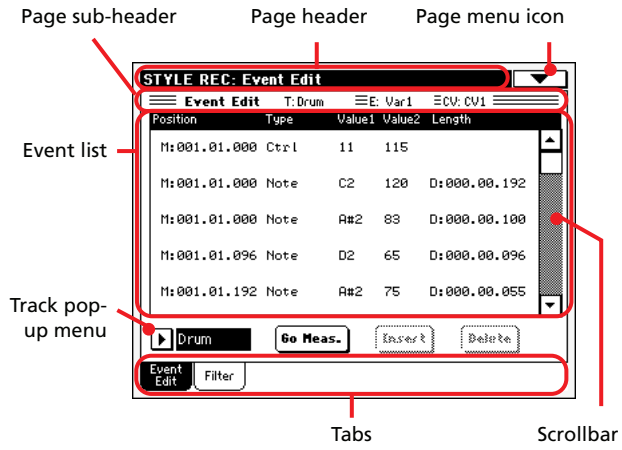
Use these buttons to mute/unmute tracks while editing.

Tabs

Use tabs to select one of the edit pages of the current edit section.

Event Edit: Event Edit

The Event Edit is the page where you can edit each single MIDI event of the selected Chord Variation. You can, for example, replace a note with a different one, or change its playing strength (i.e., velocity value). See "Event Edit procedure" on page 118 for more information on the event editing procedure.



Page header

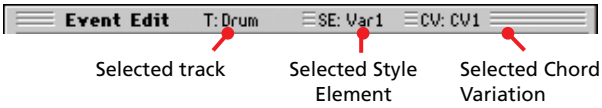
See "Page header" on page 107.

Page menu icon

Press this icon to open the page menu. See "Page menu" on page 128.

Page sub-header

This area shows some performing info on the Song.



Selected track

Name of the track in edit. Use the Track pop-up menu to select one of the Style tracks.

SE/CV (Style Element/Chord Variation)

Selected Style Element and Chord Variation. This parameter cannot be edited. To select a different Style Element and Chord Variation, press EXIT to go back to the main page of the Style Record mode (see "Main page - Record 1" on page 107).

Event list

Use the Event list to see all events contained in the selected track in the selected Style Element.

Use the scrollbar to browse through the events. You can also scroll by using the SHIFT + DIAL combination.

Touch the event to be selected. Selected events are highlighted and can be heard.

Position

Position of the event, expressed in the form 'aaa.bb.ccc':

- 'aaa' is the measure
- 'bb' is the beat
- 'ccc' is the tick (each quarter beat = 384 ticks)

You can edit this parameter to move the event to a different position. You can edit a position in either of the following ways:

(a) select the parameter, and use the TEMPO/VALUE dial to change the value, or

(b) select the parameter, then touch it again; the numeric keypad will appear. Enter the new position by dialing in the three parts of the number, separated by a dot. Zeroes at the beginning can be omitted, as well as the least important parts of the number. For example, to enter position 002.02.193, dial "2.2.193"; to enter position 002.04.000 dial "2.4"; to enter position 002.01.000, simply dial "2".

Type, Value 1, Value 2

Type and values of the event shown in the display. Depending on the selected event, the value may change. This parameter also shows the (greyed-out, so non editable) "CC#11" (Expression) event at the beginning of the pattern, and the "End Of Loop" marking, when the end of a track is reached.

Event type	Value 1	Value 2
Note	Note name	Velocity
Ctrl	Control Change number	Control Change value
Bend	Bending value	–

To change the event type, select the Type parameter, then use the TEMPO/VALUE dial to select a different event type. A set of default values will be automatically assigned to the event.

To select and edit the event's value, select the corresponding parameter, and use the TEMPO/VALUE dial.

Length

Length of the selected Note event. The value format is the same as the Position value. This is only available for Note events.

Note: *If you change a length of "000.00.000" to a different value, you can't go back to the original value. This rather uncommon zero-length value may be found in some drum or percussion tracks.*

Scrollbar

Use the scrollbar to browse the event through the list. (As an alternative, use Shift + Dial).

Other elements

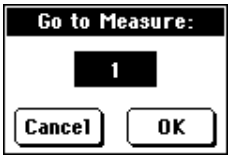
Track pop-up menu

Use this pop-up menu to select the track to edit, inside the current Chord Variation.

Drum…Acc5 Style track.

Go Meas.

While the sequencer is not running, press this button to open the Go to Measure dialog box:



When in this dialog box, select a target measure, and press OK. The first event available in the target measure will be selected.

Insert

Press the Insert button in the display to insert a new event at the current shown Position. The default values are Type = Note, Pitch = C4, Velocity = 100, Length = 192.

Delete

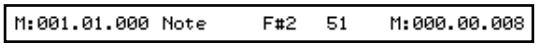
Press the Delete button in the display to delete the event selected in the display.

Event Edit procedure

Here is the general procedure to follow for the event editing.

1. Select the Style to edit, and press the RECORD button. Select the "Current Style" option to enter recording. The main page of the Style Record mode will appear.
2. Select the "Element (Style Element)" and "Chord Var (Chord Variation)" parameters.

   Note: *For more information on the Style Elements and Chord Variations, and the Style structure in general, see "The Style structure" on page 104.*
3. Press MENU, and select the Event Edit section. The Event Edit page appears (see "Event Edit: Event Edit" on page 117 for more information).
4. Press START/STOP to listen to the selected Chord Variation. Press START/STOP to stop it. Chord Scanning does not work, so you will listen the pattern at the original Key/Chord.
5. Press the Filter tab to select the Filter page, and uncheck the filters for the event types you wish to see in the display (see "Event Edit: Filter" on page 119 for more information).
6. Press the Event Edit tab to go back to the Event Edit page.
7. Use the Track pop-up menu to select the track to edit (see "Track pop-up menu" on page 117).
8. The list of events contained in the selected track (inside the Chord Variation selected on step 2) will appear in the display. Some events on the beginning of the Chord Variations, as well as the "EndOfTrk" event (marking its ending point) cannot be edited, therefore appearing in grey.
9. Scroll though the various events by using the scrollbar.
10. Select an event to be edited by touching it in the display. This is usually a note, that you can edit.

    For more information on the event types and their values, see "Event Edit: Event Edit" on page 117.
11. Edit the event.

    • Select the "M" parameter. Use the TEMPO/VALUE dial to change the event's position.

    • Select the Type parameter. You may use the TEMPO/VALUE dial to change the event type, as well as its Value 1 and Value 2.

    • If a Note event is selected, select the Length parameter, and use the TEMPO/VALUE dial to change the event's length.
12. You may use the Go Meas. command to go to a different measure (see "Go Meas." on page 118)
13. As described in step 4, you may press START/STOP to listen how the pattern sounds after your changes. Press START/STOP again to stop the pattern running.
14. Press the Insert button in the display to insert an event at the Position shown in the display (a Note event with default values will be inserted). Press the Delete button in the display to delete the selected event.
15. When editing is complete, you may select a different track to edit (go to step 7).
16. When finished editing the selected Chord Variation, press EXIT to go back to the main page of the Style Record mode, then go to step 2 to select and edit a different Chord Variation.
17. When finished editing the whole Style, select the "Write Style" command from the page menu to open the Write Style dialog box (see "Write Style dialog box" on page 129), or select the "Exit from Record" command to cancel all changes.

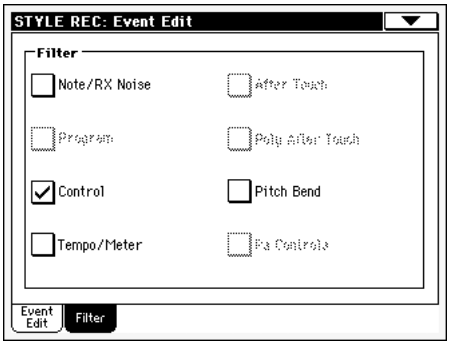
    • Press the T (Text Edit) button to enter the Text Edit dialog box. Enter a name and confirm by selecting OK.

    • Select a target memory location where to save the Style. The name of the Style already existing at the selected location is shown after the Style Bank-Location number.

    Warning: *If you select an existing Style and confirm writing, the older Style is deleted and replaced by the new one. Save the Styles you don't want to lose to a card, before overwriting them.*
18. Press OK to save the Style to the internal memory, or Cancel to delete any changes made in Style Record mode. When the "Are you sure?" message appears, press OK to confirm, or Cancel to go back to the "Write Style" dialog box.

Event Edit: Filter

This page is where you can select the event types to be shown in the Event Edit page.



Turn On the filter for all event types you do not wish to see in the Event Edit page.

Note: *Some of the events are "ghosted", and non editable, since the corresponding events are not editable in a Style.*

Note/RX Noise

Notes and RX Noises.

Control — Control Change events. Only the following Control Change numbers are allowed with Styles.

Control function	CC# (Control Change Number)
Modulation 1	1
Modulation 2	2
Pan	10
Expression(*)	11
CC#12	12
CC#13	13
Damper	64
Filter Resonance	71
Low Pass Filter Cutoff	74
CC#80	80
CC#81	81
CC#82	82

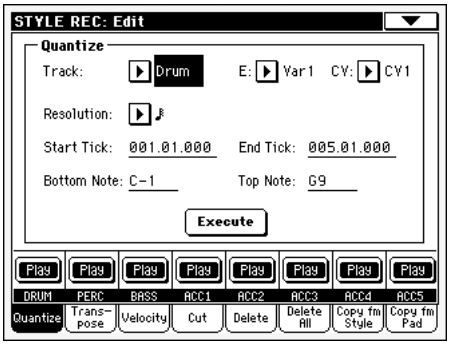
(*). Expression events cannot be inserted at the starting Position (001.01.000). An Expression value is already among the default "header" parameters of the Style Element.

Tempo/Meter — Tempo and Meter changes (Master Track only).

Pitch Bend — Pitch Bend events.

Style Edit: Quantize

The quantize function may be used to correct any timing mistake after recording, or to give the pattern a "groovy" feeling.



After setting the various parameters, press Execute.

Track

Use this parameter to select a track.

All — All tracks selected.

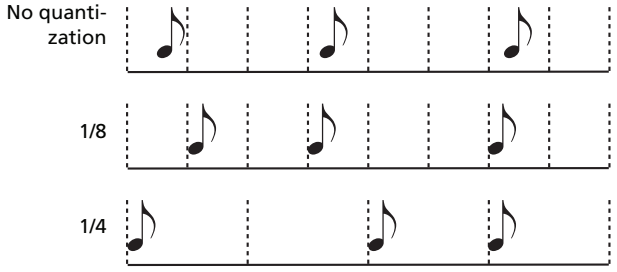
Drum…Acc5 — Selected track.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

Resolution

This parameter sets the quantization after recording. For example, when you select 1/8, all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



𝅘𝅥𝅯𝅘𝅥𝅯 (1/32)…𝅗𝅥 (1/4)

Grid resolution, in musical values. A "b…f" character added after the value means swing-quantization. A "3" means triplet.

Start / End Tick

Use these parameters to set the starting and ending points of the range to quantize.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to quantize. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum or Percussion track.

Note: *These parameters are available only when a Drum or Percussion track is selected.*

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play status. The track can be heard.

Mute status. The track cannot be heard.

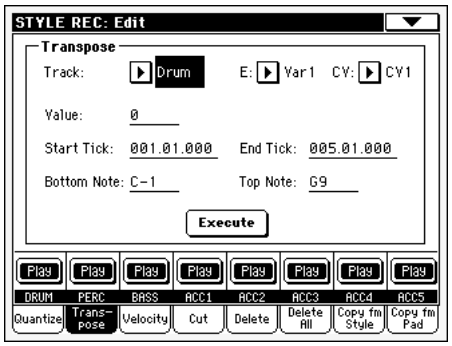
Track names

Under the buttons, a label for each track is shown.

Style Edit: Transpose

In this page you can transpose the selected track(s).

Note: *After transposing, please don't forget to readjust the "Key/Chord" parameter in the main page of the Style Record mode (see page 108).*



After setting the various parameters, press Execute.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

Track

Use this parameter to select a track.

All — All tracks selected, apart for tracks set in Drum mode (like the Drum and Percussion tracks). The whole selected Chord Variation will be transposed.

Drum…Acc5 — Single selected track.

Value

Transpose value (±127 semitones).

Start / End Tick

Use these parameters to set the starting and ending points of the range to be transposed.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to be transposed. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum or Percussion track. Since in a Drum Kit each instrument is assigned to a different note of the scale, transposing a percussive instrument means assigning the part to a different instrument.

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play status. The track can be heard.

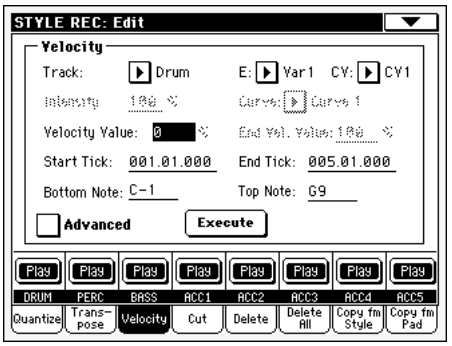
Mute status. The track cannot be heard.

Track names

Under the buttons, a label for each track is shown.

Style Edit: Velocity

In this page you can change the velocity (dynamics) value of notes in the selected track. An Advanced mode is available, allowing you to select a velocity curve for the selected range. This is useful to create fade-ins or fade-outs.



After setting the various parameters, press Execute.

Note: *When an RX Sound is assigned to the track being edited, the resulting sound may change, since this kind of Sounds is made of several different layers triggered by different velocity values.*

Also, a fade-out may result in the level "jumping" up next to the zero, since a higher-level layer may be selected by low velocity values.

Track

Use this parameter to select a track.

All — All tracks selected. The velocity for all notes of the whole selected Chord Variation will be changed.

Drum…Acc5 — Selected track.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

Value

Velocity change value (±127).

Start / End Tick

Use these parameters to set the starting and ending points of the range to be modified.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to be modified. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum or Percussion track.

Advanced

When this checkbox is checked, the "Intensity", "Curve", "Start Velocity Value" and "End Velocity Value" parameters can be edited.

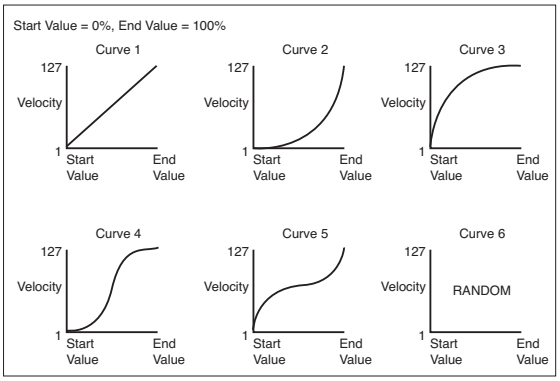
Intensity

(Only available in Advanced mode). Use this parameter to specify the degree to which the velocity data will be adjusted toward the curve you specify in "Curve".

0…100% Intensity value. With a setting of 0 [%], the velocity will not change. With a setting of 100 [%], the velocity will be changed the most.

Curve

(Only available in Advanced mode). Use this parameter to select one of the six curves, and to specify how the velocity will change over time.



Start / End Vel. Value

(Only available in Advanced mode). Velocity change at the starting and ending ticks of the selected range.

0…100 Velocity change in percentage.

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play status. The track can be heard.

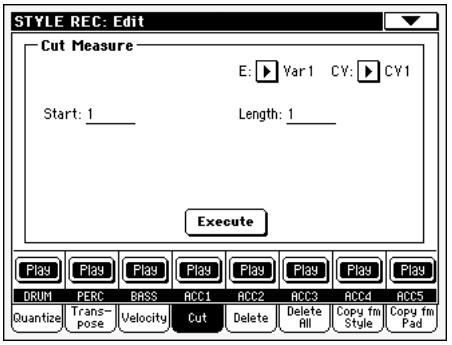
Mute status. The track cannot be heard.

Track names

Under the buttons, a label for each track is shown.

Style Edit: Cut

This function lets you quickly delete a selected measure (or a series of measures) from the selected Chord Variation. All following events are moved back, to replace the cut measure(s).



After setting the various parameters, press Execute.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

Start

First measure to be cut.

Length

Number of measures to be cut.

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play status. The track can be heard.

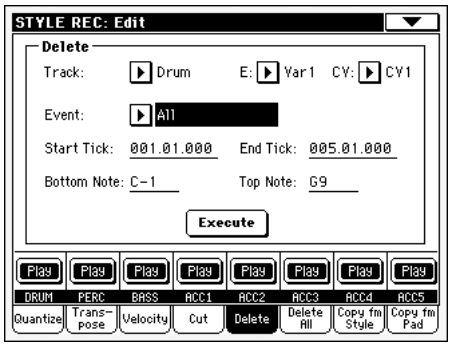
Mute status. The track cannot be heard.

Track names

Under the buttons, a label for each track is shown.

Style Edit: Delete

This page is where you can delete MIDI events out of the Style. This function does not remove measures from the pattern. To remove whole measure, use the Cut function (see "Style Edit: Cut" on page 121)



After setting the various parameters, press Execute.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

Track

Use this parameter to select a track.

All	All tracks selected. After deletion, the selected Chord Variation will remain empty.
Drum…Acc5	Selected track.

Event

Type of MIDI event to delete.

All	All events. The measures are not removed from the Chord Variation.
Note	All notes in the selected range.
Dup.Note	All duplicate notes. When two notes with the same pitch are encountered on the same tick, the one with the lowest velocity is deleted.
After Touch	After Touch events. ***Note:*** *This kind of data is automatically removed during recording.*
Pitch Bend	Pitch Bend events.
Prog.Change	Program Change events, excluding the bundled Control Change #00 (Bank Select MSB) and #32 (Bank Select LSB). ***Note:*** *This kind of data is automatically removed during recording.*
Ctl.Change	All Control Change events, for example Bank Select, Modulation, Damper, Soft Pedal…
CC00/32…CC127	Single Control Change events. Double Control Change numbers (like 00/32) are MSB/LSB bundles. ***Note:*** *Some CC data are automatically removed during recording. See the table on page 106 for more information on the allowed data.*

Start / End Tick

Use these parameters to set the starting and ending points of the range to delete.

If a Chord Variation is four measures long, and you want to select it all, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to delete. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum or Percussion track.

Note: *These parameters are available only when the All or Note option is selected.*

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

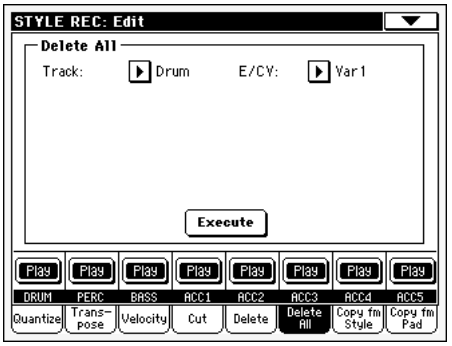
Play	Play status. The track can be heard.
Mute	Mute status. The track cannot be heard.

Track names

Under the buttons, a label for each track is shown.

Style Edit: Delete All

This function lets you quickly delete a selected Style Element or Chord Variation, or the whole Style.



After setting the various parameters, press Execute.

Track

All	All tracks of the selected Style, Style Element or Chord Variation.
Drum-Acc5	Single track of the selected Style, Style Element or Chord Variation.

E / CV (Style Element/Chord Variation)

Use these parameters to select the Style Element and Chord Variation for editing.

All — All Style Elements, i.e. the whole Style. When E/Track=All and CV=All, the whole Style is deleted, and all parameters are set to the default status.

Var1…CountIn — Single Style Element.

V1-CV1…CI-CV2 — Single Chord Variation.

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

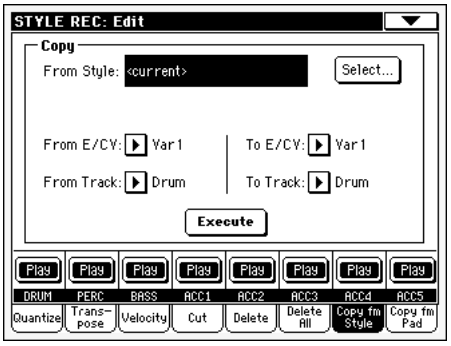
Track names

Under the buttons, a label for each track is shown.

Style Edit: Copy from Style

Here you can copy a track, Chord Variation or Style Element inside the same Style, or from a different one. Furthermore, you can copy a whole Style.

Warning: *The Copy operation deletes all data at the target location (overwrite).*



After setting the various parameters, press Execute.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Note: *When you copy over an existing Chord Variation, Program Change data is not copied, to leave the original Sounds unchanged for that Chord Variation.*

From Style

Choose this option to select the source Style to copy the track, Chord Variation or Style Element from. Press the **Select** button to open the Style Select window and select the source Style.

From… To E/CV (Style Element/Chord Variation)

Use these parameters to select the source and target Style Elements or Chord Variations.

Note: *You can't copy from a Variation to a different Style Element (or vice-versa), because of their different structure.*

All — All Style Elements, i.e. the whole Style. You can't change the target, that is automatically set to All.

Var1…End2 — Single Style Element.

V1-CV1…E2-CV2 — Single Chord Variation.

From… To Track

Use this parameter to select the source and target track to copy. You can double a track, to strengthen a pattern.

All — All tracks of the selected Style, Style Element or Chord Variation.

Drum-Acc5 — Single track of the selected Style, Style Element or Chord Variation.

Execute

Press this button to execute the operation set in this page.

Track status icon

Status of tracks. Press this icon to change the status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

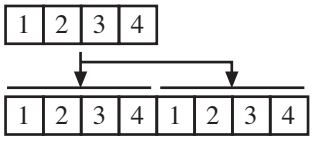
Track names

Under the buttons, a label for each track is shown.

Copying to a Chord Variation of a different length

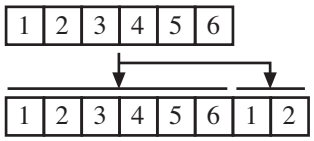
You can copy a Chord Variation to a different one of a different length. Just keep in mind the following:

- If the source length is a divider of the target length, the source Chord Variation will be multiplied to fit the target Chord Variation. For example, if the source is 4-measures long, and the target 8-measures, the source will be copied two times.



- If the source length is not a divider of the target length, the source Chord Variation will be copied for as many measures as can fit the target Chord Variation. For example, if the source is 6-measures long, and the target 8-measures,

the source will be copied once, then the first 2 measures will be copied to fit the remaining 2 measures.

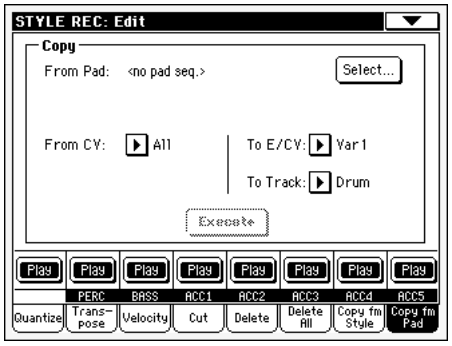


Note: *Avoid copying to a Chord Variation with a different meter, for example a 4/4 Chord Variation onto a 3/4 one.*

Pad Edit: Copy from Pad

Here you can copy a Chord Variation from a Pad. Furthermore, you can copy a whole Pad.

Warning: *The Copy operation deletes all data at the target location (overwrite).*



After setting the various parameters, press Execute.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Note: *When you copy over an existing Chord Variation, Program Change data is not copied, to leave the original Sounds unchanged for that Chord Variation.*

From Pad

Choose this option to select the source Pad to copy the Chord Variation from. Press the **Select** button to open the Pad Select window and select the source Pad.

From CV (Chord Variation)

Use this parameter to select the source Chord Variation.

All — All Chord Variations, i.e. the whole Pad. You can't change the target, that is automatically set to All.

CV1…CV6 — Single Chord Variation.

To CV (Chord Variation)

Use this parameter to select a target Chord Variation inside the current Pad.

CV1…CV6 — Target Chord Variation. Automatically set to All if the "From CV" parameter is also set to All.

To Track

Use this parameter to select the target track to copy.

All — All tracks of the selected Style, Style Element or Chord Variation.

Drum-Acc5 — Single track of the selected Style, Style Element or Chord Variation.

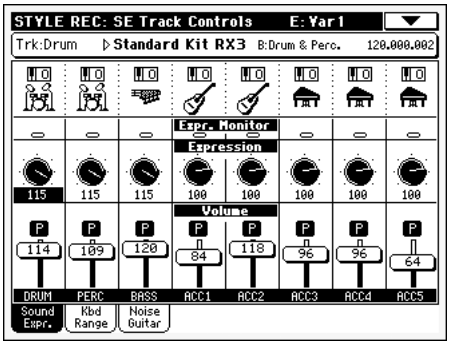
Execute

Press this button to execute the operation set in this page.

Style Element Track Controls: Sound/ Expression

In this page you can assign a different Sound to each track of the selected Style Element. Each Style Element can have different Sound; after saving the new Style, please don't forget to check the "Original Style Sounds" parameter in the Style Play mode (see page 83), to let the Style select the Sound bypassing the Style Performance settings.

In this page you can also check and modify the Expression (CC#11) value for each of the Style Element tracks. This lets you reduce the relative level of a track in a single Style Element, without reducing the overall Volume of the Style. This is a very useful control, when you have different Sounds assigned to the same track in different Style Elements, and the internal level of these Sounds must be different.



When in this page, press the corresponding button on the control panel to select a Style Element (VARIATION1 … ENDING3).

To copy the settings of this page to another Style Element, use the "Copy Sound" and "Copy Expression" commands from the page menu (see "Copy Sounds dialog box" and "Copy Expression dialog box" starting from page 130).

Selected Track Info area ▸STYLE

See "Selected track info area" on page 108 for detailed information.

Sounds area ▸STYLE

See "Sounds area" on page 110 for detailed information.

Expression area

Expression Monitor

You can use these indicators to check if CC#11 (Expression) messages are contained in a track. Expression messages contained in a track can vary the volume of the track. It is very difficult to catch them out – unless you carefully read all the events in the Event Edit page.

This monitor should help you keeping track of them, and let you access Event Edit only on the tracks containing the messages. Press the START/STOP button to start playback, and look at the indicators. When one of them lights up, you can enter Event Edit on the corresponding track, and edit or remove the Expression messages.

Expression

▸STYLE

Use these knobs to set the Expression (CC#11) value for the corresponding track. This value can be seen at the beginning of the Event Edit list (see "Event Edit: Event Edit" on page 117).

Different Expression values can be defined for each Style Element. This way, you can set a different volume in each Style Element, relative to the general Volume value set in the Style Header.

Volume area

Use these controls to set the volume and status of each track. See page 110 for more information.

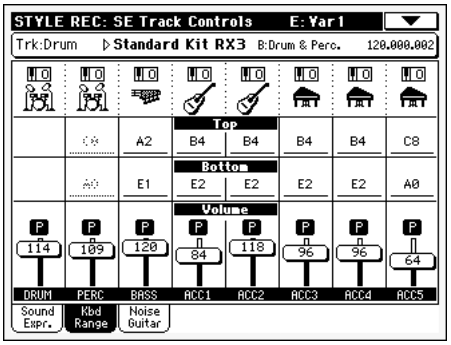
The Volume value is the same for the whole Style. Use the Expression controls to adjust the relative balance between tracks in each Style Element.

Style Element Track Controls: Keyboard Range

The Keyboard Range automatically transposes any pattern note that would otherwise play too high or too low in pitch, compared to the original acoustic instrument, when transposed by the arranger. This will result in a more natural sound for each accompaniment instrument.

For example, the lower limit for a guitar is E2. If you play a chord under the E2, the transposed pattern could exceed this limit, and sound unnatural. A Bottom limit set to E2 for the guitar track will solve the problem.

Different Keyboard Range values can be set for each Style Element.



Note: *The Keyboard Range is ignored while recording. The selected track can play on the full range of the keyboard.*

When in this page, press the corresponding button on the control panel to select a Style Element (VARIATION1 … ENDING3).

To copy the settings of this page to another Style Element, use the "Copy Keyboard Range" command from the page menu (see "Copy Key Range dialog box" on page 130).

Top/Bottom

▸STYLE

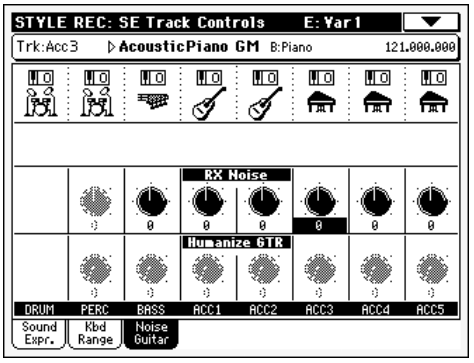
Use these parameters to set the bottom and top of the keyboard range for the corresponding track of the current Style Element.

Volume area

Use these controls to set the volume and status of each track. See page 110 for more information.

Style Element Track Controls: Noise/Guitar

The new Noise/Guitar page has been added to the Style Record > Track Controls section.



RX Noise

▸STYLE

Use these controls to adjust the volume of RX Noises in the corresponding tracks. This control applies to all types of tracks (provided the Sound includes RX Noises).

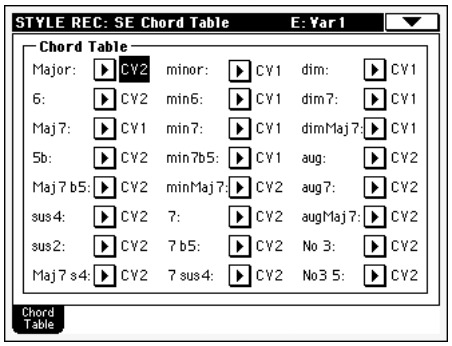
Humanize GTR

▸STYLE

Use these controls to apply a random value to the position, velocity and length of notes of Guitar tracks (see "Track Type" on page 126). This control has no effect on other types of track.

Style Element Chord Table: Chord Table

This is the page where you can assign a Chord Variation to each of the most important recognized chord. When a chord is recognized, the assigned Chord Variation will be automatically selected by the arranger to play the accompaniment.



When in this page, press the corresponding button on the control panel to select a Style Element (VARIATION1 … ENDING3).

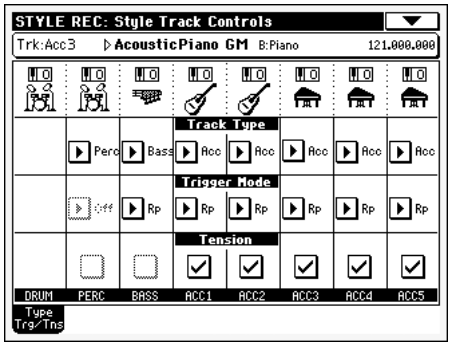
Chord / Chord Variation

▸STYLE

Use these parameters to assign a Chord Variation to each of the most important chords.

Style Track Controls: Type/Trigger/Tension

In this page you can set the Mode, Retrigger mode for the Style tracks, and activate/deactivate the Tension for the Accompaniment tracks.



When in this page, press the corresponding button on the control panel to select a Style Element (VARIATION1 … ENDING3).

Track Type

▸STYLE

Use this parameter to set the type of the corresponding track.

Drum — Drum track. This type of track is not transposed by the arranger, and is used for Drum Kits made of Drum sounds. It can be affected by the Drum Mapping of the Style Play mode (see "Drum Mapping (Var.1…Var.4)" on page 97).

Perc — Percussion track. This type of track cannot be transposed, and is used for Drum Kit made of Percussion sounds. It is NOT affected by the Drum Mapping.

Bass — Bass track. This type of track always plays the root when changing chord.

Acc — Accompaniment track. This type of track can be used freely, for melodic or harmonic accompaniment patterns.

Gtr — Guitar track. This type of track uses Guitar Mode to create guitar strumming (see "Main page - Guitar Mode" on page 111). When this type is selected, the "Tension" parameter can no longer be edited.

Trigger Mode

▸STYLE

This setting lets you define how Bass and Acc-type tracks are retriggered when the chord is changed.

Off — Each time you play a new chord, current notes will be stopped. The track will remain silent until a new note will be encountered in the pattern.

Rt — (Retrigger) The sound will be stopped, and new notes matching the recognized chord will be played back.

Rp — (Repitch) New notes matching the recognized chord will be played back, by repitching notes already playing. There will be no break in the sound. This is very useful on Guitar and Bass tracks.

Tension

▸STYLE

Tension adds notes (a 9th, 11th and/or 13th) that have actually been played to the accompaniment, even if they haven't been written in the Style pattern. This parameter specifies whether or not the Tension included in the recognized chord will be added to the Acc-type tracks.

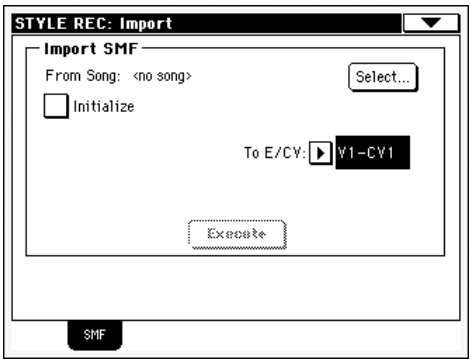
On — The Tension will be added.

Off — No Tension will be added.

Import: Import SMF

The Import SMF function allows you to import MIDI data from a Standard MIDI File (SMF) created on your preferred external sequencer, and transform them in a Chord Variation.

Note: *You cannot use this function to import data from any generic Song. The Standard MIDI File to be imported must be programmed as if it was one of Pa588's Chord Variations.*



When importing an SMF, parameters like CV Length, Meter, Tempo Changes, Program Changes and Expression are recognized. These parameters will be imported as the header of the Style Element containing the Chord Variation, provided the "Initialize" parameter is checked, or the Style Element is empty.

Hint: *It is a good idea to check the "Initialize" parameter when importing the first Chord Variation of a Style Element, and uncheck it when importing the following Chord Variations.*

• Sounds assigned to each track can be imported, provided the Program Change, Bank Select MSB and LSB events are on the first 'tick' of the SMF. These data are loaded in the Style Element's header, and not as Sounds assigned to the Style Performance.

Note: *Sounds in the Style Element header can be overridden by Sounds assigned to the Style Performance, by checking the "Original Style Sound" parameter in the main page of the Style Play mode (Style Track view).*

• If the above data was not found on the first 'tick' of the imported SMF, Sounds must be manually assigned to each track. You can do this in the "Record 1" or "Record 2", or the "Sound/Expression" page of the Style Record mode,.

• Key/Chord, Chord Table, Expression, and any other Style Variation parameter, must be manually programmed in the relevant Style Record pages.

• The starting Tempo, and each track's Volume, must be programmed as Style Performance data, and then saved in the Style Performance.

• Meter Change is not allowed, therefore not recognized.

• The Chord Variation length is the same as the imported SMF. You can change length by changing the value of the CV Length parameter, on the main page of the Style Record mode.

Hint: *If a note extends beyond the last measure of the Chord Variation, an additional measure is appended (for example, if a note extends after the end of the fourth measure in a 4-measure pattern, a 5-measure Chord Variation will be generated). If so, change the CV Length value to reset the Chord Variation length. The exceeding note will be cut, to fit the new pattern length.*

When programming a Chord Variation on an external sequencer, please assign each Style track to the correct MIDI channel, according to the following table.

MIDI Channel(s)	Pa588 Track
9	Bass
10	Drum
11	Percussion
12-16	Accompaniment 1-5

Note: *Only SMF in format 0 can be loaded.*

From Song

This is the name of the Standard MIDI File to be loaded. Press the Select button to open the file selector, and select an ".SMF" file.

Select

Press this button to open the file selector and load the SMF.

Initialize

Check this parameter if you want all settings of the target Style Element (i.e., Key/Chord, Chord Table, Sounds…) are reset when loading the SMF.

Hint: *It is a good idea to check the "Initialize" parameter when importing the first Chord Variation of a Style Element, and uncheck it when importing the following Chord Variations.*

To E/CV

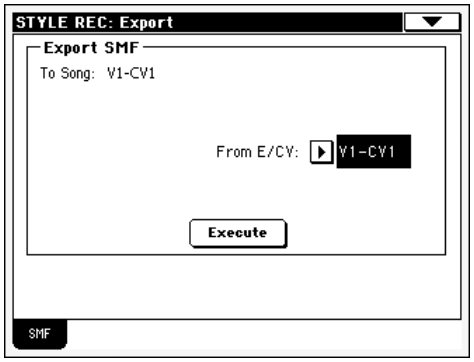
Use this parameter to select a target Chord Variation.

Execute

After setting all parameters in this page, press this button to import the Standard MIDI File into the target Chord Variation.

Export SMF

The Export SMF function allows you to export a Chord Variation as a Standard MIDI File (SMF), and edit it on your preferred external sequencer.



To Song

This (non editable) parameter shows the name of the Standard MIDI File to be generated. The (automatically assigned) name will be the same of the exported Chord Variation.

From E/CV

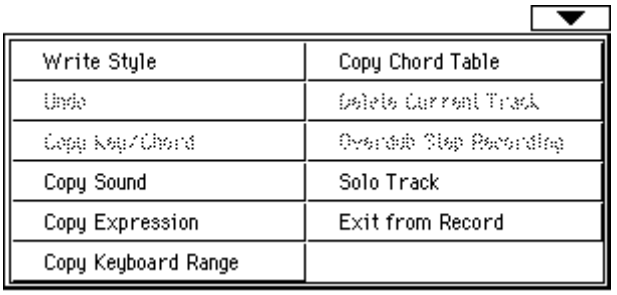
Use this pop-up menu to select one of the available Chord Variations from the current Style.

Execute

After selecting a Chord Variation, press this button to export it as a Standard MIDI File. A standard file selector will appear. Select the target device and directory, then press Save. After you press Save, a dialog box appears, letting you assign a name to the file.

Page menu

Press the page menu icon to open the page menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Style

Select this command to open the Write Style dialog box, and save the Style to the internal memory.

See “Write Style dialog box” on page 129 for more information.

Undo

Only available in Record mode. While in Record mode, cancels the latest recorded data and restores the previous situation. Selected a second time, it restores recorded data again (“Redo” function).

Copy Key/Ch (Copy Key/Chord) button

Select this command to open the Copy Key/Chord dialog box, and copy Key/Chord settings of the currently selected track to all other tracks of the same Chord Variation, or to the whole Style.

See “Copy Key/Chord dialog box” on page 129 for more information.

Copy Sound

(Only available in some edit pages). While the Style Element Track Control edit section is selected, use this command to open the Copy Sound dialog box and copy all Sounds assigned to the current Style Element tracks to a different Style Element.

See “Copy Sounds dialog box” on page 130 for more information.

Copy Expression

(Only available in some edit pages). While the Style Element Track Control edit section is selected, use this command to open the Copy Expression dialog box and copy all Expression values assigned to the current Style Element tracks to a different Style Element.

See “Copy Expression dialog box” on page 130 for more information.

Copy Keyboard Range

(Only available in some edit pages). While the Style Element Track Control edit section is selected, use this command to open the Copy Keyboard Range dialog box and copy all Keyboard Range values for the current Style Element tracks to a different Style Element.

See “Copy Key Range dialog box” on page 130 for more information.

Copy Chord Table

Only available while in the Style Element Chord Table page. Select this command to open the Copy Chord Table dialog box (see “Copy Chord Table dialog box” on page 130).

Delete Current Track

(Only available in the Main Record pages). Select this command to delete the selected track.

Overdub Step Recording

(Only available in the Main Record pages). Select this command to open the Overdub Step recording window (see “Overdub Step Recording window” on page 131).

Solo Track

Select the track to be soloed, then check this item. You will hear only the selected track, and the ‘Solo’ warning will flash on the page header.

Uncheck this item to exit the Solo function.

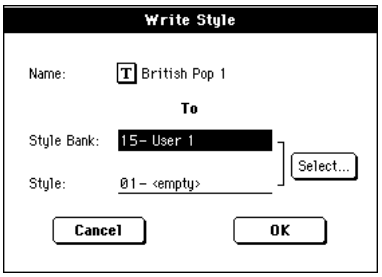
SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Exit from Record

Select this command to exit from Record without saving changes to the Style.

Write Style dialog box

Open this window by choosing the Write Style item from the page menu. Here you can save the recorded or edited Style to memory, by choosing either a User Style bank.



Parameters saved in the Style are marked with the ▸STYLE symbol through the user’s manual.

Name ▸STYLE

Name of the Style to be saved. Press the T (Text Edit) button next to the name to open the Text Edit window.

Style Bank

Target bank of Styles. Each bank corresponds to one of the STYLE SELECT buttons. Use the TEMPO/VALUE dial to select a different bank.

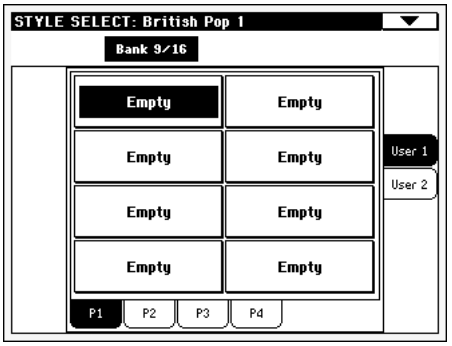
Style

Target Style location in the selected bank. Use the TEMPO/VALUE dial to select a different location.

Note: *A User Style is usually prompted when writing a Style. However, you can overwrite a Factory Style, when the “Factory Style and Pad Protect” parameter is left unchecked (see page 225).*

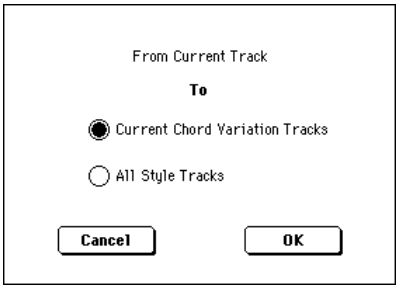
Select... button

Press this button to open the Style Select window, and select a target location.



Copy Key/Chord dialog box

Open this window by choosing the Copy Key/Chord item from the page menu. Here you can copy Key/Chord settings of the currently selected track to all other tracks of the same Chord Variation, or to the whole Style. This function is useful to speed-up pattern programming, and to avoid having different tracks in different keys within the same Chord Variation.



Current Chord Variation Tracks

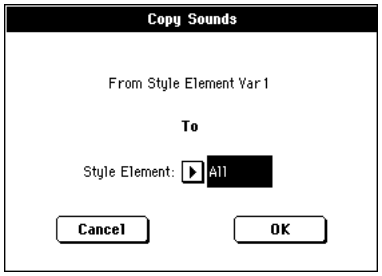
The Key/Chord of the current track will be copied to all tracks of the current Chord Variation.

All Style Tracks

The Key/Chord of the current track will be copied to all tracks of the Style (i.e., all Chord Variations).

Copy Sounds dialog box

Open this window by choosing the Copy Sounds item from the page menu. Here you can copy all Sounds assigned to the current Style Element tracks to a different Style Element.



From Style Element

Non editable. Currently selected Style Element.

To Style Element

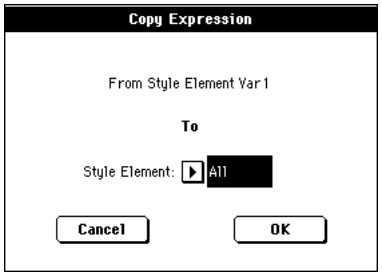
Target Style Element.

All — Settings will be copied to all Style Element of the Style in edit.

Var1…CountIn — Single Style Element where to copy settings to.

Copy Expression dialog box

Open this window by choosing the Copy Expression item from the page menu. Here you can copy all Expression values assigned to the current Style Element tracks to a different Style Element.



From Style Element

Non editable. Currently selected Style Element.

To Style Element

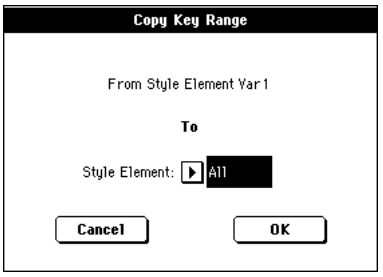
Target Style Element.

All — Settings will be copied to all Style Element of the Style in edit.

Var1…CountIn — Single Style Element where to copy settings to.

Copy Key Range dialog box

Open this window by choosing the Copy Keyboard Range item from the page menu. Here you can copy all Keyboard Range values for the current Style Element tracks to a different Style Element.



From Style Element

Non editable. Currently selected Style Element.

To Style Element

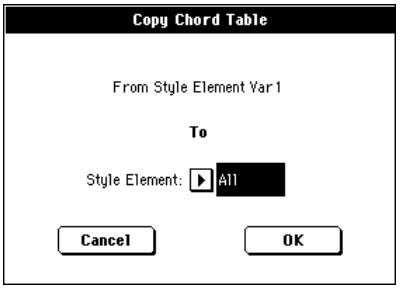
Target Style Element.

All — Settings will be copied to all Style Element of the Style in edit.

Var1…CountIn — Single Style Element where to copy settings to.

Copy Chord Table dialog box

Open this window by choosing the Copy Chord Table item from the page menu. Here you can copy the Chord Table of the current Style Element to a different Style Element.



From Style Element

Non editable. Currently selected Style Element.

To Style Element

Target Style Element.

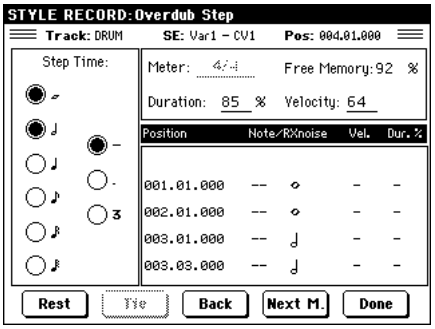
All — Settings will be copied to all Style Element of the Style in edit.

Var1…CountIn — Single Style Element where to copy settings to.

Overdub Step Recording window

The Step Record allows you to create a new Style by entering single notes or chords to each track, by playing them on the keyboard one at a time, with no need to play on time. This is very useful when transcribing an existing score, or needing a higher grade of detail, and is particularly suitable to create drum and percussion tracks.

To access this page, select the "Overdub Step Recording" command from the page menu.



Track (Selected track)

Name of the selected track in record.

DRUM…ACC5

Style track.

SE (Selected Style Element)

See "Element (Style Element)" on page 107.

CV (Selected Chord Variation)

See "Chord Var (Chord Variation)" on page 107.

Pos (Position)

This is the position of the event (note, rest or chord) to be inserted.

Event list

Previously inserted events. You may delete this event, and set it in edit again, by pressing the Back button.

Step Time values

Length of the event to be inserted.

𝅝 … 𝅘𝅥𝅯	Note value.
Standard (–)	Standard value of the selected note.
Dot (.)	Augments the selected note by one half of its value.
Triplet (3)	Triplet value of the selected note.

Meter

Meter of the current measure. This parameter cannot be edited. You can set the Meter in the main page of the Style Record mode, before actually starting recording (see step 6 on page 113 for more information).

Free Memory

Remaining memory for recording.

Duration

Relative duration of the inserted note. The percentage is always referred to the step value.

25%	Staccatissimo.
50%	Staccato.
85%	Ordinary articulation.
100%	Legato.

Velocity

Set this parameter before entering a note or chord. This will be the playing strength (i.e., velocity value) of the event to be inserted.

Kbd	Keyboard. You can select this parameter, by turning all counter-clockwise the dial. When this option is selected, the playing strength of the played note is recognized and recorded.
1…127	Velocity value. The event will be inserted with this velocity value, and the actual playing strength of the note played on the keyboard will be ignored.

Rest

Press this button to insert a rest.

Tie

Press this button to tie the note to be inserted to the previous note.

Back

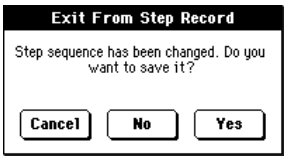
Goes to the previous step, erasing the inserted event.

Next M. (Next Measure)

Goes to the next measure, and fills the remaining space with rests.

Done

Exits the Step Record mode. If you have inserted some notes, a dialog box appears, asking you to either cancel, discard or save the changes.



If you press, Cancel, exit is canceled, and you can continue editing. If you choose No, changes are not saved, and the Step Record window is closed. If you choose Yes, changes are saved, and the Step Record window is closed.

Pad Record mode

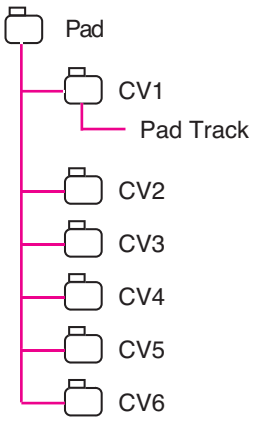
By entering the Pad Record mode, you can create your own Pads, or edit an existing Pad.

The Pad structure

A Pad is basically a single-track Style. Most of what applies to Style recording also applies to Pad recording.

There are two different categories of Pads:

- "Hit" Pads. While they are mostly used as non-transposing events, they can also be transposing notes or chords. Basically, they are single-note or single-chord Sequences (see below).
- "Sequence" Pads, i.e., complex single-track patterns, that can be transposed by playing different chords on the keyboard – exactly as a Style track. They are roughly equivalent to single-element, single-track, multi-chord variation Styles (see illustration).



Each Pad is made up of up to six smaller units, called **Chord Variations (CV)**. Each Chord Variation is made of a single track (the Pad track).

Exactly as with the Styles, when playing a chord in the chord recognition area, the corresponding Chord Variation is recalled. Recognized chords are associated to a Chord Variation by means of the **Chord Variation Table**. Each Pad contains a Chord Variation Table.

As with the Styles, the **Note Transposition Tables (NTT)** applies to the Pads.

The same differences between the different types of tracks applies (see "Track Type" on page 143).

What to record

Recording a Pad is a matter of recording a single track, inside a series of Chord Variations, inside the Pad itself.

You don't need to record all Chord Variations. It is often only needed to record just a Chord Variation.

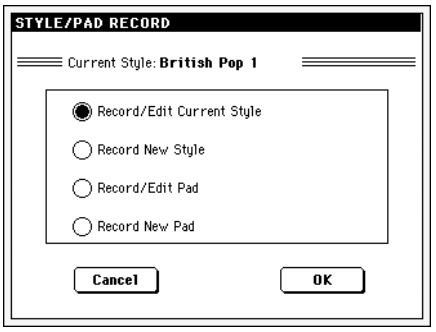
Pattern data vs. track data

While the Pad Record mode is where you can create or edit music patterns for the Pad, track parameters (like Volume, Pan, FX settings…) have to be edited in Style Play mode.

- After creating or editing music patterns in Pad Record mode, save them by selecting the Write Pad command from the page menu of the Pad Record mode (see "Write Pad dialog box" on page 145).
- After editing Pad Track parameters in Style Play mode, save them to the Style Performance by selecting the Write Current Style Performance command from the page menu of the Style Play mode (see "Write Style Performance dialog box" on page 103).

Entering the Pad Record mode

To enter Pad Record mode, go to the Style Play mode and press RECORD. The Style/Pad Record Select window appears.



- Select **Record/Edit Pad** to select an existing Pad to edit. If it is a Factory Pad, you may not be able to save it at the original location (depending on the status of the "Factory Style and Pad Protect parameter in the Media > Preferences page); you will select a User Pad location instead.
- Select **Record New Pad** to start from a new, empty Pad. When finished recording, you will save the new Pad into a User Pad location. (Pads can be saved into Factory Pad locations only when the "Factory Style and Pad Protect" parameter is set to Off).

When you have finished recording or editing the Hit or Sequence Pad, please save it (see "Exit by saving or deleting changes" below) and exit the Pad Record mode.

Then, go to the Pad page of the Style Play or Song Play mode, assign the new Hit or Sequence to a Pad button, and adjust the various Pad settings (Volume, Pan, and A/B FX Send… see "Pad: Pad" on page 99). Finally, save the Pad settings by selecting the "Write Current Style Performance" command from the page menu.

Note: While in Record mode, the footswitch is disabled. On the contrary, volume/expression-type pedals can be used.

Exit by saving or deleting changes

When finished editing, you can save your Pad in memory, or cancel any change.

• To save changes, select the "Write Pad" command from the page menu (see "Write Pad dialog box" on page 145).

• To cancel all changes, select the "Exit from Record" command from the page menu, or press the RECORD button, to exit from record and return to the main page of the Style Record mode.

