

Advanced Features

LX/510

LOWREY

Note: Total Reset except Genius Features

EFABC hold key on upper

lock have key down do not use pedal

CAUTION: TO PREVENT ELECTRICAL SHOCK,
MATCH WIDE BLADE OF PLUG TO WIDE SLOT,
FULLY INSERTED.

ATTENTION: POUR EVITER LES CHOCS ELEC-
TRIQUES, INTRODUIRE LAME LA PLUS LARGE
DE LA FICHE DANS LA BORNE CORRESPON-
DANTE DE LA PRISE ET POUSSER JUSQU'AU
FOND.

FOR RATINGS AND SERIAL NUMBER SEE
NAMEPLATE UNDER KEYBOARD.

POUR LA CLASSEMENT ET LE MATRICULE
REGARDEZ A' LA PLAQUE SOUS LE CLAVIER.

Earl Deungau

INTRODUCTION

Lowrey has developed the Advanced Features concept to provide the home organ player with the ability to customize the organ for a wide range of performance applications.

As you know, the Lowrey organ is ready-to-play just by turning it on. No modifications or adjustments are required. The Advanced Features are Lowrey's method of offering a range of flexibility that creates a musical instrument that meets the widest range of musical tastes and desires possible.

However, there are two important facts to keep in mind regarding Advanced Features before embarking on a tour of your new Lowrey organ...

1. YOU NEVER NEED TO USE ANY OF THESE FEATURES.
2. NO ONE EVER USES ALL OF THE ADVANCED FEATURES.

In fact, we have found that there is a very small number of Advanced Features the everyday, hobby organist wants to use.

It is Lowrey's mission to provide a musical instrument that is easy and fun to play while at the same time compliant to the diverse needs of all types of players.

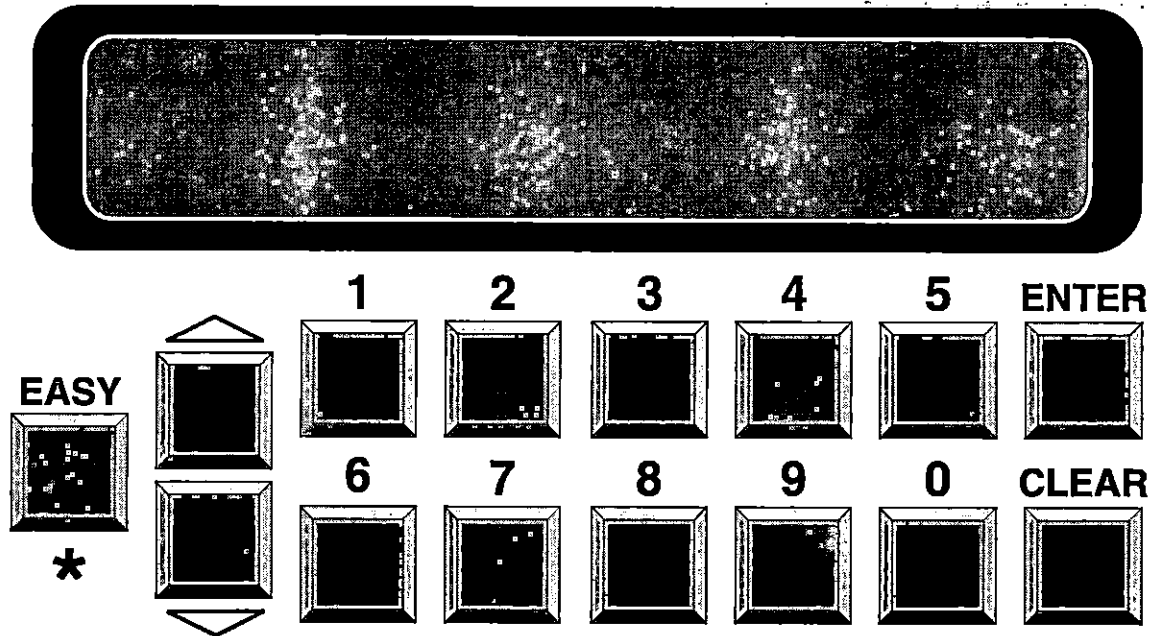
After reviewing the description of Advanced Features, the Scroll feature, and the Types of features, we recommend that you only read the sections of this guide that interest you. Do not worry about the other features.

915 - 3743 Strait - Open until ?

ADVANCED FEATURES

Advanced Features are changes the player can make to the performance characteristics of the organ. Each Advanced Feature has a corresponding number. Implementation of Advanced Features is achieved through the use of the numeric Keypad and the Enter button, located in the center of the organ's control panel. Simply enter the number of the feature and press the Enter button to activate a feature. The Information Center window, also located in the center of the control panel, will direct you further.

INFORMATION CENTER



1. No Advanced Feature number contains more than three digits. When entering numbers on the keypad, only the last three digits entered will be recognized and displayed in the Information Center window.
2. There are two Scroll buttons, \wedge (up) and \vee (down) located on the Keypad. Some Advanced Features have multiple items to choose from. These items are displayed, one at a time, in the Information Center window. The Scroll buttons let you move through and view the choices available. The Scroll buttons, in other instances, are used to increase or decrease a value related to an Advanced Feature.
3. The Clear button moves back to the previous step in an entry sequence. Some Advanced Features require multiple steps for implementation. The Clear button is a helpful feature for starting a sequence completely over or changing a single entry in a sequence.

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ADVANCED FEATURES TYPES

There are five types of Advanced Features:

[T0], [T1], [T2], [T3], [T4]

[T0] SCROLL

1. Pressing the scroll group number and then the Enter button allows you to view the Advanced Features in that particular number group in the Information Center window. For example, to display the Sound List group of features press 5, then 0, then the Enter button. Pressing the group number and then Enter again, or pressing the Clear button, will exit the feature scroll.
2. Pressing the Scroll Up button moves up through the features in the selected number group. Scroll Down moves down through the list. The next feature name in the group is displayed each time you press the Scroll Up or Scroll Down button.
3. Pressing and holding either Scroll Up or Scroll Down button longer than 2 seconds will (quickly) display each feature name in the group one after the other. Releasing the button being held will immediately stop the running scroll display.

4. Using Scroll Up and Scroll Down within a scroll number group allows you to implement the feature displayed in the Information Center window by pressing the Enter button.
5. You may enter the number of any other Advanced Feature (within or outside of the group you are currently in) and press the Enter button to access that feature.

[T1] ON/OFF

On/Off type Advanced Features are either turned on or off when that Advanced Feature number is entered on the Keypad and the Enter button is pressed. For example, Advanced Feature 99 is the Lowrey Light Show. Pressing 9, then 9, then Enter on the Keypad turns the Light Show feature on. Pressing 9, then 9, then Enter again turns the Light Show feature off.

[T2] PARAMETER

Parameter type Advanced Features require a numeric value be entered after the Advanced Feature number is entered. The numeric value may be directly entered on the Keypad. You may also use the Scroll Up (increase the value) or Scroll Down (decrease the value) buttons to set a value. The numeric value will be displayed in the Information Center window. Once the desired value has been achieved press the Enter button to implement the value.

Multiple Choice type Advanced Features require a second entry be made after the Advanced Feature number is entered. If the second entry required is a numeric value, enter the number on Keypad and press the Enter button. Use the Scroll Up or Scroll Down buttons to increase or decrease the value or to view a list of options to be displayed on the Information Center window. Press the Enter button when the desired value or option is displayed in the Information Center window.

[T3] LOCATION

In some cases a location, such as a specific Pedal, Switch, Key or Button, will be the Parameter value required (rather than a numeric value). Use Scroll Up, Scroll Down and the Enter button to select the location of the Feature or simply press the Pedal, Switch, Key or Button desired from among the choices to set the location parameter.

[T4] LAYERED

Some Advanced Features are Layered; meaning the Enter button, and/or a Key needs to be pressed more than once and/or a YES/NO choice be made. When the choices are a YES or a NO, the number 1 always equals YES and the number 2 (or any other number) equals NO. Most Layered Advanced Features relate to Disk Drive operation.

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June 25, 1998

June 8 1999

QUICK ACCESS ADVANCED FEATURES

- 0 Scroll
- 1 Set Key Split
- 2 Select Reverb Mode
- 3 Touch Bar Sensitivity
- 4 Touch Bar Select
- 5 Left Foot Switch Select
- 6 Right Foot Switch Select
- 7 Repeat
- 8 Drawbar Display
- 9 Master Volume

0 SCROLL [T0]

Pressing 0 and then Enter allows you to view Quick Access Advanced Features 1 - 9, one at a time, in the Information Center window. Use the Scroll Up and Scroll Down buttons. The window will read:

**QUICK ACCESS
1 SET KEY SPLIT**

1 SET KEY SPLIT [T3]

Pressing 1 and then Enter displays:

**SET KEY SPLIT
CURRENT SPLIT F#3**

Pressing a Lower Keyboard key will determine the highest key left of the Split Point. Keys above the key pressed will sound the instrument selected in the Solo section with the Solo Lower On button on. With Solo Lower On turned off the Split Point is still set. However, the Key Split feature will not work until the Solo Lower On button is turned on. The default setting for the Key Split is F#3.

2 SELECT REVERB MODE [T2]

Pressing 2, then Enter allows you to choose from a menu of different types of reverb settings. The window displays:

**SELECT REVERB MODE
3. RECITAL HALL**

Use the Scroll Up or Scroll Down buttons to display the different Reverb setting selections. Press Enter when the desired Reverb setting is displayed. The choices are:

- | | |
|-----------------|----------------------|
| 1. CATHEDRAL | 2. CHURCH |
| 3. RECITAL HALL | 4. CONCERT HALL |
| 5. AUDITORIUM | 6. STAGE |
| 7. ROOM | 8. STADIUM |
| 9. CANYON | 10. DELAY |
| 11. SWEET SOUND | 12. SWEET SOUND PLUS |
| 13. BALLROOM | 14. DANCE HALL |
| 15. JAZZ CLUB | 16. STUDIO |
| 17. CAVE | 18. CAVERN |
| 19. CHORUS | 20. HEAVENLY CHOIR |

3
Jan 15 1999

3 TOUCH BAR SENSITIVITY [T2]

Pressing 3 then Enter allows you to adjust the sensitivity of the FX Touch Bar to your own specifications. The Information Center window display:



Enter the numeric value desired on the Keypad and press Enter or use the Scroll Up button to increase the sensitivity or Scroll Down to decrease the sensitivity of the FX Touch Bar. 0 is the least sensitive, 100 is the most sensitive. Touch Bar sensitivity can vary widely from person to person. Once the sensitivity level is set it remains unchanged until a Total Reset to the organ is implemented (Advanced Feature 98).

4 TOUCH BAR SELECT [T2]

Pressing 4 then Enter provides a choice of two modes for the FX Touch Bar.



- 1. FX/Golden Harp (factory preset)
- 2. Glide/Sustain
- 3. Tap Tempo

Use the Scroll buttons or the Keypad to choose between the selections. Press Enter when the window displays the desired selection.

FX/Golden Harp activates a fill-in or rhythm break when using a Rhythm Plus Orchestration Style. The Golden Harp feature will stop playing when the Touch Bar is touched and begin again when the bar is released.