Hint: *Save often while recording, to avoid accidentally losing your changes to the Pad.*

Listening to the Pad while in Record/Edit mode

While you are in Pad Record or Pad Edit mode, you can listen to the selected Chord Variation. To select a Chord Variation, go to the Main page of the Record/Edit mode.

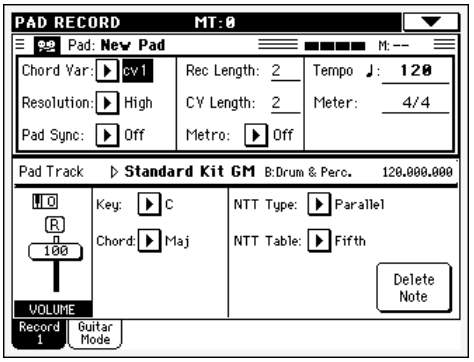
- When you are in the Main, Event Edit, Quantize, Transpose, Velocity, or Delete pages, you can listen to the selected Chord Variation. Press START/STOP to check how it works. Press START/STOP again to stop the playback.
- When you are in the Sounds/Expression, Keyboard Range, Chord Table, Trigger/Tension, Delete All, Copy, Style Element Controls or Style Control pages, you can listen to the whole Pad. Press START/STOP and play some chords to do your tests.

Note: *In this mode, the pattern is always played back in loop, even if the "Pad Type" parameter is set to "One Shot" (see page 142).*

Note: *While in Pad Record mode, the Fingered 3 Chord Recognition mode is automatically selected.*

Main page - Record 1

The Main page of the Pad Record mode looks like a simplified version of the Main page of the Style Record mode, with just a single track to be recorded and no Style Elements to be chosen. The only addition is the "Pad Sync" parameter.



Please look at the User's Manual for more information on the various parameters. Only general information and differences with the Style Record mode are described here.

Recording parameters area

Chord Var (Chord Variation)

This parameter lets you select one of the six available Chord Variations (CV1 … CV6) for editing or recording.

Note: *When this parameter and the assigned value is in small letters (cv1…cv6), the Chord Variation is empty; when it is in capitals (CV1…CV6), it is already recorded.*

Resolution

Use this parameter to set the quantization during recording.

Pad Sync ▸PAD

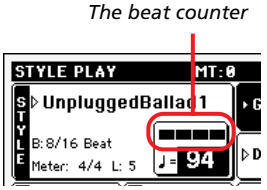
This parameter allows you to set a synchronization mode for the Pad's pattern.

Off — No synchronization. The sequence will start as soon as you press the PAD button.

Continued — The pattern will start immediately, in sync with the arranger's or active sequencer's tempo. Depending on the current position of the beat counter, it might not start from its very beginning; instead, it will continue from the current position.

For example, if the arranger's or sequencer's beat counter shows the third beat, and is playing tick 91, the Pad will start from its third beat, at tick 91.

The beat counter



This works exactly as if it was a Fill.

Beat — The sequence will start at the next beat, in sync with the arranger's or sequencer's tempo. It will start from its very beginning (i.e., tick 1 or measure 1).

Rec Length (Recording Length) ▸PAD

This parameter sets the recording length (in measures) of the sequence. Its value is always equal to, or a divider of, the Chord Variation Length (see next parameter).

Warning: If you assign CV Length a value lower than Rec Length, the value of Rec Length is not immediately updated in the display. Therefore, you are still free of changing the value of CV Length, before the measures exceeding its value are deleted (see warning in "CV Length (Chord Variation Length)" below).

However, if you press START/STOP to begin recording, the real Rec Length value is changed to the new one, even if the display still shows the old value.

CV Length (Chord Variation Length) ▸PAD

This parameter sets the total length (up to 32 measures) for the selected Chord Variation. When playing a Style, this will be the length of the accompaniment pattern, when the chord corresponding to the Chord Variation is recognized on the keyboard.

Warning: If you reduce the Chord Variation Length after recording, any measure after the selected length will be deleted. Be very careful when setting the CV Length to a lower value after recording! If it happens, we suggest to exit from record without saving (see "Exit from Record" on page 145).

Metro (Metronome)

This is where you can set the metronome.

Off — No metronome click will be heard during recording. In any case, a one-bar precount will be played before starting recording.

On1 — Metronome on, with a one-bar precount before starting recording.

On2 — Metronome on, with a two-bar precount before starting recording.

Tempo

Select this parameter to use the TEMPO/VALUE dial to set the tempo.

Note: *This value will not be recorded, and will only be used for testing the pattern at various speeds while editing or recording.*

Hint: *You can always change the Tempo, when other parameters are selected, by keeping the SHIFT button pressed, and rotating the DIAL.*

Meter ▸PAD

This is the meter (time signature) of the sequence. You can edit this parameter only when the sequence is empty, i.e. before you begin recording anything.

Pad Track info area

This line lets you see the Sound assigned to the selected track.

Sound name ▸PAD

Sound assigned to the Pad track. The triangle means you can press the name to open the Sound Select window, and select a different Sound.

Sound bank ▸PAD

Bank the selected Sound belongs to.

Program Change ▸PAD

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Tracks volume/status area

Octave Transpose

This (non editable) indicator shows the current octave transposition. To change this value use the OCTAVE TRANSPOSE buttons on the control panel.

While this value is not memorized with the Pad, the transposition is used during recording. For example, if you play a C4 and a +1 octave transposition is selected, a C5 is recorded.

Virtual slider

The virtual slider in the display shows the track's volume. To change the volume, touch the slider and use the TEMPO/VALUE dial to change the value (or touch and drag it in the display).

This value is not saved with the Pad, and is only used to test the Pad's volume during editing or recording.

Track status icons

Status of the track. Press this icon to change the status.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Record status. After starting recording, the track will receive notes from the keyboard and the MIDI IN connector.

Key/Chord area

Key/Chord ▸PAD

This parameter pair allows you to define the track's original key and chord type, for the current Chord Variation. When playing the pattern back, this chord will be played back exactly as it was recorded, without any NTT processing (see below).

NTT Area

NTT Type/Table

▸PAD

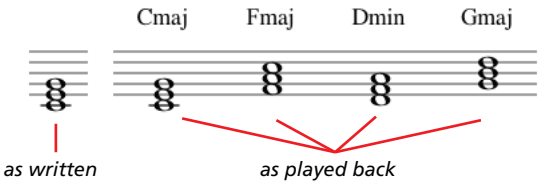
NTTs (Note Transposition Tables) are the sophisticated algorithms that allow Korg arrangers to convert recognized chords into musical patterns. The Note Transposition Table (NTT) determines how the arranger will transpose pattern notes, when a chord is recognized that does not exactly match the original chord of a Chord Variation. For example, if you only recorded a Chord Variation for the CMaj chord, when a CMaj7 is recognized on the keyboard the arranger must transpose some notes to create the missing 7th.

Note: *These parameters cannot be selected with Drum, Percussion or Guitar tracks, and are therefore greyed out.*

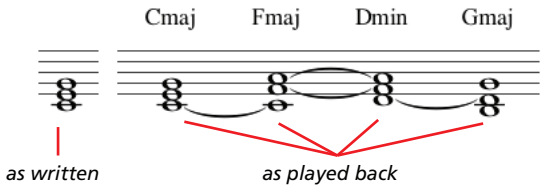
Note: *NTT parameters are separately programmed for each track of the Style Element.*

There are two general types of NTTs:

• When ***Parallel*** types are selected, notes are transposed inside the area set by the Wrap Around parameter. These tables are ideally suited to melody parts.



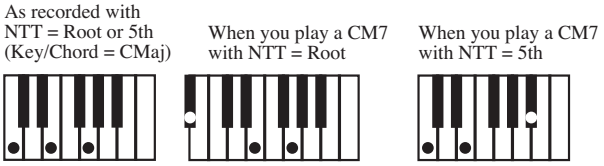
• When ***Fixed*** types are selected, the arranger moves as few notes as possible, making legato lines and chord changes more natural. They are ideally suited to chord tracks (strings, piano etc.…).



Note: *To conform to Korg specifications, it is advisable to set the NTT to "No Transpose" on the Intro 1 and Ending 1.*

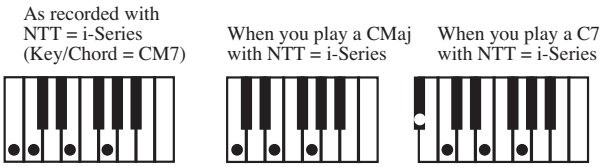
Parallel/Root The root note (in CMaj = C) is transposed to the missing notes.

Parallel/Fifth The 5th note (in CMaj = G) is transposed to the missing notes.



Parallel/i-Series

All original patterns must be programmed on the "Maj7" or "min7" chords. When loading old Korg i-Series Styles, this option is automatically selected.



Parallel/No Transpose

The chord is not modified, and is moved to the new key unchanged. The pattern plays exactly the recorded notes, and is moved to the new key as is. This is the standard setting of Intro 1 and Ending 1 in Korg's original Styles (where a chord progression is usually recorded, and should remain unchanged in any key).

Fixed/Chord This table moves as few notes as possible, making legato lines and chord changes more natural. It is ideally suited to chord tracks (strings, piano etc.…). Contrary to the Parallel mode, the programmed chord is not transposed according to the Wrap Around parameter, but always stays around its original position, looking for common notes between the chords.

Fixed/No Transpose

The programmed notes can only be transposed by the Master Transpose. They are never transposed when chords are changed.

Delete Note button

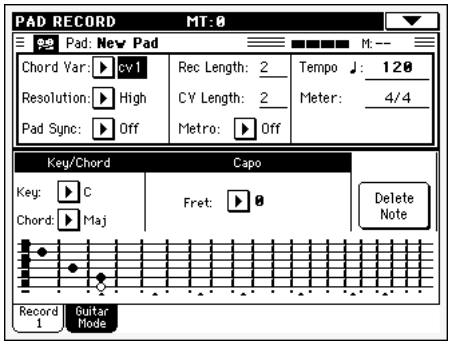
Use this command to delete a single note or a single percussive instrument from a track. For example, to delete a snare, keep the D2 note (corresponding to the snare) pressed.

1. Press the "Delete Note" button, and keep it pressed.
2. Press START/STOP to start the Pad.
3. When you reach the passage containing the note to be deleted, play the note on the keyboard. Keep it pressed, up to the last note to be deleted.
4. When finished, release the Delete button and the note to be deleted, and press START/STOP again to stop the Pad.

   Note: *If the note is at the beginning of the pattern, press the note before starting the Pad.*

Main page - Guitar Mode

While in the main page, and a Guitar track has been selected, press the "Guitar Mode" tab to see this page. This is where you can access Guitar Mode programming:



Note: *To access this page, a Guitar track must first be selected (see "Track Type" on page 143). Otherwise, the Guitar Mode tab will remain grey (not selectable).*

Note: *When programming a Guitar track from an external sequencer, you must be sure the Guitar tracks is associated to the right channel. Go to the Global > MIDI > MIDI IN Channels page, and assign the corresponding Style track (usually Acc1 ~ Acc5) to the same channel of the Guitar track on the external sequencer. Then, go to the Style Record > Style Track Controls > Type/Tension/Trigger page, and set the track as a track of type "Gtr" (see "Track Type" on page 143).*

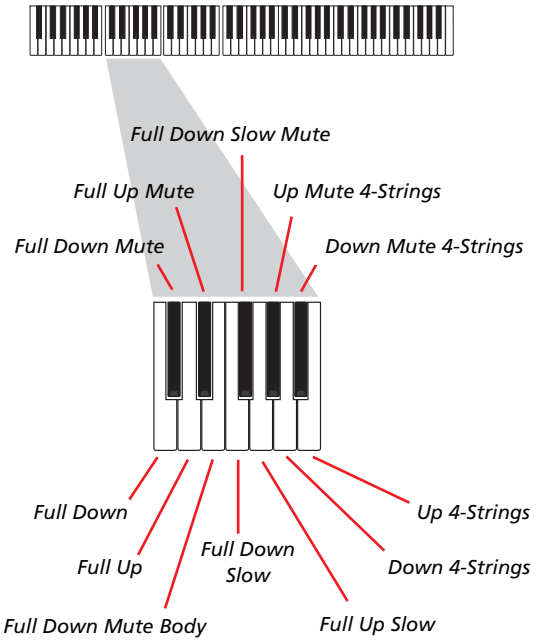
Guitar Mode allows to easily create realistic rhythm guitar parts, without the artificial, unmusical playing typical of MIDI programming of guitar parts. Just record a few notes, and you will end up with realistic rhythm guitar tracks, where each chord is played according to its real position on the guitar, and not generated by simply transposing a written pattern.

Recording overview

Recording a Guitar track is unlike the other tracks, where you play the exact notes of a melody line. With Guitar tracks you play the keys corresponding to the strumming modes, or play an arpeggio by using the keys corresponding to the six strings (and the special keys corresponding to the root and fifth notes). The following sections describe the various control keys.

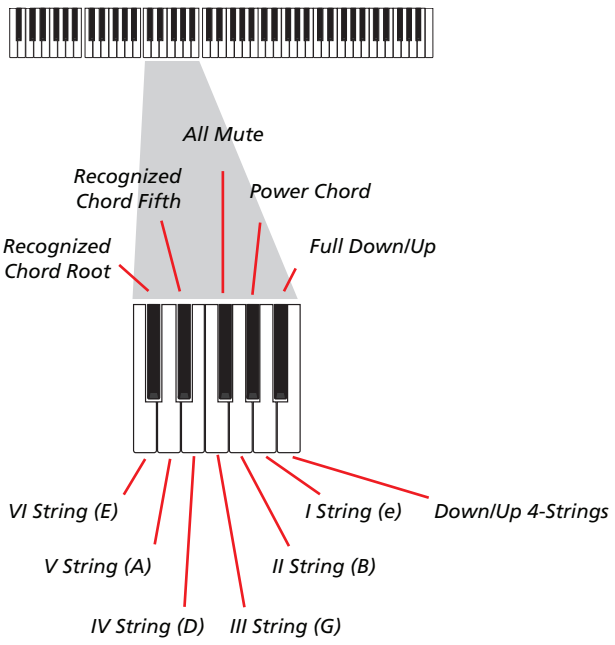
Recording strumming types

The second octave is dedicated to selecting a ***strumming type.*** By pressing these keys, you play fast strumming samples:



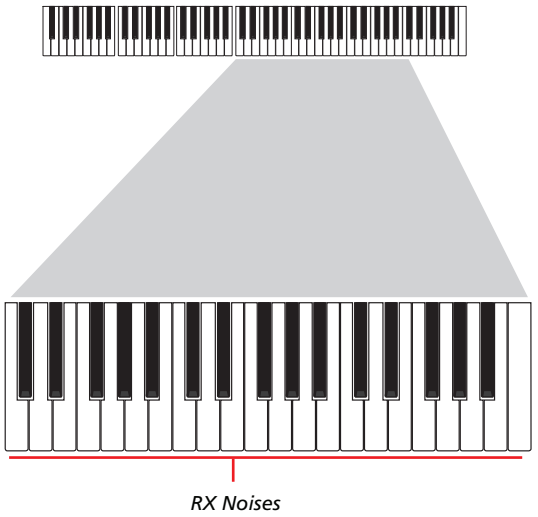
Recording single strings

The third octave is dedicated to selecting a *single string* (or more than one) for playing arpeggios or power chords. You can either play a free arpeggio with the six guitar chords assigned to the C~A keys, or play one of the faster sampled arpeggios on the higher keys. The root note is always available on the C# key, while the fifth note is always assigned to the D# key; with them, you can always play the lowest notes of an arpeggio. This octave also includes an 'all mute' key (F#):



Recording RX Noises

Further on, the upper three octaves are used to trigger ***RX Noises:***



Selecting a Capo

Together with strumming types, single strings and RX Noises, you can choose a capo (capotasto). Note that this might prevent some single strings to sound, depending on the composed chord. You can always see with strings are playing and which are not, as described in the "Diagram" section below.

Choosing a Key/Chord

The pattern is recorded in the key indicated by the Key/Chord pair of parameters. However, this parameter is only considered during playback of the Intro 1 and Ending 1 Style Elements. With Intro 1 and Ending 1 (both Chord Variation 1 and 2) you can also enter a chord progression. This is done with the lowest MIDI octave (C-1 ~ B-1). Chord types are inserted by using velocity, as shown in the following table:

Vel.	Chord Type	Vel.	Chord Type
1	Major	2	Major 6th
3	Major 7th	4	Major 7th flatted 5th
5	Suspended 4th	6	Suspended 2nd
7	Major 7th suspended 4th	8	Minor
9	Minor 6th	10	Minor 7th
11	Minor 7th flatted 5th	12	Minor major 7th
13	Dominant 7th	14	7th flatted 5th
15	7th suspended 4th	16	Dimished
17	Diminished major 7th	18	Augmented
19	Augmented 7th	20	Augmented major 7th
21	Major w/o 3rd	22	Major w/o 3rd and 5th
23	Flatted 5th	24	Diminished 7th

Playing back the pattern

When in Stye Play mode, the recorded Guitar pattern is transposed according to the chord recognized on the keyboard. The way it is transposed depends on the programmed pattern, with the chosen positions, strumming mods, etc.…

Guitar mode parameters

Here is a detailed description of the parameters of the Guitar Mode page.

Key/Chord

▸STYLE

This parameter pair allows you to define the track's original key and chord type. This parameter works in a different way, when compared to the other tracks. While with other tracks this is always the reference key used for NTT transposition, with Guitar tracks there is a difference, whether you are recording a Chord Variation contained in an Intro or Ending Style Element, or a different Chord Variation:

- With most Chord Variations, this chord will be used only for listening during recording. During playback in Style Play mode, the chord will follow chord recognition.
- With Intro and Ending Chord Variations 1 and 2, this chord will be used as the reference key for the chord progression.

Capo (0, I…X)

▸STYLE

A capo (from the Italian "capotasto", "head of fingerboard") is a movable bar attached to the fingerboard of the guitar, to uniformly raise the pitch of all the strings. Its use makes the strings shorter, therefore changing the timbre and position of the chords (but not its shape).

0	Open string – no capo.
I…X	Position of the capo over the fingerboard (i.e., "I" corresponds to the first fret, "II" to the second one, and so on).

Diagram

The diagram shows how a chord would be composed on the fingerboard. Here is the meaning of the various symbols:

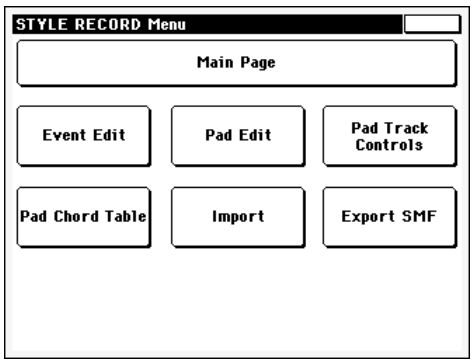
Black dot	Fingered string (i.e., played note).
White dot	Fifth, playing on the D#2 key.
X	Non played or muted note.
Thin bar	Barré (a finger crossing all the strings, like a mobile capo).
Fat bar	Capo.

Pad Record procedure

Recording a Pad is very similar to recording a Style. Please see the relevant chapter in the User's manual.

Edit menu

When pressing the MENU button while in Pad Record mode, the Pad Record Edit Menu will appear.



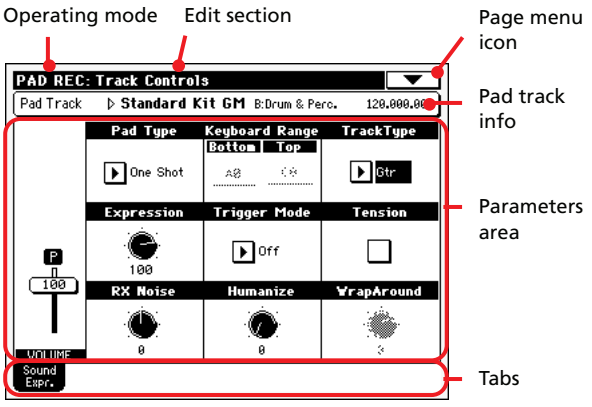
Note: *The Pad Edit pages are a simplified version of the Style Edit pages. See the User's manual for information on the various parameters.*

Note: *While the Pad is in play, you cannot access the Edit section pages from the main page (see page 133). Stop the playback before pressing MENU.*

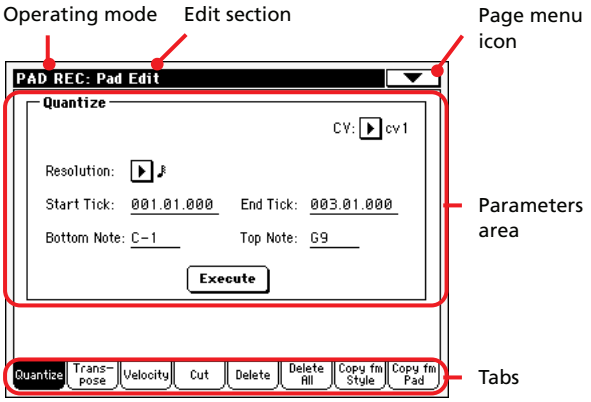
Note: *When switching from the Edit section pages (Quantize, Transpose, Velocity, Delete) to the other pages, or vice-versa, the Pad (if in play) is automatically stopped.*

Edit page structure

Most edit pages share some basic elements.



Other pages exhibit a slightly different structure.



Operating mode

This indicates that the instrument is in Pad Record mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 138).

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 145).

Parameters area

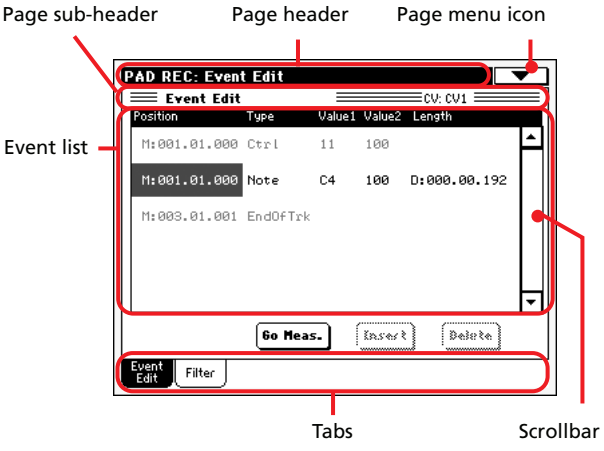
Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting from page 138.

Tabs

Use tabs to select one of the edit pages of the current edit section.

Event Edit: Event Edit

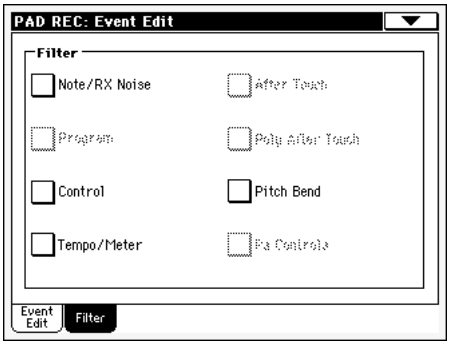
The Event Edit is the page where you can edit each single MIDI event of the selected Chord Variation. You can, for example, replace a note with a different one, or change its playing strength (i.e., velocity value).



This is very similar to the Style Record's Event Edit page. See "Event Edit: Event Edit" on page 117 for more information on the event editing procedure.

Event Edit: Filter

This page is where you can select the event types to be shown in the Event Edit page.



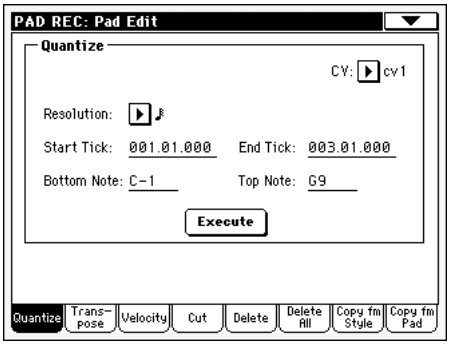
Turn On the filter for all event types you do not wish to see in the Event Edit page.

Note: *Some of the events are "ghosted", and non editable, since the corresponding events are not editable in a Pad.*

This is very similar to the Style Record's Event Edit Filter page. See "Event Edit: Filter" on page 119 for more information on the filter page.

Pad Edit: Quantize

The quantize function may be used to correct any timing mistake after recording, or to give the pattern a "groovy" feeling.



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation for editing.

Resolution

This parameter sets the quantization after recording.

Start / End Tick

Use these parameters to set the starting and ending points of the range to quantize.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to quantize.

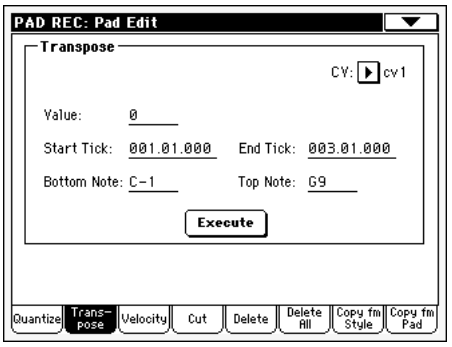
Execute

Press this button to execute the operation set in this page.

Pad Edit: Transpose

In this page you can transpose the selected track(s).

Note: *After transposing, please don't forget to readjust the "Key/Chord" parameter in the main page of the Pad Record mode (see page 134).*



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation for editing.

Value

Transpose value (±127 semitones).

Start / End Tick

Use these parameters to set the starting and ending points of the range to be transposed.

Bottom / Top Note

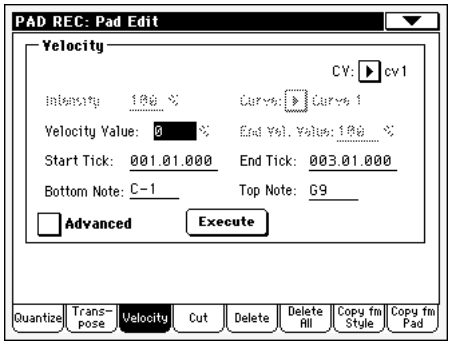
Use these parameters to set the bottom and top of the keyboard range to be transposed.

Execute

Press this button to execute the operation set in this page.

Pad Edit: Velocity

In this page you can change the velocity (dynamics) value of notes in the selected track.



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation for editing.

Value

Velocity change value (±127).

Intensity

(Only available in Advanced mode). Use this parameter to specify the degree to which the velocity data will be adjusted toward the curve you specify in "Curve".

Curve

(Only available in Advanced mode). Use this parameter to select from six types of curve, and specify how the velocity will change over time.

Start / End Vel. Value

(Only available in Advanced mode). Velocity change at the starting and ending ticks of the selected range.

Start / End Tick

Use these parameters to set the starting and ending points of the range to be modified.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to be modified.

Advanced

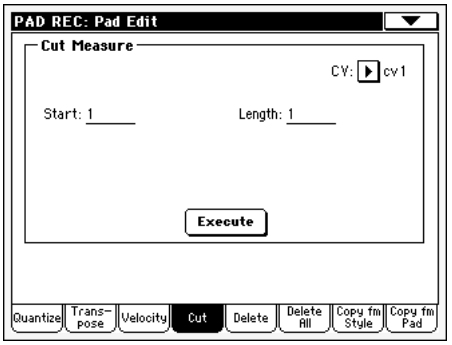
When this checkbox is checked, the "Intensity", "Curve", "Start Velocity Value" and "End Velocity Value" parameters can be edited.

Execute

Press this button to execute the operation set in this page.

Pad Edit: Cut

This function lets you quickly delete a selected measure (or a series of measures) from the selected Chord Variation. All following events are moved back, to replace the cut measure(s).



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation for editing.

Start

First measure to be cut.

Length

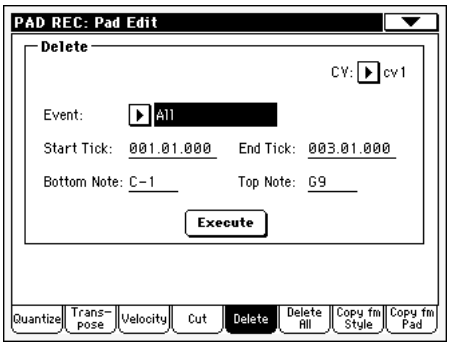
Number of measures to be cut.

Execute

Press this button to execute the operation set in this page.

Pad Edit: Delete

This page is where you can delete MIDI events out of the Pad. This function does not remove measures from the pattern. To remove a whole measure, use the Cut function (see "Pad Edit: Cut" on page 140)



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation for editing.

Event

Type of MIDI event to delete.

All — All events. The measures are not removed from the Chord Variation.

Note — All notes in the selected range.

Dup.Note — All duplicate notes. When two notes with the same pitch are encountered on the same tick, the one with the lowest velocity is deleted.

After Touch — After Touch events.

Note: *This kind of data is automatically removed during recording.*

Pitch Bend — Pitch Bend events.

Prog.Change — Program Change events, excluding the bundled Control Change #00 (Bank Select MSB) and #32 (Bank Select LSB).

Note: *This kind of data is automatically removed during recording.*

Ctl.Change — All Control Change events, for example Bank Select, Modulation, Damper, Soft Pedal…

CC00/32…CC127 — Single Control Change events. Double Control Change numbers (like 00/32) are MSB/LSB bundles.

Note: *Some CC data are automatically removed during recording. See the table on page 106 for more information on the allowed data.*

Start / End Tick

Use these parameters to set the starting and ending points of the range to delete.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to delete.

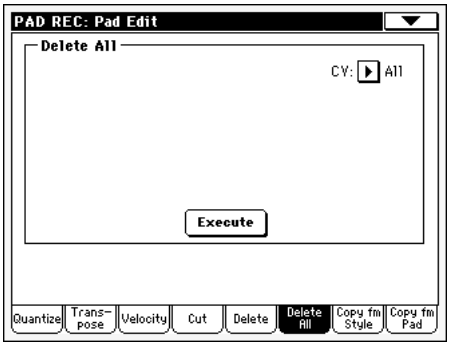
Note: *These parameters are available only when the All or Note option is selected.*

Execute

Press this button to execute the operation set in this page.

Pad Edit: Delete All

This function lets you quickly delete a single Chord Variation, or the whole Pad.



After setting the various parameters, press Execute.

CV (Chord Variation)

Use this parameter to select the Chord Variation to be deleted.

All — All Chord Variations, i.e. the whole Pad. After deletion, all parameters are set to the default status.

CV1…CV6 — Single Chord Variation.

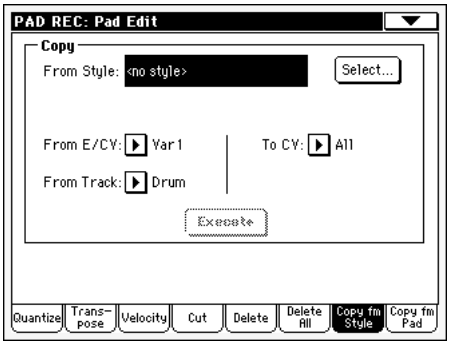
Execute

Press this button to execute the operation set in this page.

Pad Edit: Copy from Style

Here you can copy a track from a Style, and transform it into a Pad pattern.

Warning: *The Copy operation deletes all data at the target location (overwrite).*



After setting the various parameters, press Execute.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Note: *When you copy over an existing Chord Variation, Program Change data is not copied, to leave the original Sounds unchanged for that Chord Variation.*

From Style

Choose this option to select the source Style to copy the track from. Press the **Select** button to open the Style Select window and select the source Style.

From E/CV (Style Element/Chord Variation)

Use this parameter to select the source Style Element and Chord Variation.

Var1…End2 A single Style Element, i.e., all Chord Variations.

V1-CV1…E2-CV2

A single Chord Variation.

From Track

Use this parameter to select the source track to copy.

Drum-Acc5 Single track of the selected Style Element or Chord Variation.

To CV (Chord Variation)

Use this parameter to select a target Chord Variation inside the current Pad.

CV1…CV6 Target Chord Variation.

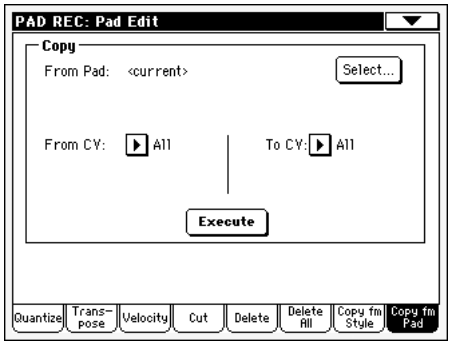
Execute

Press this button to execute the operation set in this page.

Pad Edit: Copy from Pad

Here you can copy a Chord Variation from a different Pad. Furthermore, you can copy a whole Pad.

Warning: *The Copy operation deletes all data at the target location (overwrite).*



After setting the various parameters, press Execute.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Note: *When you copy over an existing Chord Variation, Program Change data is not copied, to leave the original Sounds unchanged for that Chord Variation.*

From Pad

Choose this option to select the source Pad to copy the Chord Variation from. Press the **Select** button to open the Pad Select window and select the source Pad.

From CV (Chord Variation)

Use this parameter to select the source Chord Variation.

All All Chord Variations, i.e. the whole Pad. You can't change the target, that is automatically set to All.

CV1…CV6 Single Chord Variation.

To CV (Chord Variation)

Use this parameter to select a target Chord Variation inside the current Pad.

CV1…CV6 Target Chord Variation. Automatically set to All if the "From CV" parameter is also set to All.

Execute

Press this button to execute the operation set in this page.

Pad Track Controls: Sound/Expression

In this page you can assign a Sound to the Pad track, adjust its Volume (CC#07) and Expression (CC#11) values, and set various other parameters, like the Keyboard Range, Track Type, Trigger Mode, Tension and Wrap Around.

Sound/Bank ▸PAD

Sound assigned to the Pad track.

Pad Type ▸PAD

Use this parameter to decide if the Pad will play once or if it will loop.

Note: *While in Pad Record mode, the pattern is always played back in loop, even if this parameter is set to "One Shot".*

One Shot When you press one of the PAD buttons, the corresponding Pad is only played once. This is useful for playing Hits or Sequences that must only play once.

Loop When you press one of the PAD buttons, the corresponding Pad plays up to the end, then continues playing from the start. Press STOP in the PAD section to stop it playing. This is useful for playing cyclic sequences.

Expression ▸PAD

Use this knob to set the Expression (CC#11) value for the Pad track. This value can be seen at the beginning of the Event Edit list.

The Expression is useful to balance the Pad with the other Pads. For example, if you want the Pad you are recording to be mellower than the average, just lower the Expression value.

Volume

Use this slider to set the Volume (CC#07) value for the Pad track. This value is not saved with the Pad, and is only used to test the Pad's volume during editing or recording.

Keyboard Range ▸PAD

The Keyboard Range automatically transposes any pattern note that would otherwise play too high or too low in pitch, compared to the original acoustic instrument, when transposed by the arranger. This will result in a more natural sound for the Pad instrument.

Note: *The Keyboard Range is ignored while recording. The Pad track can play on the full range of the keyboard.*

Trigger Mode ▸PAD

(Not available if Track Type = Drum). This setting lets you define how Bass and Acc-type tracks are retriggered when the chord is changed.

Off	Each time you play a new chord, current notes will be stopped. The track will remain silent until a new note will be encountered in the pattern.
Rt	(Retrigger) The sound will be stopped, and new notes matching the recognized chord will be played back.
Rp	(Repitch) New notes matching the recognized chord will be played back, by repitching notes already playing. There will be no break in the sound. This is very useful on Guitar and Bass tracks.

Track Type ▸PAD

Use this parameter to set the type of the Pad track.

Drum	Drum track. This type of track is not transposed by the arranger, and is used for Drum Kits, or for tracks that you don't want to be transposed when playing a different chord.
Bass	Bass track. This type of track always plays the root when changing chord.
Acc	Accompaniment track. This type of track can be used freely, for melodic or harmonic accompaniment patterns.
Gtr	Guitar track. This type of track uses Guitar Mode to create guitar strumming (see "Main page - Guitar Mode" on page 136). When this type is selected, the "Tension" parameter can no longer be edited.

Tension ▸PAD

Tension adds notes (a 9th, 11th and/or 13th) that have actually been played, even if they haven't been written in the Pad pattern. This parameter specifies whether or not the Tension included in the recognized chord will be added to an Acc-type track.

On	The Tension will be added.
Off	No Tension will be added.

RX Noise ▸PAD

Use this control to adjust the volume of RX Noises in the track. This control applies to all types of tracks (provided the Sound includes RX Noises).

Humanize GTR ▸PAD

Use this control to apply a random value to the position, velocity and length of notes of a Guitar track (see "Track Type" on page 143). This control has no effect on other types of track.

Wrap Around ▸PAD

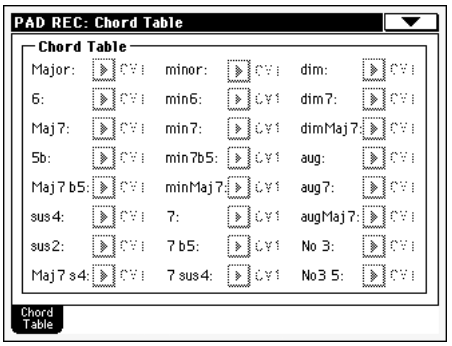
The wrap-around point is the highest register limit for the Pad track. The Pad pattern will be transposed according to the detected chord. If the chord is too high, the Pad track might play in a register that is too high, and therefore unnatural. If, however, it reaches the wrap-around point, it will be automatically transposed an octave lower.

The wrap-around point can be individually set in semitone steps up to a maximum of 12 semitones, relative to the chord root set in the main page of the Pad Record mode (see "Key/Chord" on page 134).

1…12	Maximum transposition (in semitones) of the track, referred to the original key of the Pad pattern.

Pad Chord Table

This is the page where you can assign a Chord Variation to each of the most important recognized chord. When a chord is recognized, the assigned Chord Variation will be automatically selected by the arranger to play the Pad track.

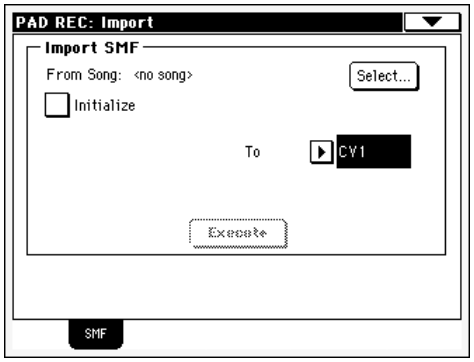


Chord / Chord Variation ▸PAD

Use these parameters to assign a Chord Variation to each of the most important chords.

Import: Import SMF

The Import SMF function allows you to import MIDI data from a Standard MIDI File (SMF) created on your preferred external sequencer, and transform them in a Chord Variation.



When programming a Chord Variation on the external sequencer, please assign the Pad track to the MIDI channel #10.

Note: *Only SMF in format 0 can be loaded.*

From Song

This is the name of the Standard MIDI File to be loaded. Press the Select button to open the file selector, and select an ".SMF" file.

Select

Press this button to open the file selector and load the SMF.

Initialize

Check this parameter if you want all Pad settings (i.e., Key/Chord, Chord Table, Sound…) are reset when loading the SMF.

Hint: *It is a good idea to check this parameter when importing the first Chord Variation of the Pad, and uncheck it when importing the following Chord Variations.*

To CV

Use this parameter to select a target Chord Variation.

Execute

After setting all parameters in this page, press this button to import the Standard MIDI File into the target Chord Variation.

Export: SMF

The Export SMF function allows you to export a Chord Variation as a Standard MIDI File (SMF), and edit it on your preferred external sequencer.

To Song

This (non editable) parameters shows the name of the Standard MIDI File to be generated. The (automatically assigned) name will be the same of the exported Chord Variation.

From CV

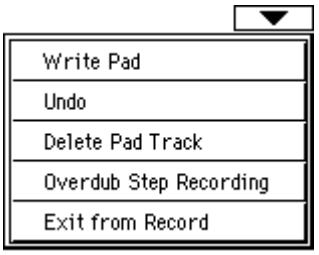
Use this pop-up menu to select one of the available Chord Variations from the current Pad.

Execute

After selecting a Chord Variation, press this button to export it as a Standard MIDI File. A standard file selector will appear. Select the target device and directory, then press Save.

Page menu

Press the page menu icon to open the page menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Pad

When done recording or editing a Pad, and you want to save the changes, select this command to open the Write Pad dialog box, and save the Pad to the internal memory.

See "Write Pad dialog box" on page 145 for more information.

Undo

Only available in the Main page of the Pad Record mode, and in some Pad Edit pages. While in Record mode, cancels the latest recorded data and restores the previous situation. Selected a second time, it restores recorded data again ("Redo" function).

Delete Pad Track

Only available in the Main page of the Pad Record mode. Select this command to delete the Pad track.

Overdub Step Recording

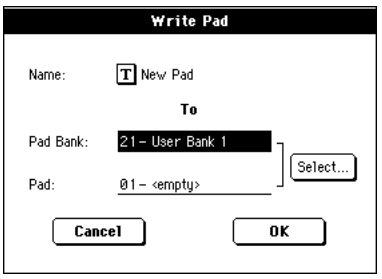
Only available in the Main page of the Pad Record mode. Select this command to open the Overdub Step recording window (see the Style Record chapter in the User's Manual for more information).

Exit from Record

Select this command to exit from Record without saving changes to the Pad.

Write Pad dialog box

Open this window by selecting the Write Pad item from the page menu. Here you can save the recorded or edited Pad to memory.



Parameters saved in the Pad are marked with the ▸PAD symbol through the user's manual.

Name ▸PAD

Name of the Pad to be saved. Press the T (Text Edit) button next to the name to open the Text Edit window.

Pad Bank

Target Pad bank. Only User banks can be selected.

Pad

Target Pad location in the selected bank. Use the TEMPO/VALUE dial to select a different location.

Note: *A User Pad is usually prompted when writing a Pad. However, you can overwrite a Factory Pad, when the "Factory Style and Pad Protect" parameter is left unchecked (see page Media > Preferences).*

Select… button

Press this button to open the Pad Select window, and select a target location.

Song Play operating mode

The Song Play operating mode is where you can listen to Songs. Since the Pa588 is equipped with two onboard sequencers, you can play two Songs at the same time. This is very useful to mix between two Songs during a live performance. Songs can be in Standard MIDI File or Karaoke™ format.

You can play along with the Song with up to four Keyboard tracks (Upper 1-3, Lower). You can select different Sounds and Effects for Keyboard tracks by selecting Performances and STSs.

While in Song Play, you can use the SongBook to automatically select Songs for a desired music genre. With each Song entry in the SongBook, up to four STSs are associated.

Song Play mode can also be used in Easy Mode (see page 6).

Transport controls

You can use the separate transport controls for each of the two onboard sequencers. Use the SEQUENCER 1 controls for Sequencer 1, and SEQUENCER 2 controls for Sequencer 2. See "SEQUENCER 1 TRANSPORT CONTROLS" on page 14 for more information).

MIDI Clock

In Song Play mode the MIDI Clock is always generated by the internal sequencer, even if the Clock parameter is set to MIDI or USB (see "Clock Source" on page 208). While in this mode, Pa588 cannot receive MIDI Clock messages from the MIDI IN.

Pa588 transmits to the MIDI OUT and USB port only the MIDI Clock messages generated by Sequencer 1. For MIDI Clock messages to be sent, the "Clock Send" parameter must be activated (see "Clock Send" on page 208).

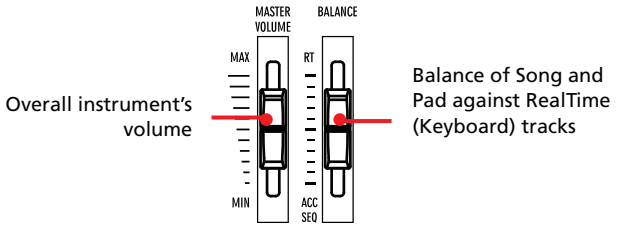
Tempo Lock and Link Mode

If you don't want the Tempo to change when selecting a new Song, turn on the TEMPO LOCK function. When the LED of this button is turned on, you can still manually change the Tempo with the DIAL.

When the Tempo Lock is activated, the Link Mode is also activated (see "Link Mode" on page 163). This makes both Sequencers use the same Tempo.

Master Volume, Balance, Sequencer Balance

While the MASTER VOLUME slider controls the general volume of the instrument, you can use the BALANCE slider (next to the MASTER VOLUME slider) to balance the Song tracks against the Keyboard and Pad tracks.



Use the SEQUENCER BALANCE slider to mix between Sequencer 1 and Sequencer 2. Move it to the center for the maximum volume of both sequencers.

Track parameters

Keyboard track settings made in Song Play mode may be saved to a Performance. You can then recall different settings by just selecting a single Performance.

Settings for Song tracks, like pan, volume and FX sends, depend on the midifile.

Changes to Song tracks made in Song Play mode cannot be saved to a midifile, and are only intended for realtime control. To permanently save changes to the various Song parameters, edit the midifile in Sequencer mode.

Standard MIDI Files and Sounds

The native Song file format of the Pa588 is the Standard MIDI File (SMF), an universal standard set by all manufacturers. You can read these files with any musical instrument or computer.

Differences may appear in sounds. If you recorded a Song on the Pa588 (Sequencer mode), using only General MIDI sounds, you can be confident you can play the same Song on virtually any other musical instrument or computer. If you used Korg native sounds, you cannot play back the same sounds on instruments from other manufacturers.

When you read SMFs in Song Play mode, there is no problem reading files made using only General MIDI sounds. Sounds could be different when playing a Song made on a different instrument: despite the wide compatibility of Pa588 with other non-standard formats, differences may arise.

If so, go to the Sequencer operating mode and load the SMF. Then, manually reassign the non-matching Sounds, replacing them with similar Sounds on the Pa588. Finally, save the SMF again, and you will be able to play it in Song Play mode with the correct Sounds.

NRPN Sound parameters

GM-compliant Standard MIDI Files can contain NRPN (#99, 98) Control Change messages. These messages are used to modify some Sound parameters before starting a Song. The following NRPN messages are recognized by the Pa588:

NRPN	CC#99 (MSB)	CC#98 (LSB)	CC#06 (Data Entry)
Vibrato Rate	1	8	0...127(a)
Vibrato Depth	1	9	0...127(a)
Vibrato Delay	1	10	0...127(a)
Filter Cutoff	1	32	0...127(a)
Resonance	1	33	0...127(a)
EG Attack Time	1	99	0...127(a)
EG Decay Time	1	100	0...127(a)
EG Release Time	1	102	0...127(a)
Drum Filter Cutoff	20	dd(b)	0...127(a)
Drum Filter Resonance	21	dd(b)	0...127(a)
Drum EG Attack Time	22	dd(b)	0...127(a)
Drum EG Decay Time	23	dd(b)	0...127(a)
Drum Coarse Tune	24	dd(b)	0...127(a)
Drum Fine Tune	25	dd(b)	0...127(a)
Drum Volume	26	dd(b)	0...127
Drum Panpot	28	dd(b)	0...127(a)
Drum Rev Send (FX 1)	29	dd(b)	0...127(a)
Drum Mod Send (FX 2)	30	dd(b)	0...127(a)

(a). 64 = No change to the original parameter's value
(b). dd = Drum Instrument No. 0...127 (C0...C8)

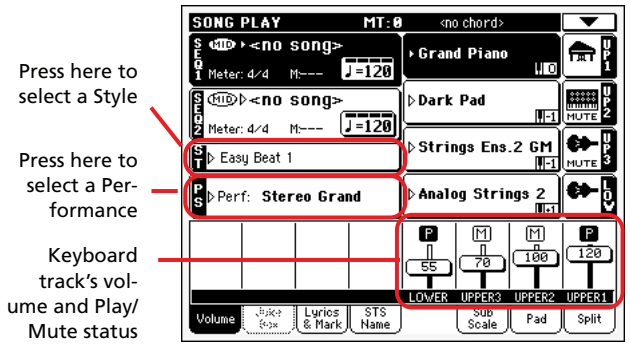
Note: *These controls are reset when stopping the Song, or selecting a new Song.*

Keyboard, Pad and Sequencer tracks

The Pa588 is equipped with a double sequencer. Each Song can play a maximum of 16 tracks, for a total of 32 sequencer tracks.

In addition, you can play the keyboard with four additional Keyboard tracks (Upper 1-3 and Lower). You can edit the Volume and Play/Mute status for these tracks on the main page of the Song Play mode (see illustration below).

While in Song Play mode, you can still select Performances or STSs from the latest selected Style. To select a different set of STSs, you must first select a different Style.



In addition to Keyboard tracks, selecting a different Style or SongBook entry may change sounds assigned to the PADs.

When you enter Song Play mode from the Style Play mode, Keyboard and Pad tracks are the same as in Style Play mode.

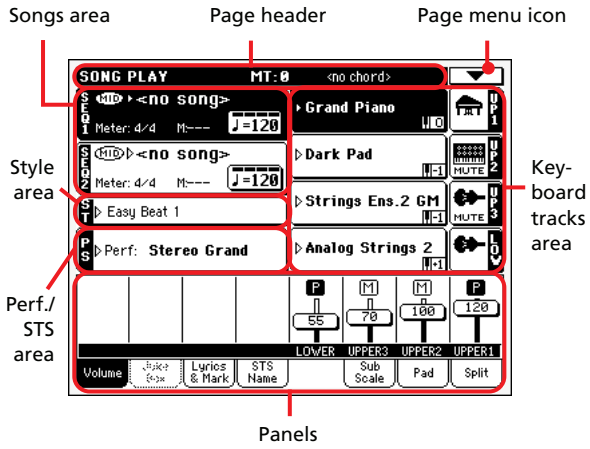
Main page

Press SONG PLAY to access this page from another operating mode.

Note: *When switching from Style Play to Song Play, the Song Setup is automatically selected, and various track parameters and settings may change.*

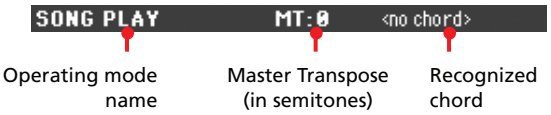
To return to this page from one of the Song Play edit pages, press the EXIT or SONG PLAY button.

To switch between Keyboard tracks (Normal view) and Song tracks (Song Tracks views), use the TRACK SELECT button. Pressed a first time, you will see tracks 1-8; a second press will show tracks 9-16; pressed again, you will go back to Keyboard tracks. (See "Song Tracks 1-8 and 9-16 pages" and "Volume panel" starting from page 150).



Page header

This line shows the current operating mode, transposition and recognized chord.



Operating mode name

Name of the current operating mode.

Master Transpose

▸PERF ▸STS[SB]

Master Transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Note: *Transpose may be automatically changed when selecting a different Performance. It may also be changed when loading a Standard MIDI File generated with an instrument of the Korg Pa series.*

To avoid transposing, "lock" the Master Transpose parameter in the Global (see "General Controls: Lock" on page 203), then write the Global to memory (see "Write Global - Global Setup dialog box" on page 212).

Recognized chord

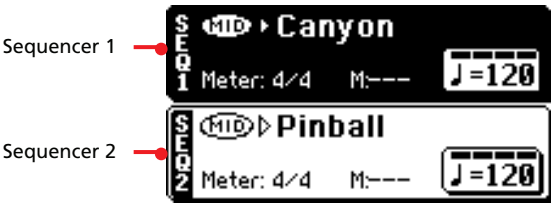
Displays the recognized chord, when you play a chord on the keyboard. If no chord abbreviation is shown, it means the ACCOMP. LED is turned off (see page 12).

Page menu icon

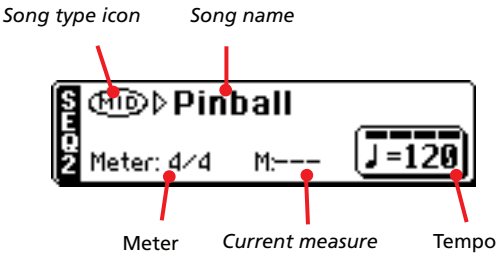
Press the page menu icon to open the menu. See "Page menu" on page 164 for more information.