With the Golden Harp and a Rhythm Plus Orchestration Style playing together, activating the FX/Golden Harp feature stops the Harp from playing while adding a rhythm fill-in. When the rhythm fill-in is finished playing the Golden Harp begins again and the Style plays normally.

Glide/Sustain implements either the Glide effect or adds Sustain when the Touch Bar is touched. Either Glide or Sustain effect is assigned by the organ; whichever effect is appropriate for the sound(s) being played.

Tap Tempo allows you to set the tempo of a rhythm style (or the Golden Harp) by tapping a beat with your hand on the FX Touch Bar. Tap out a rhythm that you are comfortable with and the tempo changes!

5 LEFT FOOT SWITCH SELECT [T2]

Pressing 5 then Enter provides a choice of functions for the Left Foot Switch, located on the Volume Pedal. The Information Center window displays:



- 1. Glide / Sustain (default setting)
- 2. FX / Golden Harp
- 3. Next Preset
- 4. Rhythm Start/Stop
- 5. Auto Start/Stop
- 6. No Function (OFF)

Any of the six functions can be assigned to the Left Foot Switch. Use the Scroll Up and Scroll Down buttons to display the function you desire, then press Enter. While playing the organ, sliding your foot over and engaging the Left Foot Switch will implement the effect assigned to the switch.

6 RIGHT FOOT SWITCH SELECT [T2]

Pressing 6 then Enter provides a choice of functions for the Right Foot Switch, located on the Volume Pedal. The Information Center window displays:

**R-FOOT SWITCH SELECT
2. FX / GOLDEN HARP**

- | | |
|--------------------|---------------------------------------|
| 1. Glide / Sustain | 2. FX / Golden Harp (default setting) |
| 3. Next Preset | 4. Rhythm Start/Stop |
| 5. Auto Start/Stop | 6. No Function (OFF) |

Any of the six functions can be assigned to the Right Foot Switch. Use the Scroll Up and Scroll Down buttons to display the function you desire, then press Enter. While playing the organ, sliding your foot over and engaging the Right Foot Switch will implement the effect assigned to the switch.

FOOT SWITCH FEATURE DESCRIPTION

1. GLIDE/SUSTAIN: applies a glide or sustain effect to an instrument sound from the Solo or Orchestral sections. The Glide / Sustain feature creates different results depending on the instrument sound selected and the keyboard being played.

The organ has a preset priority of instrument sound sections that determines whether a Glide or Sustain effect will be assigned to a particular sound.

1. Solo (highest)
2. Orch 1 (Button light solid)
3. Orch 2 (Button light flashing)

Which keyboard is being played affects the Glide / Sustain feature implementation as follows:

UPPER KEYBOARD

The highest priority instrument determines whether all upper instrument sounds Glide or Sustain.

If an instrument sound is set to Glide, all instrument sounds and Tab sounds will Glide when the Foot Switch is used. Tab sounds include Flutes, Symphonic and Theatre tab sounds.

If an instrument sound is set to Sustain, all instrument sounds will Sustain. However, Tab sounds will not Sustain when the Foot Switch is used.

LOWER KEYBOARD, LEFT OF SPLIT

All Orch 1 and/or Orch 2 instrument sounds being played on the lower keyboard by using the Orch Lower On button will sustain. Tab sounds will not sustain unless the sound is a Lower Genius Tab assignment and Advanced Feature #64, Lower Genius To Sustain, is on.

LOWER KEYBOARD, RIGHT OF SPLIT (SOLO INSTRUMENT SOUNDS)

The instrument sound selected will either Glide or Sustain, dependent upon the sound.

2. FX/GOLDEN HARP: will apply a fill-in/break when a Rhythm Plus Orchestration Style is playing. Holding the foot switch causes the rhythm fill-in to play repeatedly until the switch is released.

Pressing and holding the foot switch while playing Golden Harp will cause the Harp to stop playing. Releasing the foot switch will start the Harp playing again.

Pressing the foot switch when a Rhythm Plus Orchestration Style and Golden Harp are playing creates a rhythm fill-in for the Style while pausing the Harp. The Harp begins playing again when the rhythm fill-in is finished.

3. NEXT PRESET: lets the organist press the Left Foot Switch and change the current Preset to the next higher number Preset within the same Bank or Category.

If no Preset number is selected when the Left Foot Switch is pressed, then the Next Preset feature will turn on Preset 1. Once the Preset 10 is reached the sequence will start again at Preset 1 when the foot switch is pressed. Advanced Feature 62: Custom Next Preset is related to this feature. You may manually select a new General Preset at any time.

4. RHYTHM START/STOP: lets you start and stop a Rhythm Plus Orchestration Style by pressing the Left Foot Switch. A selected rhythm style will start when the foot switch is pressed.

It will stop when the foot switch is pressed again. Pressing the foot switch once again starts the style at the beginning. The Auto Start/Stop button still works normally.

5. AUTO START/STOP: lets you stop a playing Rhythm Plus Orchestration Style by pressing the Left Foot Switch. However, pressing the foot switch again or touching a key on the lower keyboard, left of the Split Point, will start the style again.

6. NO FUNCTION: will remove and assign no function to the Left Foot switch. Pressing the foot switch causes no results.

7 REPEAT [T1]

Pressing 7, then Enter turns the Orchestral Repeat feature on and off. The Repeat feature is predetermined for each instrument sound of the organ.

8 DRAWBAR DISPLAY [T1]

Pressing 8, then Enter displays the drawbar volume level settings for the Flutes. The range is 1 (minimum volume) to 10 (maximum volume).

U= Upper Flutes, L= Lower Flutes. Each number displayed in the Information Center window represents the volume level setting for an Upper Flute (U) and Lower Flute (L). The numbers correspond, in left to right order, with the Flute Tabs on the organ.

LX/510 Majesty Drawbar Display:

U:	9 6 4 4 3 2 2 2 2
L:	8 6 4 3 2

for Flutes 16, 8, 5 1/3, 4, 2 2/3, 2, 1 3/5, 1 1/3, 1
for Flutes 8, 4, 2 2/3, 2, 1

If any Flute Tab is turned off, the Information Center window will display a zero (0) in the space representing that Flute Tab's setting value and status.

9 MASTER VOLUME [T2]

Pressing 9, then Enter provides the option of adjusting the overall maximum volume level of the organ. The volume level is preset at 90. The volume level, as set by the player, will remain, even after the Reset button is pressed. Master Volume returns to the preset value after a Total Reset is performed (Advanced Feature 98). The Information Center window will display...



BALANCE / LEVEL ADVANCED FEATURES

10	Scroll	16	Golden Harp Level
11	Rhythm Balance	17	Sound Effects Level
12	Bass Balance	18	Upper Theatre Level
13	Orchestral Balance	19	Lower Theatre Level
15	Lower Genius Balance		

Level Advanced Features controls basic volume.

Balance Advanced Feature sets a volume level for each of two sounds that share the same volume control.

- A. The Level and Balance graphics will appear differently in the information Center window display.
- B. Two lines of information will be displayed. The first line will display the Advanced Feature name. The second line will display Balance or Level data.
- C. Level data will range in value from 0 to 100 and act as a volume control.
- D. The Level data display will be composed of a horizontal bar graph followed by a number. The higher the Level data value, the longer the bar graph. For Example...

ADVANCED FEATURE NAME ■■■■■■■■■■ : 65

- E. Balance data is preset at a point (equal Balance) of 50 and acts as a control of the volume relationship between two sounds sharing the same volume control. The sounds being Balanced will be displayed by name on the second line of the Information Center window, with each followed by a number value. The one exception is the Rhythm Balance feature (page 14). For Example...

ADVANCED FEATURE NAME NAME1 = 50 NAME2 : 50
--

- F. As the point (50) is adjusted higher or lower, the volume increases or decreases against the opposing sound section. Increasing [or decreasing] the value of NAME 1 will cause the value of NAME 2 to decrease [or increase] by an equal amount. Also, increasing [or decreasing] the value of NAME 2 will cause the value of NAME 1 to decrease [or increase] by an equal amount. When a new Balance value is established and the Enter button is pressed, the new Balance setting remains. Balance returns to the preset values after any Reset is performed.

- G. The Graphic Mixer displays the volume level of the loudest sound in each section. Once the loudest sound in a section reaches maximum volume (all LED's lighted in that section of the Graphic Mixer) the other sounds in that section may not be increased further. The relative sound levels remain unchanged while overall volume may be increased and decreased with the Graphic Mixer controls.

- H. When increasing or decreasing the overall volume level with the Graphic Mixer controls, the relative volume levels are maintained within the sound section. In other words, the volume level balance ratio between sounds in a section remains the same while overall volume is increased or decreased.

10 SCROLL [T3]

Pressing 1, then 0, then Enter allows you to view Advanced Features 1 - 19, one at a time, in the Information Center window. Use the Scroll Up and Scroll Down buttons to view the names.

11 RHYTHM BALANCE [T2]

Pressing 1, then 1, then Enter allows you to adjust the relative volumes between the Treble (high pitch sound) and Bass (low pitch sound) Percussion instruments. The preset balance is 50. This is the only Balance value displayed with a bar graph (like a Level value).



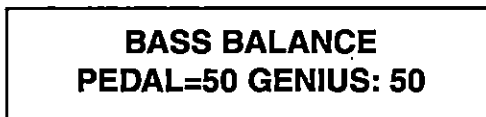
When the Balance value reaches 100 only the treble percussion instrument sounds will be at the loudest setting. When the Balance value reaches 0 only the Bass Percussion instrument sounds will be at the loudest setting.

Rhythm Balance control is ignored by certain percussion & Sound effects and remains set at a balance value of 50. See the Drums List in the Sound Lists Advanced Features section (50 series) for a listing of these sounds.

12 BASS BALANCE [T2]

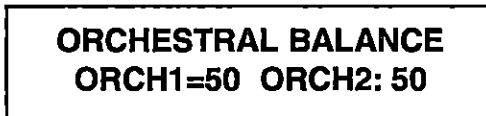
Pressing 1, then 2, then Enter allows you to adjust the relative volume levels between the Pedal Bass sounds (pedal flute bass & pedal orchestral bass) and the Orchestrated Style or Genius bass sounds.

*Built in Orchestral
Background*



13 ORCHESTRAL BALANCE [T2]

Pressing 1, then 3, then Enter allows you to set the relative volume levels between Orch 1 and Orch 2 instrument sounds.



The preset values are equally balanced: 50/50.

15 LOWER GENIUS BALANCE [T2]

Pressing 1, then 5, then Enter allows you to adjust the relative volume levels between the Lower Genius sounds and the Lower Flutes. Lower Flutes remain at a value of 50 while the Lower Genius sounds may be adjusted.



16 GOLDEN HARP LEVEL [T2]

Pressing 1, then 6, then Enter allows you to adjust the volume level of the Golden harp feature.

Important



17 SOUND EFFECTS LEVEL [T2]

Pressing 1, then 7, then Enter allows you to adjust the volume level of the Sound Effects Feature.



18 UPPER THEATRE LEVEL [T2]

Pressing 1, then 8, then Enter allows you to adjust the volume level of the Upper Theatre sounds.