Songs area

This is where Song names are shown, together with parameters depending on the selected type of Song.



This is how a Song's area appears when a ***Standard MIDI File*** or ***Karaoke*** file has been selected:



Seq. 1/2

A different Song may be assigned to each of the two onboard sequencers (Seq.1 and Seq.2). Each sequencer has its own parameters.

Song type icon

Songs of different types can be assigned to the sequencers. This icon shows the file type.

Standard MIDI File, often abbreviated as SMF (file extension: *.MID or *.KAR). The SMF (*.MID) is the industry standard song format, used by Pa588 as its basic Song format when recording a new Song. A MIDI Karaoke File (*.KAR) is an extension of the SMF format.

Only assignable to Sequencer 1. A Jukebox file (file extension: *.JBX) can be assigned to Sequencer 1, but its name is not shown in this area. The JBX icon appears, together with the name of the currently selected Song in the Jukebox list.

Note: *To create or edit a Jukebox file, go to the Jukebox Edit page (see page 161).*

Song name

Displays the name of the Song assigned to the corresponding sequencer.

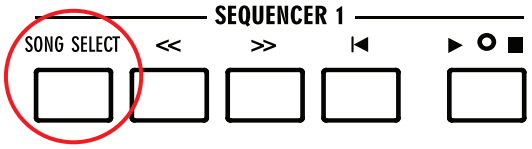
• If the sequencer is already selected (black background), press the Song name to open the Song Select window.

• If the sequencer is not selected (white background), first select it, then press the Song name to open the Song Select window.

When the Song Select window appears, you can select a single Song or a Jukebox file (see "Song Select window" on page 78).

If you select another Song while a Song is in play within the same Sequencer, the previous Song stops, and the new Song will be selected, ready to play.

To select a Song, an alternative is to press the SONG SELECT button (on the control panel) corresponding to the desired sequencer. Press SONG SELECT a second time to select a Song by dialing in its ID number (see "Selecting a Song by its ID number" on page 79).



Meter

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Current Song Time Signature.

Measure number

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Current measure number.

Tempo

This parameter only appears when a Standard MIDI File or Karaoke file has been selected.

Metronome tempo. Select this parameter and use the TEMPO/VALUE dial to change the tempo. As an alternative, you don't need to select this parameter; just keep the SHIFT button pressed and use the DIAL to change the tempo of the selected sequencer.

Hint: *While in the main page, you can have the Tempo parameter of Sequencer 2 "on focus", while Sequencer 1 is selected. In this situation, you can use the DIAL to change Tempo for Sequencer 2, and SHIFT + DIAL to change Tempo for Sequencer 1.*

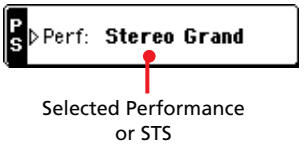
Style area

Currently selected Style. You can select a Style while playing Songs, to have it ready when switching to Style Play mode. Also, this lets you change the Pad and STS settings (since Pads and STSs are recalled by a Style).

Press the Style name to open the Style Select window. As an alternative, use the STYLE SELECT section on the control panel.

Performance/STS area

This is where the Performance or STS name is shown.



Selected Performance or STS

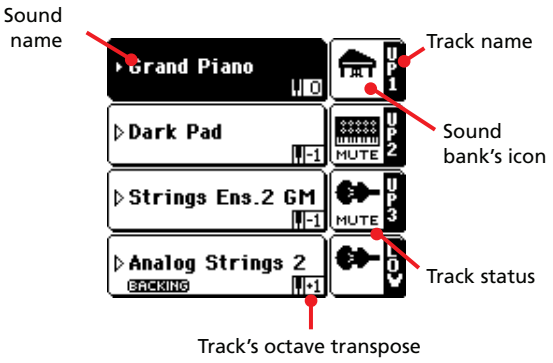
This is the latest selected Performance (PERF) or Single Touch Setting (STS).

Press the name to open the Performance Select window. As an alternative, use the PERFORMANCE/SOUND SELECT section to select a different Performance.

To select a different STS from the latest selected Style, use the four SINGLE TOUCH SETTING buttons under the display.

Keyboard tracks area

This is where Keyboard tracks are shown.



Sound name

▸PERF ▸STS

Name of the Sound assigned to the corresponding Keyboard track.

• If the track is already selected (black background), press the Sound name to open the Sound Select window.

• If the track is not selected (white background), first select it, then press the Sound name to open the Sound Select window.

For more information about the Sound Select window, see "Sound Select window" on page 76.

Keyboard track octave transpose

▸PERF ▸STS

Non editable. Octave transpose of the corresponding track. To individually edit the octave transpose for each track, go to the "Mixer/Tuning: Tuning" edit page of the Song Play mode (see "Mixer/Tuning: Tuning" on page 90 for more details).

You can also transpose all Upper tracks by using the UPPER OCTAVE buttons on the control panel.

Keyboard track name

Non editable. Name of the corresponding track:

Abbreviation	Track	Hand
UP1	Upper 1	Right hand
UP2	Upper 2	
UP3	Upper 3	
LOW	Lower	Left hand

Sound bank's icon

▸PERF ▸STS

This picture illustrates the bank the current Sound belongs to.

Keyboard track status

▸PERF ▸STS

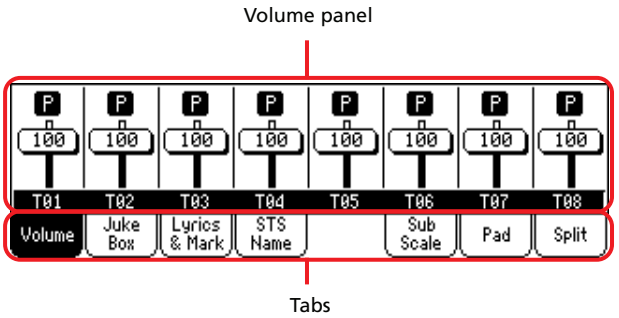
Play/mute status of the current track. Press this icon to change the status.

No icon — Play status. The track can be heard.

MUTE — Mute status. The track cannot be heard.

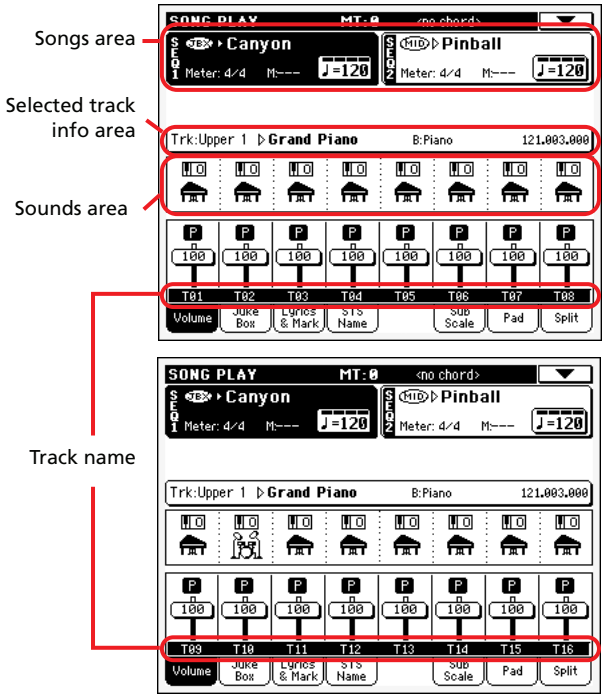
Panels

The lower half of the main page contains the various panels, you can select by pressing the corresponding tabs. See more information in the relevant sections, starting from page 151.



Song Tracks 1-8 and 9-16 pages

Repeatedly press the TRACK SELECT button to cycle between the Normal, Song Tracks 1-8 and Song Tracks 9-16 view. In Song Track views, the upper half of the main page changes, to show parameters for the Song tracks.



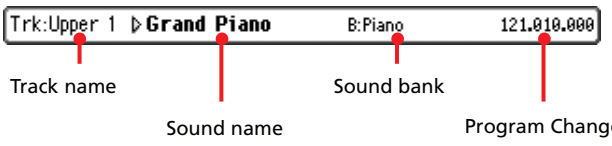
Press TRACK SELECT again to return to Normal view (Keyboard tracks). (See "Main page" on page 148).

Songs area

Despite a different layout, it works as the Song area in the Normal view.

Selected Track Info area

This line lets you see the Sound assigned to the selected track. Not only it is shown on the main page, but also in several edit pages.



Track name

Name of the selected track.

Sound name

Sound assigned to the selected track. Press anywhere in this area to open the Sound Select window, and select a different Sound.

Sound bank

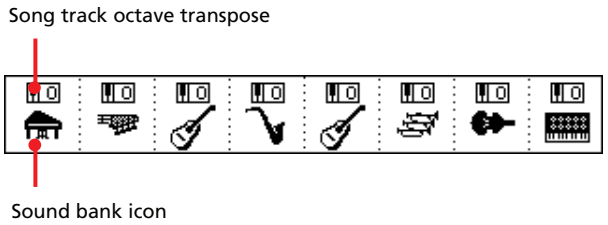
Bank the selected Sound belongs to.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Sounds area

This area lets you see the octave transposition and Sound bank icon for the eight tracks currently displayed.



Song track octave transpose

Non editable. Octave transpose of the corresponding track. To edit the octave transpose, go to the "Mixer/Tuning: Tuning" edit page of the Song Play mode (see "Mixer/Tuning: Tuning" on page 90 for more details).

Sound bank's icon

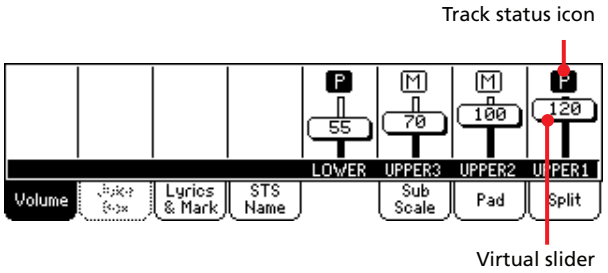
This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see above). Touch it a second time to open the Sound Select window.

Volume panel

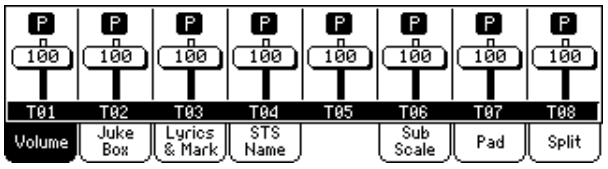
Press the Volume tab to select this panel. This is where you can set the volume of each track, and mute/unmute tracks.

Use the TRACK SELECT button to switch from Normal (Keyboard tracks) to Song Tracks 1-8 and Song Tracks 9-16 views.

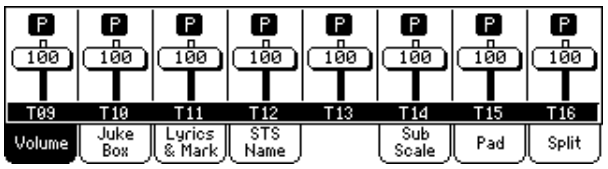
The ***Normal view*** shows Keyboard tracks:



The ***Song Tracks 1-8 view*** shows individual Song tracks 1-8:



The ***Song Tracks 9-16 view*** shows individual Song tracks 9-16:



Virtual sliders (track volume)

Virtual sliders are a graphical display of each track's volume. Touch the track's area to select a track, and use the TEMPO/VALUE dial to change the value (or touch and drag it in the display).

The volume of Keyboard tracks may be saved to a Performance, while the Song track volume is not memorized.

Track status icons

▸PERF ▸STS ▸GBL[Sng]

Play/mute status of the current track. Select the track, then press this area to change the track status. The status of Keyboard tracks may be saved to a Performance or STS.

See "Keyboard track status" on page 150 for more information.

P — Play status. The track can be heard.

M — Mute status. The track cannot be heard.

Note: *You can save this setting into the Global-Song Play Setup (by choosing the "Write Global-Song Play Setup" command from the page menu), to leave the track status unchanged when selecting a different Standard MIDI File. This way, you can leave, for example, the bass track in mute, and let your bassist play it live for the whole show.*

However, the above is not true when reading a Standard MIDI File created with a Pa-Series instrument. These files do include special commands to force the Play/Mute status of each track.

Track names

Under the sliders, a label for each track is shown. Use the TRK. SEL button to switch between the various track views.

UPPER1…3 Upper tracks.

LOWER Lower track.

T01…T16 Song tracks. [*]

[*] Volume for these tracks is not memorized.

Jukebox panel

When a Jukebox (JBX) file is assigned to Sequencer 1, you can use the list shown in this panel to browse the Jukebox list, and press the Select button in the display to select a Song to play. This way, you can select any Song in the list as your starting Song, and manually change the order of the Songs to play.

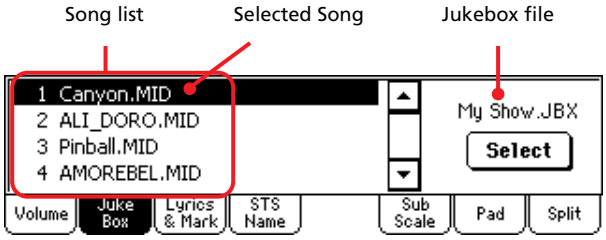
Note: A Jukebox file can be assigned to Sequencer 1 only.

Note: *This panel is only available after loading a Jukebox file.*

Hint: *To create or edit a Jukebox file, go to the Jukebox Edit page (see page 161). A quick way to create a Jukebox list is to press the "Play All" button in the Song Select window (see page 79).*

Warning: *If you delete a Song included in the Jukebox list currently in play, the sequencer will stop, and the "No Song" message will appear. At this point, you can select the JukeBox tab to open the Jukebox panel, and select a different Song.*

As an alternative, you can select the next Song by pressing SHIFT + >> (FAST FORWARD) in the SEQUENCER 1 section of the control panel, then press ▶/■ (PLAY/STOP) in the SEQUENCER 1 section again.



Song list

Use this list to browse through the Songs in the Jukebox list. Use the scrollbar to scroll the list.

Selected Song

Name of the Song currently in play. You can select a different Song from the list, and press the Select button in the display to select it for playback.

Select button

Press this button to select the Song highlighted in the list, and assign it to Sequencer 1. If a Song is already playing, it will be stopped, and the selected Song will start playing back.

Jukebox file

Name of the selected Jukebox file. To edit this file, see "Jukebox Editor" on page 161.

Transport controls for the Jukebox

When you select a Jukebox file, Sequencer 1 transport controls work in a slightly different way than with single Songs.

<< and >> Pressed alone, these buttons are the Rewind and Fast Forward commands.

SHIFT Keep the SHIFT button pressed, and press these buttons to scroll to the previous or next Song in the Jukebox list.

|◀ **(HOME)** Returns to measure 1 of the current Song.

▶/■ (PLAY/STOP)

Starts or stops the current Song. When you stop the Song, it is stopped at the current position. Press HOME to go back to measure 1 of the current Song.

If the Jukebox panel is open, you can select the Song from which to start. See "Jukebox panel" above.

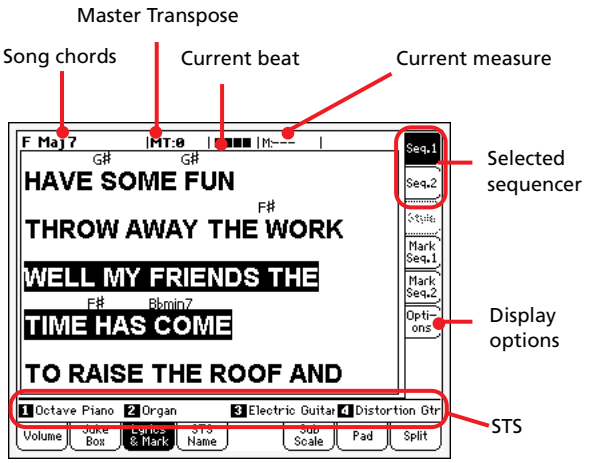
Lyrics & Markers panel

Lyrics side tabs

These panels show the lyrics and chord abbreviations included in a Song, or loaded as a ".TXT" file with the Song. You can see the following types of Lyrics:

- Lyrics included in Standard MIDI Files
- Lyrics included in Karaoke™ files
- Lyrics loaded as a ".TXT" file with a Standard MIDI File, or Karaoke™ file (see "Text files loaded with Standard MIDI Files" below)

Lyrics will be shown only if they are compatible with a standard format that Pa588 can understand.



While the Song is playing, the text flows in the display. Chord abbreviations (if any) will appear above the lyrics, in time with the music (depending on the "Show Chords" parameter status, under the Options side tab). Lyrics at the current position are highlighted.

Song chords

Chords contained in the midifile (if any). This indicator may be easier to read than chords shown within the lyrics.

Master Transpose

Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

Current beat

Beat number of the current measure, that is currently playing.

Current measure

Current measure number.

Selected sequencer (SEQ 1/SEQ 2)

Use these side tabs to select a sequencer whose Song to show.

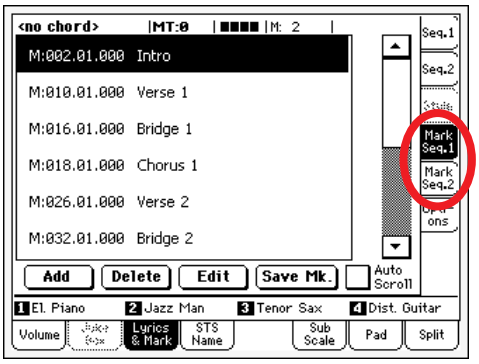
STS

Name of the four selected Single Touch Settings (STS). Touch one of them to select it.

Markers side tabs

Standard Song Markers contained in a midifile can be read with the Pa588, to quickly jump to a given position in the Song. Additionally, you can set your own marker points on-the-fly.

Press one of these side tabs to access the Marker panel corresponding to one of the two sequencers.



Note: *Markers do not work when the Groove Quantize is activated.*

Note: *It is not advisable to program them with a Jukebox file assigned to Sequencer 1, since pressing PLAY/STOP would delete the markers.*

How to add a marker:

1. Go to the Song Play > Mark Seq.1 (Seq.2) page.
2. Start the Song by pressing the SEQ.1 (SEQ.2) PLAY/STOP button (however, markers can be added even while the sequencer is not running).
3. When you reach the position you want to save as a marker, press the Add button in the display.

   • If you press Add within the first beats of the measure, the beginning of the current measure is saved as a marker.

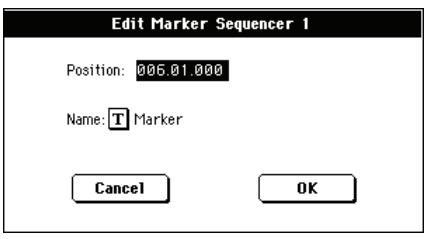
   • If you press Add within the last beat of the measure, the beginning of the following measure is saved as a marker.
4. Do the same for any following marker.
5. Stop the Song by pressing the SEQ.1 (SEQ.2) PLAY/STOP button.

How to jump to a saved marker:

1. Start the Song again.
2. When you want to jump to a saved marker, touch it in the display. The Song will jump to the saved position at the beginning of the next measure.

How to edit a marker:

1. Touch the marker to be edited in the display.
2. Press the Edit button in the display to set the marker to edit. The Edit Marker window will appear.



3. While in Edit Marker window, you can edit the name and position of the marker being edited.
4. Save the markers (as described below).

How to delete a marker:

1. Touch the marker to be deleted in the display.
2. Press the Delete button in the display to delete the selected marker.
3. Save the markers (as described below).

How to save the markers:

Press the Save Mk button in the display to save all markers.

If you are not in the Lyrics & Markers page, choose from the page menu the "Save Song Marker Seq.1" or "Save Song Marker Seq.2" (depending on the sequencer where you created the markers). The markers will be saved into the midifile.

Auto Scroll

Check this parameter if you want the current marker to be always visible in the display during playback, by making the list of markers scroll automatically.

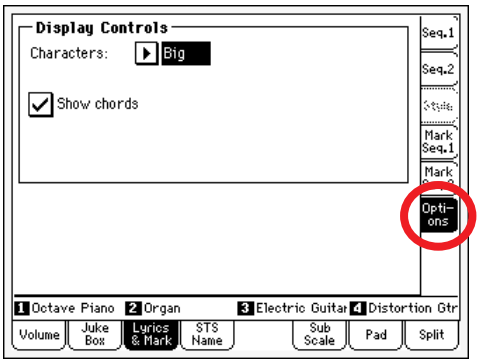
Don't check this parameter, if you prefer to prevent the list from scrolling. This is useful if you want a marker to remain in the display, ready to be selected as soon as you want to jump to its position, with no need to scroll the list to catch it out.

STS

Name of the four selected Single Touch Settings (STS). Touch one of them to select it.

Options side tab

Press this side tab to access the Options panel, and adjust the various display settings (see details below).



Display Controls

Use these parameters to define how lyrics are shown in the display.

Characters

▸GBL[Sng]

Size of fonts. You can choose between a smaller and a bigger font.

Show chords

▸GBL[Sng]

If this parameter is checked, chords are shown above lyrics in the display – provided the midifile contains them.

Text files loaded with Standard MIDI Files

When a ".TXT" file exists in the same directory as a Standard MIDI File, and shares exactly the same name, it will be loaded with the ".MID" file, and can be seen in the Lyrics page.

As an example, if the file "MYSONG.TXT" exists in the same directory as the "MYSONG.MID" file, it is loaded together with the matching ".MID" file.

However, unlike ordinary Lyrics, the text will not scroll automatically while the Song is playing back. You must scroll it with the DIAL. As an alternative, you can use an assignable footswitch, with the Text Page Up or Text Page Down functions assigned, to scroll (respectively) to the previous or next text page.

Note: *When a ".TXT" file is loaded with the Song, it overrides any included Lyrics data.*

Playing the keyboard while reading chords

When playing the keyboard while a Song is running, if you want to play the keyboard in C while seeing the original chords in the display, set to Off the "Transpose applies to Style and Kbd tracks…" parameter, and check the "Transpose applies to Sequencer 1/2" parameter (see page 202).

STS Name panel

Select this panel to see the name of the four available STSs. See "STS Name panel" on page 85 for details.

Sub-Scale panel

Select this panel to select a secondary scale for the Keyboard tracks. See "Mixer/Tuning: Sub Scale" on page 90 for details.

Pad panel

Select this panel to see which Hit or Sequence Pads are assigned to the four Pads. See "Pad panel" on page 85 for details.

Split panel

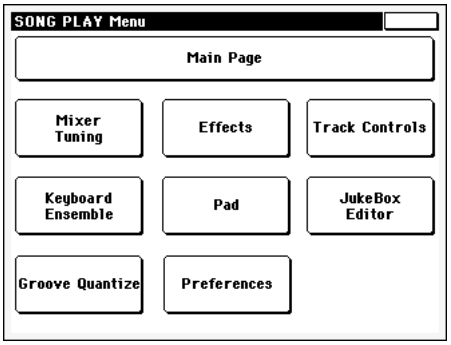
Select this panel to adjust the split point for the Keyboard tracks. See "Split panel" on page 86 for details.

Edit menu

From any page, press the MENU button to open the Song Play edit menu. This menu gives access to the various Song Play edit sections for the currently selected sequencer (see "Songs area" on page 150).

When in the menu, select an edit section, or press EXIT or SONG PLAY to exit the menu.

When in an edit page, press the EXIT or SONG PLAY button to go back to the main page of the Song Play operating mode.



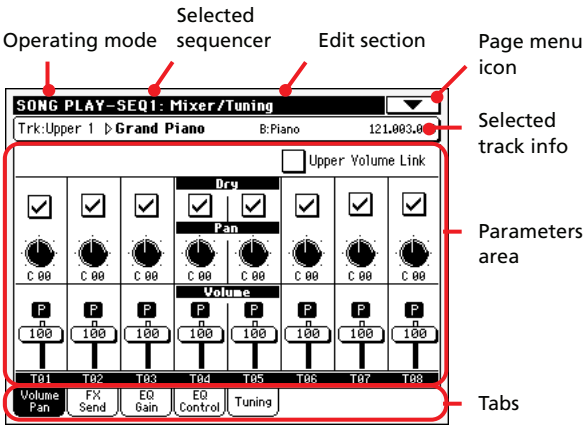
Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by pressing the corresponding tab on the lower part of the display.

Note: *Some of the edit parameters are only meant for realtime. To see which parameters are saved in the Performance, STS or Global-Song Play Setup and which are not, see the "Parameters" chapter on page 344.*

As a general rule, Keyboard track parameters can be saved in a Performance or SongBook STS, while Song track parameters could be saved in the Global-Song Play Setup.

Edit page structure

All edit pages share some basic elements.



Operating mode

This indicates that the instrument is in Song Play mode.

Selected sequencer

Before entering edit, select one of the two sequencers, by using the Song area of the main page (see "Switching between sequencers during editing" below).

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 155).

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 164).

Parameters area

Each page contains various parameters. Use the tabs to select one of the pages. For detailed information on the various types of parameters, see sections starting from page 156.

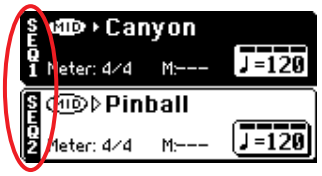
Tabs

Use tabs to select one of the edit pages of the current edit section.

Switching between sequencers during editing

When you enter Edit mode, you can edit the selected sequencer's parameters. The selected sequencer is always shown on the page header.

To select a sequencer, go to the main page of the Song Play mode, and select the sequencers you wish to edit. The selected sequencer is shown with a black background.



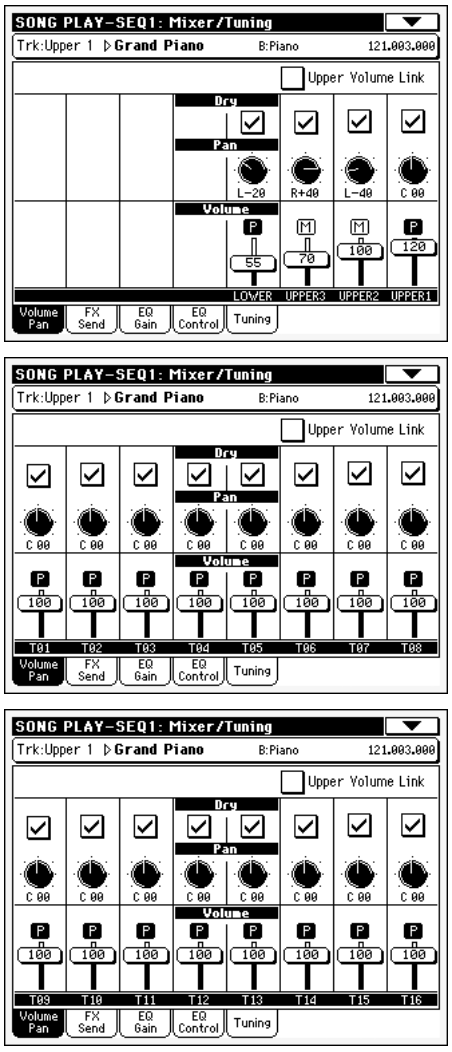
Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each of the Keyboard or Song tracks.

Note: *Song parameters cannot be saved when saving to a Performance or STS.*

Note: *A muted track may be reset when selecting a different Song.*

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice versa.



Upper Volume Link

▸GBL[Sty]

This parameter allows you to define if changing the volume for one of the Upper tracks, proportionally changes also the volume for the other Upper tracks.

To save this parameter status, go to the Style Play mode, then select the Write Global-Style Play Setup from the page menu (see "Write Global-Style Play Setup dialog box" on page 103).

Note: *This parameter is the same you can find in the "Preferences: Style Play Setup" page of the Style Play mode (see page 101).*

On — When changing volume to one of the Upper tracks, volume for the other Upper tracks changes in proportion.

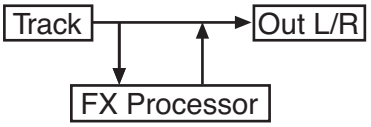
Off — When changing volume to one of the Upper tracks, only that track's volume is changed. Other Upper tracks are left unchanged.

Dry

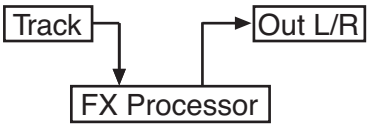
▸PERF ▸STS

Use this checkbox to turn the dry (direct) track signal on or off.

On — When checked, the direct, dry signal is sent to the output, mixed with the FXs.



Off — When unchecked, the direct, dry signal is removed from the audio output, and only sent to the FXs. The effected signal will still be panned (in stereo FXs only) according to the Pan value.



Pan

▸PERF ▸STS

Track position in the stereo field.

-64…-1 — Left stereo channel.

0 — Center.

+1…+63 — Right stereo channel.

Volume

▸PERF ▸STS

Track's volume.

0…127 — MIDI value of the track's volume.

Play/Mute icon

▸PERF ▸STS ▸GBL[Sng]

Track's play/mute status. See "Keyboard track status" on page 150 for more information.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Mixer/Tuning: FX Send

This page lets you set the level of the track's direct (uneffected) signal going to the Internal FX processors.

Note: *Song parameters cannot be saved when saving to a Performance or STS.*

The effect processors included in Pa588 are connected in parallel, so you can decide which percentage of the direct signal can be effected:

In case you want to send all of a track's signal to the effect (as when using "insert" effects, like Rotary, Distortion, EQ…), just set the Dry parameter to Off (see "Dry" above):

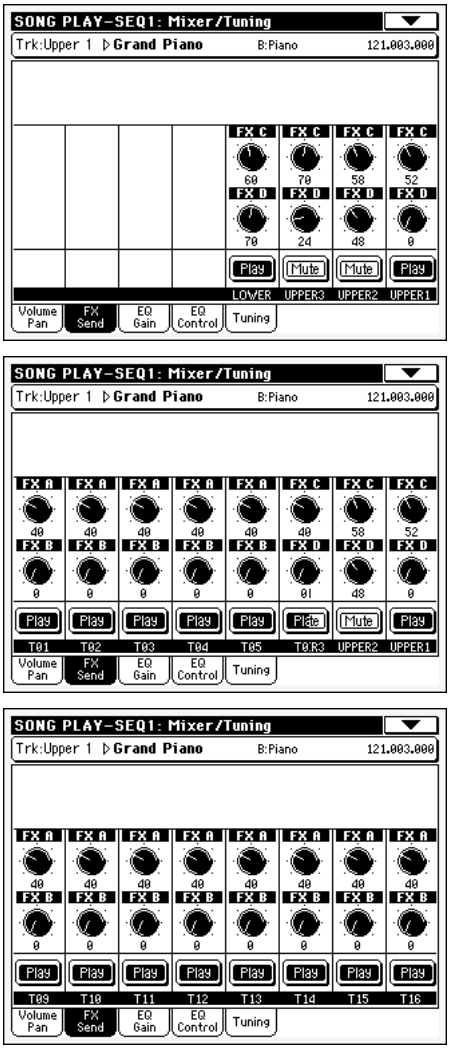
There are four Internal FX processors in Song Play mode. Usually, they are arranged as follows:

FX A	Reverb processor for Sequencer 1 and 2.
FX B	Modulating FX processor for Sequencer 1 and 2.
FX C	Reverb processor for Keyboard tracks.
FX D	Modulating FX processor for Keyboard tracks.

Depending on the status of the "Seq.2 FX Mode" parameter, Sequencer 2 might use the C/D effect pair (see page 164).

Furthermore, in Sequencer mode you can create Songs using all four effects (see "Effects: FX Select" on page 189).

Use the TRACK SELECT button to switch from Keyboard to Song tracks, and vice-versa.



Note: *When you stop, then start the Song again, or select a different Song, the default Song track settings are selected again. You can, however, pause the Song, change the effects, then exit from pause and start the Song again. Edit the Song in Sequencer mode to permanently change the effects.*

Send level (A…D)

▸PERF ▸STS

0…127 Level of the track (direct) signal sent to the effect processor.

Play/Mute icon

▸PERF ▸STS ▸GBL[Sng]

Track's play/mute status. See "Keyboard track status" on page 150 for more information.

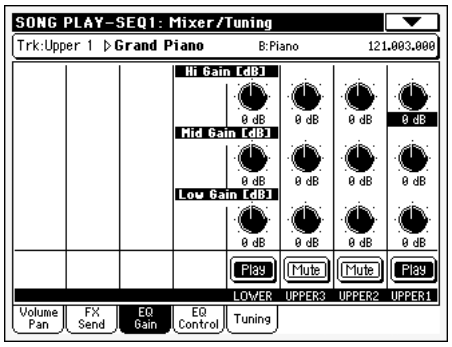
Play Play status. The track can be heard.

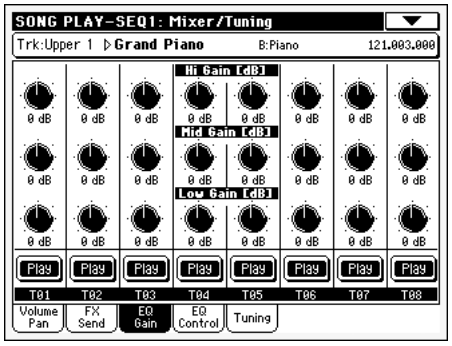
Mute Mute status. The track cannot be heard.

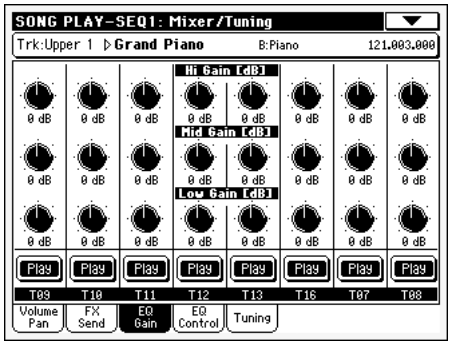
Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice-versa.







Note: *The EQ is different for Sequencer 1 and Sequencer 2.*

Hint: *Track EQ can be memorized in the general preferences for the Song Play mode (they are named Song Play–Global Setup). This will help adapting the Pa588's sound to personal taste for any MIDIfile you will ever play. Need a lighter Bass track? Save the right equalization, and the Bass will stay light with all the subsequent Songs.*

Hi (High) Gain

▸PERF ▸STS ▸GBL[Sng]

This parameter lets you adjust the high frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Mid (Middle) Gain

▸PERF ▸STS ▸GBL[Sng]

This parameter lets you adjust the middle frequencies equalization on each individual track. This is a bell curve filter. Values are shown in decibels (dB).

Low Gain

▸PERF ▸STS ▸GBL[Sng]

This parameter lets you adjust the low frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Play/Mute icon

▸PERF ▸STS ▸GBL[Sng]

Track's play/mute status. See "Keyboard track status" on page 150 for more information.

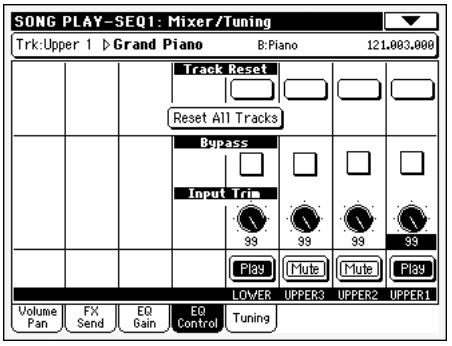
Play status. The track can be heard.

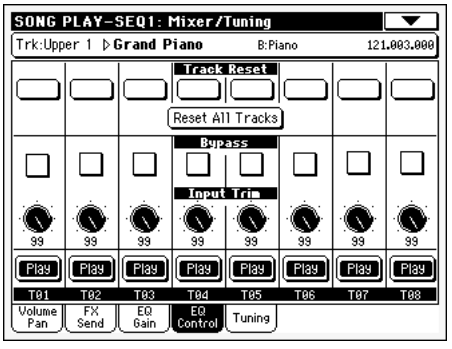
Mute status. The track cannot be heard.

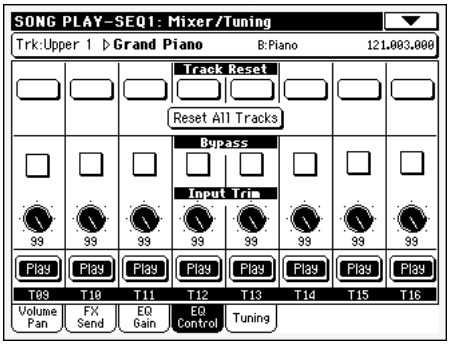
Mixer/Tuning: EQ Control

This page lets you reset or bypass track equalization, programmed in the previous page.

Use the TRACK SELECT button to switch from the Keyboard to the Song tracks, and vice-versa.







Track Reset buttons

Use these buttons to reset (i.e., "flatten") equalization for the corresponding track.

Reset All Tracks button

Press this button to reset (i.e., "flatten") equalization for all tracks.

Bypass

▸PERF ▸STS

Check any of these checkboxes to bypass equalization for the corresponding track. When bypassed, equalization has no effect on the track, but all parameters are preserved. When the box is unchecked, equalization is activated again with the original settings.

Input Trim

▸PERF ▸STS

This knob allows you to limit the level of the signal passing through the equalizer. Extreme equalization values can overload the audio circuits and lead to distorsion. This control lets you set equalization as desired, and at the same time avoid overloading.

Play/Mute icon

▸PERF ▸STS ▸GBL[Sng]

Track's play/mute status. See "Keyboard track status" on page 150 for more information.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Mixer/Tuning: Tuning

Parameters in this page let you set various tuning settings. See "Mixer/Tuning: Tuning" on page 90 for details.

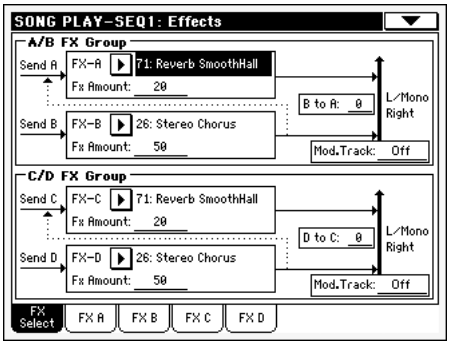
Parameters

▸PERF ▸STS

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Effects: FX Select

This page allows you to select effects to be assigned to the four Internal FX processors (A-D).



Note: *When you stop the Song, or select a different Song, the default effects are selected again. You can, however, stop the Song, change the effects, then start the Song again with the new effects. Edit the Song in Sequencer mode to permanently change the effects.*

Note: *The default effect settings can be memorized in the Global-Song Play Setup, by choosing the "Write Global-Song Play Setup" command from the page menu (see page 164).*

FX A...D

▸PERF ▸STS ▸GBL[Sng]

Effects assigned to the corresponding effect processors. Usually, A and C are reverbs, while B and D are modulating effects (chorus, flanger, delay…). For a list of the available effects, see the "Advanced Edit" addendum in the Accessory CD.

FX Amount

▸PERF ▸STS ▸GBL[Sng]

Volume of the effect, that is added to the dry (uneffected) signal.

B to A, D to C

▸PERF ▸STS ▸GBL[Sng]

Amount of the B effect going back to the input of the A effect, or of the D effect going back to the input of the C effect.

Mod.Track (Modulating Track)

▸PERF ▸GBL[Sng]

Source track for modulating MIDI messages. You can modulate an effect parameter with a MIDI message generated by a physical controller or a Song track.

Effects in Song Play mode

Pa588 is equipped with four effect processors, or DSPs (Digital Signal Processors), to process MIDI tracks. In Song Play mode you can have two or four effects at the same time, depending on the midifile you are reading.

Effects A and B are usually reserved to both sequencers and Pads, while effects C and D are usually reserved to Keyboard tracks.

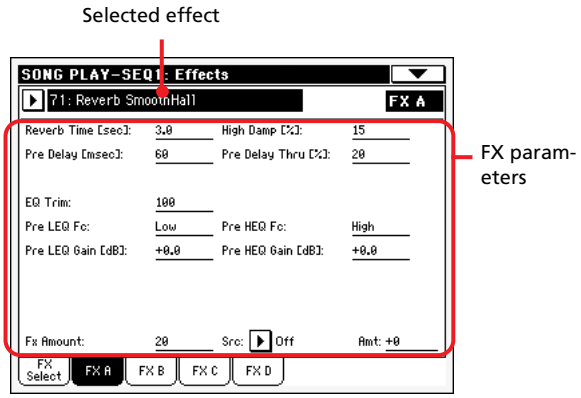
Depending on the status of the "Seq.2 FX Mode" parameter, each effect pair could be reserved to a different Sequencer (see page 164).

You can also create Songs that make use of all four effects in Sequencer mode.

- A Song created on the Pa588 (in Sequencer mode) can use up to 4 effects (usually 2 reverbs + 2 modulating effects); each track may use the A/B or C/D pair.
- A Standard MIDI File or Karaoke™ file will only use 2 effects (usually 1 reverb + 1 modulating effect). This lets you use the remaining 2 effects for the Realtime tracks.
- When using both sequencers at the same time, and the "Seq.2 FX Mode" is set to "AB" mode (see page 164), they only use the A/B pair, while the C/D pair is reserved to the Keyboard tracks.
- When using both sequencers at the same time, and the "Seq.2 FX Mode" is set to "CD" mode (see page 164), Sequencer 1 uses the A/B pair, while Sequencer 2 uses the C/D pair, sharing it with Keyboard tracks.

Effects: FX A…D

These pages contain the editing parameters for the four effect processors. Here is an example of the FX A page, with the Reverb Smooth Hall effect assigned.



Selected effect

▸PERF ▸STS ▸GBL[Sng]

Select one of the available effects from this pop-up menu. This is the same as the "FX A…D" parameters found in the "Effects: FX Select" page (see above).

FX parameters

▸PERF ▸STS ▸GBL[Sng]

Parameters may differ, depending on the selected effect. See the "Advanced Edit" addendum in the Accessory CD for a list of available parameters for each effect type.

FX Amount

▸PERF ▸STS ▸GBL[Sng]

Volume of the effect, that is added to the dry (uneffected) signal.

Src (Source)

▸PERF ▸STS ▸GBL[Sng]

Modulation source. To select the track generating this message, see the "Mod.Track (Modulating Track)" parameters found in the "Effects: FX Select" page (see above). For a list of modulation sources, see the "Advanced Edit" addendum in the Accessory CD.

Track Controls: Mode

These parameters let you set the Internal/External, and the Poly/Mono status of Song tracks. See "Track Controls: Mode" on page 93.

Parameters

▸PERF ▸STS ▸GBL[Sng]

Note: *These parameters can be saved to the Global-Song Play Setup, by selecting the Write Global-Song Play Setup command from the page menu.*

Track Controls: Drum Volume

These parameters let you adjust the volume for each percussive instrument family. See "Track Controls: Drum Volume" on page 160.

Parameters

▸PERF ▸STS

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Track Controls: Easy Edit

These parameters let you "fine-tune" edit parameters for Sounds assigned to the tracks. See "Track Controls: Easy Edit" on page 94.

Parameters

▸PERF ▸STS

Note: *Song track values edited in this page are not saved, and are only intended for realtime use.*

Keyboard/Ensemble: Keyboard Control

These parameters let you set parameters for the Keyboard tracks. See "Keyboard/Ensemble: Keyboard Control" on page 95.

Parameters

▸PERF ▸STS

Keyboard/Ensemble: Key/Velocity Range

These parameters let you select a note and velocity range for the Keyboard tracks. See "Keyboard/Ensemble: Key/Velocity Range" on page 96.

Parameters

▸PERF ▸STS

Keyboard/Ensemble: Ensemble

See "Keyboard/Ensemble: Ensemble" on page 96.

Parameters

▸PERF ▸STS

Pad: Pad

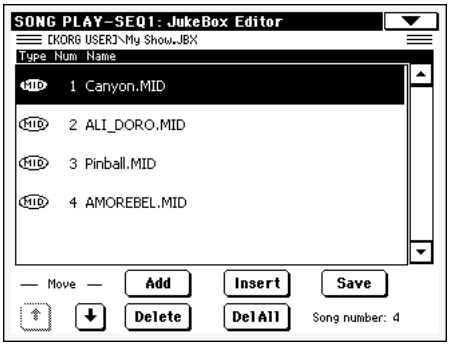
See "Pad: Pad" on page 99.

Parameters

▸PERF ▸STS

Jukebox Editor

The Jukebox function lets you play a list of Songs (127 max), at the simple touch of a button. You can play a Jukebox file by assigning it to Sequencer 1, after having selected it in the Song Select page, just as if it was an ordinary Song (see "Jukebox panel" on page 152).



In this page, you can create, edit and save a Jukebox file. A Jukebox list can contain Standard MIDI Files and Karaoke™ files.

If a Jukebox file is already selected into a Sequencer, you will enter this page with that file ready to be edited. Otherwise, you will enter this page with an empty list.

To create a new Jukebox file, press Del All to remove all Songs from the current list. Add new Songs, then press Save and enter a different name before confirming. A new Jukebox file will be saved to a card.

Move Up/Down

Use these button to move the selected item up or down in the list.

Add

Adds a Song at the end of the current list. You can add up to 127 Songs in a list.

Note: *A Jukebox list can include only Songs contained in the same folder.*

Hint: *Instead of a single Song, you can select a Jukebox file, and add its whole content to the current Jukebox list.*

Insert

Inserts a Song at the current position (i.e., between the selected item and the preceding one). All subsequent Songs are moved to the next higher-numbered slot. You can add up to 127 Songs in a list.

Note: *A Jukebox list can include only Songs contained in the same folder.*

Hint: *Instead of a single Song, you can select a Jukebox file, and insert its whole content to the current Jukebox list.*

Delete

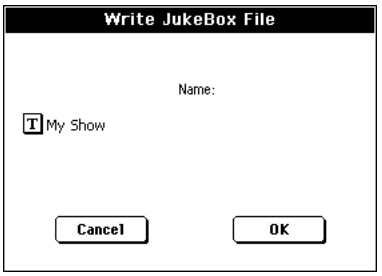
This command lets you delete the selected Song from the list.

Del All

Select this command to delete the whole Jukebox list.

Save

Press this button to save the Jukebox file to a card. The Save Jukebox File dialog box appears, allowing you to edit the name and save your file to a card.



Press the T (Text Edit) button to open the Text Edit window, and edit the name.

If you are editing an existing list, and do not change its name, the old file is overwritten. If you change it, a new file will be created in the card.

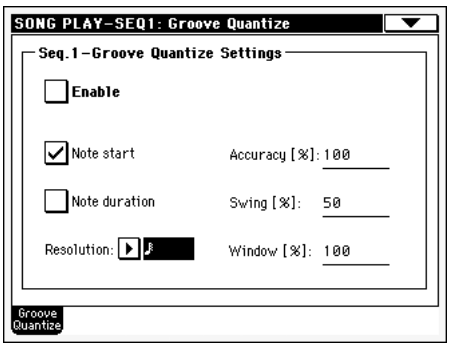
If you are saving a new list, the "NEWNAME.JBX" name is automatically assigned, and you can edit it.

Note: *You can save your ".JBX" file only in the same folder as the Song files included in the list.*

Groove Quantize

You can apply a realtime "groove-quantization" to Sequencer 1. Groove-quantization is a way of changing the music groove during the playback, moving notes to the nearest axis of a rhythmic "grid". Please feel free to experiment: this function is a great source of musical inspiration.

To enable groove quantize, you can either use the command in this page, or check the Groove Quantize Enable command in the page menu.



Note: *Groove Quantize parameters are not saved, as they are only intended for realtime use.*

Enable

Enables/disables quantization. It is automatically set to Off each time the instrument is turned on, or when selecting a different Song.

Hint: *You can enable/disable the Groove Quantize also by selecting the "Seq.1-Groove Quantize Enable" command from the page menu.*

Note Start

Enables/disables quantization of the Note On event (i.e. beginning of the note).

Note Duration

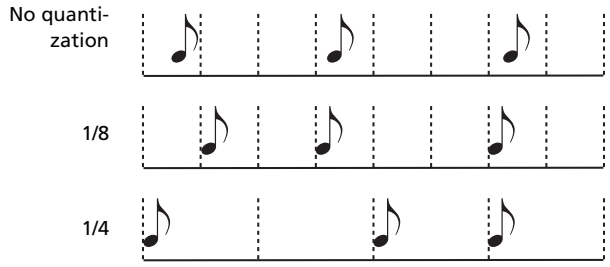
Enables/disables quantization of the Note Off event (i.e. the length of the note).

Resolution

Coarse quantize grid resolution. This parameter is the main quantization value, to be varied with the Acc, Swing and Window values.

𝅘𝅥𝅯 (1/32)…𝅘𝅥 (1/4)

Grid resolution, in musical values (a "3" after the value means "triplet"). For example, when you select 1/8, all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



Accuracy

Accuracy percentage of quantize. For example, if Acc=50, and the note is 20 tics away from the coarse grid, it is moved to the grid of only 10 tics.

0 No accuracy. The quantize is not executed.

100 Maximum accuracy. The note is moved exactly at the grid position.

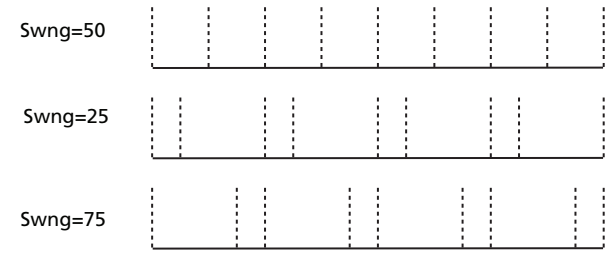
Swing

Asymmetry of quantization. Grid axis are moved to the nearest grid axis.

0 Even-numbered axis are totally moved over the previous odd-numbered axis.

50 Axis are perfectly equidistant.

100 Even-numbered axis are totally moved over the following odd-numbered axis.

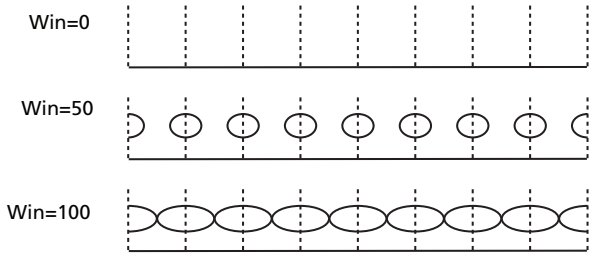


Window

Area of quantize intervention, bordering the grid axis.

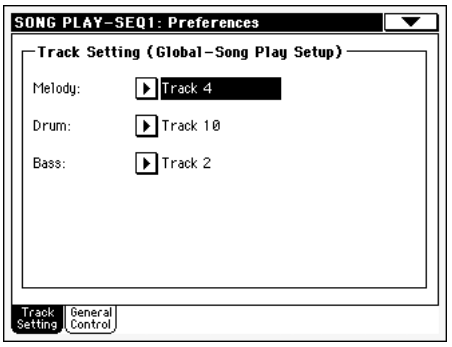
0 The quantize window corresponds to the axis. No quantization happens.

100 The quantize window extends to the nearest window; all events are quantized.



Preferences: Track Setting

In this page, you can set various general parameters referred to Song tracks.



Note: *These settings are stored in the Song Play Setup area of the Global file (together with all the other parameters marked with the* ▸GBL[Sng] *abbreviation in the manual). After changing these settings, select the Write Global-Song Play Setup command from the page menu to save them to the Global.*

Melody ▸GBL[Sng]

This parameter selects the Song's Melody track. This track can be muted using the "Melody Mute" function, assignable to the Assignable Footswitch.

Drum ▸GBL[Sng]

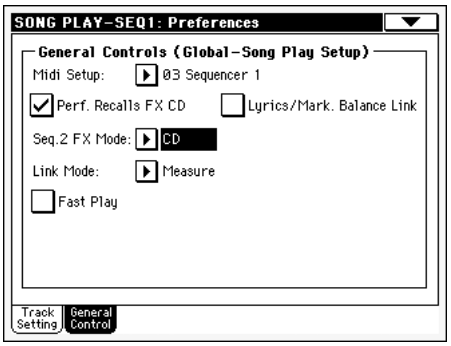
This parameter selects the Song's Drum track. This track is left set to play (together with the Bass track) when selecting the "Drum&Bass" function, assignable to the Assignable Footswitch.