19 LOWER THEATRE LEVEL [T2]

Pressing 1, then 9, then Enter allows you to adjust the volume level of the Lower Theatre sounds.



TUNING ADVANCED FEATURES

- | | | | |
|----|-------------------|----|----------------------|
| 20 | Scroll | 24 | Solo Tune |
| 21 | Master Tune | 25 | Upper Symphonic Tune |
| 22 | Orchestral 1 Tune | 26 | Lower Symphonic Tune |
| 23 | Orchestral 2 Tune | 27 | Lower Genius Tune |

20 SCROLL [T0]

Pressing 2, then 0, then Enter allows you to view Advanced Features 20 - 27, one at a time, in the Information Center window. Use the Scroll Up and Scroll Down buttons.

21 MASTER TUNE [T2]

Pressing 2, then 1, then Enter allows you to tune the entire pitch of the organ sharp or flat.



Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

Any sections of the organ that may have been tuned differently prior to implementing the Master Tune Advanced Feature will maintain the individual relative tuning change as the entire organ is set sharp or flat with Master Tune.

22 ORCHESTRAL 1 [T2]

Pressing 2, then 2, then Enter allows you to tune the Orchestral 1 instrument sound section sharp or flat.

**TUNE ORCHESTRAL 1
#=UP b=DOWN : 50**

Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

23 ORCHESTRAL 2 [T2]

Pressing 2, then 3, then Enter allows you to tune the Orchestral 2 instrument sound section sharp or flat.

**TUNE ORCHESTRAL 2
#=UP b=DOWN : 50**

Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

24 SOLO [T2]

Pressing 2, then 4, then Enter allows you to tune the Solo instrument sound section sharp or flat.

**TUNE SOLO
#=UP b=DOWN : 50**

Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

25 UPPER SYMPHONIC [T2]

Pressing 2, then 5, then Enter allows you to tune the Upper Symphonic instrument sound section sharp or flat.

**TUNE UPPER SYMPHONIC
#=UP b=DOWN : 50**

Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

26 LOWER SYMPHONIC [T2]

Pressing 2, then 6, then Enter allows you to tune the Lower Symphonic instrument sound section sharp or flat.

TUNE LOWER SYMPHONIC
#=UP b=DOWN : 50

Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

27 LOWER GENIUS [T2]

Pressing 2, then 7, then Enter allows you to tune the Lower Genius instrument sounds sharp or flat. Pressing the Scroll Up button, or entering a number value greater than 50 on the Keypad, will produce a sharp tuning. Pressing the Scroll Down button, or entering a value less than 50 on the keypad, will produce a flat tuning.

TUNE LOWER GENIUS
#=UP b=DOWN : 50

Jan 29 1999

DYNAMIC CONTROL ADVANCED FEATURES

- 30 Scroll
- 31 Upper Symphonic Dynamic
- 32 Lower Genius Dynamic
- 33 Aftertouch On

Dynamic Control Advanced Features turns velocity sensitivity, for the three particular sound sections, on and off. When velocity information from the keyboards is on for a sound section, the volume of the sounds may be manipulated by how hard or soft the keys are played. The harder a key is played the louder the sound, the softer a key is played, the quieter the sound (like an acoustic piano). With the dynamic feature off, preset velocity information is applied, creating the same volume no matter how hard or soft the keys are played.

30 SCROLL [T0]

Pressing 3, then 0, then Enter displays DYNAMIC CONTROL in the Information Center window. Use the Scroll Up and Scroll Down buttons to view Advanced Features 30 - 33, one at a time, in the Information Center window.

31 UPPER SYMPHONIC DYNAMIC [T1]

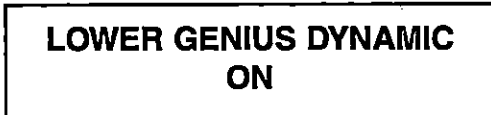
Pressing 3, then 1, then Enter turns the Dynamic Keying feature on for the Upper Symphonic sound section (Strings & Vocal).

UPPER SYMPH. DYNAMIC
ON

Pressing 31 and Enter again turns the feature off. The Upper Symphonic Dynamic Advanced Feature is preset to off.

32 LOWER GENIUS DYNAMIC [T1]

Pressing 3, then 2, then Enter turns the Dynamic Keying feature on for the Lower Genius sounds.



Pressing 32 and Enter again turns the feature off. The Lower Genius Dynamic Advanced Feature is preset to off.

33 AFTERTOUCHE ON [T1]

Pressing 3, then 3, then Enter turns the Aftertouch Advanced Feature on, for Solo, Orch 1, Orch 2 sound sections on the upper and lower keyboards.



With the Aftertouch feature on, pressing a key as you would normally play and then adding more pressure on the key creates a change in the sound. For example, the note stressed may become slightly louder in volume as extra pressure is applied or more vibrato may be added. The sounds have preset Aftertouch attributes. The Aftertouch Advanced Feature is preset to off.

ANIMATION ADVANCED FEATURES

40. Scroll

41. Vibratrem Fast Speed

42. Vibratrem Slow Speed

The Animation effect is the rotating organ speaker effect that adds motion to the organ sounds. The three Advanced Features allow you to change the speed of the rotating sound effect. Use the Scroll Up button to increase the speed. Use the Scroll Down button to decrease the speed. You may also set the speed by entering a numeric value (0 - 100) on the Keypad; 0 being the minimum speed and 100 being the maximum speed for the effect.

40 SCROLL [T0]

Pressing 4, then 0, then Enter displays ANIMATION in the Information Center window. Use the Scroll Up and Scroll Down buttons to view Advanced Features 40 - 43, one at a time, in the Information Center window.