Bass ▸GBL[Sng]

This parameter selects the Song's Bass track. This track is left set to play (together with the Drum track) when selecting the "Drum&Bass" function, assignable to the Assignable Footswitch.

Preferences: General Controls

In this page, you can set various general parameters.



Note: *These settings are stored in the Song Play Setup area of the Global file (together with all the other parameters marked with the* ▸GBL[Sng] *abbreviation through the manual). After changing these settings, select the Write Global-Song Play Setup command from the page menu to save them to the Global.*

Midi Setup ▸GBL[Sng]

MIDI channels for the Song Play mode can be automatically configured by selecting a MIDI Setup with this parameter. See "MIDI" on page 230 for more information on using MIDI Setups.

Note: *To automatically select a MIDI Setup when entering the Song Play mode, select the Write Global-Song Play Setup command from the page menu.*

For detailed information on MIDI Setup settings, see "MIDI Setup" on page 37 of the Data Lists manual (in the Accessory CD).

Note: *After selecting a MIDI Setup, you can go to the Global mode and apply any change to each channel setting. To store these changes to a MIDI Setup, while still in Global mode select the Write Global-Midi Setup command from the page menu. All MIDI Setups can be freely customized and overwritten.*

Hint: *To restore the original MIDI Setups, load the original Factory data again (downloadable from www.korgpa.com).*

Performance recalls FX CD ▸GBL[Sng]

This parameter selects the effects mode for the Performance.

Off — When selecting a Performance, no effect is selected.

On — The Performance selects the C/D effect pair.

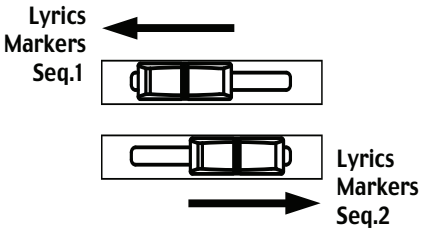
Note: *When both this parameter and the "Seq.2 FX Mode" parameter are set to select the C/D effect pair, Sequencer 2 shares its effects with Keyboard tracks. Therefore, these effects can be changed either selecting a Song for Sequencer 2, or selecting a Performance.*

Lyrics/Markers Balance Link ▸GBL[Sng]

This parameter allows you to use the SEQUENCER BALANCE slider to select the Sequencer whose lyrics or markers will be shown in the built-in display.

Off — When moving the SEQUENCER BALANCE cross-fader, only the volume balance between Songs will be selected. The shown lyrics or markers will remain unchanged.

On — When moving the SEQUENCER BALANCE slider fully to the left or the right, the corresponding Song will fade-in, and its lyrics and markers will be selected and shown in the display.



Link Mode ▸GBL[Sng]

The two onboard Sequencers can work each one with a different Tempo (Off), or use both the same Tempo (various Link modes).

You can turn the Link Mode on by pressing the TEMPO LOCK button and turning its LED on (by default, Beat mode is selected the first time). This also turns the Tempo Lock function on.

Hint: *You can always start both sequencers simultaneously, by keeping the SHIFT button held down while pressing one of the* ▶/■ *(PLAY/STOP) controls.*

Off — The sequencers Tempo are not linked. Each sequencer uses its own Tempo.

Measure — The two sequencers Tempo are linked together. The Tempo data written into the Songs are ignored. Adjust the Tempo using the TEMPO/VALUE dial.

Start one of the sequencers, by pressing its own ▶/■ (PLAY/STOP) control. Then, start the other sequencer, by pressing the other ▶/■ (PLAY/STOP) control; the second sequencer starts at the next measure.

Beat — The two sequencer's Tempo are linked together. The Tempo data written into the Songs are ignored. Adjust the Tempo using the TEMPO/VALUE dial.

Start one of the sequencers, by pressing its own ▶/■ (PLAY/STOP) control. Then, start the other sequencer, by pressing the other ▶/■ (PLAY/STOP) control; the second sequencer starts at the next beat (quarter or octave, depending on the Song's Time Signature).

Seq.2 FX Mode

▸GBL[Sng]

This parameter selects the effects mode for Sequencer 2. When a 4-effects Song is loaded, all four effects are used, independently from this setting.

AB — The A and B effect pair is used. Sequencer 2 shares its effects with Sequencer 1.

CD — The C and D effect pair is used.

Note: *When this parameter is set to CD, Sequencer 2 shares its effects with Keyboard tracks, so these effects can be changed either selecting a Song for Sequencer 2, or selecting a Performance (unless the "Performance recalls FX CD" parameter is left unchecked – see above).*

Fast Play

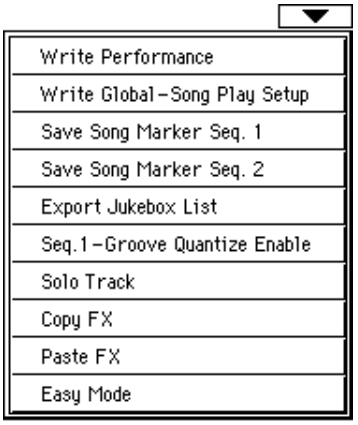
▸GBL[Sng]

When checked, this function allows to skip the empty setup beats at the beginning of a song, and immediately start from the first note. However, any setup data are read and considered.

Note: *When Pa588 is driving an external musical instrument, the fast transfer of MIDI data to the MIDI OUT or USB port may cause a delay to the Song's start. Therefore, we suggest to turn this function off when Pa588 is hooked to other instruments.*

Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Performance

Select this command to open the Write Performance dialog box, and save most of the current control panel settings to a Performance.

See "Write Performance dialog box" on page 102 for more information.

Write Global-Song Play Setup

Select this command to open the Write Global-Song Play Setup dialog box, and save global settings that are unique to the Song Play mode.

See "Write Global-Song Play Setup dialog box" on page 165 for more information.

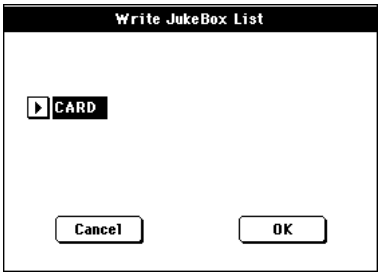
Save Song Marker Seq.1/2

Select this command to save the markers created in the corresponding sequencer (see "Markers side tabs" on page 153).

Export Jukebox List

Select this command to save the current Jukebox list as a text file to a card. Here is how it works.

1. While a Jukebox file is assigned to the sequencer, select the Export Jukebox List command from the page menu.
2. A dialog box will appear.



3. Press OK to confirm.

Note: *When saved, the text file will be named after the selected Jukebox file. For example, a Jukebox file named "Dummy.jbx" will generate a "Dummy.txt" file. A new, unnamed Jukebox file will generate a "New_name.txt" file. If a file with the same name already exists on the target device, it will be overwritten without waiting for any confirmation.*

The list will include the progressive number assigned to each Song, the file names, the total number of files in the list.

For the correct display and printing of the list on a personal computer, use a fixed size (i.e., non-proportional) character in your text editor.

Seq.1-Groove Quantize Enable

Enables/disables the groove quantize (see "Groove Quantize" on page 161). It is automatically unchecked each time the instrument is turned on, or when selecting a different Song.

Note: Groove Quantize only works on Sequencer 1.

Solo Track

Select the track of the current Sequencer to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

The Solo functions works in a slightly different way, depending on the selected track:

• ***Keyboard track:*** The selected Keyboard track is the only track you can hear when playing on the keyboard. All other Keyboard tracks are muted. Sequencer tracks are left in play status.

• ***Song track:*** The selected track is the only Song track you can hear. All other Song tracks are muted. Keyboard tracks are left in play status.

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

You can copy a single, or all four effects, between Styles, Performances, STSs and Songs. To do this, choose the "Copy FX" and "Paste FX" commands from the page menu of the Style Play, Song Play or Sequencer modes.

To copy a single effect:

1. Select the source Song, Performance, Style or STS, then

   • go to the page of the single effect you want to copy (FX A, FX B, FX C, or FX D), *or*

   • go to the Effects > FX Select page, to copy all four effects. This may be useful if you want to copy two or three of the four effects into different Performances, Styles or STSs.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the single effect you want to paste (FX A, FX B, FX C, or FX D).
4. Choose the "Paste FX" command from the page menu.

To copy all four effects:

1. Select the source Performance, Style or STS, then go to the Effects > FX Select page, to copy all four effects.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the Effects > FX Select page.
4. Choose the "Paste FX" command from the page menu.

Easy Mode

Easy Mode allows you to use the Style Play and Song Play modes with an easier-to-use user interface. It is recommended to beginners, and to professionals alike that do not want to deal with the extra parameters of the Advanced mode.

At any time, you can manually turn the Easy Mode on/off with the Easy Mode command in the page menu of the Style Play and Song Play modes.

See "The Song Play (Easy Mode) page in detail" on page 8 for more information.

Write Global-Song Play Setup dialog box

Open this dialog box by selecting the Write Global-Song Play Setup item from the page menu. Here, you can save various Song Preference settings (see "Preferences: Track Setting" on page 162), that are saved to the Global file.

Parameters saved in the Song Play Setup area of the Global are marked with the ▸GBL[Sng] symbol through the user's manual.

SongBook

The SongBook is an onboard database that allows you to organize various "musical resources" (Style, Standard MIDI Files, KAR files) for easy retrieving.

The SongBook mode overlaps the Style Play and Song Play operating modes. When you select an entry from the database, the Style Play or Song Play mode is automatically selected, depending on the type of file associated with the entry.

In addition to helping you organize your shows, the SongBook allows you to associate four Pads, and up to four STSs to each Standard MIDI File, played back in Song Play mode. This way, it is easy to recall a complete setup for Keyboard tracks and effects, for realtime playing over a midifile.

For more information on using the SongBook, see the Quick Guide (starting from page 60).

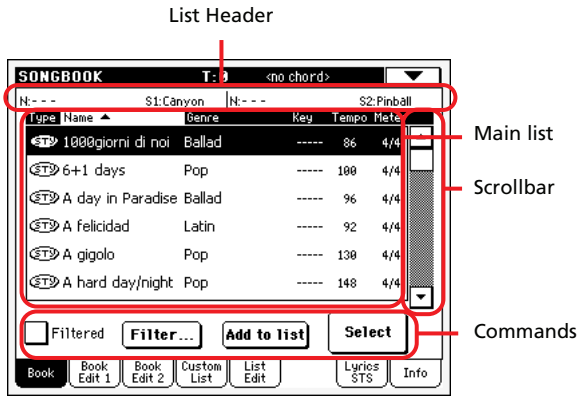
Note: *SongBook entries do not include actual data, but only a pointer to a Style in memory or a Standard MIDI File. When you copy a SongBook file, referenced files are not copied with it.*

Warning: *If you load a SongBook list from a card (".SBD" file), the existing one in memory is deleted. Save your old SongBook list before loading a new one.*

Book

The Book page contains the full database of song entries (i.e., an ".SBD" file). While in this page, you can select an entry, and press the Select button in the display to load it. Then, press the PLAY or START button to start the Song or Style.

If the "Enable List Edit" command is selected in the page menu (see above), the "Add to list" button becomes available, to let you add entries to the selected Custom List.



Each entry of this database may include the song's author, name, genre, original key, tempo and meter. When selecting one of the entries, the associated Style or Standard MIDI File is automatically recalled. Also, STSs and Pads may be recalled (if present).

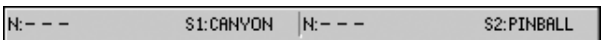
List Header

The List Header may change, depending on the type of data associated with the selected entry.

- When a Style is associated to the entry, the currently selected entry's name is shown on the left ("N:"), and the associated Style is shown on the right ("Style:"):

- When a Standard MIDI File is associated to the entry, the list header is split into two parts, with the left half referring to Sequencer 1, and the right one referring to Sequencer 2.

  Information for the selected entry's name ("N:") and associated Standard MIDI File ("S1:" or "S2:") is given for each sequencer:

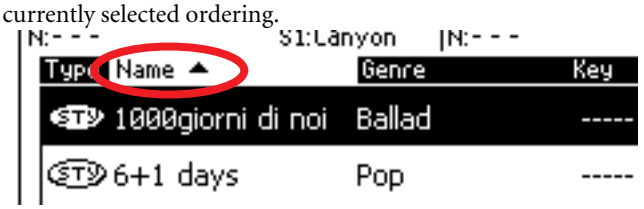


  Note: *If you select a different Style or Standard MIDI File, the entry's name field ("N:") returns blank (---), meaning the entry has been modified.*

Main list

Full list of the SongBook database. Use the scrollbar to browse through the list (or use the Dial).

You can touch one of the heading labels above the list to change the order in which entries are shown. For example, by touching the "Name" label, the list is alphabetically re-ordered according to the file names. The selected label turns white, showing the currently selected ordering.



The corresponding items in the page menu are automatically updated to reflect these changes (see "Sort by Type/Name/Genre/Artist/Key/Tempo/Meter" on page 173).

By pressing the label again, the order of the files switches between ascending and descending.

Scrollbar

Use the scrollbar (or the TEMPO/VALUE dial) to scroll the entries.

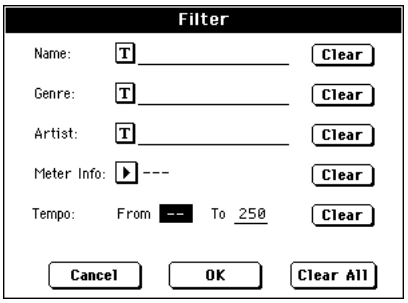
Commands

Filtered

When this box is checked, only entries matching the selected filter criteria are shown in the Main list. The box is automatically checked when you exit from the Filter dialog box by pressing OK (see below).

Filter...

Press this button to open the Filter dialog box, and select one or more filter criteria, to show a restricted set of entries in the main list.



Press the T (Text Edit) button next to the search criteria you want to edit (Name, Genre, or Artist). You can also select a Meter, or a range of Tempo values.

Press the Clear button next to the search criterion you want to delete or set to a default value.

Press Clear All to reset all search criteria, excluding Tempo.

Add to list

Select an entry, then press this button to add the selected entry to the current Custom List (see "Custom List" on page 171).

Select

Press this button to confirm selection of the highlighted entry in the main list. After pressing this button, the name of the selected entry appears in the left upper corner of the display ("N:").

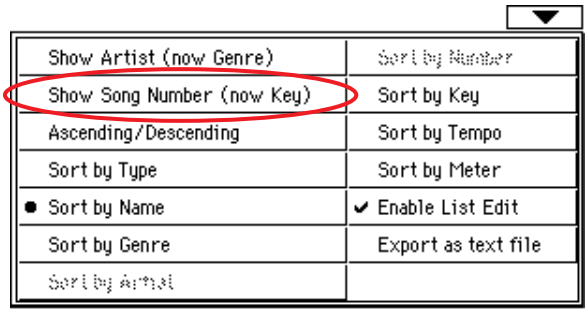
When you select a song in any of the SongBook lists, its name appears in reversed text, over a black background. While in this situation, the song is selected, but not yet loaded.

When you press the Select button in the display, the song will be loaded.

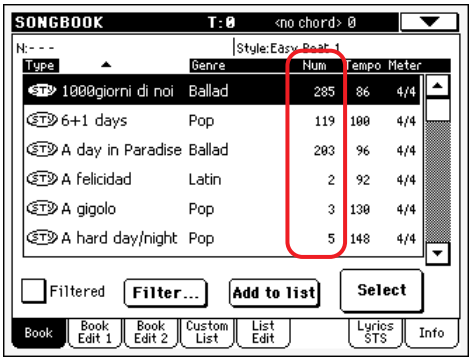
Numeric selection of entries

When in SongBook mode, you can select a SongBook entry by means of an unique number. Numbers associated with each entry are added in the Book Edit 2 page (see "Book Edit 2" on page 170).

To see the numbers while in the Book page, select the "Show Song Numbers (now Key)" command from the page menu:



After you select this command, the "Num" column appears:



To see the "Key" column again, select the "Show Key (now Song Numbers)" command from the page menu.

To select a SongBook entry by entering its number, press the SONGBOOK button again while you are in any page of the SongBook mode. The numeric keypad will appear, allowing you to enter the number corresponding to the desired entry.

Selecting SongBook entries via MIDI

SongBook entries can be selected via MIDI (through the special Control channel), by using the NRPN dedicated Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64). See "Selecting SongBook entries via MIDI" on next page.

Setting the special Control MIDI channel

First of all, go to the Global > MIDI > Setup/General Control page and select a MIDI Setup to be used when you will remotely select SongBook entries.

Then go to the Global > MIDI > Midi In Channel page, to assign a MIDI channel to the special Control channel. Assign the Control option to one of the sixteen available MIDI channels (usually one of the higher-numbered ones).

When done, save this setting to the current MIDI Setup by choosing the "Write Global-Midi Setup" command from the page menu.

If you plan to use a different MIDI channel for the Style Play and Song Play modes, repeat the above to create a second MIDI Setup.

Assigning a MIDI Setup to the Style Play and Song Play modes

Since SongBook entries dynamically recall the Style Play or the Song Play modes, **it is advisable to assign them the same MIDI Setup, or two different MIDI Setups with the Control channel assigned to the same MIDI channel.** This way, the same MIDI channel will be used to select a SongBook entry in either the Style Play or Song Play mode.

When one of the operating modes is recalled, the MIDI Setup memorized in the Style Play Setup or in the Song Play Setup will be automatically selected, and MIDI channels will be automatically configured.

To assign a MIDI Setup to each of the two operating modes:

• In Style Play mode, go to the Style Play > Preferences > Style Setup page, and select a MIDI Setup. Select the Write Global-Style Setup command from the page menu.

• In Song Play mode, go to the Song Play > Preferences > General Control page, and select the same MIDI Setup assigned to the Style Play mode. Select the Write Global-Song Play Setup command from the page menu.

Selecting SongBook entries via MIDI

When you are ready to remotely select SongBook entries, switch to the Style Play or Song Play mode.

At this point, Pa588 must receive on the special Control channel the NRPN Control Change messages #99 (MSB, with value 2) and #98 (LSB, with value 64) in fast succession, as an initialization string. This string must be sent only once, unless another NRPN control is sent on the same MIDI channel before selecting a different SongBook entry.

After the initialization string has been sent, you must send the selection string, made of two Control Change messages: CC#06 (Data Entry MSB) for the thousands and hundreds, and CC#38 (Data Entry LSB) for the tens and units. The range of the Data Entry controls, in this case, is 0~99 (instead of the typical 0~127).

The following examples show some typical situations.

- Send the following string to select SongBook entry #77:

Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	0	*Thousands and hundreds (00xx)*
DataEnt LSB	77	*Tens and units (xx77)*

- Send the following string to select SongBook entry #100:

Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	1	*Thousands and hundreds (01xx)*
DataEnt LSB	0	*Tens and units (xx00)*

- Send the following string to select SongBook entry #2563:

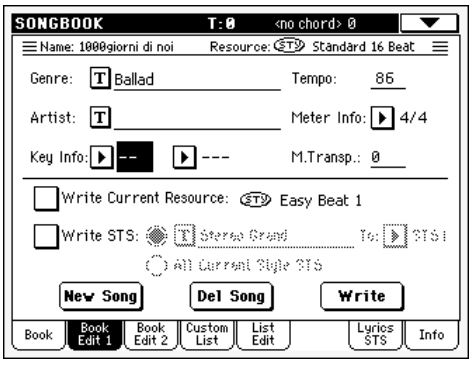
Data 1	Data 2	
NRPN MSB	2	*Initialization string (CC#99, 98)*
NRPN LSB	64	
DataEnt MSB	25	*Thousands and hundreds (85xx)*
DataEnt LSB	63	*Tens and units (xx63)*

Book Edit 1

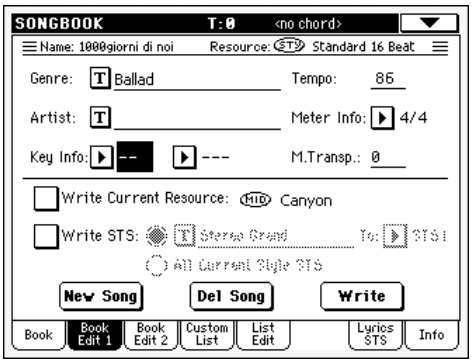
The Book Edit 1 page is where you to add or modify SongBook entries.

Hint: *Use the Filter in the Book page, to quickly find an entry to be edited.*

The Book Edit 1 page with a Style-based entry:



The Book Edit 1 page with a Song-based entry:



Header

Name ▸SB

Name of the selected song entry. The name is assigned after you press the Write button to save the entry to the SongBook list.

Resource ▸SB

Style or Standard MIDI File associated with the saved entry.

Warning: *If you replace this resource with a different one, carrying the same media path and name (in case of a Standard MIDI File) or memory location number (in case of a Style), the SongBook entry will no longer point to the right data. Be careful not to delete or move a Style or a file associated with a SongBook entry from the original location.*

Database Area

Genre ▸SB

Music genre associated with the entry.

Artist ▸SB

Name of the artist of the song associated with the entry.

Key Info ▸SB

Original key of the entry. The first field is the key name, the second one is the mode (major or minor).

Tempo ▸SB

Basic tempo of the Style, or starting tempo of the Standard MIDI File associated with the entry. This may change, if a Tempo Change event is included with the associated resource.

Note: *Even if you can edit this value, the starting value of a Standard MIDI Files is always considered, and overrides this value.*

Meter Info ▸SB

Basic meter of the Style, or starting meter of the Standard MIDI File associated with the entry. This may change, if a Meter Change event is included with the associated resource.

M.Transp. (Master Transpose) ▸SB

Master Transpose. When the entry is selected, the Master Transpose for the whole instrument is automatically changed (unless the Master Transpose is locked).

Note: *The Master Transpose value saved with the SongBook entry overrides any Master Transpose setting contained in the referenced Song.*

Resource Area

Write Current Resource

When checked, a reference to the selected resource is saved with the entry when pressing Write. Saved resources are:

- the latest selected Style; this also saves the associated Pads and STSs.
- the SMF or KAR file assigned to Sequencer 1, and shown on the right of this parameter; Pads and STSs associated to the latest selected Style are also saved.

Note: *Only the SMF or KAR file assigned to Sequencer 1 will be saved in the SongBook entry. However, when recalling the entry, the Song will be assigned to either Sequencer, depending on which one is currently free and not in play.*

When unchecked, no new resource will be saved with the entry. The original resource associated with the entry will be preserved when pressing Write.

When pressing New Song to create a new, blank entry, this parameter is automatically checked, and cannot be modified. A reference to the associated resource will be saved with the new entry.

Resource Name ▸SB

Name of the currently selected Style or Standard MIDI File. It may differ from the name of the resource already saved in the entry, shown on top of the page (see "Resource" above).

You can select a different resource, by just using the STYLE SELECT section, or the SEQ1–SONG SELECT button on the control panel, to select a different Style or Standard MIDI File.

As an alternative, you can exit to the Style Play or Song Play mode, and select resources from there. Then, press the SONGBOOK button to return to the Book Edit page.

When you press Write, a link to the selected resource(s) is saved with the entry (provided "Write Current Resource" is selected when saving). The resource(s) will be recalled when you selected the entry it is associated to.

Write STS ▸SB

When saving a SongBook entry, and this parameter is checked, you can save a single STS or all four Style's STSs.

<STS Name> A single STS is saved to the chosen SongBook STS. The source are the Keyboard tracks, as they have been configured by selecting a Performance, Style STS, SongBook STS, or after manual editing.

When you press Write and choose the Rename/Overwrite option, only the new STS is overwritten, while the others are left untouched.

All Current Style STS

All four STSs are saved to the current SongBook entry. The source STSs are those contained in the Style currently selected in Style Play mode.

When you press Write and choose the Rename/Overwrite option, all STSs are overwritten.

STS Name ▸SB

Name of the current STS. Press the T (Text Edit) button to open the Text Edit window, and modify the name.

To STS Location

One of the four STS available for each entry, where you can save the current settings for Keyboard tracks.

Buttons

New Song

Press this button to create a new entry. Settings are copied from the currently selected Style, or from the Standard MIDI File assigned to Sequencer 1. The selected resource will be shown in the "Resource Name" field (see above).

Del Song

Press this button to delete the current entry.

Write

Press this button to open the Write Song dialog box, and save the current entry to the main list of the SongBook.

Note: *The maximum number of entries in a SongBook file is 3,000 entries.*

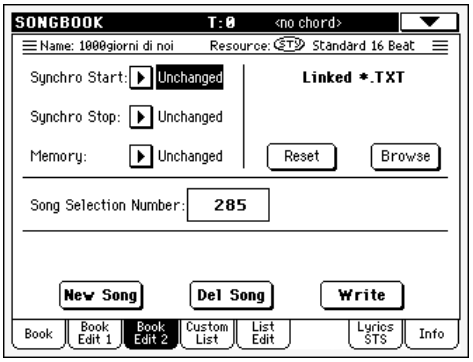
To assign a different name to the entry, press the T (Text Edit) button to open the Text Edit window.

Select an option to add the new entry to the SongBook:

- Select Rename/Overwrite to overwrite an existing entry, optionally changing its name. ***Warning:*** *The older entry will be deleted!*
- Select New Song to save a new entry to the SongBook database.

Book Edit 2

The Book Edit 2 page is where you select Style options to be memorized, link a ".TXT" file, and assign a unique number to the current entry.



Synchro Start / Synchro Stop / Memory ▸SB

The status of these functions can be memorized in a SongBook entry.

Note: *If the SongBook entry is based on a Song, Synchro Start and Synchro Stop appear in grey and cannot be modified, since they have no effect on a Song.*

Unchanged	When selecting this SongBook entry, the status of the corresponding function is left unchanged.
Off	When selecting this SongBook entry, the status of the corresponding function is turned off.
On	When selecting this SongBook entry, the status of the corresponding function is turned on.

Linked .TXT ▸SB

You can select a text (.TXT) file, and link it to the Style or Song associated with the current SongBook entry. When you select this entry, the text file is automatically loaded.

Text files can be seen in the display. Since there is no automatic synchronization between this kind of lyrics and the associated songs, you must scroll them manually. This can be accomplished in either of two ways:

- When a ".TXT" file is selected, a special vertical scrollbar appears in the Lyrics/STS page of the SongBook mode. Touch it to scroll through the text during the performance. See "Lyrics/STS" on page 172.
- Scrolling is also possible by means of the Text Page Down/Up command, that can be assigned to the Assignable Footswitch.

This section of the Book Edit 2 page contains two buttons:

Reset	Press this buttons to unlink the text file from the entry.
Browse	Press this button to open a standard File Selector, and select a ".TXT" file to be linked to the current SongBook entry.

Song Selection Number ▸SB

Here you can select a unique number (up to 9,999) to be associated to the current SongBook entry. By typing this number after pressing the SONGBOOK button again, you will be able to quickly recall an entry from the Book page (see "Numeric selection of entries" on page 167).

Assigning a number is not mandatory, but may help you to organize your entries. For example, you can use the different 100s to create a different way of categorizing your entries by genre or age.

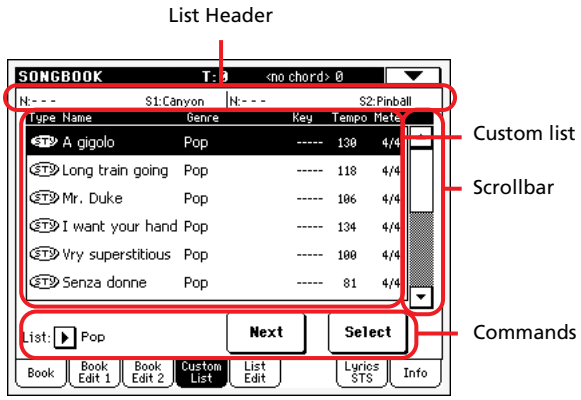
Each number can correspond only to a single entry. You cannot assign the same number to two or more different entries. Therefore, if you try to save a modified entry without first selecting a different Song Selection Number, and select the New Song option in the Write Song dialog box, the following error message will appear:

"This entry's Song Selection Number has already been assigned. Please assign a different number".

Should this happen, you will automatically be kept in the Book Edit 2 page. While there, assign a different number (while turning the Dial, you are only allowed to select numbers that are still free) and try to save the entry again.

Custom List

Use this page to select and use one of the available Custom Lists (contained in the "LISTDB.SBL" file saved in the same folder as the ".SBD" SongBook file). Custom Lists are lists made of entries extracted from the main SongBook list (as seen in the Book page). They allow the use of smaller, customized SongBook lists, suitable for a single gig or your own music tastes.



Hint: *You can jump to this page by keeping SHIFT pressed, and pressing the SONGBOOK button.*

List header

See "List Header" on page 166.

Custom list

List of files contained in the selected Custom List. Use the scrollbar to browse through the list.

Scrollbar

Use the scrollbar (or the TEMPO/VALUE dial) to scroll the entries.

Commands

List pop-up menu

Use this pop-up menu to select one of the available lists.

Next

Press this button to select the next entry in the list.

Hint: *You can assign this command to an Assignable Footswitch.*

Select

Press this button to confirm selection of the highlighted entry in the list. After pressing this button, the name of the selected entry appears in the left upper corner of the display ("N:").

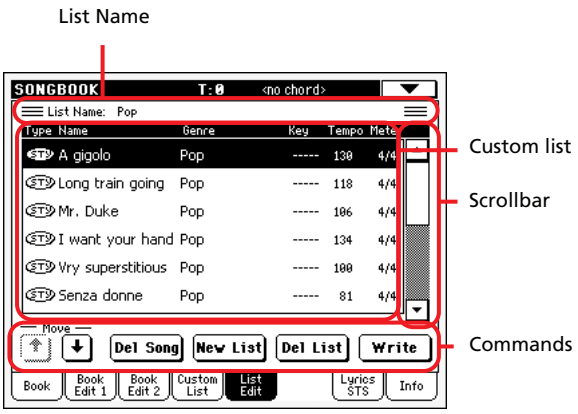
Hint: *This command is useful to browse through the list, and select an entry different than the following one in the list.*

List Edit

This page is only available after checking the "Enable List Edit" command in the page menu (see page 173).

Use this page to edit the available Custom Lists. A Custom List is a set of SongBook entries, created by selecting items from the Main List.

To add entries to a Custom List, first create or select the list to be edited in this page. Then, go to the Book page, select the entry to be added, and press the "Add to list" button. When finished adding entries, return to this page and edit the selected list.



List Name

Name of the selected list. To select a Custom List, go to the "Custom List" page and use the List pop-up menu.

Custom list

List of songs contained in the selected Custom List. Use the scrollbar to browse through the list.

Scrollbar

Use the scrollbar (or the TEMPO/VALUE dial) to scroll the entries.

Commands

Move

Use these buttons to move the selected song entry up or down in the list.

Del Song

Press this button to delete the selected song entry from the list.

New List

Press this button to create a new, empty Custom List.

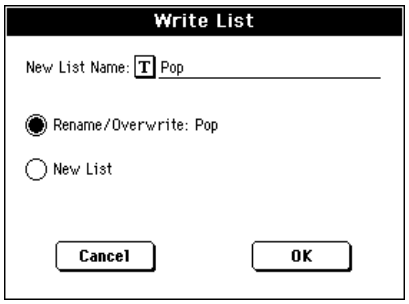
Note: *The maximum number of Custom Lists in a SongBook file is 256 lists.*

Del List

Press this button to delete the current list.

Write

Press this button to save changes to the selected Custom List.



To assign a different name to the selected list, press the T (Text Edit) button to open the Text Edit window.

Select an option to save the edited Custom List:

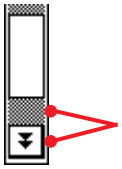
- Select Rename/Overwrite to overwrite an existing list, optionally changing its name. ***Warning:*** *The older list will be deleted!*
- Select New List to save a new Custom List in memory. This list will be available in the "Custom List" page.

Lyrics/STS

The Lyrics/STS page is where you can see Lyrics and select STSs.

When a ".TXT" file is associated to the current song, a vertical scrollbar appears, allowing you to scroll to the previous or former text page during the performance.

Note: *You cannot scroll a single line of text at a time; you always scroll by a whole page of text, either if you press on the scrollbar or one of the small scrolling arrows.*



Lyrics as text files associated to a SongBook entry

Lyrics can be associated to each SongBook entry (either Style or Song-based) as a ".TXT" file. See "Linked .TXT" on page 170 for more information on this issue.

As as consequence, there are five ways of seeing Lyrics on the Pa588:

- In Song Play mode, you can see lyrics contained in a Standard MIDI File as Lyrics events. To see this kind of lyrics you must press the Lyrics tab in the Song Play mode.
- In Song Play mode, you can see lyrics contained in a ".TXT" file with the same name of the Song file, contained in the same folder as the Song. To see this kind of lyrics you must press the Lyrics tab in the Song Play mode.
- In SongBook mode, you can see lyrics contained in a Standard MIDI File as Lyrics events. To see this kind of lyrics you must press the Lyrics/STS tab in the SongBook mode.
- In SongBook mode, you can see lyrics contained in a ".TXT" file associated with a Style-based SongBook entry. To see this kind of lyrics you must press the Lyrics/STS tab in the SongBook mode.
- In SongBook mode, you can see lyrics contained in a ".TXT" file associated with a Song-based SongBook entry. To see this kind of lyrics you must press the Lyrics/STS tab in the SongBook mode.

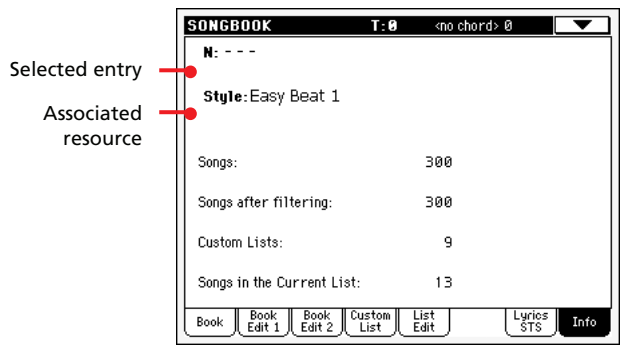
In the case of Song-based entries, this is the priority of lyrics data shown in the display:

i) TXT file associated with the entry, *overriding…*
ii) TXT file contained in the same folder as the Standard MIDI File, recalled by the entry, *overriding…*
iii) Lyrics events contained in the Standard MIDI File.

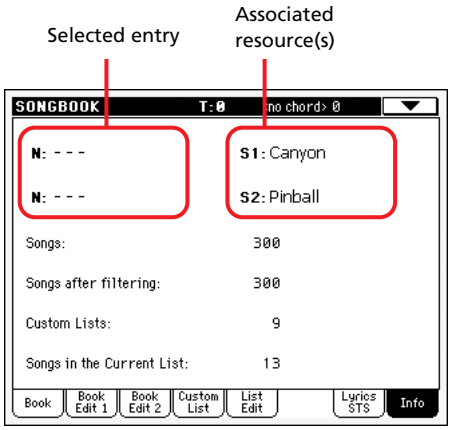
Info

Use the Info page to see the name of the selected entry, the associated resource(s), the total number of Songs in the SongBook, the number of filtered entries, the number of available Custom Lists, and the number of Songs in the current list.

- In case of an entry based on a Style:



- In case of an entry based on Standard MIDI Files:



Selected entry

This parameter shows the currently selected entry. If it is blank (---), the latest selected entry has been modified, or no entry has been selected yet.

Associated resource

Style or Standard MIDI File associated to the selected entry.

Song number

Total number of entries in the SongBook list.

Filtered Song number

This parameter shows the number of entries shown in the Book page, after applying the selected filter. If no filter is selected, this matches the total number of entries in the SongBook list (see previous parameter).

Custom List number

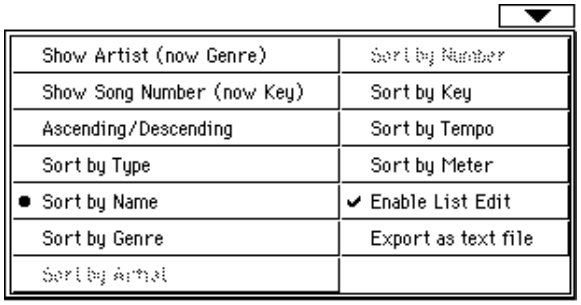
This parameter shows the number of available Custom Lists.

Songs in the Current List

Number of entries in the selected Custom List.

Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Artist/Genre

Select this command to toggle between the Artist and Genre column on the SongBook list, appearing in the Book and Custom List page.

Ascending/Descending

Select this command to toggle between the ascending and descending view order of the SongBook list. The sorting order is selected with one of the following commands.

Sort by Type/Name/Genre/Artist/Key/Tempo/Meter

Select one of these command to select the sorting order. The selected option is shown in white above the entry list.

Enable List Edit

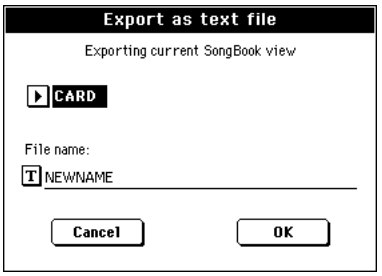
Select this command, and make the checkmark appear, to make the List Edit page available.

Export as text file

Select this command to open the Export dialog box, and save the SongBook or Custom List as a text file. The selected filtering will be applied to the exported list, assuming the Filter button is checked.

The dialog box is a little different, depending on the page where you selected this command.

- Selected from the Book page:



- Selected from the Custom List page:

Press the T (Text Edit) button to open the Text Edit window and assign a name to the text file to be saved to a card.

- Press OK to confirm.

Sequencer operating mode

The Sequencer operating mode is the full-featured onboard sequencer, where you can create a Song from scratch, or edit it. You can also use this mode to edit the initial parameters of a Standard MIDI File, either made with an external sequencer or with Pa588's own sequencer.

You can save the new or edited Song as a Standard MIDI File (SMF, i.e., a file with the ".MID" extension), and play it back either in Song Play or Sequencer mode – or on any external sequencer.

Transport controls

To play back a Song, use SEQUENCER 1 transport controls (i.e., the one on the left side of the SEQUENCER area). While in Sequencer mode, you can only use Sequencer 1 controls. Sequencer 2 controls are deactivated. See "SEQUENCER 1 TRANSPORT CONTROLS" on page 14 for more information.

The Songs and the Standard MIDI File format

The native Song format for Pa588 is the Standard MIDI File.

When saving a Song as a SMF, an empty measure is automatically inserted to the beginning of the Song. This measure contains various Song initialization parameters.

When an SMF is loaded, the empty measure is automatically removed.

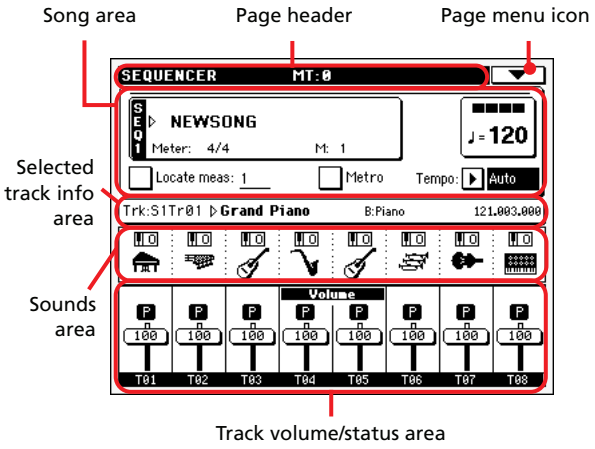
Sequencer Play - Main page

Press SEQUENCER to access this page from another operating mode. In this page you can load a Song, and play it back using the transport controls for SEQUENCER 1 (see "Transport controls" above).

Note: *When switching from Style Play to Sequencer mode, the Sequencer Setup is automatically selected, and various track parameters may change.*

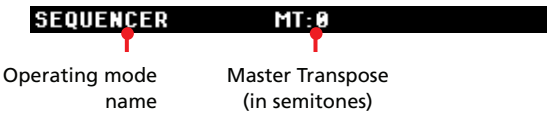
To return to this page from one of the Sequencer edit pages, press the EXIT or SEQUENCER button.

To switch between Song tracks 1-8 and 9-16, use the TRACK SELECT button.



Page header

This line shows the current operating mode, transposition and recognized chord.



Operating mode name

Name of the current operating mode.

Master Transpose

Master transpose value in semitones. This value can be changed using the TRANSPOSE buttons on the control panel.

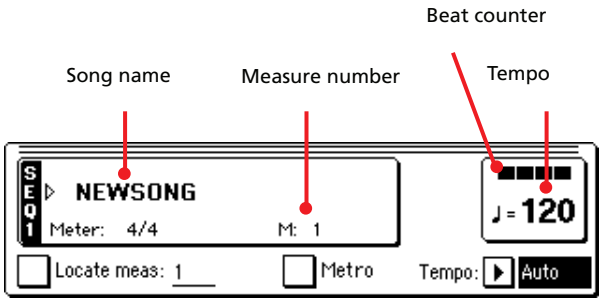
Note: *Transpose may be automatically changed when loading a Standard MIDI File generated with an instrument of the Korg Pa series. The Master Transpose Lock parameter in the Global (see "General Controls: Lock" on page 203) has no effect on the Sequencer.*

Page menu icon

Press the page menu icon to open the menu. See “Page menu” on page 196 for more information.

Song area

This is where the Song name is shown, together with its tempo and meter parameters, and the current measure.

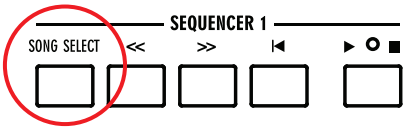


Song name

Displays the name of the selected Song. “NEWSONG” means that a new (blank) Song is selected, and you can record it.

Touch the Song name to make the Song Select window appear, allowing for selection of a different Song (see “Song Select window” on page 78).

To select a Song, you can also press the SONG SELECT button in the SEQUENCER 1 section of the control panel. Press SONG SELECT a second time to select a Song by dialing in its ID number (see “Selecting a Song by its ID number” on page 79).



Meter

Current Time Signature.

Measure number

Current measure number.

Tempo

Metronome tempo. Select this parameter and use the TEMPO/VALUE dial to change the tempo. As an alternative, when a different parameter is selected, or you are in a different page, keep the SHIFT button pressed and use the DIAL to change the tempo of the sequencer.

Locate measure

When checked, the measure shown by this parameter is a temporary start point of the song, instead of measure 1. When you press the |◀ (HOME) button, or use the << (REWIND) button to go back to the beginning, the Song returns to this point.

Metro

Check this box to turn the metronome on during playback.

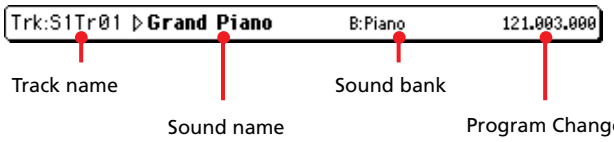
Tempo (Tempo mode)

Use this menu to select the Tempo change mode.

Manual	In this mode, you can change the Tempo using the TEMPO/VALUE dial. The Song will be played back using the manually selected tempo.
Auto	The Tempo recorded to the Song will be used.

Selected track info area

This line lets you see the Sound assigned to the selected track. Not only it is shown on the main page, but also in several edit pages.



Track name

Name of the selected track.

Sound name

Sound assigned to the selected track. Press anywhere in this area to open the Sound Select window, and select a different Sound.

Sound bank

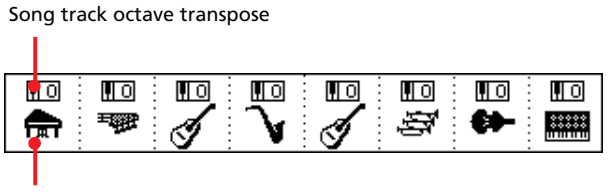
Bank the selected Sound belongs to.

Program Change

Program Change number sequence (Bank Select MSB, Bank Select LSB, Program Change).

Sounds area

This area lets you see Sounds and octave transposition for the eight tracks currently displayed.



Song track octave transpose

Non editable. Octave transpose of the corresponding track. To edit the octave transpose, go to the “Mixer/Tuning: Tuning” edit page (see page 90 for programming information).

Sound bank’s icon

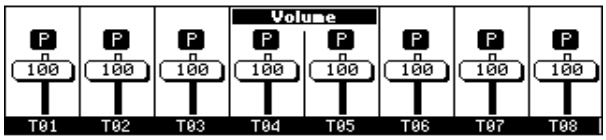
This picture illustrates the bank the current Sound belongs to. Touch an icon a first time to select the corresponding track (detailed information are shown on the Selected Track Info area, see above). Touch it a second time to open the Sound Select window.

Track volume/status area

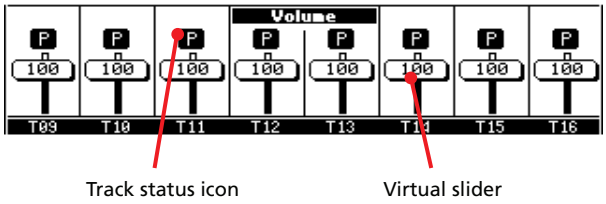
This area is where you can set the volume of each Song track, and mute/unmute tracks.

Use the TRACK SELECT button to switch between Song Tracks 1-8 and Song Tracks 9-16 views.

The ***Song Tracks 1-8 view*** shows individual Song tracks 1-8:



The ***Song Tracks 9-16 view*** shows individual Song tracks 9-16:



Virtual slider (track volume)

Virtual sliders are a graphical display of each track's volume. Touch the track's area to select a track, and use the TEMPO/VALUE dial to change the value (or touch and drag it in the display).

Track status icon

▸SONG ▸GBL[Seq]

Play/mute status of the current track. Select the track, then press this area to change the track status. The status of Song tracks is saved when saving the Song.

P — Play status. The track can be heard.

M — Mute status. The track cannot be heard.

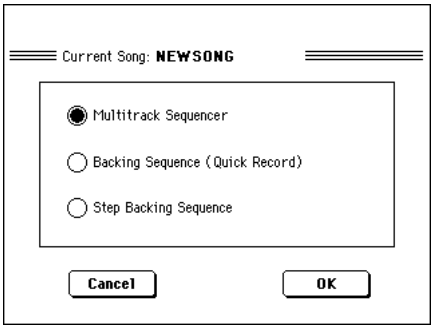
Track names

Under the sliders, a label for each track is shown. Use the TRACK SELECT button to switch between tracks 1-8 and 9-16.

T01…T16 Song tracks.

Entering Record mode

To enter Record mode, press the RECORD button while you are in Sequencer mode. The following dialog box will appear:



Select one of the three available recording options and press OK (or Cancel if you don't want to enter Record mode).

Multitrack Sequencer

Full-featured sequencer. Select this option for classic multitrack recording. (See "Record mode: Multitrack Sequencer page" on page 177).

Backing Sequence (Quick Record)

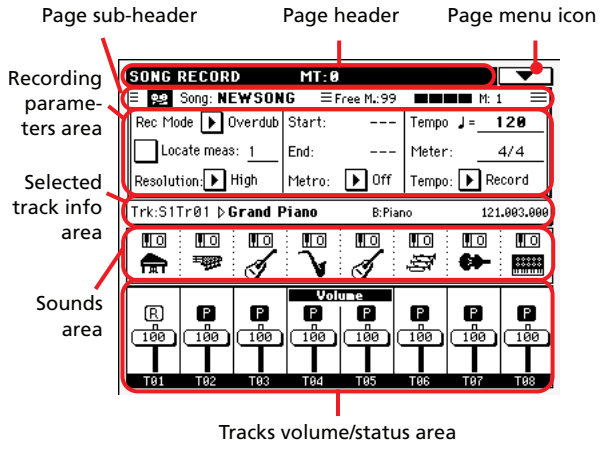
Easy way of recording. Just play with Styles, and record your realtime performance.

Step Backing Sequence

Step-record. Edit chords and controls for the Style. Very useful if you are not a keyboard player.

Record mode: Multitrack Sequencer page

While in Sequencer mode, press the RECORD button and select the "Multitrack Sequencer" option. The Multitrack Sequencer page appears.



See "Multitrack recording procedure" on page 178 for information on the record procedure.

Page header

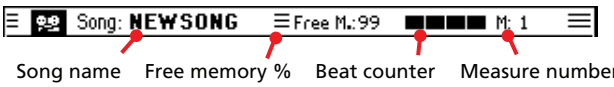
See "Page header" on page 174.

Page menu icon

See "Page menu icon" on page 175.

Page sub-header

This area shows some performing info on the Song.



Song name

Name of the Song in record.

Free memory %

Percentage of remaining memory available for recording.

Beat counter

This indicator shows the current beat inside the current measure.

Measure number

Current measure you are recording.

Recording parameters area

Rec mode (Recording mode)

Set this parameter before starting record, to select a recording mode.

Overdub — The newly recorded events will be mixed to any existing events.

Overwrite — The newly recorded events will replace any existing events.

Auto Punch — Recording will automatically begin at the "Start" position, and stop at the "End" position.

Note: *The Auto Punch function will not work on an empty Song. At least one track must already be recorded.*

PedalPunch — Recording will begin when pressing a pedal set to the "Punch In/Out" function, and will finish when pressing the same pedal again.

Note: *The Pedal Punch function will not work on an empty Song. At least one track must already be recorded.*

Locate measure

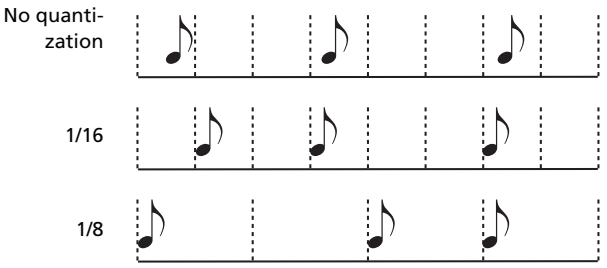
When checked, the measure shown by this parameter is a temporary start point of the song, instead of measure 1. When you press the ▶/■ (PLAY/STOP) button to stop recording, or use the << (REWIND) button to go back to the beginning, the Song returns to this point.

Resolution

Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too late are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

High — No quantization applied.

𝅘𝅥𝅯 (1/32)…♪ (1/8) — Grid resolution, in musical values. For example, when you select 1/16, all notes are moved to the nearest 1/16 division. When you select 1/8, all notes are moved to the nearest 1/8 division.



Start/End

Start and End locators. These parameters area available only when the "Auto Punch" recording mode is selected. They set the starting and ending points of the Punch recording.

Metro (Metronome)

This is the metronome heard during recording.

Off — No metronome click will be heard during recording. A one-bar precount will be played before starting recording.

On1 — Metronome on, with a one-bar precount before starting recording.

On2 — Metronome on, with a two-bar precount before starting recording.

Tempo

Select this parameter, and use the TEMPO/VALUE dial to set the tempo.

Note: *You can always change the Tempo, when other parameters are selected, by keeping the SHIFT button pressed, and rotating the DIAL.*

Meter

This is the basic meter (or time signature) of the Song. You can edit this parameter only when the Song is empty, i.e., before you begin recording anything. To insert a meter change in the middle of the Song, use the "Insert Measure" function (see page 194).

Tempo (Tempo mode)

This parameter sets the way tempo events are read or recorded.

Manual	Manual reading. The latest manual Tempo setting (made using the TEMPO/VALUE dial) is considered the current Tempo value. No Tempo change events will be recorded. This is very useful to record the Song much slower than its actual Tempo.
Auto	Auto reading. The Sequencer plays back all recorded Tempo events. No Tempo change events are recorded.
Record	All Tempo changes made during recording will be recorded to the Master Track. ***Note:*** *The tempo is always recorded in overwrite mode (old data is replaced by the new data).*

Selected track info area

This line lets you see the Sound assigned to the selected track. See "Selected track info area" on page 175 for more information.

Sounds area

This area lets you see Sounds and octave transposition for the eight tracks currently displayed. See "Sounds area" on page 175 for more information.

Track volume/status area

This area is where you can set the volume of each Song track, and change track status. See "Track volume/status area" on page 176.

Track status icons

Play/mute/record status of the current track. Select the track, then press this area to change its status.

P	Play status. The track can be heard.
M	Mute status. The track cannot be heard.
R	Record status. After pressing ▶/■ (PLAY/STOP) to start recording, the track will receive notes from the keyboard and the MIDI IN or USB connector.

Multitrack recording procedure

Here is the general procedure to follow for the Multitrack Recording.

1. Press SEQUENCER to enter Sequence mode.
2. Press the RECORD button, and select the "Multitrack Sequencer" option to enter the Multitrack Record mode. Now you can prepare your recording parameters. (For more details, see "Record mode: Multitrack Sequencer page" on page 177).
3. Be sure the Overdub or Overwrite recording options is selected (see "Rec mode (Recording mode)" on page 177).
4. Set the tempo. There are two ways of changing tempo:

   • Keep the SHIFT button pressed, and use the TEMPO/VALUE dial to change the tempo.

   • Move the cursor to the "Tempo" parameter, and use the TEMPO/VALUE dial to change tempo.
5. Use the TRACK SELECT button to switch between Song Tracks 1-8 and Song Tracks 9-16, and assign the right Sound to each track (see "Sound bank's icon" on page 175).
6. Select the track to record. Its status icon will automatically change to Record (see "Track status icons" on page 178).
7. Use the "Locate measure" parameter to enter a measure where you want to start recording.
8. Press ▶/■ (PLAY/STOP) to start recording. Depending on the Metro option you selected, a 1- or 2-bars precount may play before the recording actually begins. After precount, play freely.

   • If you selected the Auto Punch recording mode, the recording will begin only when reaching the Start point.

   • If you selected the Pedal Punch recording mode, press the pedal when you want to begin recording. Press it again to finish recording.

   Note: *The Punch functions will not work on an empty Song. At least one track must already be recorded.*
9. When finished recording, press ▶/■ (PLAY/STOP) to stop the sequencer. Select a different track, and go on recording the whole Song.
10. When finished recording the new Song, either press the RECORD button, or select the "Exit from Record" command from the page menu (see page 197).

    Warning: *Save the Song to a card, to avoid it is lost when turning the instrument off.*

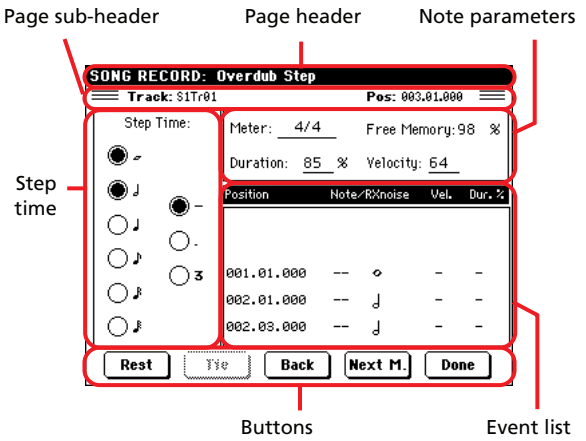
    Note: *When exiting the Record mode, the Octave Transpose is automatically reset to "0".*
11. If you wish, edit the new Song, by pressing the MENU button, and selecting the various edit pages.

Record mode: Step Record page

The Step Record allows you to create a new Song by entering single notes or chords to each track. This is very useful when transcribing an existing score, or needing a higher grade of detail, and is particularly suitable to create drum and percussion tracks.

To access this page, select the "Overdub Step Recording" or "Overwrite Step Recording" command from the page menu.

In Overdub Step Recording mode you will add to existing events, while in Overwrite Step Recording mode you will overwrite all existing events.



See "Step Record procedure" below, for information on the record procedure.

Page header

This line shows the current operating mode.

Page sub-header

Track

Name of the selected track in record.

S1Tr01…Tr16
: Sequencer 1 track. In Sequencer mode, you always work with Sequencer 1.

Pos (Position)

This is the position of the event (note, rest or chord) to be inserted.

Step Time area

Step Time

Length of the event to be inserted.

𝅝 … 𝅘𝅥𝅯
: Note value.

Standard (–)
: Standard value of the selected note.

Dot (.)
: Augments the selected note length by one half of its value.

Triplet (3)
: Triplet value of the selected note.

Note parameter area

Meter

Time signature of the current measure. This parameter cannot be edited. You can set a Meter change by using the Insert function of the Edit menu, and inserting a new series of measures with a different Meter (see "Song Edit: Cut/Insert Measures" on page 194).

Free Memory

Available memory for recording.

Duration

Relative duration of the inserted note. The percentage is always referred to the step value.

50%
: Staccato.

85%
: Ordinary articulation.

100%
: Legato.

Velocity

Set this parameter before entering a note or chord. This will be the playing strength (i.e., velocity value) of the event to be inserted.

Kbd
: Keyboard. You can select this parameter, by turning all counter-clockwise the dial. When this option is selected, the playing strength of the played note is recognized and recorded.

1…127
: Velocity value. The event will be inserted with this velocity value, and the actual playing strength of the note played on the keyboard will be ignored.

Event list area

List of inserted events

Previously inserted events. You may delete the last of these events, and make it ready for a new event, by pressing the Back button in the display.

Position
: Position where the event has been inserted. The value is shown in the "measure.beat.tick" format.

Note/RX Noise
: Name of the inserted Note or RX Noise. When entering a chord, a series of dots is shown after the name of the root note.

Vel.
: Velocity of the inserted event.

Dur.%
: Percentage duration of the inserted event.

Buttons

Rest

Press this button to insert a rest.

Tie

Press this button to tie the note to be inserted to the previous one. A note with the same pitch, and the specified length, will be created, and tied to the previous one.

Back

Goes to the previous step, erasing the inserted event.

Next M. (Next Measure)

Goes to the next measure, and fills the remaining space with rests.

Done

Exits the Step Record mode.

Step Record procedure

Here is the general procedure to follow for the Step Recording.

1. Press SEQUENCER to enter Sequencer mode.
2. Press the RECORD button, and select the "Multitrack Sequencer" option to enter the Multitrack Record mode. From the page menu, select the "Overdub Step Recording" or "Overwrite Step Recording" mode. At this point, the Step Record window will appear in the display.
3. The next event will be entered at the position shown by the Pos indicator in the upper right corner of the display.

   • If you don't want to insert a note at this position, insert a rest instead, as shown in step 5.

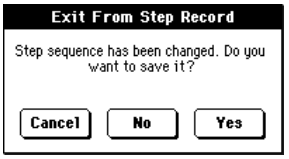
   • To jump to the next measure, filling the remaining beats with rests, press the Next M. button in the display.
4. To change the step value, use the Step Time parameters.
5. Insert a note, rest or chord at the current position.

   • To insert a single note, just play it on the keyboard. The inserted note length will match the step length. You may change the velocity and relative duration of the note, by editing the Velocity and Duration parameters. See "Velocity" and "Duration" on page 179.

   • To insert a rest, just press the Rest button in the display. Its length will match the step value.

   • To tie the note to be inserted to the previous one, press the Tie button in the display. A note will be inserted, tied to the previous one, with exactly the same pitch. You don't need to play it on the keyboard again.

   • To insert a chord or a second voice, see "Chords and second voices in Step Record mode" on page 115 of the "Style Record mode" chapter.
6. After inserting a new event, you may go back by pressing the Back button in the display. This will delete the previously inserted event, and set the step in edit again.
7. When finished recording, press the Done button in the display. A dialog box appears, asking you to either cancel, discard or save the changes.



   If you press, Cancel, exit is canceled, and you can continue editing. If you choose No, changes are not saved, and the Step Record window is closed. If you choose Yes, changes are saved, and the Step Record window is closed.
8. From the main page of the Multitrack Recording mode, either select the "Exit from Record" command from the page menu, or press the RECORD button to exit the Record mode.
9. While in the main page of the Sequencer mode, you may press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to listen to the Song, or select the Save Song command from the page menu to save the Song to a card (see "Save Song window" on page 198).

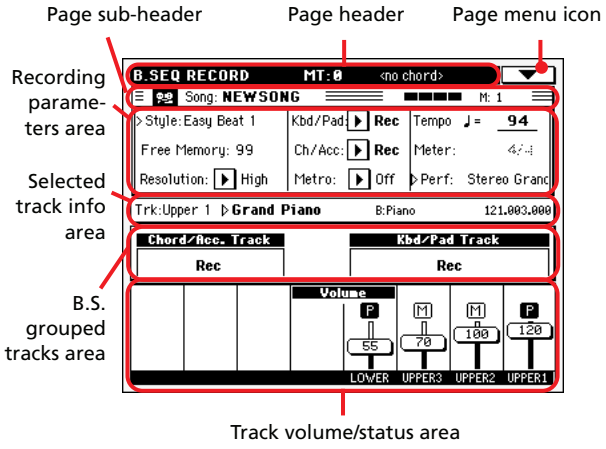
Chords and second voices

With Pa588, you are not obliged to insert single notes in a track. There are several ways to insert chords and double voices. For more information, see "Chords and second voices in Step Record mode" on page 115 of the "Style Record mode" chapter.

Record mode: Backing Sequence (Quick Record) page

Backing Sequence (Quick Record) mode allows you to quickly record your live performance with the Styles. To make things easier, just two grouped tracks are provided: ***Kbd/Pad*** (Keyboard and Pads) to record keyboard and pads, and ***Ch/Acc*** (Chords/Accompaniment) to record Style commands and chords played on the keyboard.

While in Sequencer mode, press the RECORD button and select the "Backing Sequence (Quick Record)" option. The Backing Sequence (Quick Record) page appears.



See "Backing Sequence (Quick Record) recording procedure" on page 182 for information on the record procedure.

Page header

See "Page header" on page 174.

Page menu icon

See "Page menu icon" on page 175.

Page sub-header

See "Page sub-header" on page 177.

Recording parameters area

Style

This parameter shows the selected Style. Either press it, or press one of the STYLE buttons, to open the Style Select window and select a different Style (see "Style Select window" on page 77).

Free memory

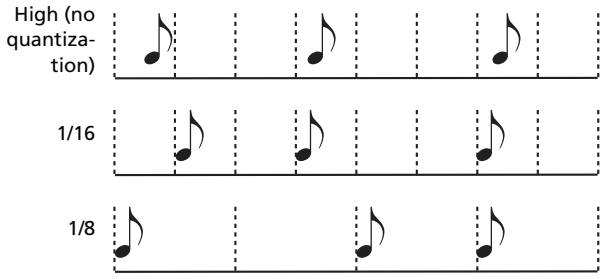
Percentage of remaining memory for recording.

Resolution

Use this parameter to set the quantization during recording. Quantization is a way of correcting timing errors; notes played too soon or too late are moved to the nearest axis of a rhythmic "grid", set with this parameter, thus playing perfectly in time.

High — No quantization applied.

𝅘𝅥𝅯 (1/32)…♪ (1/8) — Grid resolution, in musical values. For example, when you select 1/8, all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



Chord/Acc, Kbd/Pad

These parameters let you define grouped track status during recording. This status is reflected by the big status indicator above the track sliders.

Play — The Backing Sequence track is set to play. If there are recorded data, they will be heard while recording the other Backing Sequence track.

Mute — The Backing Sequence track is muted. If this tracks has already been recorded, it will not be heard during recording of the other Backing Sequence track.

Rec — The Backing Sequence track is in record. All previously recorded data will be deleted. After pressing ▶/■ (PLAY/STOP) to start recording, the track will receive notes from the keyboard and the MIDI IN connector.

Ch/Acc: This Backing Sequence track groups all Style tracks, together with recognized chords and Style controls and Style Elements selection. After finishing recording, they will be saved as Song tracks 9-16, as in the following table:.

Chord/Acc track	Song track/Channel
Bass	9
Drum	10
Percussion	11
Accompaniment 1	12
Accompaniment 2	13
Accompaniment 3	14
Accompaniment 4	15
Accompaniment 5	16

Kbd/Pad: This Backing Sequence track includes the four Keyboard tracks and the four Pads. After finishing recording, they will be saved as Song tracks 1-8, as in the following table:

Kbd/Pad track	Song track/Channel
Upper 1	1
Upper 2	2
Upper 3	3
Lower	4
Pad 1	5
Pad 2	6
Pad 3	7
Pad 4	8

Metro (Metronome)

This parameter sets the metronome mode during recording.

Off — No metronome click will be heard during recording. A one-bar precount will be played before starting recording.

On1 — Metronome on, with a one-bar precount before starting recording.

On2 — Metronome on, with a two-bar precount before starting recording.

Tempo

Metronome tempo. Select this parameter and use the TEMPO/VALUE dial to change the tempo. As an alternative, when a different parameter is selected, or you are in a different page, keep the SHIFT button pressed and use the DIAL to change the tempo of the sequencer.

Meter

(Non Editable). This parameter shows the Time Signature of the selected Style for reference.

PERF or STS (Performance or STS)

This parameter shows the selected Performance or STS (depending on the latest item selected).

To select a Performance, either press it, or press one of the PERFORMANCE/SOUND buttons (provided the PERFORMANCE SELECT LED is turned on), to open the Style Select window and select a different Performance (see "Style Select window" on page 77).

To select an STS, use the four SINGLE TOUCH SETTING buttons under the display.

Backing Sequence grouped tracks area

Grouped tracks status indicators

These giant indicators show the status of the Backing Sequence grouped tracks. They reflect the status of the Kbd/Pad and Ch/Acc parameters (see "Chord/Acc, Kbd/Pad" above).

Selected track info area

This line lets you see the Sound assigned to the selected track. See "Selected track info area" on page 175 for more information.

Track volume/status area

This area is where you can set the volume of each single Keyboard track, and mute/unmute tracks.

Virtual sliders (track volume)

Graphical display of each track's volume. See "Virtual slider (track volume)" on page 176 for more information.

Individual track status icons

While you can change the status of all Keyboard tracks at once, by using the Kbd/Pad Backing Sequence track, you can also change the status of each single track. Press this icon to change the status of the corresponding individual track.

Play status. The track can be heard.

Mute status. The track cannot be heard.

Track names

Under the sliders, a label for each track is shown.

UPPER1…3 — Upper tracks.

LOWER — Lower track.

Backing Sequence (Quick Record) recording procedure

Here is the general procedure to follow for the Backing Sequence (Quick) Recording.

1. Press SEQUENCER to enter the Song mode.
2. Press the RECORD button, and select the "Backing Sequence (Quick Record)" option to enter the Backing Sequence (Quick Record) mode. Now you can prepare your recording parameters. (For more details, see "Record mode: Backing Sequence (Quick Record) page" on page 181).
3. The latest selected Style is currently selected. If it is not the right one, select a different Style to start recording with. (See "Style Select window" on page 77).
4. The latest selected Performance or STS is currently selected. If you prefer, select a different Performance or STS. (See "Performance Select window" on page 76, and "STS Select" on page 78).
5. Select the status of the Backing Sequence grouped tracks, using the Kbd/Pad and Ch/Acc parameters. (Kbd/Pad stays for Keyboard and Pads; Ch/Acc stays for Chord and Accompaniment, i.e. the Style tracks). To record all you play on the keyboard, plus the automatic accompaniment, leave their status to Rec (see "Track status icons" on page 178).

   Warning: *Tracks set to REC are automatically overwritten when starting recording. Set a track to the PLAY or MUTE status, when you don't want to delete it. For example, if you are recording a keyboard part on an existing Style track, set the Ch/Acc parameter to PLAY, and the Kbd/Pad track to REC.*

6. Start recording by pressing the left ▶/■ (PLAY/STOP) button or the START/STOP button.

   • By pressing the left ▶/■ (PLAY/STOP) button (or the START/STOP button), you can record a keyboard intro with no Style playing. After a count-in (see "Metro (Metronome)" on page 182), you can start recording.

   Play a solo intro, then start the auto-accompaniment by pressing the START/STOP button.

   • By pressing the START/STOP button you can start the Style right at the beginning of the Song.

   Since you can use any Style control, you could start with the usual combinations (INTRO, ENDING, FILL… see "Selecting and playing a Style" on page 48 for more information).

   Note: *While in Backing Sequence mode, you can't record the SYNCHRO, TAP TEMPO/RESET, MANUAL BASS, ACCOMPANIMENT VOLUME controls.*

7. Play your music. While recording you can even change the Style, or stop it by pressing START/STOP or one of the ENDINGs. While recording you can even start the style again, by pressing START/STOP.

8. When finished recording your performance, press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section. You will go back to the Sequencer Play Main page (see "Sequencer Play - Main page" on page 174).

   At this point, you may press the ▶/■ (PLAY/STOP) button in the SEQUENCER 1 section to listen to the new Song.

   You may also edit the Song by pressing the MENU button (see "Edit menu" on page 186).

9. Save the song to a card (see "Save Song window" on page 198).

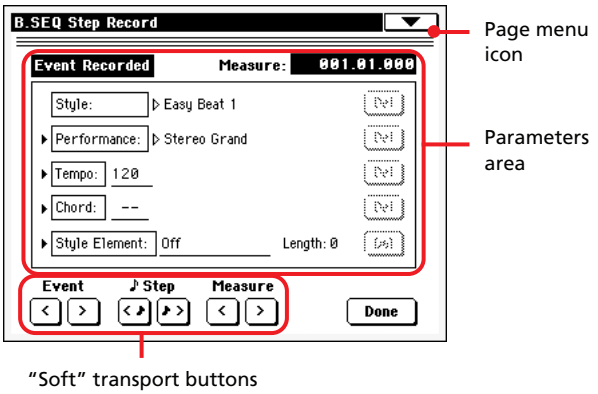
   Warning: *The recorded Song is in RAM (Random Access Memory), and will be deleted when turning the instrument off, switching to the Style Play or Song Play mode, or entering Record again. If you wish to preserve it, save the Song to a card.*

Record mode: Step Backing Sequence page

The Step Backing Sequence mode allows you to enter single chords, to create or edit the Style (Chord/Acc) part of a Song. This mode lets you enter chords even if you are not a keyboard player, or fix any error made playing chords or selecting Style controls, during a Backing Sequence (Quick Record) recording.

In this mode, you can only edit Songs created using the Backing Sequence (Quick Record) recording mode. When saving a Song created using the Backing Sequence (Quick Record) recording mode, all Chord/Acc data is preserved, and can be loaded later, to be edited again by using the Step Backing Sequence mode.

While in Sequencer mode, press the RECORD button and select the "Step Backing Sequence" option. The Step Backing Sequence window appears.



See "Step Backing Sequence procedure" on page 185 for information on the record procedure.

Page menu icon

Press the page menu icon to open the menu. See "Step Backing Sequence page menu" on page 185 for more information.

Parameters area

Side arrow (▸)

The small arrow next to a parameter means that its value is effective at the current position. For example, if you are at the "003.01.000" position, and an arrow lights up next to the Chord parameter, this means that a chord change happens at the "003.01.000" position.

Measure

This parameter shows the current position of the Step Editor. To go to a different position within the Song, use one of the following systems:

- Select this parameter, then use the TEMPO/VALUE dial to go to a different measure.
- Use the Measure buttons in the display to move to a different measure. Use the Step buttons in the display to move in steps of 1/8 (192 ticks). Use the Event buttons in the display to jump to the next event.

The locator value is shown in the "measure.beat.tick" format.

Measure	Measure or bar number.
Beat	Divider in the Time Signature ratio (e.g., a quarter in a 3/4 time).
Tick	Smallest position value. Both Pa588 internal sequencers feature a resolution of 384 ticks per quarter.

Style

This is the latest selected Style. To insert a Style change at the current position, touch the Style name to open the Style Select window, or follow the standard selecting procedure using the buttons of the STYLE SELECT section.

Note: *Any Style Change inserted after the beginning of the measure (i.e., to a position other than Mxxx.01.000) will be effective at the following measure. For example, if a Style Change event has been inserted at M004.03.000, the selected Style will be effectively selected at M005.01.000. (This works exactly as in Style Play mode).*

Note: *When inserting a Style Change, you may also insert a Tempo Change at the same position. A Style Change will not automatically insert the Style's Tempo.*

Performance

This is the latest selected Performance. Select a Performance to recall the Style it links to. To insert a Performance change at the current position, touch the Performance name to open the Performance Select window, or follow the standard selecting procedure using the PERFORMANCE/SOUND SELECT section.

Note: *The STYLE CHANGE LED is automatically turned on when entering the Chord/Acc Step Mode. This means that selecting a Performance automatically selects the Style memorized in the Performance.*

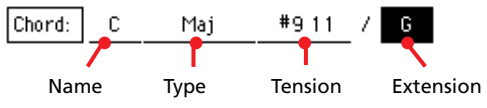
The SINGLE TOUCH and STS buttons are automatically disabled, meaning that you can't change Keyboard tracks while in Chord/Acc Step Mode.

Tempo

This is the Tempo Change parameter. To insert a Tempo Change event at the current position, select this parameter and use the TEMPO/VALUE dial to change its value.

Chord

The chord parameter is divided in four separate parts:



Select one of the parts, then use the TEMPO/VALUE dial to modify it. As an alternative, you can play a chord, and it will be automatically recognized.

The lack of a chord (--) means that the accompaniment will not play at the current position (apart for the Drum and Percussion tracks). To select the "--" option, select the Name part of the Chord parameter, then use the TEMPO/VALUE dial to select the very last value (C…B, Off).

Note: *If you replace a chord with a different one, please remember that the Lower track (if recorded) will not be automatically changed, and may cause a dissonance against the accompaniment.*

Style Element

This is the Style Element (i.e., a Variation, Fill, Intro, or Ending). The length of the selected Style Element is always shown by the "Length" parameter (see below).

"Off" means that the accompaniment will not play at the selected position – only Keyboard and Pad tracks will play.

Hint: *Insert a Style Element Off event exactly where the automatic accompaniment must stop (at the end of the Song).*

Length

This parameter will let you know where to place the following Style Element Change. For example, if you inserted an Intro event lasting for 4 measures, you can insert 4 empty measure after this event, and a Variation event at the end of the Intro, beginning at the 4th empty measure.

Del (Delete) button

When a side arrow (▶) is shown next to a parameter, there is an event at the current position. You can press the Del button next to it, to delete the event at the current position.

Hint: *To delete all events starting from the current position, select the "Delete All from Selected" command from the page menu (see below).*

"Soft" transport buttons

Event < > Previous or Next Event

Use these buttons to move to the previous or next recorded event.

♪ Step < > Previous or Next Step

Use these buttons to go to the previous or next step (1/8, or 192 ticks). If an event is located before the previous or next step, the locator stops on that event. For example, if you are positioned on M001.01.000, and no event exists before M001.01.192, the > button moves to the M001.01.192 location. If an event exists on M001.01.010, the > button stops to the M001.01.010 location.

These commands are effective even if the Measure parameter is not selected.

Measure < > Previous or Next Measure

Use these buttons to move to the previous or following measure. These commands are effective even if the Measure parameter is not selected.

Done button

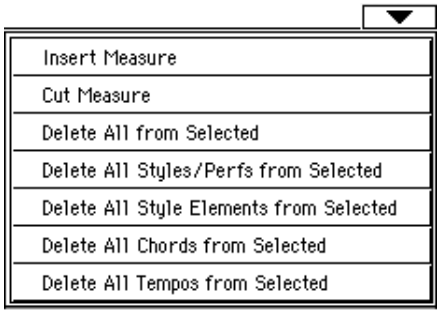
Done

Press this button to exit the Step Backing Sequence mode. All changes will be saved to memory.

Hint: *Save the Song to a card, by selection the "Save Song" command from the page menu, to avoid losing it when turning the instrument off.*

Step Backing Sequence page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Insert Measure

Use this command to insert an empty measure starting from the current measure. All Chord/Acc events contained in the current measure will be moved to the following measure. The event at the Mxxx.xx.000 position (i.e., exactly at the beginning of the measure, like a Time Signature or Style change) will not be moved.

Cut Measure

Use this command to delete the current measure. All Chord/Acc event contained in the following measures will be moved one measure back.

Delete All from Selected

Use this command to delete events of all types, starting from the current position.

Note: *All events on the very first tick (M001.01.000), like Perf, Style, Tempo, Chord, Style Element selection, cannot be deleted.*

Delete All Styles/Perfs from Selected

Delete All Styles Elements from Selected

Delete All Chords from Selected

Delete All Tempos from Selected

Select one of these commands to delete all events of the corresponding type, starting from the current position to the end of the Song. **To delete all events of the same type from the whole Song**, go back to the M001.01.000 position, and select one of these commands.

Note: *All events on the very first tick (M001.01.000), like Perf, Style, Tempo, Chord, Style Element selection, cannot be deleted.*

Step Backing Sequence procedure

Here is the general Step Backing Sequencer recording procedure.

Hint: *Before entering Step Backing Sequence mode to edit an existing Song, select the "Save Song" command from the page menu, and save the Song to a card. This way, you will have a copy of the Song, in case you don't like the results of your editing.*

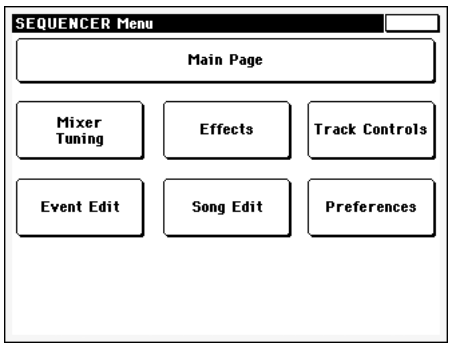
1. While in Sequencer mode, press the RECORD button, and choose the "Step Backing Sequence" recording option.
2. Select the Measure parameter, and go to the desired position in the Song, by using the TEMPO/VALUE dial. Alternatively, you can move the locator using the "soft" transport buttons in the display. See ""Soft" transport buttons" on page 184.
3. Select the parameter type (Style, Performance, Tempo…) to insert, edit or delete at the current position. If an arrow (▶) appears next to a parameter, the shown event has been inserted at the current position.
4. Use the TEMPO/VALUE dial to modify the selected event. Delete it by pressing the Del button next to the event. When editing a parameter without the arrow (▶) next to it, a new event is inserted at the current position.
5. Exit the Step Backing Sequence recording mode, by pressing the Done button in the display.
6. Press ▶/■ (PLAY/STOP) in the SEQUENCER 1 section to listen to the consequence of your editing. If they are fine, save the Song to a card.

Edit menu

From any page, press the MENU button to open the Sequencer edit menu. This menu gives access to the various Sequencer edit sections.

When in the menu, select an edit section, or press EXIT to exit the menu.

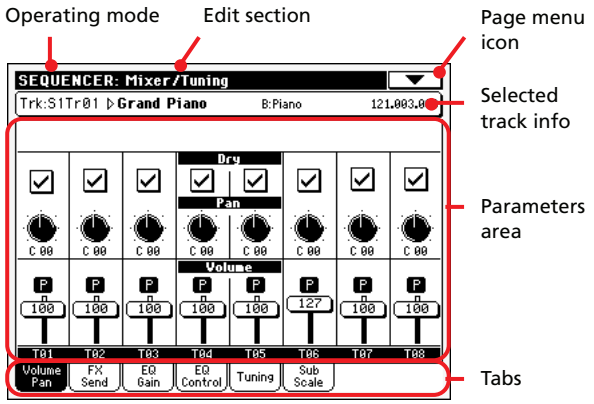
When in an edit page, press EXIT or the SEQUENCER button to go back to the main page of the Sequencer operating mode.



Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by pressing the corresponding tab on the lower part of the display.

Edit page structure

All edit pages share some basic elements.



Operating mode

This indicates that the instrument is in Sequencer mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 186).

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 196).

Parameters area

Each page contains various parameters. Use the tabs to select one of the pages. For detailed information on the various types of parameters, see sections starting from page 186.

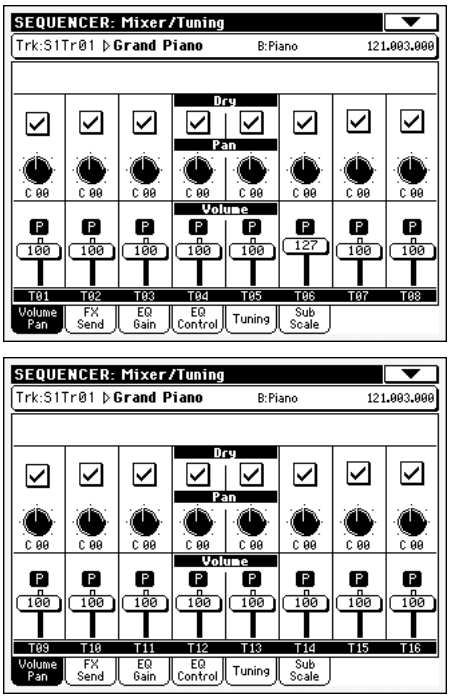
Tabs

Use tabs to select one of the edit pages of the current edit section.

Mixer/Tuning: Volume/Pan

This page lets you set the volume and pan for each Song track.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16.

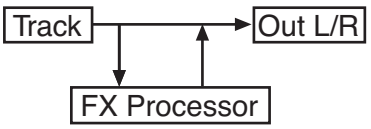


Dry

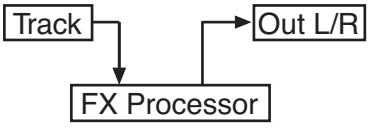
▸SONG

Use this checkbox to turn the dry (direct) signal on or off.

On — When checked, the direct, dry signal is sent to the output, mixed with the FXs.



Off — When unchecked, the direct, dry signal is removed from the audio output, and only sent to the FXs. The effected signal will still be panned (in stereo FXs only) according to the Pan value.



Pan

▸SONG

Track position in the stereo field.

L-64…L-1 — Left stereo channel.

C 00 — Center.

R+1…R+63 — Right stereo channel.

Volume

▸SONG

Track's volume.

0…127 MIDI value of the track's volume.

Play/Mute icon

▸SONG

Track's play/mute status.

P Play status. The track can be heard.

M Mute status. The track cannot be heard.

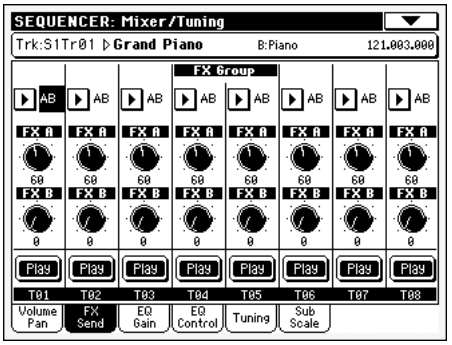
Mixer/Tuning: FX Send

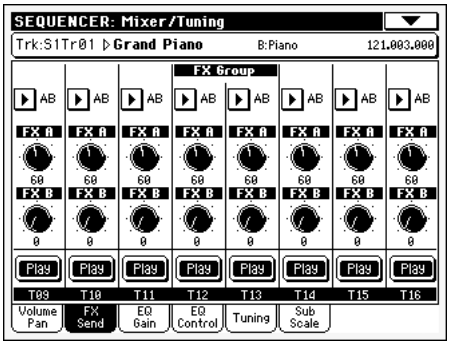
This page lets you set the level of the track's direct (uneffected) signal going to the Internal FX processors. The effect processors included in Pa588 are connected in parallel, so you can decide which percentage of the direct signal can be effected.

In case you want to send all of a track's signal to the effect (as when using "insert" effects, like Rotary, Distortion, EQ…), just set the Dry parameter to Off (see "Dry" above).

There are four Internal FX processors in Sequencer mode, grouped in two pairs (AB and CD). Usually you will create Songs with only a pair (preferably AB), but you can create Songs using both FX pairs. We suggest to use A and C as reverb processors, and B and D as modulating effect processors.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.





FX Groups

▸SONG

Use this pop-up menu to select one of the two FX groups (AB or CD).

Send level

▸SONG

0…127 Level of the track (direct) signal sent to the effect processor.

Play/Mute icon

▸SONG

Track's play/mute status.

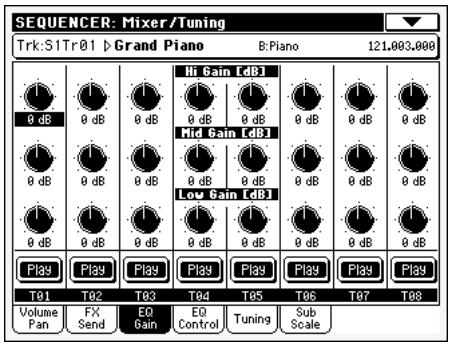
Play Play status. The track can be heard.

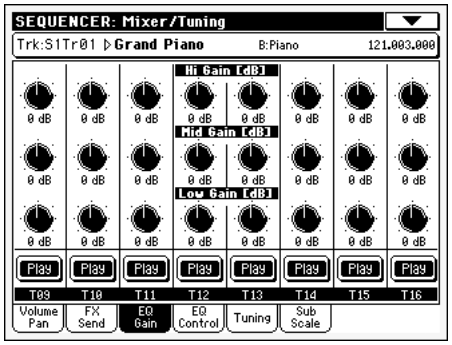
Mute Mute status. The track cannot be heard.

Mixer/Tuning: EQ Gain

In this page you can set the three-band equalization (EQ) for each individual track.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.





Hi (High) Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the high frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Mid (Middle) Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the middle frequencies equalization on each individual track. This is a bell curve filter. Values are shown in decibels (dB).

Low Gain

▸PERF ▸PERF^{Sty} ▸STS

This parameter lets you adjust the low frequencies equalization on each individual track. This is a shelving curve filter. Values are shown in decibels (dB).

Play/Mute icon

▸SONG

Track's play/mute status.

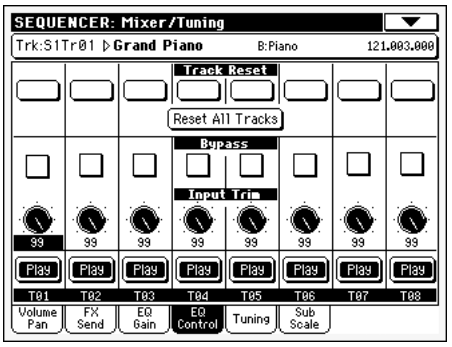
Play — Play status. The track can be heard.

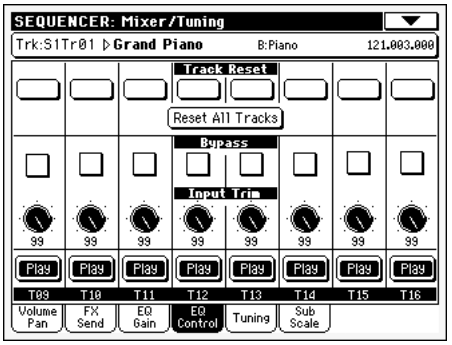
Mute — Mute status. The track cannot be heard.

Mixer/Tuning: EQ Control

This page lets you reset or bypass track equalization, programmed in the previous page.

Use the TRACK SELECT button to switch between Song tracks 1-8 and 9-16, and vice-versa.





Track Reset buttons

Use these buttons to reset (i.e., "flatten") equalization for the corresponding track.

Reset All Tracks button

Press this button to reset (i.e., "flatten") equalization for all tracks.

Bypass

Check any of these checkboxes to bypass equalization for the corresponding track. When bypassed, equalization has no effect on the track, but all parameters are preserved. When the box is unchecked, equalization is activated again with the original settings.

Input Trim

This knob allows you to limit the level of the signal passing through the equalizer. Extreme equalization values can overload the audio circuits and lead to distorsion. This control lets you set equalization as desired, and at the same time avoid overloading.

Play/Mute icon

▸SONG

Track's play/mute status.

Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

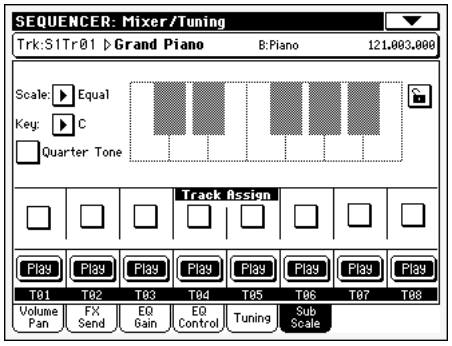
Mixer/Tuning: Tuning

Parameters ▸SONG

See "Mixer/Tuning: Tuning" on page 90.

Mixer/Tuning: Sub Scale

This page lets you program an alternative scale for the selected tracks (via the "Track Assign" parameter). The remaining tracks (if any) use the basic scale set in Global mode (see "Main Scale" on page 202).



Note: *Quarter Tone selection and activation of the Sub-Scale on each track of a Song, can be received by MIDI (i.e., by an external sequencer or controller). Conversely, selection of Quarter Tone settings, or activation of the Sub-Scale on each track of the Song, can be sent by the Pa588 to an external MIDI recorder as System Exclusive data.*

Note: *A Quarter Tone Sub-Scale can be selected by using the SC Preset buttons, appearing in the display when the Quarter Tone parameter is checked. See below how to use these buttons during recording.*

Parameters ▸SONG

See "Mixer/Tuning: Sub Scale" on page 90.

Track Assign ▸SONG

Check the parameter corresponding to each track where the Sub-Scale must be used.

Play/Mute icon ▸SONG

Track's play/mute status.

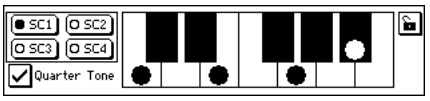
Play — Play status. The track can be heard.

Mute — Mute status. The track cannot be heard.

Recording Quarter Tone settings or SC Presets into a Song

Access the Sequencer mode, and press RECORD to access the Multitrack recording mode. No Quarter Tone selection is done, nor SC Preset is selected, and any change to the default sub scale settings is deleted.

Press MENU and go to the Mixer/Tuning > Sub Scale page. Check the "Quarter Tone" parameter, to make the SC Preset buttons and Quarter Tone Scale appear.



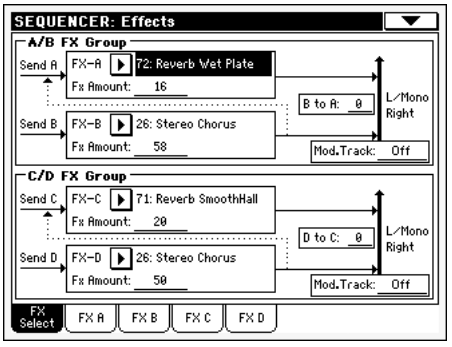
Then check each track you want to apply the sub scale to, by using the Track Assign checkboxes.

Start recording. Immediately after having started the sequencer, choose one of the SC Presets. The selection is recorded to the Song.

If you are recording a Backing Sequence, using Quarter Tone or SC Presets is the same as in Style Play mode. No need to assign the sub scale to the various tracks before accessing the Record mode.

Effects: FX Select

This page allows you to select effects to be assigned to the four Internal FX processors (A-D).



Note: *When you stop the Song, or select a different Song, the default effects are selected again. You can, however, stop the Song, change the effects, then start the Song again. Save the Song to permanently change the effects.*

FX A...D ▸SONG

Effects assigned to the corresponding effect processors. Usually, A and C are reverbs, while B and D are modulating effects (chorus, flanger, delay…). For a list of the available effects, see the "Advanced Edit" addendum in the Accessory CD.

FX Amount ▸SONG

Volume of the effect, that is added to the dry (uneffected) signal.

B to A, D to C ▸SONG

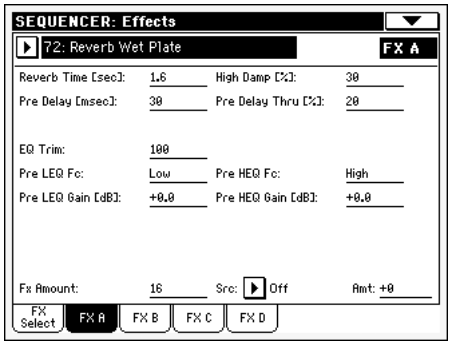
Amount of the B effect going back to the input of the A effect, or of the D effect going back to the input of the C effect.

Mod.Track (Modulating Track) ▸SONG

Source track for modulating MIDI messages. You can modulate an effect parameter with a MIDI message generated by a physical controller.

Effects: FX A...D

These pages contain the editing parameters for the four effect processors. Here is an example of the FX A page, with the Reverb Smooth Hall effect assigned.



Selected effect

▸SONG

Select one of the available effects from this pop-up menu. This is equivalent to the "FX A…D" parameters found in the "Effects: FX Select" page (see above).

Parameters

▸SONG

Parameters may differ, depending on the selected effect. See the "Advanced Edit" addendum in the Accessory CD for a list of available parameters for each effect type.

Track Controls: Mode

Parameter

▸SONG

See "Track Controls: Mode" on page 93.

Track Controls: Drum Volume

Parameter

▸SONG

See "Track Controls: Drum Volume" on page 190.

Track Controls: Easy Edit

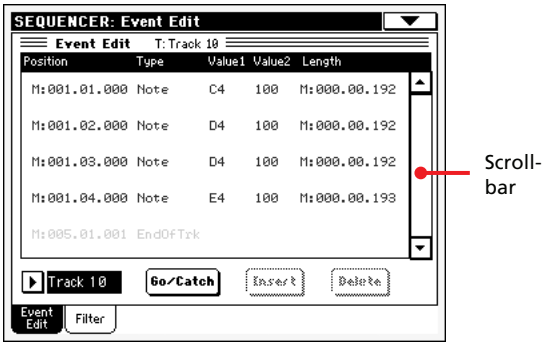
Parameter

▸SONG

See "Track Controls: Easy Edit" on page 94.

Event Edit: Event Edit

The Event Edit is the page where you can edit each single MIDI event of the selected track. You can, for example, replace a note with a different one, or change its playing strength. See also "Event Edit procedure" on page 191 for more information on the event editing procedure.



Position

Position of the event, expressed in the form 'aaa.bb.ccc':

- 'aaa' is the measure
- 'bb' is the beat
- 'ccc' is the tick (each quarter beat = 384 ticks)

You can edit this parameter to move the event to a different position. You can edit a position in either of the following ways:

(a) select the parameter, and use the TEMPO/VALUE dial to change the value, or

(b) select the parameter, then touch it again; the numeric keypad will appear. Enter the new position by dialing in the three parts of the number, separated by a dot. Zeroes at the beginning can be omitted, as well as the least important parts of the number. For example, to enter position 002.02.193, dial "2.2.193"; to enter position 002.04.000 dial "2.4"; to enter position 002.01.000, simply dial "2".

Type

Type of the event shown in the display. To edit it, select the parameter and use the TEMPO/VALUE dial to change its value.

Value 1 and 2

Values of the event shown in the display. Depending on the selected event, the value may change. This parameter also shows the (non editable) "End Of Track" marking, when the end of the track is reached.

Here are the events contained in ordinary tracks (1-16).

Type	First value	Second value
Note	Note name	Velocity
RX Noise	Note name	Velocity
Prog	Program Change number	–
Ctrl	Control Change number	Control Change value
Bend	Bending value	–
Aftt	Mono (Channel) Aftertouch value	–
PAft	Note to which the Aftertouch is applied	Poly Aftertouch value

And here are the events contained in the Master track.

Type	First value	Second value
Tempo	Tempo change	–
Volume	Master Volume value	–
Meter	Meter change[(a)]	–
Scale	One of the available preset Scales	Root note for the selected Scale
UScale (User Scale)	Altered note	Note alteration[(b)]
QT (Quarter Tone)	Altered note	Note alteration (0, 50)[(b)]
QT Clear (Quarter Tone Clearing)	Reset of all Quarter Tone (QT) changes	–
FXType	One of the four available FX processors	Effect number[(c)]
FXSend	Feedback Send (B>A or D>C)	Feedback send level

(a). Meter changes can't be edited or inserted separately from a measure. To insert a Meter change, use the Insert function in the Edit section and insert a series of measures with the new meter. Existing data can then be copied or entered to these measures
(b). To edit User Scale and Quarter Tone settings, select the first value, then select the scale's degree to edit. Edit the second value to change the tuning of the selected note of the scale.
(c). When selecting a different effect number during this edit, default settings will be assigned to this event.

To edit the event Type and Values, select the parameter and use the TEMPO/VALUE dial to change their value. In case of numeric values, you can also press them twice to open the numeric keypad.

Length

Length of the selected Note event. The value format is the same as the Position value. Edit it in the same way.

Note: *If you change a length of "000.00.000" to a different value, you can't go back to the original value. This rather uncommon zero-length value may be found in the drum and percussion tracks of Songs made in Backing Sequence mode.*

Track

Use this pop-up menu to select the track to edit.

Track 1…16 One of the ordinary tracks of the Song. These tracks contains musical data, like notes and controllers.

Master This is a special track, containing Tempo changes, Meter changes, Scale and Transpose data, and the effect parameters.

Scrollbar

Use the scrollbar to browse the event through the list. You can also scroll by using the SHIFT + DIAL combination.

Go/Catch

This is a dual-function command.

• While the sequencer is not running, it works as a Go to Measure command. Press it to open the Go to Measure dialog box:

When in this dialog box, select a target measure, and press OK. The first event available in the target measure will be selected.

• While the sequencer is running, it works as a Catch Locator command. Press it to show the event that is currently playing.

Insert

Press the Insert button in the display to insert a new event at the current shown Position. The default values are Type = Note, Pitch = C4, Velocity = 100, Length = 192.

Note: *You can't insert new events in an empty, non-recorded Song. To insert an event, you must first insert some empty measures by using the Insert Measure function (see "Song Edit: Cut/Insert Measures" on page 194).*

Delete

Press the Delete button in the display to delete the event selected in the display.

Note: *The "End of Track" event cannot be deleted.*

Event Edit procedure

Here is the general event editing procedure.

1. While in the Event Edit page, press ▶/■ (PLAY/STOP) in the SEQUENCER 1 section to listen to the Song. Press it again to stop the Song.
2. Select the Filter page, and turn "Off" the filter for the event types you wish to see in the display (see "Event Edit: Filter" on page 192 for more information).
3. Return to the Event Edit page.
4. Use the "Track" pop-up menu to select the track to edit. The list of events contained in the selected track will appear in the display.

   For more information on the event types and their values, see above.
5. Select the "Position" parameter. Use the TEMPO/VALUE dial (or press the parameter again to open the numeric keypad) to change the event's position.
6. Select the "Type" parameter and use the TEMPO/VALUE dial to change the event type. Select the "Value 1 and 2" parameters and use the TEMPO/VALUE dial (or press the parameter again to open the numeric keypad) to modify the selected value.

7. In the case of a Note event, select the Length parameter, and use the TEMPO/VALUE dial (or press the parameter again to open the numeric keypad) to change the event's length.

   • While the sequencer is not running, you may press the Go/Catch button in the display to go to a different measure (see "Go/Catch" above)

   • While the sequencer is running, you may use the Go/Catch button in the display to see the currently playing event in the display (see "Go/Catch" above).

   • Use SEQUENCER 1 transport controls to listen to the Song.

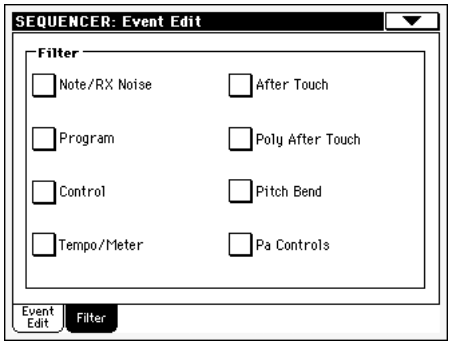
8. Press the insert button in the display to insert an event at the Position shown in the display (a Note event with default values will be inserted). Press the Delete button in the display to delete the selected event.

9. When the editing is complete, you may select a different track (go to step 4).

10. When finished editing the whole Song, select the Save Song command from the page menu to save the Song to a card. See "Save Song window" on page 198 for more information on saving a Song.

Event Edit: Filter

This page is where you can select the event types to be shown in the Event Edit page.



Turn On the filter for all event types you do not wish to see in the Event Edit page.

Note/RX Noise
: Notes and RX Noises.

Program
: Program Change events.

Control
: Control Change events.

Tempo/Meter
: Tempo and Meter changes (Master Track only).

After Touch
: Mono (Channel) Aftertouch events.

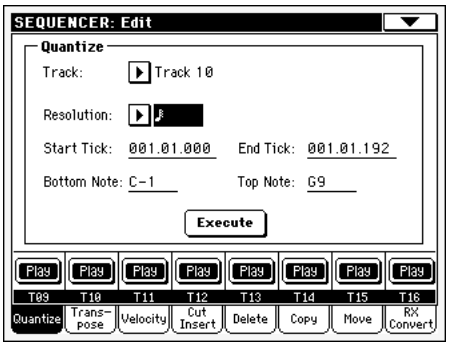
Poly After Touch
: Poly Aftertouch events.

Pitch Bend
: Pitch Bend events.

Pa Controls
: Controls exclusive of the Pa588, like the FX and Scale settings. These controls are recorded to the Master Track, and saved as System Exclusive data.

Song Edit: Quantize

The quantize function corrects any rhythm error after recording.



After setting the various parameters, press Execute to start the operation.

Track

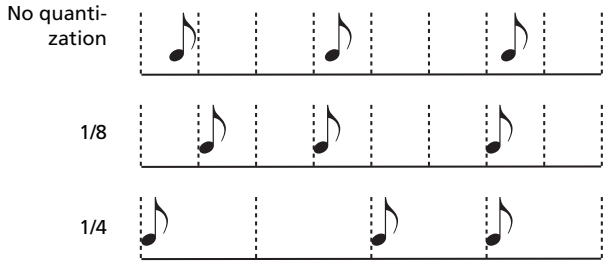
Use this parameter to select a track.

All
: Quantize will apply to all tracks.

Track 1…16
: Quantize will apply only to the selected track.

Resolution

This parameter sets the quantization value. For example, when you select ♪ (1/8), all notes are moved to the nearest 1/8 division. When you select 1/4, all notes are moved to the nearest 1/4 division.



𝅘𝅥𝅯 (1/32)…𝅗𝅥 (1/4)
: Grid resolution, in musical values. A "b…f" character added after the value means swing-quantization. A "3" means triplet.

Start / End Tick

Use these parameters to set the starting and ending points of the range to be quantized.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

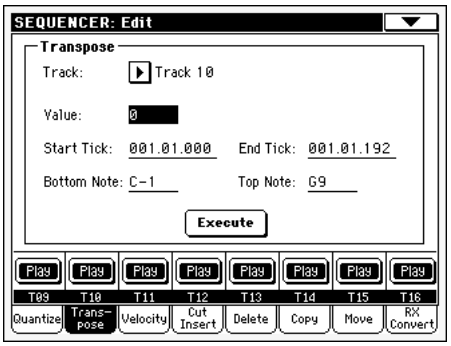
Bottom / Top Note

Use these parameters to set the bottom and top note of the keyboard range to quantize. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum track.

Note: *These parameters are available only when a Drum track is selected.*

Song Edit: Transpose

Here you can transpose the Song, a track or a part of a track.



After setting the various parameters, press Execute to start the operation.

Track

Use this parameter to select a track.

All — All tracks selected (apart for Drum tracks).

Track 1…16 — Selected track.

Value

Transpose value (±127 semitones).

Start / End Tick

Use these parameters to set the starting and ending points of the range to transpose.

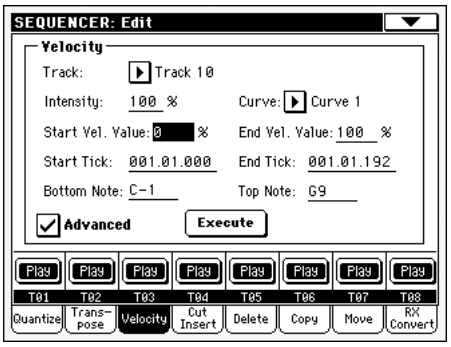
If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to transpose. If you select the same note as the Bottom and Top parameters, you can select a single note, or a single percussive instrument in a Drum track.

Song Edit: Velocity

Here you can change the Velocity value for the notes. An Advanced mode is available, allowing you to select a velocity curve for the selected range. This is useful to create fade-ins or fade-outs.



After setting the various parameters, press Execute to start the operation.

Track

Use this parameter to select a track.

All — All tracks selected.

Track 1…16 — Selected track.

Value

Velocity change value.

Start / End Tick

Use these parameters to set the starting and ending points of the range to edit.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to edit. If you select the same note as the Bottom and Top parameters, you can select a single percussive instrument in a Drum track.