41 VIBRATREM FAST SPEED [T2]

Pressing 4, then 1, the Enter allows you to adjust the speed of the Vibratrem Fast effect.



The preset Vibratrem Fast value is 45.

42 VIBRATREM SLOW SPEED [T2]

Pressing 4, then 2, the Enter allows you to adjust the speed of the Vibratrem Slow effect.



The preset Vibratrem Slow value is 49.

SOUND LISTS ADVANCED FEATURES

- | | |
|--|----------------------------------|
| 50. Scroll | 54. Lower Sound Effects (ON/OFF) |
| 51. List Orch, Solo Genius Sounds | 55. Pedal Sound Effects (ON/OFF) |
| 52. List Lower, Pedal / G.H. Genius Sounds | 56. Keyed Drums (ON/OFF) |
| 53. List Drum / Sound Effects | 57. Theatre Drums (ON/OFF) |
| | 58. Select Theatre Drum |

50 SCROLL [T0]

Pressing 5, then 0, then Enter displays SOUND LISTS in the Information Center window. Use the Scroll Up and Scroll Down buttons to view Advanced Features 50 - 58, one at a time, in the Information Center window.

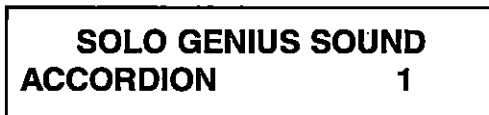
51 LIST ORCH / SOLO GENIUS SOUNDS [T3]

Pressing 5, then 1, then Enter allows you to view the Solo and Orchestral sounds that can be assigned to the Genius buttons. Use the Scroll Up and the Scroll Down buttons to display the sound names, one at a time and in alphabetical order, in the Information Center window.



To play the sound that is currently displayed in the Information Center window, press the Solo Genius or Orch Genius button.

For example, pressing the Solo Genius button while the Information Center window displays "ACCORDION 1" as illustrated above, assigns the Accordion sound to the Solo Genius button. The Information Center window will display...



A second method for assigning an Orch / Solo sound to a Genius button is to press the number assigned to sound desired into the Keypad and press the Solo or Orch Genius button. Do not use the Enter button when assigning Genius sounds.

Alpha order

52 LIST LOWER / PEDAL / GOLDEN HARP GENIUS SOUNDS [T3]

Pressing 5, then 2, then Enter allows you to view the Lower, Pedal and Golden Harp genius sounds that can be assigned to the Lower Genius, Pedal Genius or Golden Harp buttons. Use the Scroll Up and the Scroll Down buttons to display the sound names, one at a time and in alphabetical order, in the Information Center window.

**LOW/PED/G.H. GENIUS
ACCORDION 1**

To play the sound that is currently displayed in the Information Center window, press the Lower Genius, Pedal Genius or Golden Harp button (depending on where you want to play the sound).

For example, pressing the Lower Genius button while the Information Center window displays "ACCORDION 1" as illustrated, assigns the Accordion sound to the Lower Genius button. The Information Center window will display...

**LOWER GENIUS SOUND
ACCORDION 1**

A second method for assigning a Lower, Pedal or Golden Harp Genius sound to a Genius button is to press the number assigned to the sound desired into the Keypad and press the Lower Genius, Pedal Genius or Golden Harp button. Do not use the Enter button when assigning Genius sounds.

53 LIST DRUM / SOUND EFFECTS [T3]

Pressing 5, then 3, then Enter allows you to view, in alphabetical order, the Sound Effects, followed by the list of Drum sounds.

With Lower or Pedal Sound Effects on, you can press any key or pedal, within the sound effects range, to assign the sound displayed in the Information Center window to the key or pedal pressed.

With Lower or Pedal Sound Effects off, you can assign the sound displayed in the Information Center window by again pressing any key or pedal within the sound effects range. The Lower or Pedal Sound Effects feature will turn on for the lower keyboard or pedals, depending on whether you pressed a key or pedal.

**DRUM/SOUND EFFECTS
APPLAUSE 120**

For example, to assign "APPLAUSE 120" sound effect to the fifth D key on the lower keyboard, press the Scroll Up or Scroll Down button until Applause 120 is displayed in the Information Center window, as illustrated above. Press the fifth D key on the lower keyboard. The Information Center window will read...