Advanced

When this checkbox is checked, the “Intensity”, “Curve”, “Start Velocity Value” and “End Velocity Value” parameters can be edited.

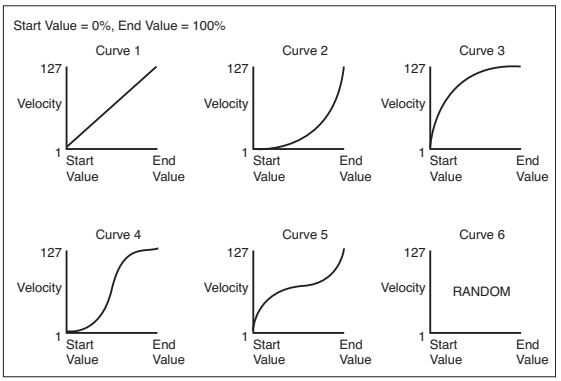
Intensity

(Only available in Advanced mode). Use this parameter to specify the degree to which the velocity data will be adjusted toward the curve you specify in “Curve”.

0…100% — Intensity value. With a setting of 0 [%], the velocity will not change. With a setting of 100 [%], the velocity will be changed the most.

Curve

(Only available in Advanced mode). Use this parameter to select one of the six curves, and to specify how the velocity will change over time.



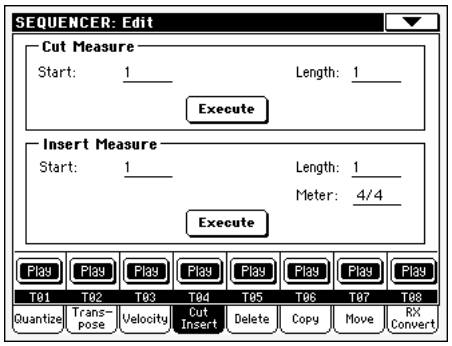
Start / End Vel. Value

(Only available in Advanced mode). Velocity change at the starting and ending ticks of the selected range.

0…100 — Velocity change in percentage.

Song Edit: Cut/Insert Measures

In this page you can cut or insert measures from the Song.



After selecting the Start and Length parameters, press Execute to start the operation.

After the Cut, the following measures are moved back, to fill the cut measures.

After the Insert, the following measures are pushed forward to accommodate the inserted measures.

Start

First measure where to begin cutting/inserting.

Length

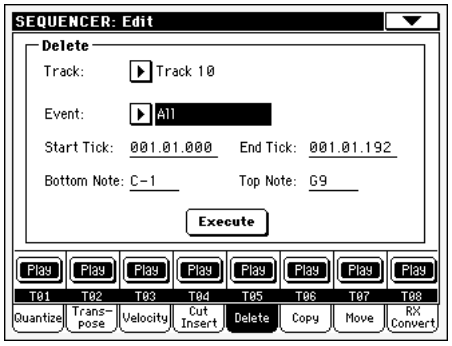
Number of measures to be cut/inserted.

Meter

Meter of the measures to be inserted.

Song Edit: Delete

This page is where you can delete MIDI events from the Song.



After setting the various parameters, press Execute to start the operation.

Track

Use this parameter to select a track.

All	All tracks selected.
Track 1…16	Selected track.
Master	Master track. This is where the Tempo, Scale and Effect events are recorded.

Event

Type of MIDI event to delete.

All	All events. Measures will not be removed from the Song, and will remain empty.
Note	All notes in the selected range.
Dup.Note	All duplicate notes. When two notes with the same pitch are encountered on the same tick, the one with the lowest velocity is deleted.
After Touch	After Touch events.
Pitch Bend	Pitch Bend events.
Prog.Change	Program Change events, excluding the bundled Control Change #00 (Bank Select MSB) and #32 (Bank Select LSB).
Ctl.Change	All Control Change events, for example Bank Select, Modulation, Damper, Soft Pedal…
CC00/32…CC127	Single Control Change events. Double Control Change numbers (like 00/32) are MSB/LSB bundles.

Start / End Tick

Use these parameters to set the starting and ending points of the range to edit.

If you wish to select a four-measure sequence starting at the beginning of the Song, the Start will be positioned at 1.01.000, and the End at 5.01.000.

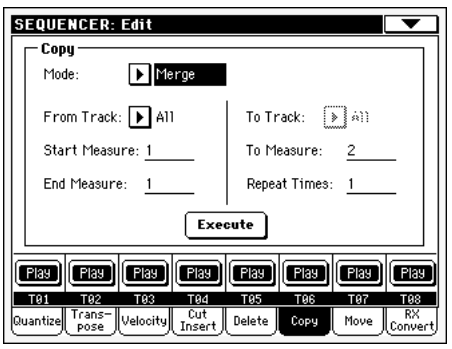
Bottom / Top Note

Use these parameters to set the bottom and top of the keyboard range to delete. If you select the same note as the Bottom and Top parameters, you can select a single note, or a single percussive instrument in a Drum track.

Note: *These parameters are available only when the All or Note options are selected.*

Song Edit: Copy

Here you can copy tracks or phrases.



After setting the various parameters, press Execute to start the operation.

Note: *If you copy too many events on the same "tick", the "Too many events!" message appears, and the copy operation is aborted.*

Mode

Use this parameter to select the Copy mode.

Merge — Copied data are merged with the data at the target position.

Overwrite — Copied data replace all data at the target position.

Warning: *Deleted data cannot be recovered!*

From Track… To Track

Use these parameters to select the source and target track to copy.

All — All tracks. The target track cannot be selected.

Track 1…16 — Selected source and target tracks.

Start Measure… End Measure

These parameters are the starting and ending measure to copy. For example, if From Measure=1 and To Measure=4, the first four measures are copied.

To Measure

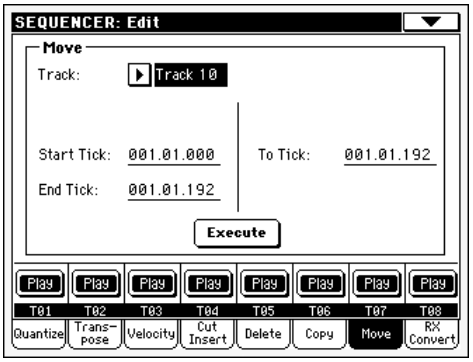
This parameter is the first of the target measures.

Repeat Times

Number of times the copy must be executed. Copies will be consecutive.

Song Edit: Move

Here you can shift a track forward or backward by just a few ticks or whole measures.



After setting the various parameters, press Execute to complete the operation.

Track

Use these parameters to select the track you want to move.

Track 1…16 — Selected track.

Start / End Tick

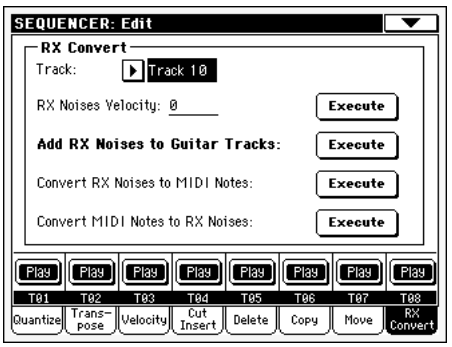
These parameters set the starting and ending point of the range to move.

To Tick

This parameter allows you to set the target starting point of the moved track.

Song Edit: RX Convert

You can use the RX Convert page to convert notes of the midifile into RX Noises, and vice-versa. This will help programming Songs on an external sequencer.



After having chosen a track to convert, press Execute to complete the operation.

Track

Use these parameters to select the track containing the notes or RX Noises you want to convert.

RX Note Velocity

Use this parameter to adjust the volume level of the RX Noises in the selected track(s).

Add RX Noises to Guitar track

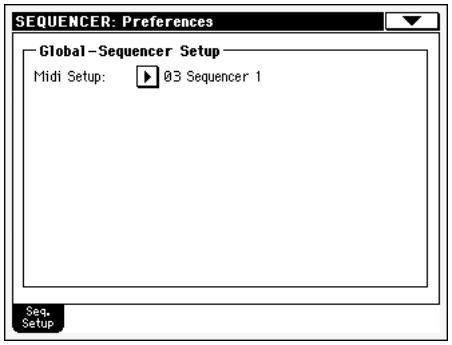
Use this parameter to automatically analyze the Standard MIDI File, and add RX Noises to Guitar tracks. This command scans a single track or the whole Standard MIDI File, looking for guitar strummings played by nylon, steel or electric guitars.

After scanning, a suitable Guitar sound will be automatically assigned to the relevant track(s), and RX Noises automatically added where needed.

This means that you can transform any flat SMF into an ultra-realistic song with a real guitar player inside – at the touch of a button!

Preferences: Sequencer Setup

In this page, you can select a MIDI Setup for the Sequencer mode.



Note: *These settings are stored in the Sequencer Setup area of the Global file. (Parameter of this kind are marked with the* ▸GBL[Seq] *abbreviation through the manual). After changing these settings, select the Write Global-Sequencer Setup command from the page menu to save them to the Global.*

Midi Setup ▸GBL[Seq]

MIDI channels for the Sequencer mode can be automatically configured by selecting a MIDI Setup with this parameter. See "MIDI" on page 230 for more information on using MIDI Setups.

Note: *To automatically select a MIDI Setup when entering the Sequencer mode, select the Write Global-Sequencer Setup command from the page menu.*

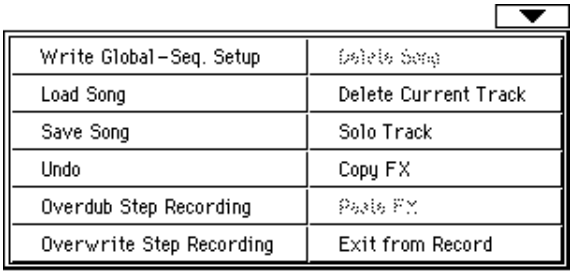
For detailed information on MIDI Setup settings, see "MIDI Setup" on page 37 of the Data Lists manual (in the Accessory CD).

Note: *After selecting a MIDI Setup, you can go to the Global mode and apply any change to each channel setting. To store these changes to a MIDI Setup, while still in Global mode select the Write Global-Midi Setup command from the page menu. All MIDI Setups can be freely customized and overwritten.*

Hint: *To restore the original MIDI Setups, load the original Factory data again (downloadable from www.korgpa.com).*

Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Global-Seq. Setup

Select this command to open the Write Global-Seq. Setup dialog box, and save global settings that are unique to the Sequencer mode. (See "Write Global-Sequencer Setup dialog box" on page 197).

Load Song

Select this command to open the Song Select window, and load a Song to the sequencer. (See "Song Select window" on page 197).

Save Song

Select this command to save the new or edited Song to a card as a Standard MIDI File. The file is automatically added the ".MID" extension. After selecting this command, the Save Song page appears (see "Save Song window" on page 198).

Warning: *Turning the instrument off will delete the Song from memory. Save your Song to a card to avoid losing it.*

Warning: *The Song is also lost when switching from Sequencer to Style Play or Song Play mode, without previously saving the Song to a card.*

Undo

When selecting this command, the latest operation is canceled, and data are reverted to the previous situation.

Overdub Step Recording

Only available in Record mode. Select this command to enter Overdub Step Record mode. This recording mode lets you enter events one at a time, adding events to the existing events. (See "Record mode: Step Record page" on page 179).

Overwrite Step Recording

Only available in Record mode. Select this command to enter Overwrite Step Record mode. This recording mode lets you enter events one at a time, overwriting all existing events. (See "Record mode: Step Record page" on page 179).

Delete Song

Select this command to delete the Song and create a new, blank Song.

Delete Current Track

Select this command to delete the track currently selected in the Track area (see "Track volume/status area" on page 178).

Solo Track

Select the track to be soloed, and check this item. You will hear only the selected track, and the 'Solo' warning will flash on the page header.

Uncheck this item to exit the Solo function.

SHIFT Keep the SHIFT button pressed and touch one of the tracks to solo it. Do the same on a soloed track to deactivate the Solo function.

Copy/Paste FX

You can copy a single, or all four effects, between Styles, Performances, STSs and Songs. To do this, choose the "Copy FX" and "Paste FX" commands from the page menu of the Style Play, Song Play or Sequencer modes.

To copy a single effect:

1. Select the source Song, Performance, Style or STS, then

   • go to the page of the single effect you want to copy (FX A, FX B, FX C, or FX D), *or*

   • go to the Effects > FX Select page, to copy all four effects. This may be useful if you want to copy two or three of the four effects into different Performances, Styles or STSs.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the single effect you want to paste (FX A, FX B, FX C, or FX D).
4. Choose the "Paste FX" command from the page menu.

To copy all four effects:

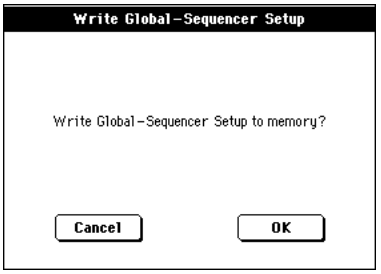
1. Select the source Performance, Style or STS, then go to the Effects > FX Select page, to copy all four effects.
2. Choose the "Copy FX" command from the page menu.
3. Select the target Performance, Style or STS, then go to the page of the Effects > FX Select page.
4. Choose the "Paste FX" command from the page menu.

Exit from Record

Only available in Record mode. Select this command to exit the Record mode, and go back to the Main page of the Sequencer Play mode (see "Sequencer Play - Main page" on page 174).

Write Global-Sequencer Setup dialog box

Open this window by selecting the Write Global-Song Setup item from the page menu. Here, you can save MIDI Setups (see "Midi Setup" on page 196), that are saved to the Global file.



Parameters saved in the Sequencer Setup area of the Global are marked with the ▸GBL[Seq] symbol through the user's manual.

Song Select window

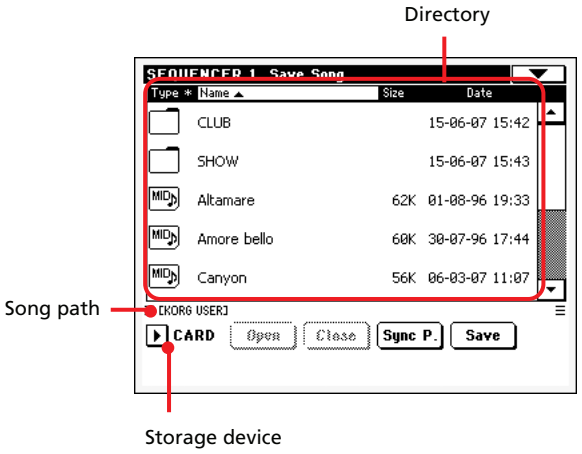
This window appears when you select the "Load Song" command from the page menu, or press the SONG SELECT button in the SEQUENCER 1 sections on the control panel. See "Song Select window" on page 78 for details.

Save Song window

The recorded Song is contained in RAM, and is lost when turning the instrument off. **The Song is also lost when you overwrite it in Record mode, or if you confirm the warning message when switching to the Style Play or Song Play mode.** You must save to a card any Song you wish to preserve.

This window appears when you select the "Save Song" command from the page menu.

Press EXIT to exit from this page and go back to the main page of the Sequencer operating mode without saving the Song.

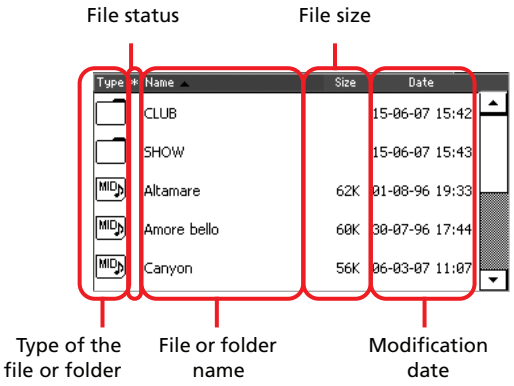


Song path

This line shows the path of the location where you are saving the Song.

Directory

This is the list of the selected device's content.



Use the scrollbar to scroll the list items.

As an alternative, you can select one of the items, and use the TEMPO/VALUE dial to scroll.

Storage device

Use this pop-up menu to re-select the card and deselect everything.

Device	Type
CARD	Secure Digital (SD) or MultiMedia (MMC) memory card.

The actual name (label) of the device may appear within square brackets ([]).

Open

Opens the selected folder (item whose icon looks like this:).

Close

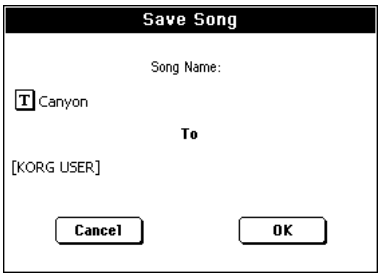
Closes the current folder, returning to the parent ("upper") folder.

Sync P. (Synchronized Path)

Press this button to see the Song assigned to the Sequencer. This is useful to quickly return to it, after you have browsed through long directories and "dug" into different folders.

Save

Press this button to open the Save Song dialog box, and save the Song to the current directory.



• If no file has been selected in the display, prior to pressing Save, the "NewSong" default name will be automatically assigned to the Song.

Note: *If a file is selected, just touch the card name to deselect it.*

• If a file has been selected in the display, prior to pressing Save, the name of the selected file will be automatically assigned to the Song.

In any of the above situations, press the T (Text Edit) button to edit the Song name.

Warning: *If a file with the same name is already in the current directory, a message will warn you. If you confirm, the existing file will be overwritten. Select a file before saving only if you want to overwrite it (i.e., in case you are saving changes to an existing file).*

Empty measure at the beginning of the Standard MIDI File

When saving a Song as an SMF, an empty measure is automatically inserted to the beginning of the Song. This measure contains various Song initialization parameters.

Play/Mute status saved with the Song

When saving a Song, the Play/Mute status is saved with the Song. This status is preserved also when playing back the same Song in Song Play mode.

Master Transpose saved with the Song

When saving a Song, the Master Transpose value is saved with the Song. Since this value is saved as System Exclusive data, it is preserved also when playing back the Song in Song Play mode.

Hint: *Since the Master Transpose is a global parameter, loading a Song with a non-standard transposition may result in unwanted transposing when loading other Songs that do not contain their own transposition data. To transpose a Song it is advisable to use the Transpose function in the Edit section of the Sequencer mode (see "Song Edit: Transpose" on page 193).*

You may also lock the Master Transpose, to avoid unwanted transposition. See "General Controls: Lock" on page 203 of the Global chapter.

As a general rule, you should use the Master Transpose (TRANSPOSE buttons on the control panel) when you need to transpose Keyboard tracks together with the Song. You should use the Edit mode Transpose function (see "Song Edit: Transpose" on page 193) when only the Song has to be transposed.

Note: *The Master Transpose value is always shown on the page header:*

Save Song procedure

1. If you are in Record mode, stop the sequencer and exit from the Record mode. Then go back to the main page of the Sequencer Play mode (see "Sequencer Play - Main page" on page 174).
2. Select the Save Song command from the page menu. The Save Song page appears.
3. Select the folder where you want to save the Song into. Use the Open and Close commands to browse open or close folders. Use the scrollbar to browse through the files.
4. When you are in the directory where you want to save your Song to, press the Save button in the display.

   • To **overwrite** an existing file, select it before pressing Save.

   • To **create** a new file, do not select any file before pressing Save. The "NewSong" ("NEWSONG.MID" on a card) name will be automatically assigned to the Song.
5. After pressing the Save button, the Save Song dialog box will appear.
6. If you like, press the T (Text Edit) button to edit the name.
7. Press OK to confirm saving, or Cancel to stop the Save operation.

Global edit mode

The Global edit environment is the place where you can set global functions, i.e. functions overriding the single Performance, STS or Style. This edit environment overlaps the current operating mode (Style Play, Song Play, Sequencer, Sound Edit).

What is it, and how the Global is structured

The Global is a file that can be written to memory (and may subsequently be saved to a card), containing global parameters for the whole instrument or each single operating mode.

Global parameters can be written to memory by selecting the various "Write Global…" commands from the page menus – each dedicated to one of the areas of the Global file. They can be saved to a card by using the ordinary Media operations.

Note: *Saving or loading a ".SET" folder also saves or loads the Global file. Parameter changing may be avoided by turning the Lock on for any single parameter (or groups of parameters in the Lock page of the Global mode, see "General Controls: Lock" on page 203).*

There are separate areas in the Global file, that may be separately written to memory, to avoid writing all global parameters at once when not needed:

- Global Setup, containing global parameters not linked to any single operating mode.
- Style Play Setup, containing global parameters for the Style Play mode, not linked to the single Performance, STS or Style.
- Song Play Setup, containing global parameters for the Song Play mode, not linked to the single Song.
- Sequencer Setup, containing global parameters for the Sequencer mode, not linked to the single Song.
- Media Preferences, containing preferences for the Media mode.
- MIDI Setup, containing the available MIDI Setups, i.e., settings for MIDI communication.

Main page

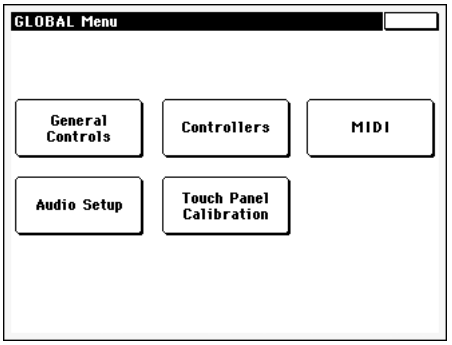
There is no main page in the Global edit mode. When pressing EXIT, you exit the Global mode, and the underlying operating mode in the background is recalled.

Edit menu

From any page of the Global mode, press the MENU button to open the Global edit menu. This menu gives access to the various Global edit sections.

When in the menu, select an edit section, or press EXIT to exit the Global mode.

When in a page, press EXIT to go back to current operating mode in the background (Style Play, Song Play, Sequencer, Sound).

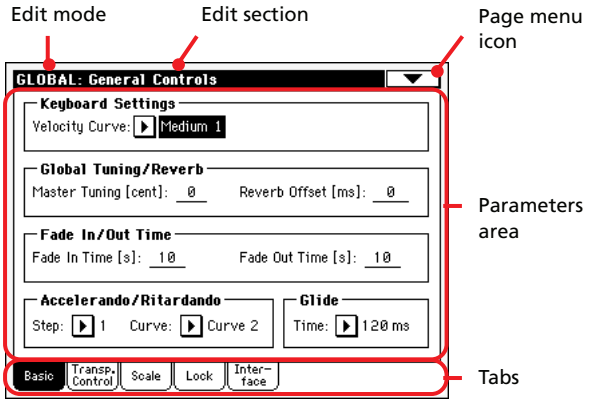


Each item in this menu corresponds to an edit section. Each edit section groups various edit pages, that may be selected by pressing the corresponding tab on the lower part of the display.

Note: *The Global mode is not available while in Record mode (Style Record, Pad Record, Song Record).*

Edit page structure

All edit pages share some basic elements.



Edit mode

This indicates that the instrument is in Global mode.

Edit section

This identifies the current edit section, corresponding to one of the items of the edit menu (see "Edit menu" on page 200).

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 211).

Parameters area

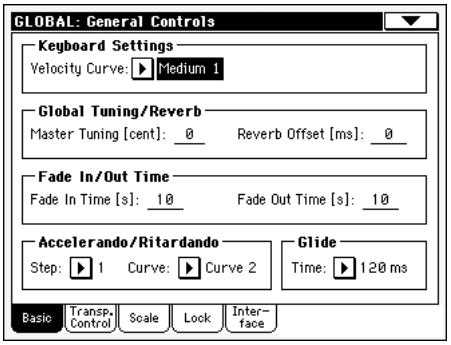
Each page contains various parameters. Use the tabs to select one of the available pages. For detailed information on the various types of parameters, see sections starting from page 201.

Tabs

Use tabs to select one of the edit pages of the current edit section.

General Controls: Basic

This page contains various general parameters, setting the status of the keyboard, the fade in/out, and the accelerando/ritardando.



Keyboard Settings

Velocity Curve

▸GBL Gbl

This parameter sets the sensitivity of the keyboard to your touch. By default, it is set to Medium 1.

Hint: *You can open this page and select this parameter by keeping the SHIFT button pressed, and pressing the PLAY PIANO button.*

Fix — No dynamic control available. Dynamic values are fixed, as in a classic organ.

Soft1 … Hard3 — Curves, from the lightest one to the hardest one.

Global Tuning/Reverb

Master Tuning

▸GBL Gbl

This is the master tuning of the instrument (in cents of a semitone). Use it to adapt your keyboard tuning to an acoustic instrument, for example an acoustic piano.

-50 — Lowest pitch.

0 — Standard pitch (A4=440Hz).

+50 — Highest pitch.

Reverb Offset

▸GBL Gbl

This is the master offset for all reverbs. Use it to adjust reverb tails to the room where you are playing. Use negative values when you are in a very reverberant room, positive values if the room is too dry.

By using this global control, you are not obliged to change the reverb time in each single Performance, STS, Style Performance, or Song.

-50 — Less reverb.

0 — Standard reverb.

+50 — More reverb.

Fade In/Out Time

These parameters allows you to set the speed for the Fade In/Out function.

Fade In Time

▸GBL Gbl

Time for a full fade in (from zero to maximum volume), after you press the FADE IN/OUT button.

5…20 — Fade time (in seconds).

Fade Out Time

▸GBL Gbl

Time for a full fade out (from maximum volume to zero), after you press the FADE IN/OUT button.

5…20 — Fade time (in seconds).

Accelerando/Ritardando

These parameters lets you adjust the speed of the Accelerando and Ritardando functions.

Step

Speed of the Tempo change (from 1 to 6). With higher values, the step change is greater, and the speed will change faster. With lower values, the step change is smaller, and the speed will change more slowly.

Curve

Accelerando/ritardando curves (from 1 to 3). Experiment the various options, to see the one that best fit your taste.

Glide

Glide is a function you can assign to a footswitch. When the pedal is pressed, affected notes on Upper tracks are bent down, according to settings for the Pitch Bend on the same tracks. When the pedal is released, notes return to the normal pitch, at the speed defined by the "Time" parameter.

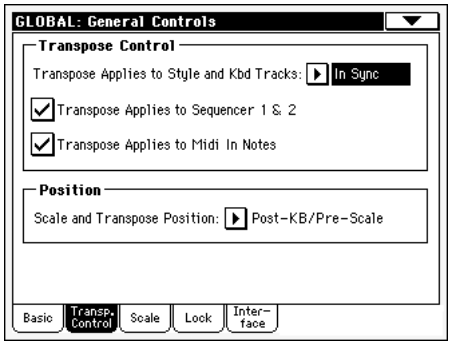
To change Pitch Bend values for each Upper track, see the "PB Sensitivity" parameter in the Style Play mode (see page 90)

Time

Time needed to notes affected by the Glide to return to the normal pitch.

General Controls: Transpose Control

This page is where you can select to which tracks the Master Transpose is applied to, and adjust some related parameter.



Hint: *When playing the keyboard while a Song is running, if you want to play the keyboard in C while seeing the original chords in the display, set to Off the "Transpose applies to Style and Kbd tracks…" parameter, and check the "Transpose applies to Sequencer 1/2" parameter.*

Transpose Control

Transpose applies to Style and Kbd tracks… GBL Gbl

Use this parameter to turn the Master Transpose on or off, and define the way it is applied, to Style and Keyboard tracks.

Off — No Master Transpose is applied to Style and Keyboard tracks.

In Sync — When you press either the TRANSPOSE [♭] or [♯] buttons, the new transpose setting will not take effect until the first beat of the next measure is reached.

In Realtime — When you press either the TRANSPOSE [♭] or [♯] buttons, the new transpose setting will occur when the next note is played for both the Style and Keyboard tracks individually.

The next key or chord you press will sound with the new transpose setting applied. (Note that if you play a Keyboard track prior to a new chord, the Keyboard track will play in the new key as the Style will continue to play in the old key until a new chord is entered).

Transpose applies to Sequencer 1/2 GBL Gbl

This flag lets you turn the Master Transpose on or off for the two onboard Sequencers.

Transpose applies to Midi In notes GBL Gbl

This flag lets you turn the Master Transpose on or off for Note messages received from MIDI IN.

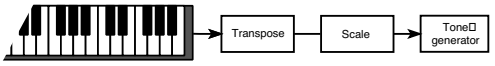
Position

Scale and Transpose position

The Scale and Transpose Position allows you to define the relation between the Scale and the Master Transpose.

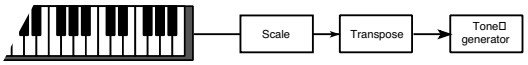
Post-KB/Pre-Scale

When this option is selected, notes will be transposed immediately after they leave the keyboard. The Scale will be applied to the transposed notes. For example, if you altered an E, and then set the Master Transpose to +1, the E key will play F, and the altered key will be E♭ (that will play an altered E).



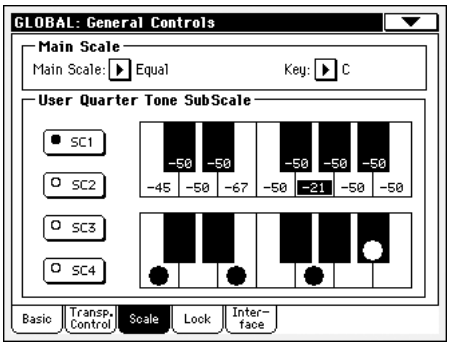
Post-KB & Scale

When this option is selected, all notes are transposed immediately before they enter the internal tone generator, or are sent to the MIDI OUT, but after the Scale. For example, if you altered an E, and set the Master Transpose to +1, the altered key will still be E (that will play an altered F).



General Controls: Scale

This page lets you select the main (or basic) scale of the instrument.



Main Scale

Main Scale GBL Gbl

This parameter sets the main scale (or temperament) for the whole instrument, apart for tracks where a different sub-scale has been selected by a Performance or STS (see "Scale Mode" on page 100, Style Play mode).

See "Scales" on page 39 of the Data Lists manual (in the Accessory CD) for a list of available scales.

Note: *You cannot select a User scale in Global mode.*

Key

▸GBL[Gbl]

This parameter is needed by some scales to set the preferred key (see "Scales" on page 39 of the Data Lists manual (in the Accessory CD)).

User Quarter Tone SubScale

SC Preset buttons

Press these buttons to recall the corresponding presets. Each preset contains a custom detuning of each note of the scale (shown in the upper scale diagram). It also memorizes the selected degree(s) of the scale (shown in the lower scale diagram).

When no preset is selected, the default scale is automatically recalled. This scale assigns a -50 cent value to all notes, and turns all scale degrees off.

You can select an SC Preset, also by assigning the relevant function to the Assignable Footswitch.

To save the current scale programming, while in this page choose the "Write SC Preset" command from the page menu, and select one of the preset locations where to save the current settings.

Upper scale diagram

Use this diagram to set the detuning of each note of the scale.

-99…0…+99 Note detuning in cents. Zero is no detuning, ±50 is a full quarter tone up or down, ±99 is nearly one whole semitone up or down.

Lower scale diagram

Use this scale to turn detuning on or off. Applied detuning will depend on the programming set with the Upper scale diagram, or recalled by selecting one of the SC Presets.

When a note is detuned, a black dot appears in the corresponding note of the diagram.

General Controls: Lock

This page, split in four panes that can be selected by means of the corresponding side tabs, contains all the available locks, sometimes grouped under just a single lock. Locks prevent parameter values to be changed when loading data from a card, or selecting a different Performance, Style or STS.

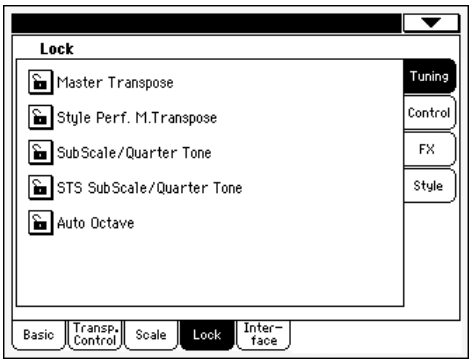
Locks

▸GBL[Gbl]

All the available locks. Lock them to prevent changes due to loading or selecting different elements. These locks are also found in various other pages, next to the locked parameter.

Hint: *To save the status of the various parameters as a fixed status for the Pa588, save all the parameters to Performance 1 of bank 1 (automatically selected when turning on the instrument), and save these locks to the Global.*

Lock–Tuning pane



Master Transpose

When locked, master transpose is not automatically changed when selecting a different Performance or Style.

(See "Master transpose" on page 81).

Style Performance Master Transpose Lock

When closed, this lock prevents a Style change to modify the Master Transpose. When open, changing a Style may also change the Master Transpose.

(See "Master transpose" on page 81).

Hint: *In order to avoid having the Master Transpose setting change when selecting a new Performance or STS, use the general Master Transpose Lock (the first parameter in this page).*

Note: *When the Master Transpose Lock is closed, this parameter has no effect. However, the Master Transpose Lock also locks the Style Performance Transpose.*

Sub Scale/Quarter Tone

When locked, selecting a Performance or STS will not change the Sub-Scale or Quarter Tone value.

(See "Sub-Scale panel" on page 85).

STS SubScale Quarter Tone

When the lock is closed, scale settings will not change when choosing a different STS or SongBook entry. It does not change even if a Style is selected, and the SINGLE TOUCH BUTTON is turned on.

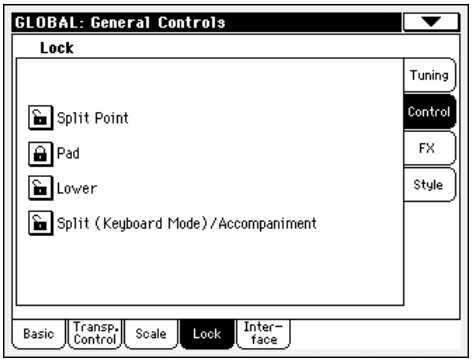
(See "Sub-Scale panel" on page 85).

Auto Octave — This lock lets you decide if the instrument will automatically transpose the Upper tracks when switching between the Full and the Split keyboard modes (by using the SPLIT button).

• If On, when switching to the Full or Split keyboard mode, the Upper tracks transposition is left unchanged.

• If Off, when switching to the Full keyboard mode (SPLIT LED turned off), the Upper tracks Octave Transpose is automatically set to "0". When switching to the Split keyboard mode (SPLIT LED turned on), the Upper tracks Octave Transpose is automatically set to "-1".

Lock–Control pane



Split Point — When locked, selecting a Performance or STS will not change the split point.

(See "Split Point" on page 86).

Pad — When locked, selecting a Style or SongBook entry will not change the Pad assignment.

(See "Pad: Pad" on page 99).

Lower — When this lock is closed, the Lower track remains unchanged when a different Style, Performance or STS is selected.

This is useful if, for example, you prefer to always play with the left hand muted and reserved only to playing chords for the arranger.

Hint: *If you want the same Lower settings to be used during all your shows, save your preferred Lower settings to Performance 1-1 (automatically selected on startup), then close this lock and choose the "Write Global-Global Setup" from the page menu.*

Split (Keyboard Mode)/Accompaniment

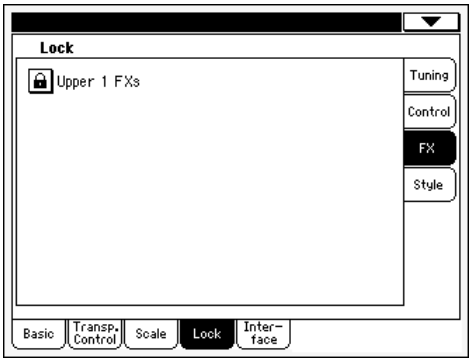
When this lock is closed, the Keyboard Mode (Full or Split) and Chord Scanning (Full or Lower) remain unchanged when a different Performance or STS is selected.

This is useful if, for example, you prefer to always play in Full Keyboard Mode, with chords recognized on the whole keyboard range.

Note: *The Keyboard Mode and Chord Scanning settings are reset when switching to a different operating mode.*

Hint: *If you want the same Keyboard Mode and Chord Scanning settings to be used during all your shows, save your preferred settings to Performance 1-1 (automatically selected on startup), then close this lock and choose the "Write Global-Global Setup" from the page menu.*

Lock–FX pane



Upper 1 FXs — In Sound mode, you can assign a Sound two effects (FX1 and FX2). When you assign a new Sound to the Upper 1 track, the FX1 and FX2 settings saved with that Sound can be automatically selected, overriding Performance/STS settings for this track. Whether Sound or Performance/STS effect parameters will be considered, depends on the status of this lock.

• If the Upper 1 FX Lock is turned on, when assigning a new Sound to the Upper 1 track, Performance/STS parameters are left untouched; selected effects, and FX Send values, are not changed.

• If the Upper 1 FX Lock is turned off, when assigning a new Sound to the Upper 1 track, Sound parameters are considered; selected effects, and FX Send values, are changed according to the Sound's stored data.

Note: *If effects associated to the selected Sound are not compatible with effects already assigned to the CD FX block, C and/or D Send values on the other Keyboard tracks will be automatically set to zero.*

For example, assume a chorus effect is assigned to the D effect processor. If the new Sound assigns a distortion effect to the D effect processor, the D Send value on the Upper 2, Upper 3, and Lower tracks will be set to zero, to avoid these tracks sound in the wrong way. This way, the Upper 1 track (usually the most important one for solo playing) will sound with the needed effect, while the other Keyboard tracks will just sound dry.

Lock–Style pane

Style Preferences

When locked, selecting a Performance or STS will not change the value of parameters contained in the Style Preferences pages. By default, it is turned on.

(See “Preferences: Style Preferences” on page 99, and “Preferences: Style Play Setup” on page 100).

Bass Inversion

When locked, selecting a Performance or STS will not change the Bass Inversion status. Bass Inversion can be assigned to the Assignable Footswitch.

(See “Bass Inversion” on page 86, and “DAMPER connector” on page 18).

Manual Bass When locked, selecting a Performance or STS will not change the Manual Bass status.

(See “MANUAL BASS” on page 12).

Fill Mode When locked, the selected Fill Mode will not change when selecting a different Performance or Style.

(See “Fill Mode (1…3)” on page 98).

Style Element When locked, selecting a different Style does not cause selecting a different Style Element.

Style Tracks Play/Mute Lock

When closed, this lock prevents a Style or Performance change to modify the Play/Mute status of the Style tracks. This way, you can, for example, turn the bass track off during a whole show, to allow your bassist to play it live. Also, you could mute all Acc tracks, to only play with the Drum and Bass tracks.

(See “Track status icons” on page 85).

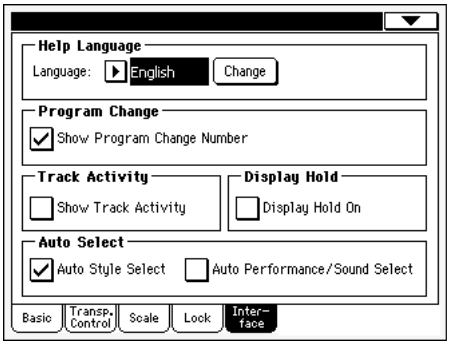
Style Tracks Volume

When this lock is closed, the volume of the Style tracks remains unchanged when a different Style or Performance is selected.

This is useful if you create your own Styles, and like to dynamically adjust the volume by using the sliders as a mixer. It is not recommended with Factory Styles, each one already mixed at its best right at the factory.

General Controls: Interface

This page contains parameters related to the way messages are shown in the display.



Help Language

Language

GBL Gbl

Use this pop-up menu to select one of the available languages for the interactive help system.

Change button

Press this button to apply the selected language to the interactive help system.

How to select the Help language

1. Since Pa588 must be reset at the end of this procedure, be sure to first save all unsaved data.
2. While in this page, select a language from the pop-up menu.
3. The Change button will start flashing. Press it.
4. You will be asked if you want to save the Global, and select the new language. Press Yes to confirm. The Global will be automatically saved, and the language selected.
5. A message will advice you to reboot the Pa588. Press OK to close the message window.
6. Turn the Pa588 off, then on again.

Program Change

Show Program Change number

GBL Gbl

Check this parameter to show Program Change numbers next to Sound names in the Sound Select window. By default, this parameter is turned on.

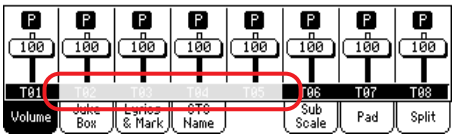
Note: *Program Change numbers are always shown in Sound Edit mode, and in the various Track Info areas.*

Track Activity

Show Track Activity

GBL Gbl

Use this parameter to turn on/off the Track Activity display. When it is turned on, you can monitor events coming from the tracks or the MIDI inputs. Incoming events are shown by the blinking of each track's label. By default, this parameter is turned on.



Display Hold

Display Hold On

This option turns the Display Hold function on or off. By default, it is turned on.

On — When you open a temporary windows (like the Sound Select window), it remains in the display until you press EXIT or an operating mode button.

Off — Any temporary window closes after a certain time.

Auto Select

Auto Style Select

GBL Gbl

Auto Performance/Sound Select

GBL Gbl

When one of these parameters is checked, the latest selected Style, Performance or Sound selected in a bank is immediately selected when pressing the bank button.

This way, you can assign your preferred Style, Performance or Sound to each control panel's button, and select it just with a single press.

However, the Style/Perf/Sound Select window still appears when you press one of the bank buttons, so you can select a different item if desired.

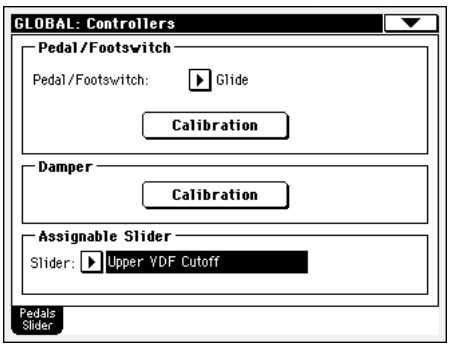
Note: *Unless you save your settings by means of the "Write Global-Auto Select Setup" page menu command, the memorized Style, Performance or Sound is reset to the first one in each bank, when turning the instrument off and then on again.*

Hint: *You can save your preferred Performances into the first location of each bank. This way, by turning on this parameter, you will select your preferred Performance at the touch of a single button.*

Also note that, by turning the "Factory Style and Pad Protect" and "Factory Sound Protect" parameters off, you can do the same with the Styles and Sounds.

Controllers: Pedals/Slider

This page lets you to calibrate and select a function to the Assignable Pedal/Footswitch, calibrate and select the polarity for the Damper Pedal, and assign a function to the Assignable Slider.



See page 39 of the Data Lists manual (in the Accessory CD) for a list of the assignable functions. The first functions are switch-type functions, while the remaining (starting from Master Volume) are continuous-like functions.

Pedal/Footswitch

Pedal/Footswitch

GBL Gbl

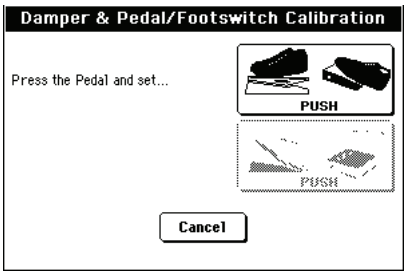
Continuous pedal, or footswitch, connected to the ASSIGNABLE PEDAL/SW connector.

Calibration

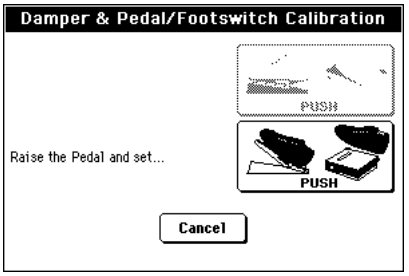
GBL Gbl

Use this button to calibrate and choose the polarity of the pedal/footswitch.

1. Connect the pedal or footswitch to the ASSIGN PEDAL/SW connector on the back of the instrument.
2. Go to this page, and press the "Calibration" button in the display. The following dialog box appears:



3. You are asked to set the pedal to the maximum value. Press the footswitch, or press the pedal to the maximum position (usually front pressed).
4. Press the "Push" button in the display to confirm the maximum value. The following dialog box appears:



5. You are now asked to set the pedal to the minimum value. Release the footswitch, or press the pedal to the minimum position (usually back pressed).
6. Press the "Push" button in the display to confirm the minimum value.
7. Check if the pedal or footswitch is working properly, assign it a function, then save by choosing the "Write Global-Global Setup" command from the page menu.

Damper

Calibration

▸GBL[Gbl]

Use this button to calibrate the action of the Damper pedal, and set the polarity of a Damper pedal different than the supplied one. See above for details about the procedure.

Assignable Slider

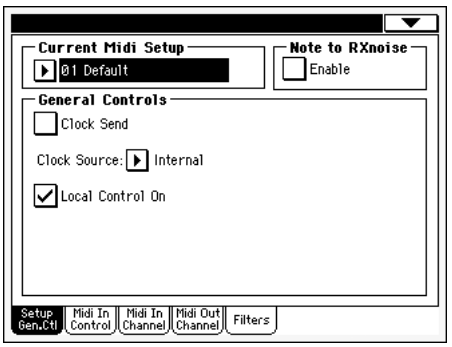
Assignable Slider

▸GBL[Gbl]

Functions assigned to the Assignable Slider on the control panel. See page 39 of the Data Lists manual (in the Accessory CD) for a list of the assignable functions. The first functions are switch-type functions, while the remaining (starting from Master Volume) are continuous-like functions. Only continuous functions can be assigned to the sliders.

MIDI: MIDI Setup / General Controls

This page allows you to select a MIDI Setup, convert ordinary notes to RX Noises, and set global parameters for the MIDI communication.



Current MIDI Setup

MIDI Setup

▸GBL[Sty] ▸GBL[Sng] ▸GBL[Seq]

MIDI channels can be automatically configured by selecting a MIDI Setup. Each of them lets you assign the best values to various MIDI parameters, to allow an easier connection with a particular MIDI controller. See "MIDI" on page 230 for more information on using MIDI Setups.

A different MIDI Setup may be automatically selected when entering the Style Play, Song Play or Sequencer modes. To select a MIDI Setup for these modes, see "Midi Setup" on page 100 for the Style Play mode, "Midi Setup" on page 163 for the Song Play mode, and "Midi Setup" on page 196 for the Sequencer mode.

For detailed information on MIDI Setup settings, see "MIDI Setup" on page 37 of the Data Lists manual (in the Accessory CD).

Note: *After selecting a MIDI Setup, you can apply any changes to each channel's settings. To store the changes in memory, select the Write Global-Midi Setup command in the page menu to save it to memory (see "Write Global - Midi Setup dialog box" on page 212).*

Hint: *To restore the original MIDI Setups, load the original Factory data again (downloadable from www.korgpa.com).*

Note to RX Noise

RX Noises are special sounds that make Sounds be more realistic. They are usually located above C7, depending on the Sound.

Enable

When this parameter is turned on, notes received from MIDI, or performed by one of the internal sequencers, in the RX Noises range, are recognized and converted to RX Noises. When off, notes are not recognized.

Note: *This parameter is automatically turned off when turning the instrument on again.*

General Controls

Use these parameters to set MIDI Clock and Local Off.

Clock Send

▸GBL[Mid]

Use this parameter to turn the clock information on the MIDI OUT or USB port on or off. This parameter is common to all MIDI Setups.

Note: *In Song Play mode, only the Tempo of Sequencer 1 will be sent to the MIDI OUT or USB port.*

Off — The Pa588 cannot send the MIDI Clock signal. You cannot slave another instrument to the Pa588, even when connected to the MIDI OUT or USB port.

On — The Pa588 can send the MIDI Clock signal. You can slave another instrument to the Pa588 Tempo, Start/Stop and Play/Stop commands. Connect the other instrument to the Pa588 MIDI OUT or USB port.

Clock Source

This parameter selects the MIDI Clock source for the Style Play and Sequencer modes.

Note: *In Song Play mode, the Internal clock is always used.*

Note: *The Clock parameter is always set to "Internal" each time you turn the instrument on.*

Internal — Internal, i.e. the clock generated by the Pa588 Sequencer 1 internal metronome.

Ext. MIDI — External from the MIDI IN port. In Style Play or Sequencer mode, the Pa588 is slaved to an external device, connected to its MIDI IN port. The Start/Stop and Play/Stop commands, as well as the metronome tempo, cannot be selected from the control panel of the Pa588. Use the external device to set the tempo and start or stop the sequencer or arranger.

Ext. USB — As the above, but referred to the USB port. See "Installing the Korg USB MIDI Driver" on page 236 for information on how to configure your computer for MIDI Over USB communication.

Local Control On

The Local parameter turns the keyboard on or off.

Note: *The Local parameter is automatically reactivated each time you turn the instrument on.*

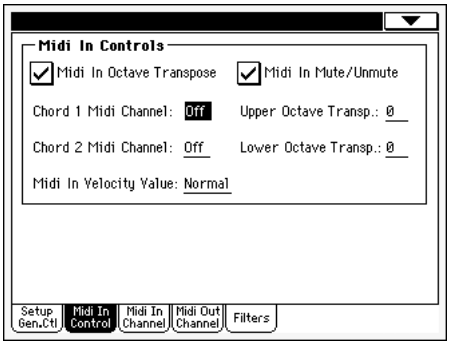
On — When you play the keyboard, MIDI data is sent to the internal sound generator. If tracks are assigned to a MIDI OUT channel, data is also sent to the MIDI OUT or USB port.

Off — The keyboard is connected to the MIDI OUT, but cannot play the internal sound generator.

This is very useful when working with an external sequencer, to send notes and various MIDI messages from the integrated keyboard and controllers to the external sequencer, and then let the sequencer send them back to the sound generator, without overlapping. See the MIDI chapter.

MIDI: MIDI In Control

This page lets you program general parameters for the MIDI IN, like the Chord Recognition channel.



Midi In Controls

Midi In Octave Transpose

▸GBL[Mid]

Use this parameter to determine if the Octave Transpose is applied also to notes received on the MIDI IN or USB port.

On — Notes received on the MIDI IN or USB port are transposed according to the Octave Transpose setting for each track.

Off — Data received on the MIDI IN or USB port are not transposed.

Midi In Mute/Unmute

▸GBL[Mid]

Use this parameter to determine if a muted track can still play data received via MIDI.

On — No data received via MIDI on a muted track can be played by Pa588.

Off — Data received via MIDI on a muted track can still play on the Pa588.

Chord 1 Midi Channel

▸GBL[Mid]

Chord 2 Midi Channel

▸GBL[Mid]

Notes entering these channels are sent to the Chord Recognition engine.

There are two separate Chord channels. This is very useful when you must send chords to Pa588 on two different channels (like with some MIDI accordions).

Upper Octave Transp (Transpose)

▸GBL[Mid]

Octave transposition of data received on the MIDI IN for the Upper tracks. For example, if you select the +1 value, a received C4 will play a C5 on the Pa588.

This parameter may be useful to many MIDI accordion players, whose MIDI interface may transmit on an unexpected octave.

Lower Octave Transp (Transpose)

▸GBL[Mid]

Octave transposition of data received on the MIDI IN or USB port for the Lower track. For example, if you select the +1 value, a received C4 will play a C5 on the Pa588.

This parameter may be useful to many MIDI accordion players, whose MIDI interface may transmit on an unexpected octave.

Midi In Velocity Value

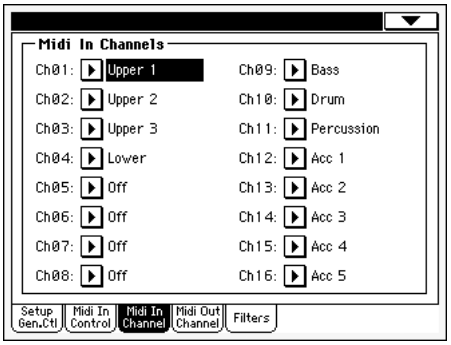
GBL Mid

Use this parameter to set a fixed velocity (dynamics) value for all received MIDI notes. This is useful when playing the Pa588 with an organ or a MIDI Accordion.

Normal	Normal velocity values are received.
40…127	All received velocity values are converted to the selected value.

MIDI: MIDI In Channels

In this page, you can assign Pa588 tracks to any of the MIDI IN channels.



Channels

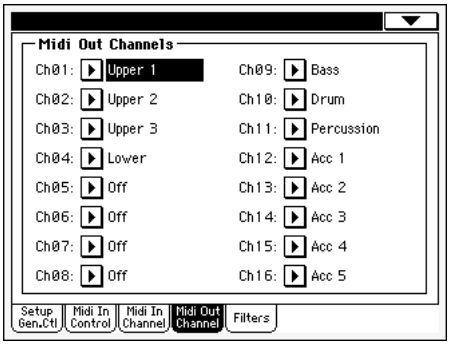
GBL Mid

You can assign to each channel one of the following tracks:

Off	No track assigned.
Lower	Lower track.
Upper 1…3	One of the Upper tracks.
Pad 1…4	One of the Pad tracks.
Drum	Drum track.
Percussion	Percussion track.
Bass	Bass track.
Acc 1…5	One of the Auto-accompaniment tracks.
Seq.1 Tr 01…16	One of Sequencer 1 tracks.
Seq.2 Tr 01…16	One of Sequencer 2 tracks.
Global	Special channel to simulate the Pa588's integrated controls (keyboard, pedals, joystick) with an external keyboard or controller. MIDI messages coming on this channel are seen as if they were generated by Pa588's integrated controllers.
Control	On this special channel, the Pa588 receives MIDI messages to remotely select Styles, Performances, STS, Style Elements and SongBook entries. See tables on page 40 of the Data Lists manual (in the Accessory CD) and following for more information on the received data

MIDI: MIDI Out Channels

In this page, you can assign Pa588 tracks to any of the MIDI OUT channels.



Channels

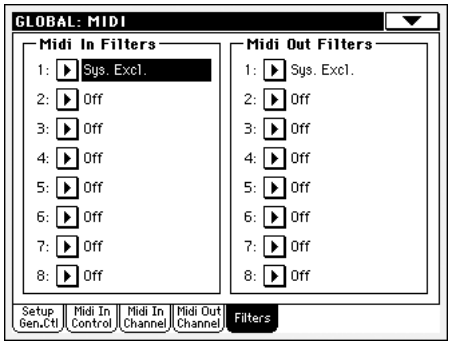
GBL Mid

You can assign to each channel one of the following tracks:

Off	No track assigned.
Lower	Lower track.
Upper 1…3	One of the Upper tracks.
Pad 1…4	One of the Pad tracks.
Drum	Drum track.
Percussion	Percussion track.
Bass	Bass track.
Acc1…5	One of the Auto-accompaniment tracks.
Seq.1 Tr 01…16	One of Sequencer 1 tracks.
Seq.2 Tr 01…16	One of Sequencer 2 tracks.
Seq.1/2 Tr 01…16	Use these channels to send data generated by a track with the same name on either or both onboard sequencers at the same time.
Chord	Use this channel to send notes recognized by the Chord Recognition engine to the MIDI OUT. This is useful, for example, to control an external Harmonizer from the Pa588, using the Lower track to play chords, even if the track is muted.

MIDI: Filters

Use this page to set up to 8 filters for the MIDI data received or sent by the Pa588.



Midi In Filters

▸GBL[Mid]

Selected MIDI IN filters.

Off	No filter.
Pitch Bend	Pitch Bend.
MonoTouch	Mono (or Channel) After Touch.
PolyTouch	Poly After Touch.
PrgChange	Program Change.
SysExcl	System Exclusive.
All CC	All Control Change messages.
0…127	Control Change message #0…127. See "MIDI Data" on page 40 of the Data Lists manual (in the Accessory CD) for a list of available Control Change messages.
Notes	Note events.

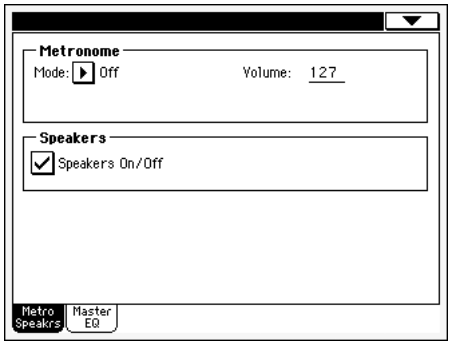
Midi Out Filters

▸GBL[Mid]

Selected MIDI OUT filters. See above for information on each filter type.

Audio Setup: Metro / Speakers

This page lets you define various parameters for the Metronome, and turn the Speakers on/off.



Metronome

Mode

▸GBL[Gbl]

Use this parameter to activate the metronome for the Style Play and/or Song play operating modes.

Off	No metronome is heard.
Style	The metronome is always activated when playing a Style.
Song	The metronome is always activated when playing a Song.
Style+Song	The metronome is always activated when playing a Style or Song.

Volume

▸GBL[Gbl]

Use this parameter to set the volume of the metronome.

Speakers

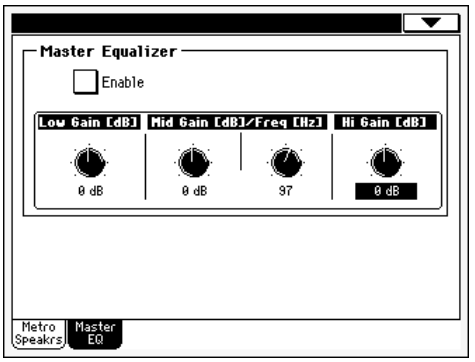
Speakers On/Off

▸GBL[Gbl]

Use this checkbox to turn speakers on or off. This option is useful when the instrument is connected to an external amplification system, and you don't need the speakers.

Audio Setup: Master EQ

In this page you can access the semi-parametric Master EQ. This EQ is placed at the end of the audio path, just before the audio outputs.



Enable

▸GBL[Gbl]

Use this checkbox to enable or disable the Master EQ.

Low Gain

▸GBL[Gbl]

This parameter lets you adjust the low frequencies master equalization. This is a shelving curve filter. Values are shown in decibels (dB).

-18…+18dB Low gain value in decibels.

Mid (Middle) Gain

▸GBL[Gbl]

This parameter lets you adjust the semi-parametric middle frequencies master equalization. This is a bell curve filter, centered

around the frequency set with the Freq knob. Values are shown in decibels (dB).

-18…+18dB Middle gain value in decibels.

Mid (Middle) Freq

GBL Gbl

This parameter lets you adjust the center frequency for the semi-parametric middle band. Values are shown in Hertz (Hz).

100Hz…10kHz

Center frequency in Hertz.

Hi (High) Gain

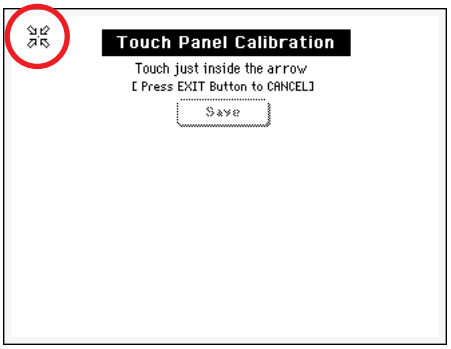
GBL Gbl

This parameter lets you adjust the high frequencies master equalization. This is a shelving curve filter. Values are shown in decibels (dB).

-18…+18dB High gain value in decibels.

Touch Panel Calibration

From time to time (for example, after loading a new operating system), calibrating your TouchView™ display may be necessary to make pointing more precise. If so, use this page.



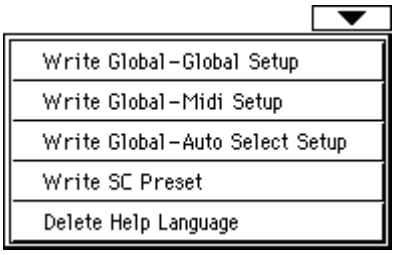
1. When in this page, first touch exactly inside the set of arrows in the upper left corner of the display.
2. The arrows will subsequently move to the other corners of the display. Touch exactly inside them.
3. Finally, press Save to confirm the new calibration.

- In case you want to exit and cancel the calibration, press EXIT before completing the procedure.

Hint: *To quickly reach this page from any other page, press GLOBAL to enter the Global mode, then press it again and keep it pressed, until this page appears.*

Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Write Global-Global Setup

Select this command to open the Write Global-Global Setup dialog box, and save global settings that are not tied to a single operative mode. These settings are programmed in the Global edit mode.

See “Write Global - Global Setup dialog box” on page 212 for information on the dialog box.

Write Global-Midi Setup

Select this command to open the Write Global-Midi Setup dialog box, and save the current MIDI settings to a MIDI Setup.

See “Write Global - Midi Setup dialog box” on page 212 for more information.

Write Global-Auto Select Setup

Choose this command to save the preferred Styles, Sounds and Performances assigned to the control panel STYLE and PERFORMANCE/SOUND buttons, via the Auto Select functions (see page 206).

This way, the next time you will turn the Pa588 on, the preferred Styles, Sounds and Performances will be still assigned to the relevant buttons.

Write SC Preset

Select this command to open the Write SC Preset dialog box, and save the current scale settings in one of the four available SC Presets.

See “Write SC Preset dialog box” on page 212 for more information.

Delete Help Language command

Choose this command to remove the Help languages you do not need to use, saving space in the internal SSD memory for other types of data (notably OS Upgrades).

See “Delete Help Language dialog box” on page 212 for more information.

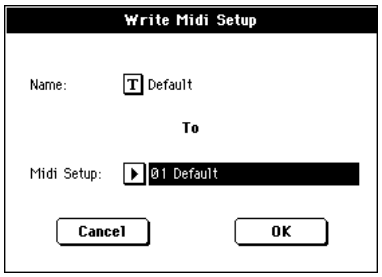
Write Global - Global Setup dialog box

Open this dialog box by selecting the Write Global-Global Setup item from the page menu. Here, you can save most settings, programmed in the Global edit mode, to the Global file in memory.

Parameters saved in the Global Setup area of the Global are marked with the ▸GBL[Gbl] symbol through the user's manual.

Write Global - Midi Setup dialog box

Open this dialog box by selecting the Write Global-Midi Setup item from the page menu. Here, you can save all MIDI settings to a MIDI Setup, that is included in the Global file in memory.



Parameters saved in the MIDI Setup area of the Global are marked with the ▸GBL[Mid] symbol through the user's manual.

Name

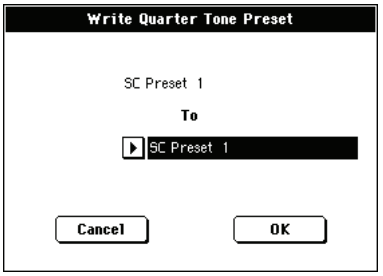
Name of the MIDI Setup to be saved. Press the T (Text Edit) button next to the name to open the Text Edit window and modify the name.

Midi Setup

One of the 8 available MIDI Setup locations, where to save current MIDI settings.

Write SC Preset dialog box

Open this dialog box by selecting the Write SC Preset item from the page menu. Here, you can save the current Quarter Tone SubScale settings to one of the four SC (Scale) Presets.



Name

Name of the SC Presets are fixed and cannot be changed.

SC Preset

One of the four available SC Preset locations, where to save current scale settings.

Delete Help Language dialog box

Open this dialog box by selecting the Delete Help Language item from the page menu. Here, you can remove the Help languages you do not need to use, saving space in the internal SSD memory for other types of data (notably OS Upgrades or loading of Styles and Sounds).

Choose a language to delete. Note that nor the English, or the language currently in use, can be selected.

After having chosen a language, press OK to confirm deletion, or Cancel to cancel the operation.

Repeat the above procedure for all the other languages you want to delete.

Note: *There is no need to reboot after deleting the Help language(s).*

Media edit mode

The Media edit mode is the place where you can manage files. This edit environment overlaps the current operating mode (Style Play, Song Play, Sequencer, Sound Edit).

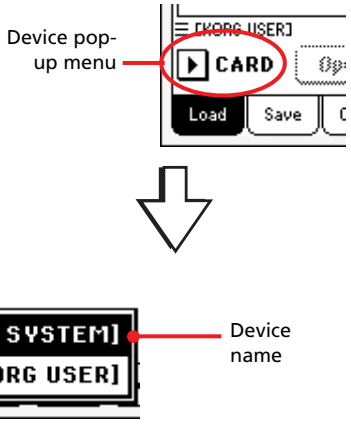
Storage devices and internal memory

User-accessible storage devices

During a Media operation, files are usually exchanged between a storage device (SD or MMC card) and the internal memory (SSD). Depending on the page, you can access the following mass storage device types:

Abbreviation	Media type
CARD	Secure Digital (SD) or MultiMedia (MMC) memory card.
SSD	Internal SSD Flash-ROM memory. Only accessible when updating the Operating System and Musical Resources, or exchanging Factory Sound, Styles and Pads, or erasing files.

In some pages, a device can be selected by using the Device pop-up menu, shown in the lower left corner of most Media pages:



Selecting and deselecting files

While a file list is shown in the display, you can select any item by touching it. The selected item is highlighted.

You can deselect all items in any of the following ways:

- Touch an empty area in the file list (if available).
- Press the Device pop-up icon, and select the current device again.

File types

The following tables describe all the file and folder types the Pa588 can manage. Here are the files you can read or write with the Pa588.

Extension	File/folder type
SET	All the User data. (This is a folder containing other folders).
BKP	Backup file, created with the "Full Resource Backup" function of the Media > Utility page.
PKG	Operating System and Musical Resource files.
GBL	Global
PRF	Performance
PCG	Sound
STY	Style
PAD	Pad
SBD	SongBook
SBL	SongBook's Custom List
JBX	Jukebox
MID	Midi file (Standard MIDI File, SMF)
TXT	Plain text file

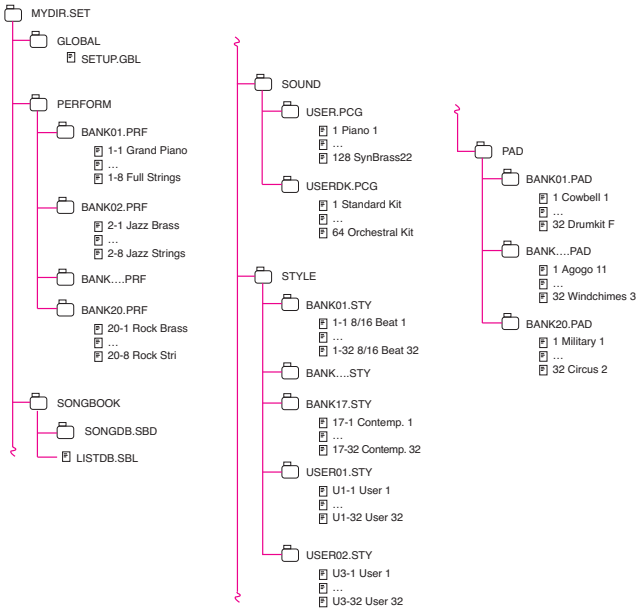
Pa588 can also read (but not write) the following type of data.

Extension	File type
KAR	Karaoke file

Media structure

Each card (and the internal memory) can contain files and folders. Data in the Pa588 is slightly more rigidly structured than in a computer, due to the pre-configured type of data inside the instrument's memory. The diagram below shows the global structure of a Pa588 device.

Note: *Style banks from 1 to 17 (Factory Styles) can be seen in Media mode only when the "Factory Style and Pad Protect" parameter is set to Off (see page 225), and only when loading or saving a single Style bank, or when erasing something.*

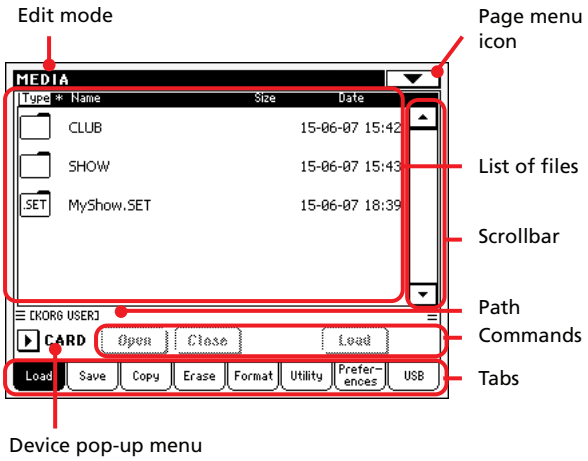


Main page

There is no main page in the Media edit mode. When pressing EXIT, you exit the Media mode, and the underlying operating mode in the background is recalled.

Page structure

All edit pages share some basic elements.



Edit mode

This indicates that the instrument is in Media mode.

Page menu icon

Press this icon to open the page menu (see "Page menu" on page 227).

Path

Full path of the directory currently shown in the display.

List of files

This area shows the files and folder contained in the selected device.

You can touch one of the heading labels above the list to change the order in which files are shown. For example, by touching the "Name" label, the list is alphabetically re-ordered according to the file names. The selected label turns white, showing the currently selected ordering.

If you touch the white label again, the alphabetic order changes from ascending to descending, or vice-versa. The small arrow next to the label name shows the selected order.

The corresponding items in the page menu are automatically updated to reflect these changes (see "Ordered by Name" and "Ordered by Type" on page 227).

Scrollbar

Use the scrollbar to scroll the list. Touching the arrows will scroll one step at a time, while touching the bar will scroll one page at a time.

Pressing the arrows while SHIFT is kept pressed jumps to the previous or next alphabetical section, or file/folder type (depending on the selected display order).

Device pop-up menu

Use this menu to select one of the available storage devices. Usually, only the card is available (apart for the Erase page).

Commands

Commands may be different depending on the shown page. They are detailed in each relevant section.

Tabs

Use tabs to select one of the edit pages of the current edit section.

Navigation tools

When in a Media page, you can use any of the following commands to browse through the files and folders.

Scrollbar

See "Scrollbar" above.

TEMPO/VALUE dial

Use these controls scroll the list up or down.

Device pop-up menu

See "Device pop-up menu" above.

Load/Save/Copy/Erase button

Executes the media operation.

Open button

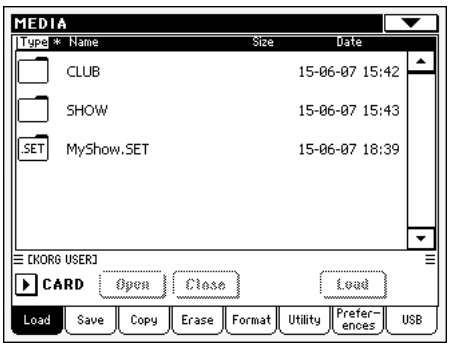
Opens the selected folder or directory (whose name begins with the "  " icon.

Close button

Closes the current folder or directory, returning to the parent ("upper") level.

Load

In this page you can load User data files (Performances, User Sounds, User Styles, the SongBook, the Global) from a card to the internal memory (SSD).



Note: *While in this page, only data allowed for loading are shown. All other files are hidden.*

Loading all the User data

You can load all the User data with a single operation.

1. Insert a card into the card drive. Its content will appear in the display.
2. If the folder you are looking for is inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
3. Select the ".SET" folder containing the data you wish to load, and press Load to confirm the selection.

   Note: *Most data loaded from a card is merged with data already existing in memory. For example, if there is data in all two USER Style banks in memory (USER01, USER02), and there is only the USER01 Style bank in the card, the USER01 bank is overwritten, while the USER02 bank is left unchanged.*

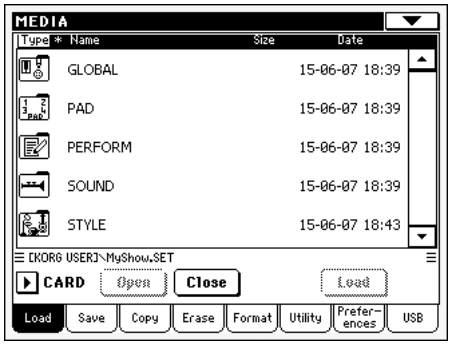
   As a result, you will have a STYLE folder in memory containing the USER01 bank you just loaded, and the old USER02 bank.

Loading all data of a specified type

You can load all User data of a specified type with a single operation.

1. Insert a card into the card drive. Its content will appear in the display.
2. If the folder you are looking for is inside another folder, select the latter and press the Open button to open it. Press the Close button to go back to the parent folder.
3. Select the ".SET" folder containing the data you wish to load, and press Open to open the ".SET" folder. A list of

User data appears (Global, Performance, SongBook, Sounds, Style…).



4. Select the folder containing the type of data you are looking for, and press Load to confirm your selection.

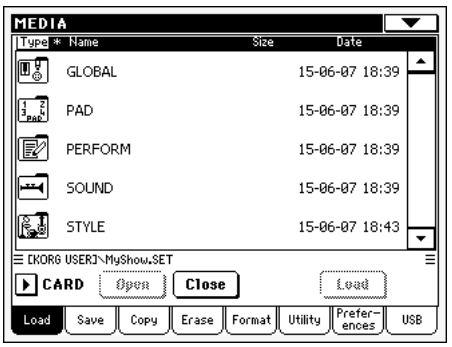
   Note: *Data loaded from a card, and data already in memory are merged. For example, if there is data in all two USER Style banks in memory (USER01, USER02), and there is only the USER01 Style bank on a card, the USER01 bank is overwritten, while the USER02 bank is left unchanged.*

   As a result, you will have a STYLE folder in memory containing the USER01 bank you just loaded, and the old USER02 bank.

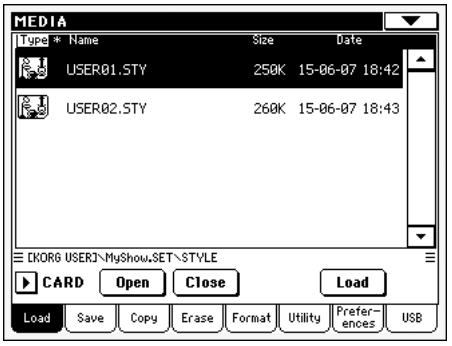
Loading a single bank

You can load a single bank of User data (User Sounds, User Styles, Performances) with a single operation. A bank corresponds to a STYLE SELECT or PERFORMANCE/SOUND SELECT button.

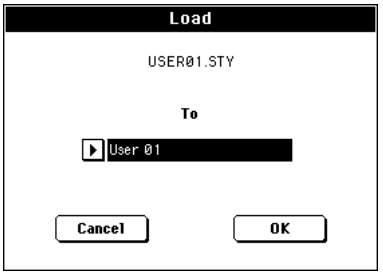
1. Insert a card into the card drive. Its content will appear in the display.
2. If the folder you are looking for is inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
3. Select the ".SET" folder containing the data you wish to load, and press Open to open the ".SET" folder. A list of User data appears (Global, Performance, SongBook, Sounds, Style…).



4. Select the folder containing the type of data you are looking for, and press Open to open the selected folder. A list of User banks appears.



5. Select the bank you are looking for, and press Load to confirm the selection. A dialog box appears, asking you to select one of the available User banks in memory.



   In the page above, the previously selected Style bank will be loaded into the bank 1 (USER1 button) in memory. The existing Styles in memory will be deleted and overwritten.

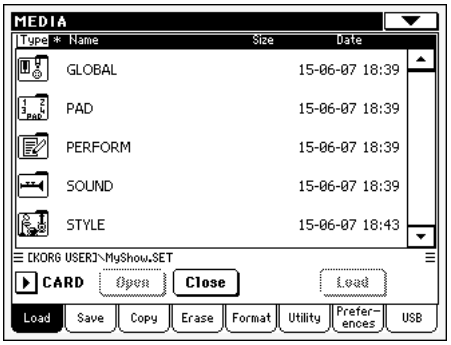
6. Select the target bank, and press OK to load the source bank.

   Warning: *After confirming, all User data contained in the bank in memory is deleted.*

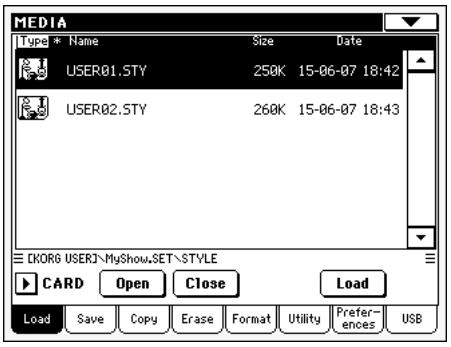
Loading a single item

You can load a single User item with a single operation.

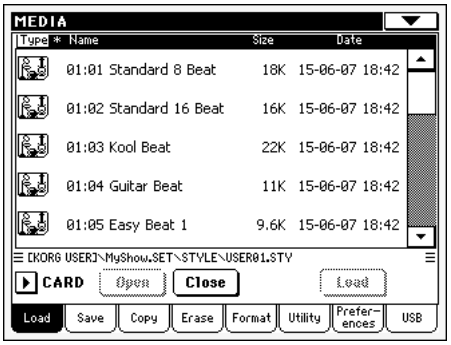
1. Insert a card into the card drive. Its content will appear in the display.
2. If the folder you are looking for is inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
3. Select the ".SET" folder containing the data you wish to load, and press Open to open the ".SET" folder. A list of User data appears (Global, Performance, SongBook, Sounds, Style…).



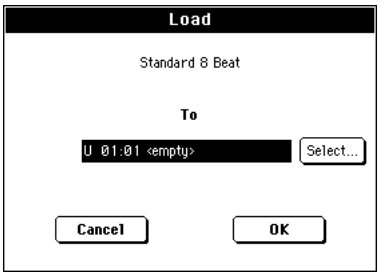
4. Select the folder containing the type of data you are looking for, and press Open to open the selected folder. A list of User banks appears.



5. Select the bank you are looking for, and press Open to open it. A list of User items appears.



6. Select the item you are looking for, and press Load to confirm the load. A dialog box appears, asking you to select one of the available User locations in memory.



   In the dialog box above, the previously selected Style will be loaded into location 01 of the bank U01 (USER1 button) in memory. The existing Style at the same memory location will be deleted and overwritten.

   Empty locations are named <empty>.

7. Select the target location, and press OK to load the source file.

   Warning: *After confirming, the item you are overwriting in memory will be deleted.*

Loading Pa2X/Pa800 data

You can load Pa2X/Pa800 data exactly as if they were Pa588 data. Only, keep in mind Pa588 cannot load User PCM Sample data, does not include a Voice Processor section, and includes some different Factory Sounds, Drum Kit and PCM data.

At the same time, most Pa588 data can be read by any Pa2X/Pa800. However, keep in mind that, due to the different content and organization, the SongBook will point to different Styles.

Loading Pa500 data

You can exchange data with Pa500 with complete compatibility. Pa588 and Pa500 share the same data format and the same parameters.

Loading Pa1X data

You can load Pa1X data exactly as if they were Pa588 data. Minor differences might exist between effect parameters. Also, keep in mind Pa588 cannot load PCM Sample data, and does not include a Voice Processor section.

At the same time, most Pa588 data can be read by any Pa1X (provided it is fitted with Operating System v. 3.0 or higher). However, keep in mind the following:

- Pa588 has a more extensive range of effects, that might not exist on the Pa1X.
- Due to the different content and organization, the SongBook will point to different Styles.

Loading Pa80/60 data

You can load Pa80/60 data exactly as if they were Pa588 data. The only difference is that the "SOUND" folder of Pa588 is called "PROGRAM" in the Pa80/60. Therefore, to load Sounds from Pa80/60 disks, you must accomplish one of the following operations:

- Either rename the “PROGRAM” folder “SOUND” (by using a personal computer) before loading a “.SET” folder; *or*
- First load the “.SET” folder, then separately load the “.PCG” file from the “PROGRAM” folder.

Loading i-Series data

Pa588 is compatible with the Styles of the older i-Series instruments. You can load them as if they were ordinary Pa588 data.

1. Copy the old i-Series data into a card, and insert the card into the card drive of the Pa588.
2. Press MEDIA to go to the Media mode. Select the Load page if needed.
3. While in the Load page, select the device containing the i-Series data from the Device pop-up menu.
4. If you are reading an i30 file, select the “.SET” folder and press the Open button in the display.
5. Select the “.STY” folder.
6. At this point, you can load the whole “.STY” folder, or open it and select a single Style.

   • To load the whole folder, press the Load button in the display. If it contains more than 16 Styles, they will be loaded into the USER banks sequentially, otherwise you will be prompted to select one of the two USER Style banks in memory. Once the target bank is selected, press Load to load the bank. The “Are you sure?” message will appear. Press OK to confirm, or Cancel to abort.

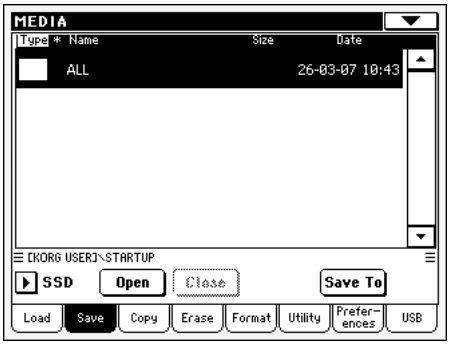
   • To load a single Style, press Open in the display to open the “.STY” folder. Since a conversion will be started at this point, please wait some seconds for the operation to be completed.

   Select the Style to load, then press Load. You will be prompted to select a target location in memory. Once the target location is selected, press Load to load the Style. The “Are you sure?” message will appear. Press OK to confirm, or Cancel to abort.

   Note: *Loading a whole “.SET” folder from an i30 file may take very long. You are advised to load a single bank or a single Style a time.*
7. Go to the Style Play mode, and select (one of) the loaded Style. Adjust the Tempo, then select the “Write Current Style Performance” to write changes to the Style Performance. Press OK twice to confirm.
8. Due to the difference in Sounds, you will probably want to make some adjustments to the old Styles, once they are loaded in Pa588 (changing the Sound, Volume, Pan, Tempo, Drum Mapping, Wrap Around…).
9. To make the Sound assignment to the Style tracks effective, be sure the “Original Style Sounds” parameter is not checked (see page 83).
10. Save the Style Performance again. Select the “Write Current Style Performance” to write changes to the Style Performance. Press OK to confirm.

Save

In this page, you can save User data from the internal memory (SSD) to a card. You can save single files, banks, or all the User files of the internal memory.



Note: *While in this page, only data allowed for saving are shown. All other files are hidden.*

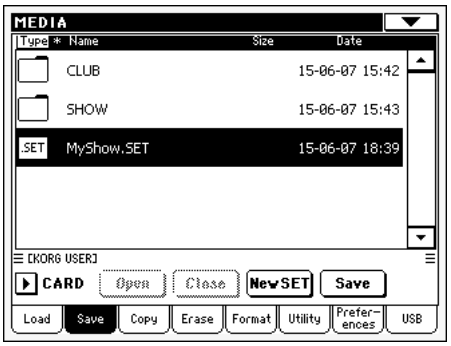
Here are the various types of files contained in the internal memory:

The file/folder type…	**…contains…**	**…and will create on the target device…**
All	All the User data in memory	A .SET folder
Style	The USER 01-02 Styles	A STYLE folder inside a .SET folder
Sound	The USER Sounds and Drum Kits	A SOUNDS folder inside a .SET folder
Pad	The USER Pads	A PAD folder inside the .SET folder
Perform (Performances)	The Performances	A PERFORM folder inside a .SET folder
SongBook	The SongBook database	A SONGBOOK folder inside a .SET folder
Global	The Global. All parameters marked with ▸GBL through the various chapters are saved in the Global.	A GLOBAL folder inside a .SET folder.

Saving the full memory content

You can save the full memory content with a single operation.

1. Insert a card into the card drive.
2. The full content (“All”) of the internal memory is already shown. Select it, and press Save to confirm the selection. The list of files in the card is shown.

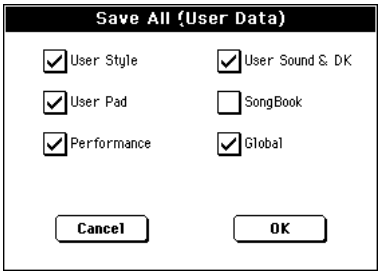


3. At this point, you can:

   • Press the New SET button and create a new “.SET” folder (see “Creating a new “.SET” folder” on page 221), or

   • Select an existing “.SET” folder.

4. Press Save to confirm. A dialog box appears, asking you to select the type of data to save:



   In the above dialog box, check all data type you wish to save to a card.

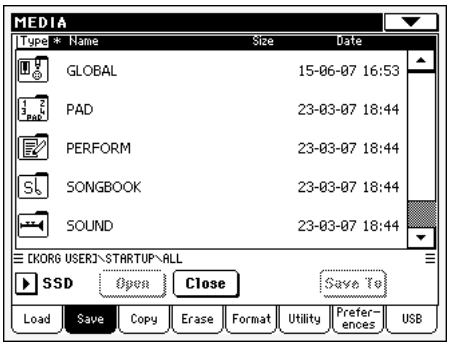
5. Press OK to confirm, or Cancel to abort.

   Warning: *After confirming, all data of the selected type in the target folder is deleted.*

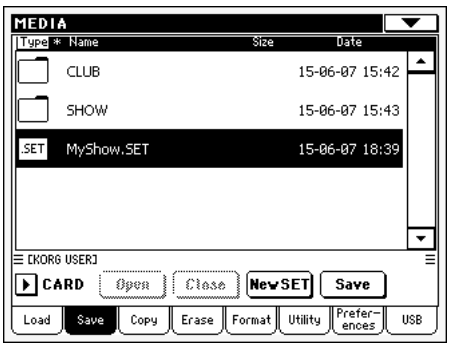
Saving all data of a specified type

In addition to the above, you can save all data of a specified type by selecting the corresponding folder.

1. Insert a card into the card drive.
2. The full content (“All”) of the internal memory is already shown. Select it, and press Open to open it. A list of User data types appear (each type is a separate folder).



3. Select the folder containing the type of data you wish to save, and press Save To to confirm the selection. The list of files in the card is shown.



4. At this point, you can:

   • Press the New SET button and create a new “.SET” folder (see “Creating a new “.SET” folder” on page 221), or

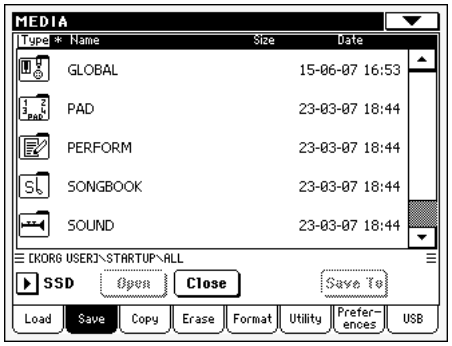
   • Select an existing “.SET” folder, and press Save to confirm.

   Warning: *After confirming, all data of the selected type in the target folder is deleted.*

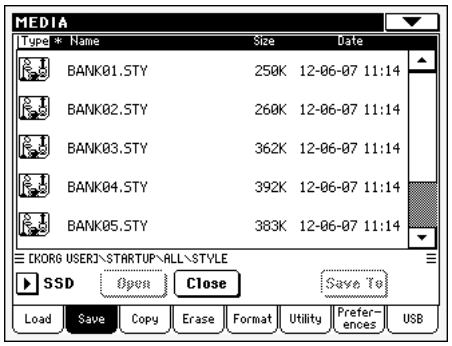
Saving a single bank

You can save a single User bank with a single operation. A bank corresponds to a button on the control panel of the instrument (i.e. a button of the STYLE section).

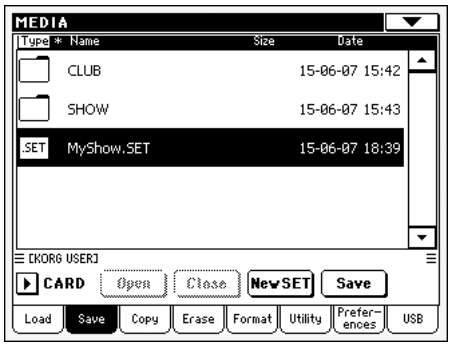
1. Insert a card into the card drive.
2. The full content ("All") of the internal memory is already shown. Select it, and press Open to open it. A list of User data types appear (each type is a separate folder).



3. Select the folder containing the type of data you wish to save, and press Open to open it. The list of contained banks is shown.



4. Select the bank to be saved, and press Save To to confirm the selection. The list of files in the card is shown.

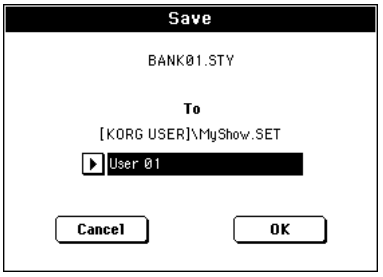


5. At this point, you can:

   • Press the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 221), or

   • Select an existing ".SET" folder, and press Save to confirm.

6. A dialog box appears, asking you to select one of the available User locations inside the folder:



   In the above dialog box, the previously selected bank of Styles will be saved to the bank User 01 (corresponding to the USER1 button) inside the selected folder. Two User banks are available.

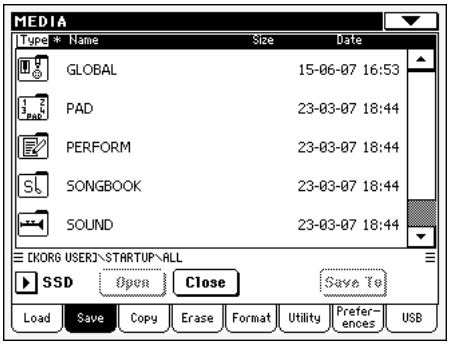
7. Press OK to confirm, or Cancel to abort.

   Warning: *After confirming, the same bank in the target folder is deleted.*

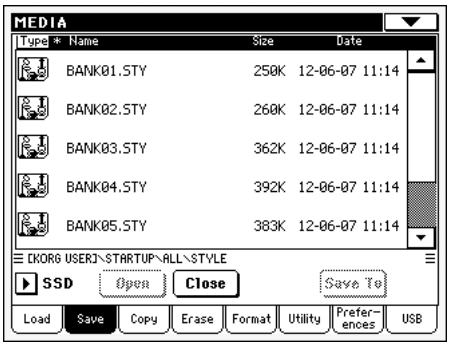
Saving a single item

You can save a single User item with a single operation.

1. Insert a card into the card drive.
2. The full content ("All") of the internal memory is already shown. Select it, and press Open to open it. A list of User data types appear (each type is a separate folder).

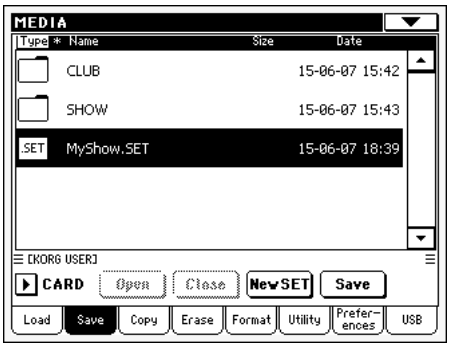


3. Select the folder containing the type of data you wish to save, and press Open to open it. The list of contained banks is shown.



4. Select the desired bank, and press Open to gain access to the single files.

5. Once you have selected the file that you want to save, press Save To to confirm the selection. The list of files in the card is shown.

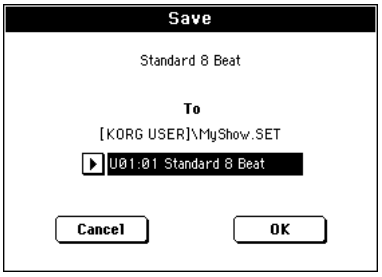


6. At this point, you can:

   • Press the New SET button and create a new ".SET" folder (see "Creating a new ".SET" folder" on page 221), or

   • Select an existing ".SET" folder, and press Save to confirm.

7. A dialog box appears, asking you to select one of the available User locations inside the selected folder



   In the above dialog box, the previously selected Style will be saved to location 01 inside the bank U01 (corresponding to the USER1 button) inside the selected folder.

8. Press OK to confirm, or Cancel to abort.

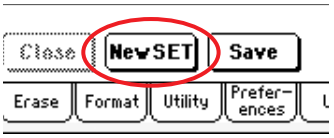
   Warning: *After confirming, the same item in the target folder is deleted.*

Creating a new ".SET" folder

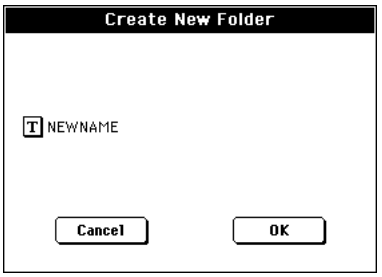
Pa588 proprietary data must be saved in special folders with the ".SET" extension. These special folders can be saved inside ordinary folders.

When saving, you can save onto existing ".SET" folders, or you can create a new folder of this type. Here is how to do it.

1. When the directory of the card is shown in the display, the "New SET" button appears among the buttons below the file list.



2. Press the New SET button. A dialog box appears, asking you to enter a name for the new ".SET" folder.



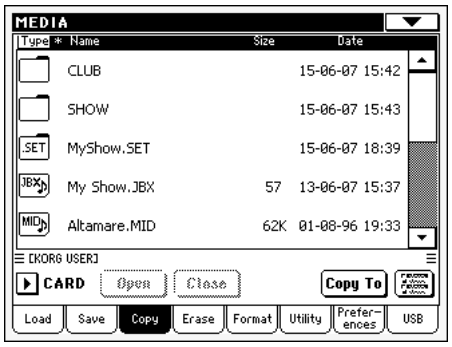
3. Press the T (Text Edit) button to open the Text Edit window. Enter the name, then press OK to confirm and close the Text Edit window.

4. Press OK to create the new folder and exit the dialog box.

Copy

In this page you can copy files and folders. Folders can be generic or ".SET" folders. In addition, you can copy the content of the generic folder you are in. You can only copy data inside the same card.

To preserve data structure integrity, during Copy operations you can't open ".SET" folders and copy only one of the files it contains. You can only open and go inside generic folders.



Copying a folder's content

If nothing is selected while a folder is open in the display, you can copy the folder's content, without copying the folder itself.

Note: *During the Copy procedure, you can't open a ".SET" folder. You can, however, open any generic folder.*

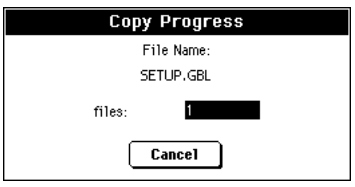
1. Insert a card into the card drive.
2. If the folder you are looking for is inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
3. To copy the current folder's content, without copying the folder itself, do not select anything in the display.
4. Press Copy To to confirm.
5. To select a different folder, use the Open and Close buttons to move through the directories.

   • To copy into an existing generic folder (not a ".SET" folder), select that folder.

   • To copy into the current folder, do not select anything.
6. Once the target is selected, press Copy.

   If a file or folder with the same name of the source data already exists at the target location, the "Overwrite" dialog box will appear (see "Overwriting existing files or folders" on page 223).

   During Copy, a dialog box shows the progress of the operation.



Copying a single file or folder

You can copy a single file or folder, from a generic folder to a different one. The file or folder must be located in the root (the main/highest level in the card hierarchy) or into a generic folder. You can't copy single files or folders from inside a ".SET" folder.

1. Insert a card into the card drive.
2. Select the folder containing the file or folder you wish to copy. If it is contained in another folder, press the Open button to open it. Press Close to go back to the previous hierarchic level.
3. Press Open to open the folder containing the file or folder to be copied.
4. Select the file or folder to be copied, then press Copy To to confirm its selection.
5. Select the target folder. Press Open to open a folder, or Close to close it.
6. Once the target is selected, press Copy.

   If a file or folder with the same name of the source data already exists at the target location, the "Overwrite" dialog box will appear (see "Overwriting existing files or folders" below).

Multiple file selection

While in the Copy and Erase pages of the Media mode, you can select several files or folders at the same time before executing the operation. Files or folders can be selected consecutively (i.e., in a row), or discontinuously (i.e., with other files or folders in the middle).

To choose either to select files in a consecutive or discontinue way, use the Mode button on the right of the page command buttons, to choose an option for the SHIFT button:

Choose this option to select files or folders consecutively (i.e., in a row).

Choose this option to select files or folders discontinuously (i.e., with other files or folders in the middle).

To select more files or folders consecutively:

1. Press the Mode button to choose the  option for the SHIFT button.
2. Select the first file or folder to be selected.
3. Press and keep the SHIFT button pressed.
4. Select the last file or folder to be selected.
5. Release the SHIFT button.

To select more files or folders discontinuously:

1. Press the Mode button to choose the  option for the SHIFT button.
2. Select the first file or folder to be selected.
3. Press and keep the SHIFT button pressed.
4. Select a second file or folder to be selected.

5. While keeping the SHIFT button pressed, continue selecting the other files or folders to be selected.
6. Release the SHIFT button.

To deselect the files or folders:

- To deselect one or more file or folder, without deselecting everything, keep SHIFT pressed and touch the file or folder to be deselected.
- To deselect everything, select any other file or folder. All selected files and folders will be deselected.

Overwriting existing files or folders

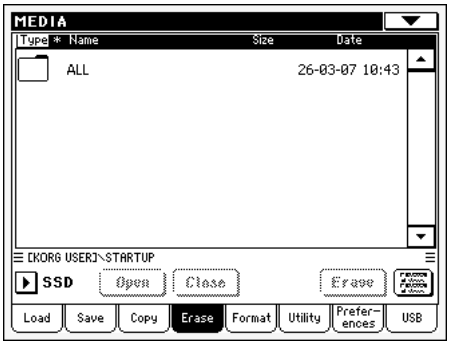
When copying files, a file or folder with the same name of a source element might be found in the target device. In this case, Pa588 asks you if you want to overwrite it.

When a duplicate file or folder is met, the following dialog box appears:

Cancel	The procedure is interrupted.
No	The file or folder is not overwritten. The source file or folder is not copied. The procedure will continue with the other files and folders.
Yes	The file or folder is overwritten. The procedure will continue with the other files and folders.
Yes (to) All	The file or folder is overwritten. Any following duplicate file or folders will be overwritten as well, without this dialog box appearing again. The procedure will continue with the other files and folders.

Erase

The Erase function lets you erase files and folders from the card (CARD) or internal memory (SSD).

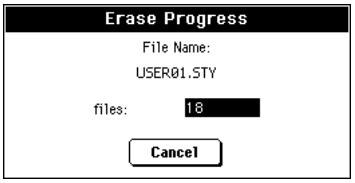


With the Erase function you will be able to select the internal system memory (SSD device), and erase files from there. You cannot, however, delete folders from the internal memory, since they are used by the operating system.

Erase procedure

1. If erasing from a card, insert a card into the card drive.
2. If needed, select a different device, by using the Device pop-up menu.
3. If the file or folder you are looking for is inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
4. Select the file or folder to erase.
5. Press Erase to delete the selected item.

   During erase, a dialog box shows the progress of the operation.

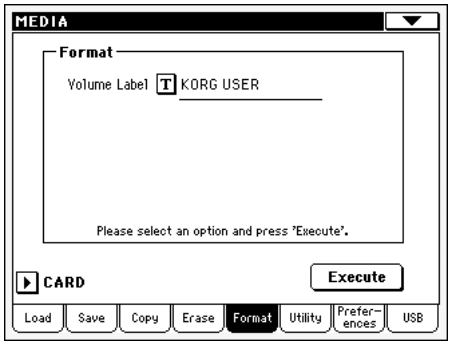


Multiple file selection

See “Multiple file selection” on page 222 for information on how to select more files or folders to be erased at the same time.

Format

The Format function lets you initialize an SD (Secure Digital) or MMC (MultiMedia) memory card.



Warning: *When formatting a card, all data it contains is lost forever!*

Volume Label

Use this parameter to assign a name to the card to be formatted.

Press the T (Text Edit) button to open the Text Edit window. Enter the name, then press OK to confirm and close the Text Edit window.

Note: *When changing the name to a card containing midifiles used by the SongBook, the links are broken. We suggest to give the card the same name it had before formatting.*

Execute button

Press this button, after setting all the options in this page, to execute the Format command.

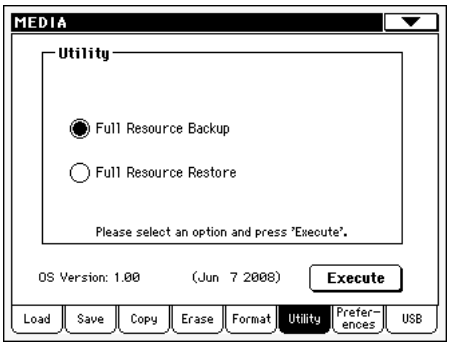
Format procedure

Here is how to format a device.

1. Insert a card into the card drive.
2. Press the Execute button in the display to confirm formatting.
3. The "If you confirm, all data in the media will be lost. Are you sure?" message appears in the display. Press Yes to confirm, or No to cancel.

Utility

This page includes a set of backup utilities.



Full Resources Backup

This command allows you to make a backup of the Factory and User Musical Resources (excluding the Operating System) on a card. A ".BKP" file will be created.

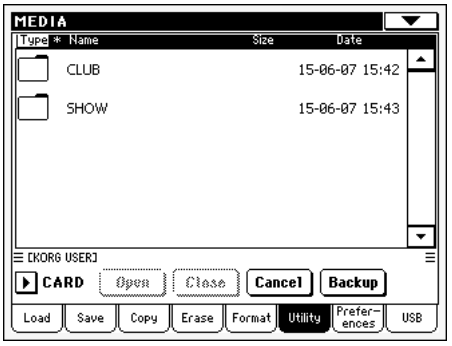
Note: *Should you not do a backup and your internal data becomes damaged, you can download the original data from www.korgpa.com.*

Note: *You will not be able to load data from this file using the normal Media > Load operations. This file is used for archiving purpose only. To save data that must remain accessible, for example to load User data after updating the Musical Resources, use the Media > Save operations instead.*

1. Insert a card into the card drive.

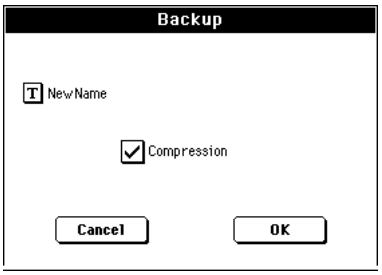
   Be sure there is enough free space in your card, or the Backup procedure will not be completed. The space required on the card depends on the amount of data to be backed-up.

2. Select the Full Resources Backup command, then press the Execute button in the display. The card appears.



3. If you wish to save data inside another folder, select this latter and press the Open button to open it. Press the Close button to go back to the parent folder.
4. Select the folder where to save data, and press Backup to save it. If nothing is selected, data will be saved to the current directory.

After pressing Backup, a dialog box will appear, asking you to select a name for the backup file, and whether compression must be turned on or off during the backup.



Press the T (Text Edit) button to open the Text Edit window. Enter the name, and confirm by pressing OK.

We suggest you check Compression, to save space on the backup device. However, with compression turned on, the operation will last longer.

5. Press OK to start the backup.
6. When finished, save the card in a safe place.

Full Resources Restore

This command restores the backup of the internal Factory and User data, created with the "Full Resources Backup" command.

Warning: *Don't play the keyboard while restoring data, and stay in the Media mode. Wait until the "Wait" message disappears.*

1. Insert the card containing the backup to be restored into the card drive.
2. Select the Full Resources Restore command, then press Execute. The source device appears.
3. Browse through the files to find the backup file.
4. When the backup file (".BKP" file) is in the display, select it and press the Restore command.
5. When done, we suggest to turn the instrument off, then on again.

OS Version Number

This line shows the installed Operating System version. A newer version may be available on *www.korgpa.com*.

Preferences

This page includes various protect options.

Global Protect

▸GBL Med

When loading a ".SET" file (see "Loading all the User data" on page 215), this parameter (if On) prevents Global parameters from being reprogrammed when loading all data. All Global parameters are therefore left unchanged.

When loading a single ".GLB" file, this parameter is ignored, and the Global is overwritten by the loaded data.

Note: *This parameter is saved to memory, but not to a target device.*

Factory Style and Pad Protect

When On, this parameter protects the Factory Styles (from the "8/16 BEAT" to the "WORLD 2" bank) and Factory Pads (named "Hit" and "Sequence" in the Pad Select window) from being overwritten when loading data from a device. Furthermore, you can't access these banks when saving data.

When Off, you can load or save User Styles or Pads even into the Factory Style banks (from "8/16 BEAT" to "WORLD 2") and Factory Pad banks (named "Hit" and "Sequence" in the Pad Select window). This way, you customize personalize your Factory Style and Pad banks.