**LOWER SOUND EFFECT
APPLAUSE ON : D5**

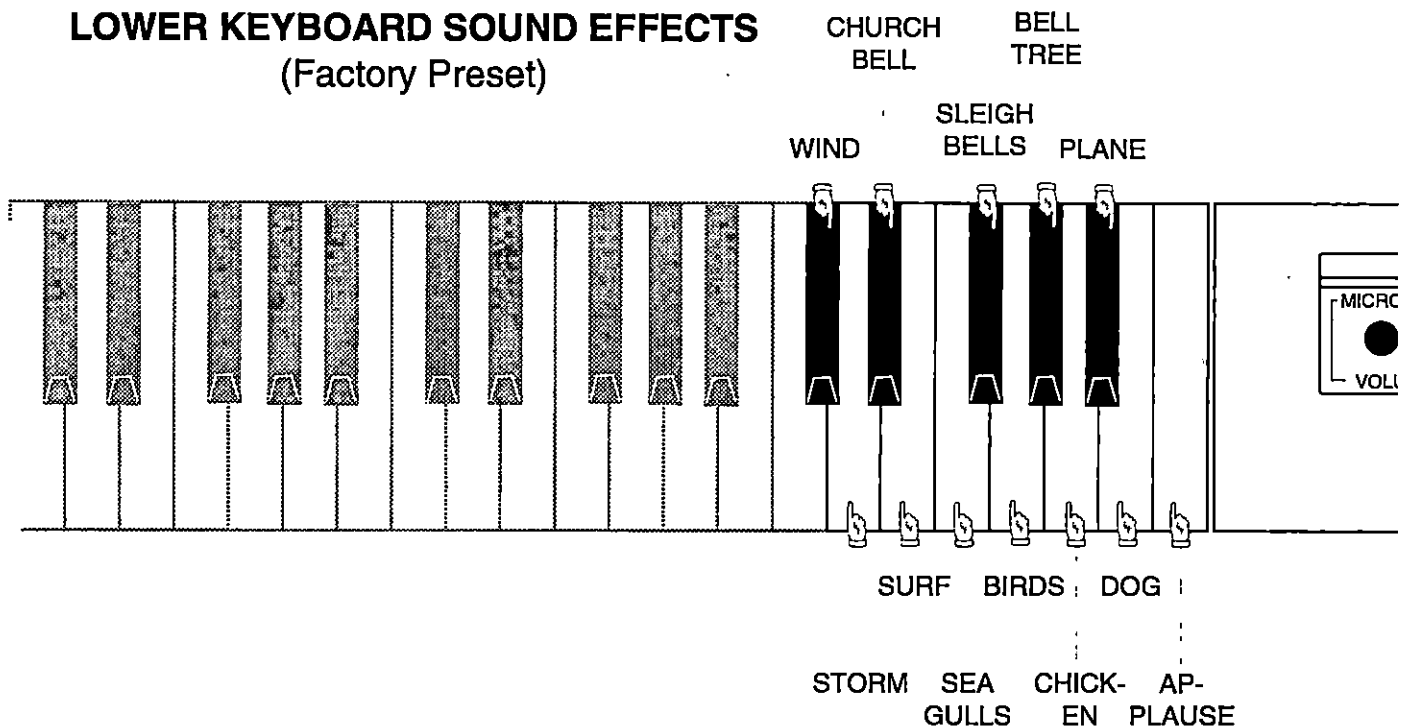
Advanced Feature 54 and 55 illustrates how to turn the Lower Sound effects and Pedal Sound Effects features on and off.

54 LOWER SOUND EFFECTS [T1]

Pressing 5, then 4, then Enter turns on the Sound Effects Advanced Feature for the lower keyboard. Pressing 54 and Enter again turns the feature off.

**LOWER SOUND EFFECT
ON**

The Sound Effects sounds are assigned to the highest C# key to the top key (fifth C# key to the sixth C key). Volume level for the Sound Effects can be raised or lowered using the Rhythm Volume buttons on the control panel or the Sound Effects Level Advanced Feature (#17).



The Sound Effects Advanced Feature set up can be stored to a General Preset button.

Using Advanced Feature 53 allows you to assign any other Sound Effects (or Drum) sounds to any one of the keys within the 12 note range on the lower keyboard.

For example, to assign the BOINK sound to the F key, within the Sound Effects key range on the lower keyboard, first press 5, then 3, then Enter to turn the List Drum / Sound Effects Advanced Feature on (if the feature is already on pressing 53 and Enter would turn the feature off). Use the Scroll Up button to display BOINK 119 in the Information Center window...

**LOWER SOUND EFFECT
BOINK 119**

Press the F key in the Sound Effects key range on the lower keyboard and the BOINK sound is assigned to that key. You may assign the BOINK sound to any key within the Sound Effects key range by following the example above and pressing any other key in place of the F used in the example (highest C# and up).

With the Lower Sound Effects Advanced Feature on, pressing 1, then 1, then 9 on the Keypad and then pressing the F key on the lower keyboard will also assign the BOINK sound to that key. Try this method with other Sound Effects like TROLLEY (108), TELEPHONE (122) or any sounds from the menu on page 29.

Note!

*If the Keyed Drums Advanced Feature is on, the Lower Sound Effects will replace the drums when you turn the Lower Sound Effects Advanced Feature on.

55 PEDAL SOUND EFFECTS [T1]

Pressing 5, then 5, then Enter turns on the Sound Effects Advanced Feature for the Pedal Keyboard.

**PEDAL KEYED SOUNDS
ON**

Pressing 55 and Enter again turns the feature off.

With the feature on, one Sound Effects (or drum) sound can be assigned to all Pedals. The pedal range is the second E note to the third C note (E2 - C3).

For example, to assign the Gong sound to any pedal within the Pedal Sound Effects range first press 5, then 3, then Enter to turn the List Drum / Sound Effects Advanced Feature on. If the feature is already on pressing 53 and Enter will turn the feature off. Use the Scroll Up button to display GONG 117 in the Information Center window...

**PEDAL KEYED SOUNDS
GONG 117**

Press the pedal (within range) to assign the Gong assigned to ALL the pedals in that range.

With the Pedal Sound Effects Advanced Feature on, pressing 1, then 1, then 7 on the Keypad and then pressing the desired pedal will also assign the Gong sound to the pedals.

56 KEYED DRUMS ON/OFF [T1]

Pressing 5, then 6, then Enter turns the Keyed Drums Advanced Feature on.