Please note that the Save All procedure always saves only the USER Style banks.

Note: *This parameter is automatically set to On when turning the instrument off.*

Note: *Should your accidentally delete some Factory Data, reload the Backup data, or download the data from www.korgpa.com.*

Factory Sound Protect

When On, this parameter prevents writing edited Sounds from the Edit Sound mode. When Off, you can freely save edited Sounds either in the Factory or User Sound area.

Note: *This parameter is automatically set to On when turning the instrument off.*

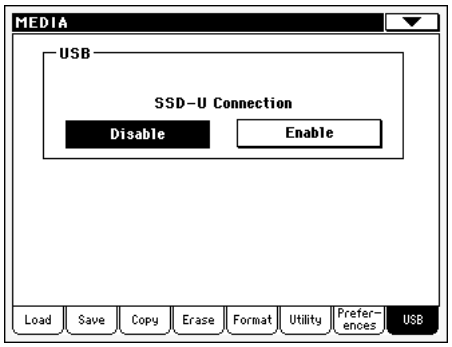
Note: *If your accidentally delete some Factory Data, reload the Backup data, or download the original data from www.korgpa.com.*

Hide Unknown Files

When this option is checked, non-proprietary files are hidden when using Media operations, therefore making browsing directories easier.

USB

Use this page to enable or disable the USB port for file transfer.



The USB port allows you to access a card inserted in the card drive of the Pa588 from a personal computer (either Windows or Mac), by just connecting the Pa588 to the computer's USB interface. This way, you can exchange files between the Pa588 and a personal computer (for example, for making a quick backup of Pa588 data on your computer, or moving midifiles to your Pa588).

Note: *Windows 2000, XP and Vista, as well as Mac OS X, can be directly connected to the Pa588.*

Note: *While USB file transfer is enabled, you cannot access other functions on the Pa588.*

CARD Connection

Normally, the USB port is not enabled for file transfer on the Pa588 (it is always on, however, for MIDI connection). Press the Enable button to turn it on, or the Disable button (with all the caveats) to turn it off.

Enable — After connecting Pa588 to a personal computer by using a standard USB cable, press this button to enable file transfer. In this case, Pa588 is the B USB device (called Device or Slave), while the personal computer is the A USB device (called Host or Master).

The MEDIA LED will start blinking, while the personal computer reads the card inserted in the Pa588. When finished (this may take some time, depending on the card size), the icon of the card will appear among the other storage devices connected to the computer:

Windows	Mac
 KORG USER (G:)	 KORG HD

Caveat: *Do not modify ".SET" folders, or you will no longer be able to use them on the Pa588. Only use the USB connection for backup purpose, or to modify ordinary folders.*

Note: *After starting the USB connection, accessing Pa588 data from the computer may take some time, depending on the size of the card and the data contained in the card itself.*

Disable — Press this button to disconnect the USB file transfer. Be careful to press it only when you are absolutely sure data transfer has been completed.

Note: *USB connection is also automatically disconnected when disconnecting the USB communication on the personal computer side.*

To disconnect USB communication on a PC, you usually select the dedicated command by clicking on the USB device icon with the right mouse button. On the Mac, select the USB device icon, then select the Eject command or drag it to the eject icon in the Dock.

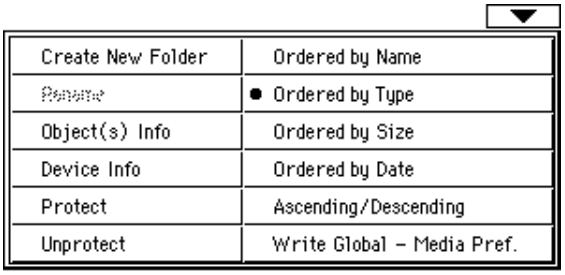
Hint: *We suggest to disconnect USB connection from the personal computer, instead of pressing this button on the Pa588.*

Caveat: *Do not disconnect USB communication before the personal computer has really finished transferring files. Sometimes, the on-screen indicator tells the procedure has been completed, BEFORE it is actually finished.*

Disconnecting USB communication (or disconnecting the USB cable) before data transfer has been completed may cause loss of data.

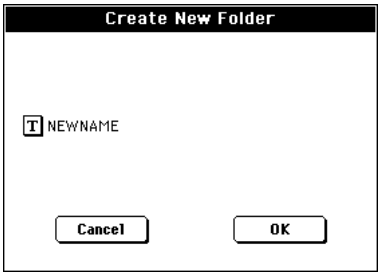
Page menu

Press the page menu icon to open the menu. Press a command to select it. Press anywhere in the display to close the menu without selecting a command.



Create New Folder

This command lets you create a new generic folder in the root of any device, or inside any other generic folder. You can't create a ".SET" folder with this command, since this type of folder is reserved to the Save operations (and can be created with the New SET button in any Save page).

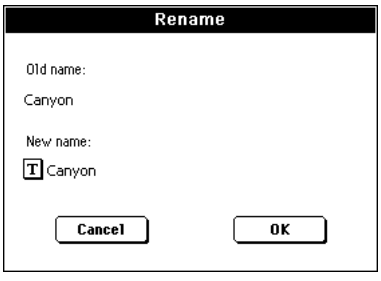


By pressing the T (Text Edit) button you can open the Text Edit window. Enter the name, then press OK to confirm and close the Text Edit window.

Rename

Available only when an item is selected in a file list.

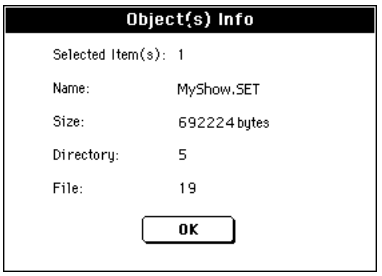
Use this function to change the name of an existing generic file or folder. To preserve consistency through the data structure, you cannot rename files and folders inside a ".SET" folder. Also, you cannot change the 3-character extension of files and ".SET" folders, since they are used to identify the type of file or folder.



Press the T (Text Edit) button to open the Text Edit window. Enter the new name, then press OK to confirm and close the Text Edit window.

Object(s) info

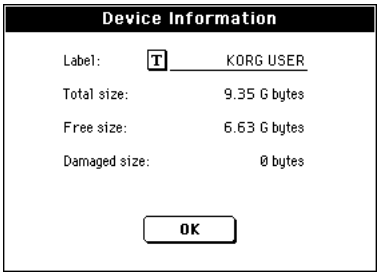
Select this command to see the size of any selected file or folder. Also, the number of files and directories (folders) it contains are shown.



Note: *The* ***single file*** *size is always shown to the right of the file name in any file list:*

Device Info

Select this command to see various info on the selected device. To select a different device, use the Device pop-up menu on the lower left corner of most Media pages.



By pressing the T (Text Edit) button you can open the Text Edit window. Enter the name (label) of the selected device, then press OK to confirm and close the Text Edit window.

Warning: *If you change the name of a card, and it contains midi-files used by some SongBook entries, these entries will be damaged (due to broken links to the resources contained in the device).*

Protect

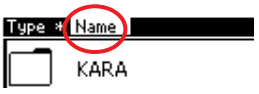
Select this command to protect the selected file or folder from writing/erasing. The lock icon will appear next to the file or folder name.

Unprotect

Select this command to unprotect the selected file or folder – if protected.

Ordered by Name

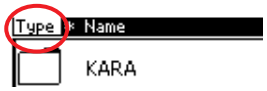
Select this display option to see the list of files and folders in rough alphabetical order, with different file types mixed in the list. The Name label, above the file list, is shown in white.



This command is the same as directly touching the Name label above the file list.

Ordered by Type

Select this display option to see the list of files and folders ordered by type. Inside any type group, files are still in alphabetical order. The Type label, above the file list, is shown in white.



This command is the same as directly touching the Type label above the file list.

Order by Size

Select this display option to see the list of files and folders ordered by size. The Size label, above the file list, is shown in white.

This command is the same as directly touching the Size label above the file list.

Order by Date

Select this display option to see the list of files and folders ordered by date. The Date label, above the file list, is shown in white.

This command is the same as directly touching the Date label above the file list.

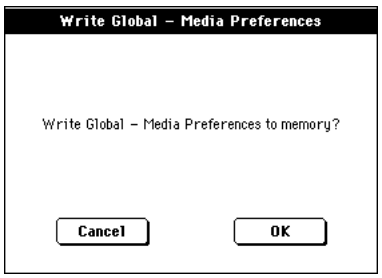
Ascending/Descending

Use this command to switch between the ascending (Numbers, A…Z) and descending (Z…A, Numbers) order.

This is the same as directly touching the white label above the file list.

Write Global-Media Preference

Select this command to open the Write Global-Media Preferences dialog box, and save settings made in the Preferences page (see "Preferences" on page 225).



Parameters saved in the Media Preferences area of the Global are marked with the ▸GBL[Med] symbol through the user's manual.

SD and MMC cards

You can use an SD or MMC card to save or load data to and from the Pa588's internal memory.

Note: *Before you can use the SD/MMC card, you must format it on the Pa588. Don't use your computer or digital camera to format (initialize) a card you plan to use with the Pa588. If the card was formatted on a different device, it may not work correctly with the Pa588*

Note: *To exchange data between the Pa588 and your computer, you might need an USB-to-SD card adapter to read the card on the computer.*

Note: *The SD/MMC card is not included. It must be purchased separately.*

Note: *The Pa588 supports SD cards with a power supply voltage of 2.7–3.6V and capacities of 16 MB–2 GB, and SD card with ID.*

SD and MMC card handling

• Do not remove the card from the drive while the Pa588 is reading or saving data.

• The SD/MMC card may be hot immediately following use. Power-off the Pa588 and wait for the card to cool before removing it.

• SD/MMC cards are precision parts. Do not bend them, drop them, or subject them to physical shock.

• Avoid using or storing SD/MMC cards in locations of extremely high or low temperature such as in direct sunlight, a closed automobile, or near a heater, or in locations of high humidity or excessive dust.

• Avoid using or storing SD/MMC cards in locations where they may be subject to strong static electricity or electrical noise.

• Do not allow dirt or foreign matter to adhere to the contacts of an SD/MMC card. If the contacts should be- come soiled, gently wipe them off using a dry cloth.

• When you are not using an SD/MMC card, keep it in the protective case that was included with the card to prevent it from being damaged by static electricity.

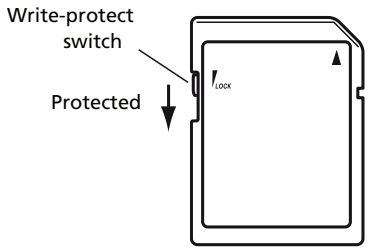
• Do not leave an SD/MMC card where it is accessible by infants or children who might place it in their mouth and swallow it.

• Carefully read and observe the owner's manual included with your SD/MMC card.

Write protecting an SD card

SD cards have a write protect switch that prevents the data from being overwritten accidentally and lost. If you set the card's switch to the protected setting, it will be impossible to write or erase data on the card, or to format it. If you need to save edited

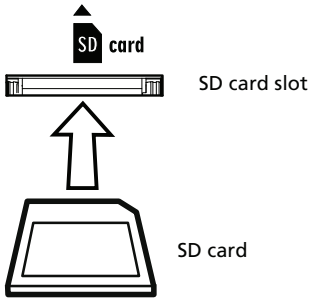
data on the card, move the switch back to its original unprotected setting.



Inserting/exchanging cards

Inserting a card

Insert the card, making sure that it is oriented correctly. The gold contacts should be facing down, and the angled corner to your right.



Removing a card

Press the card inward and release it, and the card will pop out.

Note: *Before you can use an SD card, you must format it on the Pa588. The card may not work if it was formatted on another device.*

Organizing your data into separate folders

We suggest to organize your data into separate folders, instead of saving many files into the root (i.e., the main level) of the card. This allows for faster accesses to the card, thus a quicker response of the Pa588 to your Media commands.

MIDI

What is MIDI?

Here is a brief overview of MIDI, as related to the Pa588. If interested, you may find more information on the general use of MIDI in the various specialized magazines and dedicated books.

In general

MIDI stands for Musical Instruments Digital Interface. This interface lets you connect two musical instruments, or a computer and various musical instruments.

From a software point of view, MIDI is a protocol that describes messages for playing notes and controlling them. It is sort of a grammar to let different instruments and computers speak the same language, and let the one tell the other what to do.

From a physical point of view, MIDI messages can travel across two different types of connectors on the Pa588:

• The MIDI interface, that is composed of two different connectors. The MIDI IN receives data from another device; the MIDI OUT sends data to another device.

• The USB port, that replaces both the MIDI IN and OUT connectors with a single port and cable.

Both these devices are active at the same time.

Channels and messages

Basically, a MIDI or USB cable transmits 16 channels of data. Think to each MIDI channel as a TV channel: the receiver must be set on the same channel of the transmitter. The same happens with MIDI messages: when you send a Note On message on channel 1, it will be received on channel 1 only. This allows for multitimbricity: you can have more than one sound playing on the same MIDI instrument.

There are various messages, but here are the most commonly used:

Note On – This message instructs an instrument to play a note on a specific channel. Notes have both a name (C4 standing for the center C) and a number (60 being the equivalent for C4). A Note Off message is often used to say the note has been released. In some case, a Note On with value "0" is used instead.

Together with the Note On message, a Velocity value is always sent. This value tells the instrument how loud the note must play.

After Touch – This message is generated by pressing on the keyboard, after the note has been struck. It usually activates vibrato, or other sound parameters.

Pitch Bend (PB) – You can generate this message acting on the joystick (X direction). The pitch is translated up or down.

Program Change (PC) – When you select a Sound, a Program Change message is generated on the channel. Use this message, together with Control Change 00 and 32, to remotely select Pa588 data from a sequencer or an external keyboard.

Control Change (CC) – This is a wide array of messages, controlling most of the instrument parameters. Some examples:

- CC00, or Bank Select MSB, and CC32, or Bank Select LSB. This message pair is used to select a Sound Bank. Together with the Program Change message, they are used to select a Sound.
- CC01, or Modulation. This is the equivalent of pressing up the joystick. A vibrato effect is usually triggered on.
- CC07, or Master Volume. Use this controller to set the channel's volume.
- CC10, or Pan. This one sets the channel's position on the stereo front.
- CC11, or Expression. Use this controller to set the relative volume of tracks, with the maximum value matching the current setting of the CC07 control.
- CC64, or Damper Pedal. Use this controller to simulate the Damper pedal.

Tempo

Tempo is a global MIDI message, that is not tied to a particular channel. Each Song includes Tempo data.

Lyrics

Lyrics are non-standard MIDI events, made to display text together with the music. Pa588 can read many of the available Lyrics format on the market.

What is MIDI Over USB?

You can let the Pa588 communicate MIDI data with a computer using the USB port instead of the MIDI ports. This way, you can connect your Pa588 to a personal computer without the need of a dedicated MIDI interface.

Most Pa588 MIDI features can be used on a Windows XP/Vista or Mac OS X computer with no need of special software. However, for full and easy use of all MIDI features, we suggest you to install the "KORG USB MIDI Driver", a special software that you can find in the CD that comes with your Pa588. Relevant instructions come with the software itself. See "Installing the Korg USB MIDI Driver" on page 236.

Standard MIDI Files

Midifiles, or Standard MIDI Files (a.k.a. SMF), are a practical way of exchanging songs between different instruments and computers. Pa588 uses the SMF format as its default song format, so reading a song from a computer, or saving a song that a computer software can read, is not a problem at all.

The Pa588 sequencers are compatible with the SMF in format 0 (all data in one track; it is the most common format) and 1 (multitrack). It can read the SMF in Song Play mode and modify/save them in Sequencer mode. It can save a song in SMF 0 format in the Sequencer mode.

When in Song Play mode, the Pa588 can also display SMF lyrics in Solton, M-Live (Midisoft), Tune1000, Edirol, GMX, HitBit, and XF formats, and the chord abbreviations of SMF in Solton, M-live (Midisoft), GMX, and XF format.

Note: *The above trademarks are the property of their respective holders. No endorsement is intended by inclusion in this list.*

Standard MIDI Files usually have the ".MID" or ".KAR" filename extension.

The General MIDI standard

Some years ago, the musical instruments world felt a need for some further standardization. Then, the General MIDI Standard (GM) was born. This extension of the basic MIDI sets new rules for compatibility between instruments:

- A minimum of 16 MIDI channels was required.
- A basic set of 128 Sounds, correctly ordered, was mandatory.
- The Drum Kit had a standard order.
- Channel 10 had to be devoted to the Drum Kit.

A most recent extension is the GM2, that further expands the Sounds database. The Pa588 is soundwise-compatible with the GM2 standard.

The Global channel

Any channels with the Global option assigned (see "MIDI: MIDI In Channels" on page 209) can simulate the Pa588 integrated keyboard. When the Pa588 is connected to an external keyboard, transmission should take place over the Global channel of the Pa588.

The MIDI messages received over a Global channel and not over a standard channel are affected by the SPLIT button, as well from the split point. Therefore, if the SPLIT button LED is lit up, the notes that arrive to the Pa588 over this channel will be divided by the split point into the Upper (above the split point) and Lower (below the split point) parts.

The notes that arrive to a Global channel are used for the chord recognition of the automatic accompaniment. If the SPLIT LED is turned on, only the notes below the split point will be used. These notes will be combined with the ones of the special Chord 1 and Chord 2 channels.

The Chord 1 and Chord 2 channels

You can set two special Chord channels (see page 209) to send to the Pa588 notes for the chord recognition. The notes will be combined with the notes that go through the channel set as Global (Global notes are recognized only under the split point, if the SPLIT LED is lit up).

The Chord channels are not affected by the split point and the status of the SPLIT button of the control panel. All the notes – both above and below the split point – will be sent to the chord recognition.

The SPLIT button has a particular effect on the Chord channels:

- if the SPLIT LED is on, the chord recognition mode will be set by the "Chord Recognition Mode" parameter in the Style Play mode (see page 99);
- if the SPLIT LED is off, the chord recognition mode will always be Fingered 3 (you need to play at least three notes in order for the chord to be detected). If Expert was selected before turning the SPLIT off, it will remain selected.

These two channels are especially useful for accordion players to assign a different Chord channel to the chords and the bass played with the left hand. In this way, chords and bass will participate to the creation of chords for the chord recognition of the automatic accompaniment.

The Control channel

You can set a MIDI IN channel as the Control channel (see page 209), to select Styles and Performance from an external device. See the Appendix for a list of messages corresponding to Pa588 internal data.

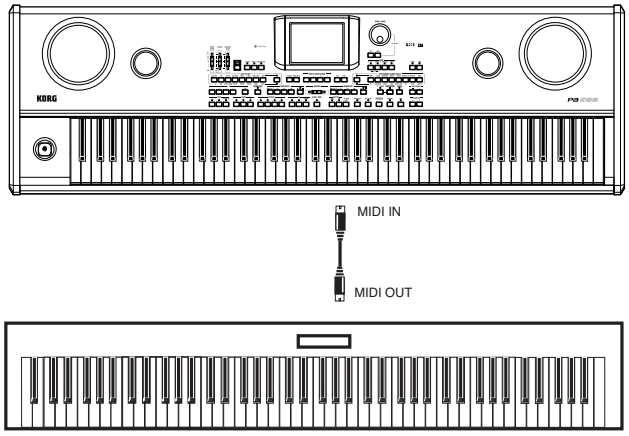
MIDI Setup

You can play Pa588 with an external controller, and use it simply as a powerful sound generator. To help you configure the MIDI channels, we have provided a set of MIDI Setups (see "Midi Setup" on page 100 for the Style Play mode, "Midi Setup" on page 163 for the Song Play mode, and "MIDI Setup" on page 207 for the Global mode).

We recommend you to consider each MIDI Setup as a starting point you can freely tweak. Once you have selected the most appropriate MIDI Setup for the connection to be made, you can modify the parameters as necessary and save them in a MIDI Setup (see "Write Global - Midi Setup dialog box" on page 212).

Connecting Pa588 to an external keyboard

You can control the Pa588 with an external MIDI keyboard. You only need to connect the MIDI OUT connector of the external keyboard to the MIDI IN connector of the Pa588. The external keyboard will become the integrated keyboard of the Pa588 if it transmits over the same channel programmed as Global in the Pa588.



If the external keyboard transmits over the Global channel of the Pa588, the split point and the status of the SPLIT button in the control panel will affect the notes received from the external keyboard.

Connections and settings

To connect the external keyboard to the Pa588 follow this procedure:

1. Connect the MIDI OUT connector of the external keyboard to the MIDI IN connector of the Pa588.
2. Program the external keyboard to transmit over the Global channel of the Pa588 (see "MIDI: MIDI In Channels" on page 209).

   For information on the external keyboard programming, see the external keyboard own user's manual.
3. Select the MIDI Setup parameter. You can do this by going to the "MIDI: MIDI Setup / General Controls" page of the Global mode, or in the dedicated page of the Style Play, Song Play or Sequencer mode (see "Midi Setup" on page 100, "Midi Setup" on page 163, and "Midi Setup" on page 196).

   Note: *A different MIDI Setup may be selected for the Style Play, Song Play and Sequencer modes. The "1-Default" MIDI Setup is automatically selected when entering the Sound Edit mode. MIDI settings are therefore modified when switching to a different operating mode. The current MIDI Setup is also shown in the Global mode.*
4. Select the "Master Keyboard" MIDI Setup.

   Note: *Settings may change when new Global data is loaded from a card. To protect settings from loading, use the Global Protect function (see "Global Protect" on page 225).*
5. To save the assigned MIDI Setup for the selected operative mode into the Global, select the "Write Global-Style Setup", the "Write Global-Song Play Setup", the "Write Global-Seq. Setup", or the "Write Global-Global Setup" command from the page menu.
6. If needed, press one of the buttons in the MODE section to go to the desired operative mode.

Connecting the Pa588 to a MIDI accordion

There are various types of MIDI accordions, each one requiring different MIDI settings. Pa588 is provided with a series of "Accordion" MIDI Setups, each one suitable for a different MIDI accordion (see page 207).

Connection and settings

To connect the accordion to the Pa588 follow this procedure:

1. Connect the MIDI OUT connector of the accordion to the MIDI IN connector of the Pa588.
2. Select the MIDI Setup parameter. You can do this by going to the "MIDI: MIDI Setup / General Controls" page of the Global mode, or in the dedicated page of the Style Play, Song Play or Sequencer mode (see "Midi Setup" on page 100 and "Midi Setup" on page 163).

   Note: *A different MIDI Setup may be selected for the Style Play, Song Play and Sequencer modes. The "1-Default" MIDI Setup is automatically selected when entering the Sound Edit mode. MIDI settings are therefore modified when switching to a different operating mode. The current MIDI Setup is also shown in the Global mode.*
3. Select one of the available "Accordion" MIDI Setups.

   Note: *Settings may change when new Global data is loaded from a card. To protect settings from loading, use the Global Protect function (see "Global Protect" on page 225).*
4. To save the assigned MIDI Setup for the selected operative mode into the Global, select the "Write Global-Style Setup", the "Write Global-Song Play Setup", the "Write Global-Seq. Setup", or the "Write Global-Global Setup" command from the page menu.
5. If needed, press one of the buttons in the MODE section to go to the desired operative mode.

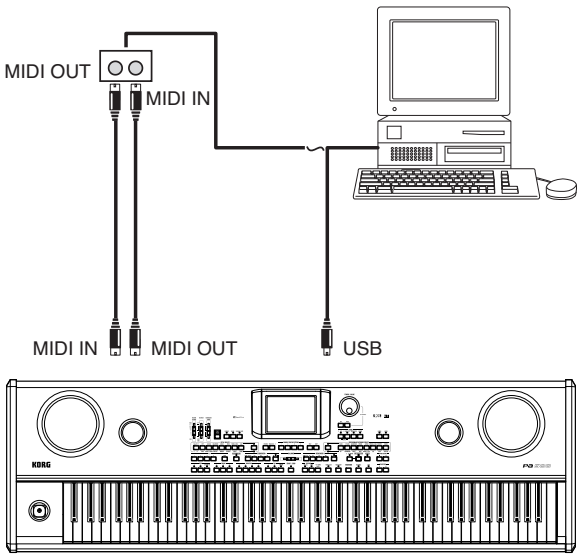
Connecting the Pa588 to an external sequencer

You can program a new song on an external sequencer, using Pa588 as a multi-timbral expander.

Connections and settings

In order to connect the Pa588 to a computer, you need to have a computer with the MIDI interface.

1. In case you will connect the computer and the Pa588 via the USB port, install the Korg USB MIDI Driver, as explained in "Installing the Korg USB MIDI Driver" on page 236.
2. Connect the Pa588 and the computer either via the USB port, or via the MIDI ports and a MIDI interface, as shown in the following diagram.



3. Activate the "MIDI Thru" function on the external sequencer.
4. Press GLOBAL, and go to the "MIDI: MIDI Setup / General Controls" page. uncheck the "Local Control On" parameter (see page 208). This is called the "Local Off status".
5. Press SEQUENCER to go to the Sequencer mode. Go to the "Preferences: Sequencer Setup" page (see page 196). Select the "Extern.Seq." MIDI Setup.

   Note: *Settings may change when new Global data is loaded from a card. To protect settings from loading, use the Global Protect function (see "Global Protect" on page 225).*
6. Select the "Write Global-Seq. Setup" command from the page menu to save the assigned MIDI Setup to the Global.
7. Play the keyboard. Notes played on the keyboard go from the MIDI OUT of the Pa588 to the MIDI IN of the computer/MIDI interface (or go from the USB port of the Pa588, to the USB port of the computer).

   Notes generated by the computer (i.e. a song played by its sequencer) are sent through the MIDI OUT of the MIDI interface to the MIDI IN connector of the Pa588 (or go from the USB port of the computer, to the USB port of the Pa588).

The Local Off

When the Pa588 is connected to an external sequencer, we recommend you to set the Pa588 in Local Off mode (see "Local Control On" on page 208) to avoid that the notes are simultaneously played by the keyboard and by the MIDI events sent by the external sequencer.

When the Pa588 is in Local Off, the Pa588 keyboard transmits data to the external sequencer, but not to the internal sound generation. The sequencer will receive the notes played on the Pa588 keyboard and send them to the selected track of the song. The track will transmit the data to the internal sound generation of the Pa588.

Note: *In order to send data to the Pa588 sound generation, the "MIDI Thru" function must be activated in the external sequencer (normally active; the name may be different according to the type of sequencer). For more information refer to the instructions manual of the sequencer.*

The Sounds

The song that is played back by the computer sequencer can select Pa588 Sounds through the MIDI messages Bank Select MSB, Bank Select LSB (bank selection, two messages), and Program Change (Sound selection). For a list of Sounds and MIDI values, see "Sounds (Program Change order)" on page 14 of the Data Lists manual (in the Accessory CD).

A suggestion for those who program songs on computer: Even though it is not essential, you usually set the bass on channel 2, melody on channel 4, drum kit on channel 10, control of a voice harmonizer on channel 5.

Playing another instrument with the Pa588

You can use the Pa588 as the master controller for your MIDI setup.

1. Connect the Pa588 MIDI OUT connector to the other instrument's MIDI IN.
2. Set the other instrument to the same channels you want to play from Pa588. For example, if you wish to play the Upper 1 and Upper 2 tracks with sounds of the other instrument, enable the other instrument to receive on the same channels Pa588 is transmitting from tracks Upper 1 and Upper 2 (by default, channels 1 and 2).
3. Set the master volume of the other instrument with its own volume controls.
4. Mute/unmute any track right from the Pa588. Adjust each track's volume by using Pa588 sliders.
5. Play the keyboard of the Pa588.

The Keyboard

Pa588's keyboard can drive up to four tracks via the MIDI OUT (Upper 1-3 and Lower). MIDI output channels are set in Global mode (see "MIDI: MIDI Out Channels" on page 209).

As a default situation ("1-Default" MIDI Setup), each of Pa588 Keyboard tracks transmit on the following channels:

Track	Out Channel
Upper1	1
Upper2	2
Upper3	3
Lower	4

When a track is muted, it cannot transmit any MIDI data to an external expander or sequencer connected Pa588's MIDI OUT.

To hear only the expander's sounds, you can lower the MASTER VOLUME control on the Pa588, or set the Keyboard tracks to the External status (see "Track Controls: Mode" on page 190).

The Sequencer

Any Sequencer's track can drive a channel on an external instrument. To set each track's MIDI output channel, see "MIDI: MIDI Out Channels" on page 209.

To hear only the expander's sounds, you can lower the MASTER VOLUME control on the Pa588, or set the Song tracks to the External status (see "Track Controls: Mode" on page 190).

Select the "Sequencer 1" or "Sequencer 2" MIDI Setup (depending on the Sequencer you are using on the Pa588) to set the channels as follows.

Track	Out Channel
Song 1…16	1…16

The Arranger

One of the most interesting aspect of MIDI, is that you can use your Pa588 to play an external instrument with its onboard arranger. Yes, it's hard to beat the audio quality of Pa588, but you could wish to use that old faithful synth you are still accustomed to…

To assign some of Pa588 Style tracks to an external instrument, set them to the External status (see "Track Controls: Mode" on page 190).

Select the "Default" MIDI Setup to set the channels as follows (this is the default status of Pa588).

Track	Out Channel
Bass	9
Drums	10
Percussion	11
Acc1…5	12…16

Appendix

Installing the Korg USB MIDI Driver

The USB port can be used to transfer MIDI data between the Pa588 and a personal computer (this is called the ***MIDI Over USB*** function). This is useful when your computer is not fitted with a MIDI interface.

USB can be used in parallel with the MIDI ports. For example, you can connect your Pa588 to a sequencer running on your computer, and at the same time control another MIDI instrument connected to the MIDI ports of the Pa588.

Connecting the Pa588 this ways makes it, at the same time, a MIDI input device, a controller, and a sound generator.

Connecting the Pa588 to a personal computer

Please install the KORG USB-MIDI Driver, before connecting the Pa588 to a personal computer. Be sure your personal computer meets the requirement shown on "KORG USB-MIDI Driver system requirements" below.

KORG USB-MIDI Driver system requirements

Windows

Computer: A computer with an USB port, that satisfies the requirements of Microsoft Windows XP or Vista.

Operating system: Microsoft Windows XP/Vista (a driver for the x64 Edition is in beta release.)

Macintosh

Computer: An Apple Macintosh with an USB port that satisfies the requirements of Mac OS X. PPC or Intel Macs supported (Universal Binary)

Operating system: Mac OS X version 10.3 or later.

Please note before use

The license agreement for this software is provided separately. You must read this license agreement before you install this software. Your installation of this software will be taken to indicate your acceptance of this agreement.

Windows: Installing the KORG USB-MIDI Driver

Please connect the Pa588 to the computer via an USB cable only after having installed the KORG USB-MIDI Driver Tools.

Note: *You must install a separate driver for each USB port you will use.*

1. Insert the included CD into your CD-ROM drive.
2. Normally, the "KORG Pa588 Application Installer" will start up automatically.

   If your computer is set so that the installer does not run automatically, double-click "KorgSetup.exe" on the CD.
3. Please follow the installation instructions appearing on-screen.
4. Restart the computer, and turn on the Pa588. Connect the Pa588 to the computer via an USB cable.
5. Select the following command from the task bar to open the installation instructions:

   Start > all programs > KORG > KORG USB-MIDI Driver Tools > Installation manual
6. Select the following command from the task bar to open the installation program:

   Start > all programs > KORG > KORG USB-MIDI Driver Tools > Install KORG USB-MIDI Device
7. Please follow the installation instructions appearing on-screen to install the KORG USB-MIDI Driver.

Driver's ports

After installation, the following ports will be shown in you MIDI application (e.g., sequencer) among the other MIDI devices:

PA588 KEYBOARD: This allows for reception of MIDI messages from the Pa588 (keyboard and controller's data) to the MIDI application running on the computer.

PA588 SOUND: This allows for transmission of MIDI messages from the MIDI application running on the computer, to the internal tone generator of the Pa588.

Mac OS X: Installing KORG USB-MIDI Driver

1. Insert the included CD into your CD-ROM drive.
2. Please double click on the "KORG USB-MIDI Driver.pkg" in the "KORG USB-MIDI Driver" folder inside the CD-ROM, to run the installer. Install it according to the instructions appearing on-screen.

Driver's ports

After installation, the following ports will be shown in you MIDI application (e.g., sequencer) among the other MIDI devices:

PA588 KEYBOARD: This allows for reception of MIDI messages from the Pa588 (keyboard and controller's data) to the MIDI application running on the Mac.

PA588 SOUND: This allows for transmission of MIDI messages from the MIDI application running on the Mac, to the internal tone generator of the Pa588.

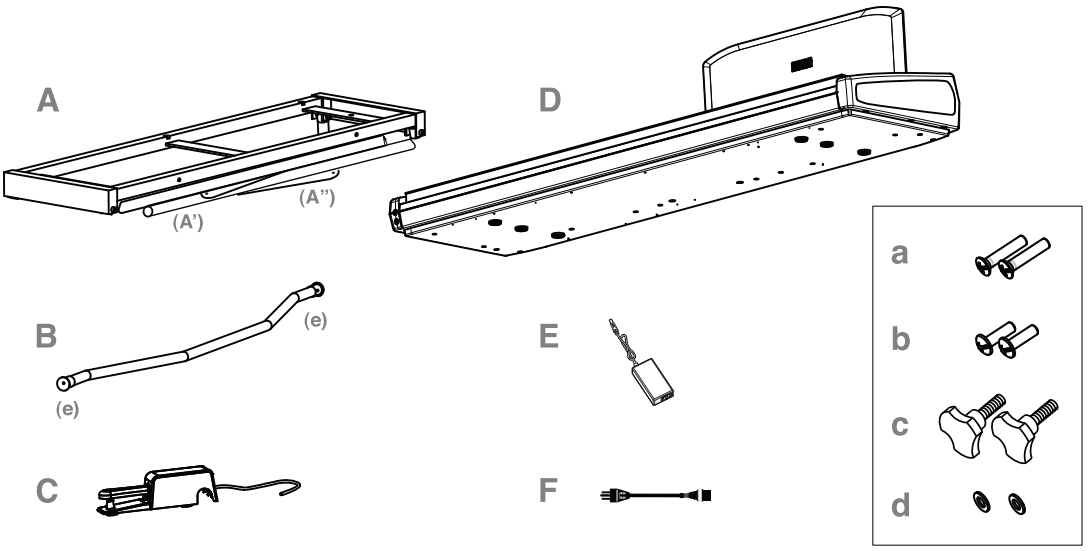
Assembling the stand

Cautions for assembly

- When placing the instrument on the stand, be careful not to pinch your hands.
- Be sure that the correct parts are assembled in the correct orientation and position, and follow the steps in order.
- Do not apply weight to the front edge of the instrument before tightening the screws, otherwise the instrument may fall down.

Assembling procedure

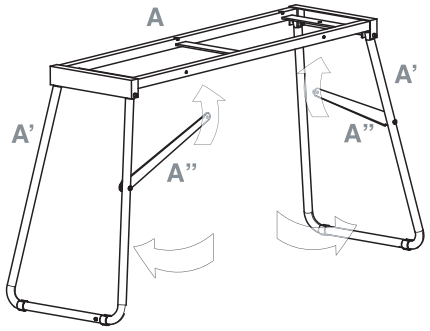
1. Open the packing carton and take out the contents. Check that all of the following items are available.



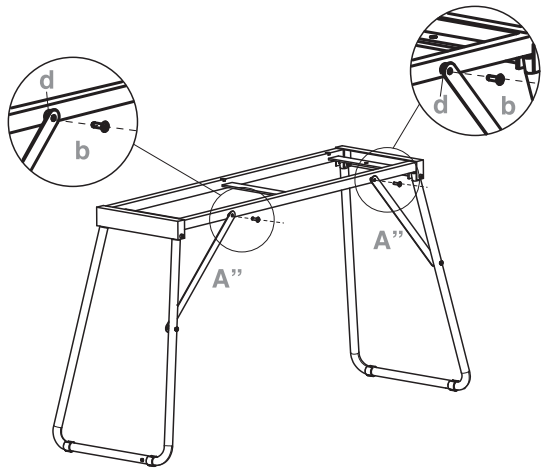
List of parts		
A	Piano stand *(includes parts A' and A" – please refer to the next page)*	× 1
B	Pedal "beam" *(includes parts e – see page 239)*	× 1
C	Pedal	× 1
D	Instrument (main body)	× 1
E	Power supply	× 1
F	Power cable	× 1
a	Long screws M6×30	× 2
b	Short screws M6×20	× 2
c	Wing bolts M6×20	× 2
d	Washers	× 2

NB: *You will need a cross-point (Phillips #2) screwdriver for assembly.*

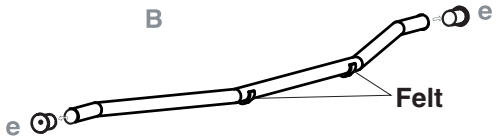
2. Open the stand (A) by unfolding the legs (A') and diagonal bars (A"), as shown in the following illustration.



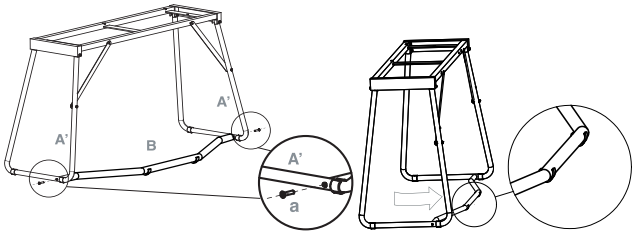
3. Use the two short screws (b) to fix the diagonal bars (A"). Be sure you insert a washer (d) between the diagonal bar and the hole in the stand.



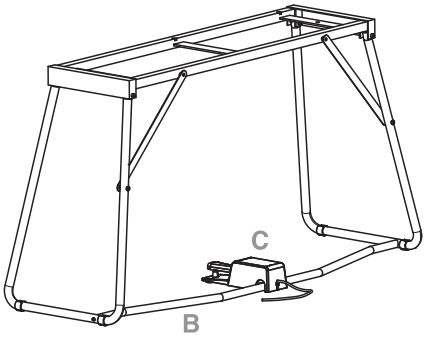
4. Prepare the pedal beam (B), by removing the two caps (e) from both sides.



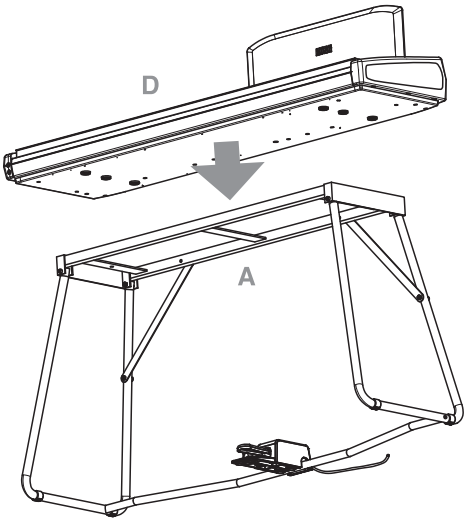
5. Fit the pedal beam (B) and the legs (A') together, with the curved part pointing toward the back of the stand (as shown in the illustration). Fix them by using the two long screws (a).



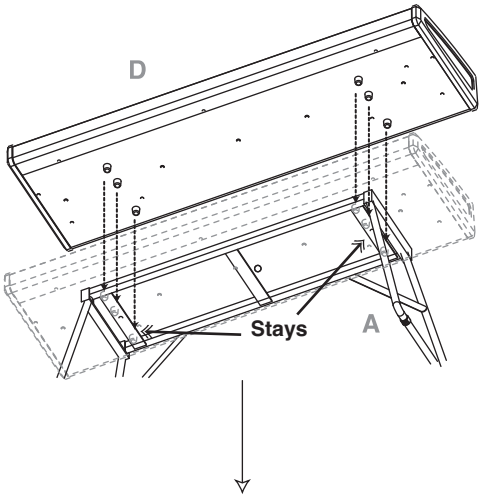
6. Lay the pedal (C) on the pedal bar (B).



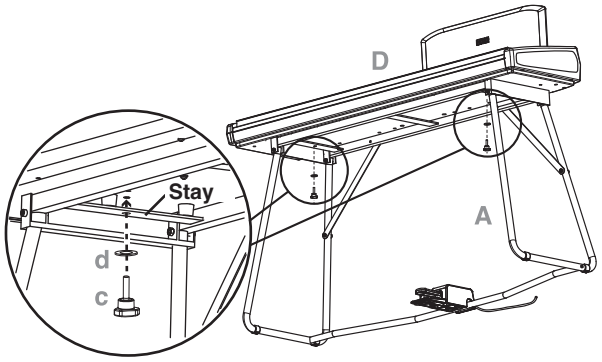
7. Lift the instrument (D) with two or more people, and fix it to the stand (A), so that the carved, molded guides on the bottom of the instrument perfectly match the top of the stand. Also, be sure the rubber feet exactly match the three points in each of the left and right stand's stay.



Stand seen from underneath

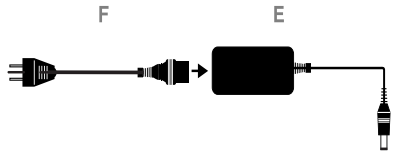


8. Fix the instrument (D) to the stand (A) from below, by using the two wing bolts (c). Be sure you insert a washer (d) between the stand's bottom surface and each of the wing bolts. Please note the screw hole in the stand's stay must exactly match the screw hole under the instrument, so that the screw (c) may enter straight.

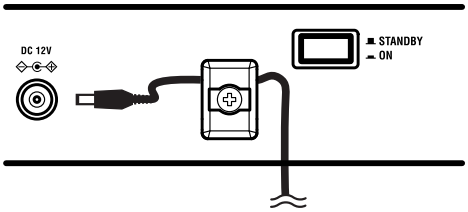


Warning: *Please insert the screw (c) straight, or it might break when forced to fit slanted.*

9. Assemble the power cord (F) to the separate power supply unit (E).



10. Connect the pedal and power cables to the corresponding instrument connectors. Fix the power supply cable with the dedicated cable-holder, as shown in the diagram.



11. Place the instrument in the location where it will be played. Please be sure to place it over a flat floor, to avoid any shaking.

    Note: *Be careful not to pinch the power cable under the instrument feet.*

12. Tighten and check all the screws.

Check after assembly

[•] Are any parts left over?

If any parts are left over, check the diagrams to see where they should be used.

[•] Make sure that all screws are tight.

Caution

Caution when transporting the instrument

Remove the instrument from its stand, and transport them separately. After transportation, refer to these instructions and re-assemble the instrument and stand.

Screw loosening

After assembly, the various screws and bolts of the stand may loosen as time goes by, causing the stand to wobble. If this occurs, re-tighten the screws.

Disassembly

If you need to packup the instrument, reverse the assembly order by which the instrument was attached to the stand and the stand was assembled. After disassembly, save the screws and other parts so that no parts are lost.

Shortcuts

You can keep the SHIFT button pressed, and press another button on the control panel to directly jump to an edit page. Here is the list of "shortcuts".

Shift +	Functions
Any operating modes	
Play Piano	Selects the Basic page, General Controls section, of the Global mode
Dial	Tempo Change
Scroll Arrows	*When a list of Songs or SongBook entries is shown:* Next/Previous alphabetical section. *It also works in Media mode.*
Sound	Sends the Sound assigned to the selected track to the Sound mode
Global	Selects the Setup/General Controls page, MIDI section, of the Global mode. This is a quick way to jump to MIDI editing pages.
Media	Selects the Preferences page of the Media mode
Start/Stop	Panic
Synchro (either)	Selects the MIDI Setup parameter in the Setup/General Controls page, MIDI section, of the Global mode
Tempo Lock	Selects the Lock page, General Controls section, of the Global mode
SongBook	Selects the Custom List page of the SongBook mode
Transpose (either)	Selects the Transpose Control page, General Controls section, of the Global mode
Style Play mode	
Style Play	Selects the Style Setup page (Preferences section)
Memory	Selects the Style Preferences page (Preferences section)
Var or Fill	Selects the corresponding Style Element in the Drum/Fill page (Style Controls section)
Fade In/Out	Selects the Fade In/Out parameter in the Basic page, Preferences section, of the Global mode
Accomp.	Selects the Chord Recognition parameter in the Split panel, Main Page
Split	Selects the Key Velocity page (Keyboard/ Ensemble section)
Ensemble	Selects the Ensemble Type parameter in the Ensemble page, (Keyboard/Ensemble section)
Pad (any)	Selects the Pad page (Pad section)
Upper Octave (either)	Selects the Tuning page (Mixer/Tuning section)
Style	Opens the "Write Current Style Performance" window.
Sound/Performance	Opens the "Write Performance" window.
STS	Opens the "Write STS" window.
Song Play mode	
Song Play	Selects the General Control page (Preferences section)
Play/Stop–Seq 1 *or* 2	Sync Start of either sequencers
Upper Octave (either)	Selects the Tuning page (Mixer/Tuning section)
Fade In/Out	Selects the Fade In/Out parameter in the Basic page, Preferences section, of the Global mode
Split	Selects the Key Velocity page (Keyboard/ Ensemble section)
Pad (any)	Selects the Pad page (Pad section)
Sound/Performance	Opens the "Write Performance" window.
JukeBox mode	
>>	Play the next Song in the JukeBox list
<<	Play the previous Song in the JukeBox list
Sequencer mode	
Sequencer	Selects the Sequencer Setup page (Preferences section)
Upper Octave (either)	Selects the Tuning page (Mixer/Tuning section)

Other available shortcuts are the following, not requiring the SHIFT button to be pressed.

Style Play mode	
Exit + Menu (together)	Original Tempo
Global mode	
Global (keep it pressed)	Touch Panel Calibration

Troubleshooting

Problem	Solution	Page
General problems		
Power does not turn on	Make sure that (1) the power cable is plugged into the outlet, (2) the cable is plugged into the connector on the back of the instrument, (3) and is not damaged, (4) there are no problems with the mains.	
	Is the power switch turned ON?	
	If the power still does not turn on, contact your dealer or the nearest KORG Service Center.	
No sound	Is a jack connected to the PHONES connector? This would disable the internal speakers.	24
	Check the connections to your amp or mixer.	24
	Make sure that all the components of the amplifying system are turned on.	
	Is the MASTER VOLUME slider of the Pa588 set to a position other than "0"?	23
	Is the Local parameter set to Off? Turn it On.	208
	Is the Speaker parameter set to Off? Turn it On.	210
	Is the Attack parameter value too high? Set it to a lower value, to let the sound start faster. Is the Volume parameter too low? Set it to a higher value.	87, 94
Lowest note are not played	When the SPLIT LED is lit up, the keyboard will be divided into the Lower part (low notes, below the split point) and the Upper part (high notes, above the split point). Is the Lower track muted? Unmute it.	37
Wrong sounds	Do the USER banks contain modified data? Load the appropriate data for the Song or the Style you wish to playback.	215
	Has one of the USER Drum Kits been modified? Load the appropriate Drum Kits.	215
	Have the Styles or Performances been modified? Load the appropriate data (Styles or Performances).	215
Sound does not stop	Make sure that the damper pedal polarity parameter is set correctly.	207
The selected Style or Song cannot start	Make sure that the Clock parameter is set to Internal. If you are using the MIDI Clock of another device, you must set the MIDI Clock parameter to MIDI or USB (depending on the port the Pa588 is hooked to the other device through) and make sure that the external device transmits MIDI Clock data.	208
Does not respond to MIDI messages	Make sure that all MIDI or USB cables are connected correctly.	230
	Make sure that the external device is transmitting through MIDI channels enabled to receive in the Pa588.	209
	Make sure that the MIDI IN Filters of the Pa588 do not prevent the reception of messages.	210
Percussive instruments are not played correctly	Make sure that the Drum track is set to Drum Mode and the external device has not transposition applied.	93, 190
Some "clicks" can be heard when playing a percussive instrument	This is part of the sound, and not a problem.	
A background noise can be heard after selecting a Performance, Style or STS	The selected Performance, Style or STS recalled the effect "17 St. Analog Record", simulating the noise of a old vinyl recording.	
Media related problems		
Cannot format a device	Is the card correctly inserted?	
	Is the write protect switch of the card in the protect position?	
Cannot save data to a card	Is the device formatted?	224
	Is the device inserted correctly?	
	Is the write protect switch of the card in the protect position?	
	Does the card contain data compatible with the Pa588?	213

Technical specifications

Features	KORG Pa588
KEYBOARD	
Keyboard	88-note Real Weighted Hammer Action 3 (RH3)
SOUND DATA	
Tone Generator	80 Voices, 80 Oscillators - EQ for each track - Filters with Resonance
Multitimbral-Parts	Internal: 40 channels - Midi: 16 channels
Factory Sounds	882 (incl. Stereo Piano and GM2 sounds) + 56 Drum Kits
User Sounds	128 Sounds - 64 Drum Kits
Sound Edit	On-board full editing for Sounds and DrumKits
Effects	4 Stereo Master + Final Master EQ
Real Time Tracks	4 (Upper 1/2/3, Lower) - 4 Pads
Performances	256 User Programmable
STYLES DATA	
Factory Styles	Up to 448 locations - Preloaded Styles: approx. 320 ((all styles are re-writable))
User Styles	64 User (all styles are re-writable)
Arranger Tracks	8
Style Edit	Record & Edit functions, Guitar Mode
Patterns/Chord Variations	Up to 42 patterns for each style including 3 Intros, 3 Endings, 3 Fills
Single Touch Setting (STS)	Up to 512 × 4 (Real time tracks + Acc. tracks) all programmable
SEQUENCER	
XDS Double Sequencer	Separate transport controls for each Sequencer - Balance Slider
4 STS saved with the Song	In SongBook Mode
Tracks	16 + 16
Sequencer Edit	Record & Edit functions
Backing Sequence (Quick Record)	Real Time Record - Step Record & Edit
Lyrics/Chords	On-Screen (compatible with most popular formats)
OTHER FEATURES	
SongBook and SongBook List	Fully Programmable
Arabic Scale	Programmable
Pads	4 + Stop button
Compatibility	i-Series: Styles - Pa-series: Style, Perf., Sound, Song, Song Book
Operating System	OPOS Multitasking System - Load while playing - Upgradable
Internal SSD Flash memory	16 MB for Operating System and Musical Resources
Data Storage	Card drive for Secure Digital (SD) and MultiMedia Card (MMC) Memory Devices
Amplification	2 × 15 W
Speakers	2 Double Cone Speakers (10 cm) – Bass Reflex System
USER INTERFACE	
Display	320 × 240 B/W Graphical Touch Screen Display
Controls	Joystick - Dial
Programmable Controls	Assignable Slider
Cursors	Real Time: Master Volume - Acc/Seq-Real Time Volume Balance
Switches	Play Piano, Transpose, Memory, Manual Bass, Fade, Tap, Synchro, Ensemble
Help System	Multilanguage Hypertext - Contextual
CONNECTIONS	
MIDI	IN - OUT
USB	1 Device (1.1 Full Speed)
Outputs	2 Analog (Left/Right)
Inputs	2 Line Inputs
Headphone	1 Jack connection
Pedals	1 Damper (with half-pedal support), 1 Assignable Footswitch/Pedal (optional)
Power Supply	DC 12 V external power supply (supplied)
SUPPLIED ACCESSORIES	
Damper Pedal	Korg DS-2H (supporting half-pedaling)
Other	Piano stand, Music stand, AC adapter, Power cord, Accessory CD-ROM, User's manual

Features	KORG Pa588
OPTIONS	
Expression/Volume Pedal	Korg EXP-2 - Korg XVP-10
Switch Pedal	Korg PS-1
PHYSICAL DATA	
Consumption	15 Watt
Dimensions (W × D × H)	55.7 × 17.2 × 7.3 inches (1416 × 437 × 187 mm) - without stand and music rest 55.7 × 20.9 × 37.3 inches (1416 × 533 × 949 mm) - with stand and music rest
Weight	63.9 lbs (29 kg)

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KORG

Address
KORG ITALY SpA
Via Cagiata, 85
I-60027 Osimo (An)
Italy

Web
www.korgpa.com
www.korg.co.jp
www.korg.com
www.korg.co.uk

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