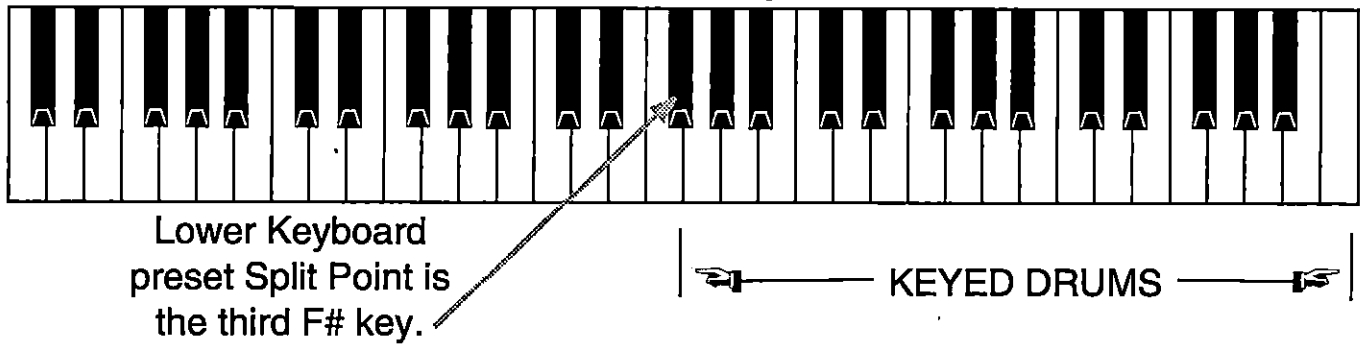
**KEYED DRUMS
0. OFF**

Press the Scroll/Down buttons to display the drum kits available.

The Keyed Drums Advanced Feature assigns a variety of drum kit sounds to the lower keyboard, allowing you to manually play drums with certain lower keyboard keys.

All drum sounds from the various kits available can be played from the first C key through the sixth C key (C1 - C6) when the Key Split Point is moved (Advanced Feature #1). The keys on the lower keyboard, below the Split point, remain regular lower keyboard keys. Note that Solo Lower On is muted on the lower keyboard when the Keyed Drums are on.

**Keyed Drums are played
from the Split Point to the highest key
on the Lower Keyboard**

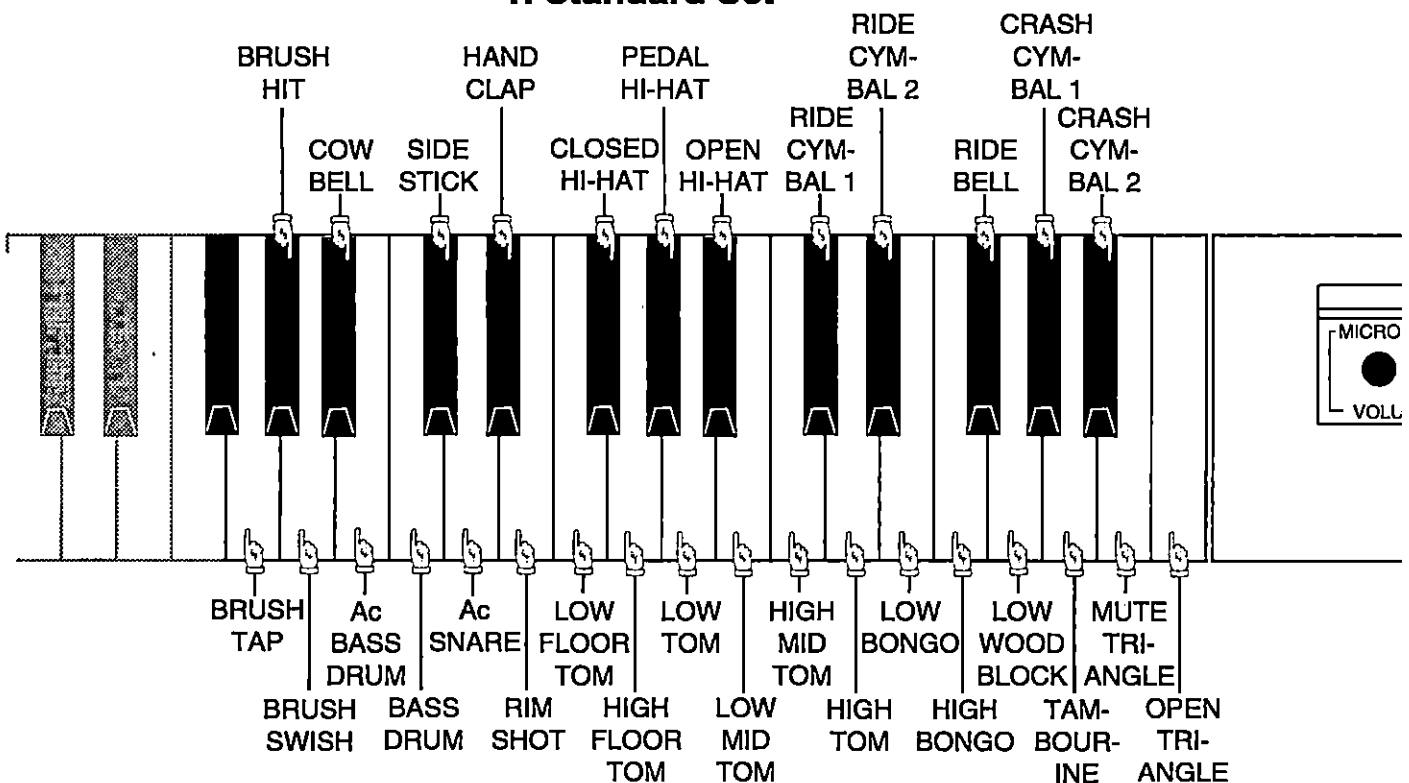


The Transpose feature does not change the position of the drum sound on the keyboard. The drum played, not the key from which it is played, should be recorded when using the Music Recorder and Keyed Drums features. In this way you can interchange the seven drum kits while retaining the same drum sounds.

When the Keyed Drums feature and the Solo Lower On button are on, the Solo sound will not be heard. However, turning the Keyed Drums feature off while the Solo Lower on button is on allows the Solo sound to be played.

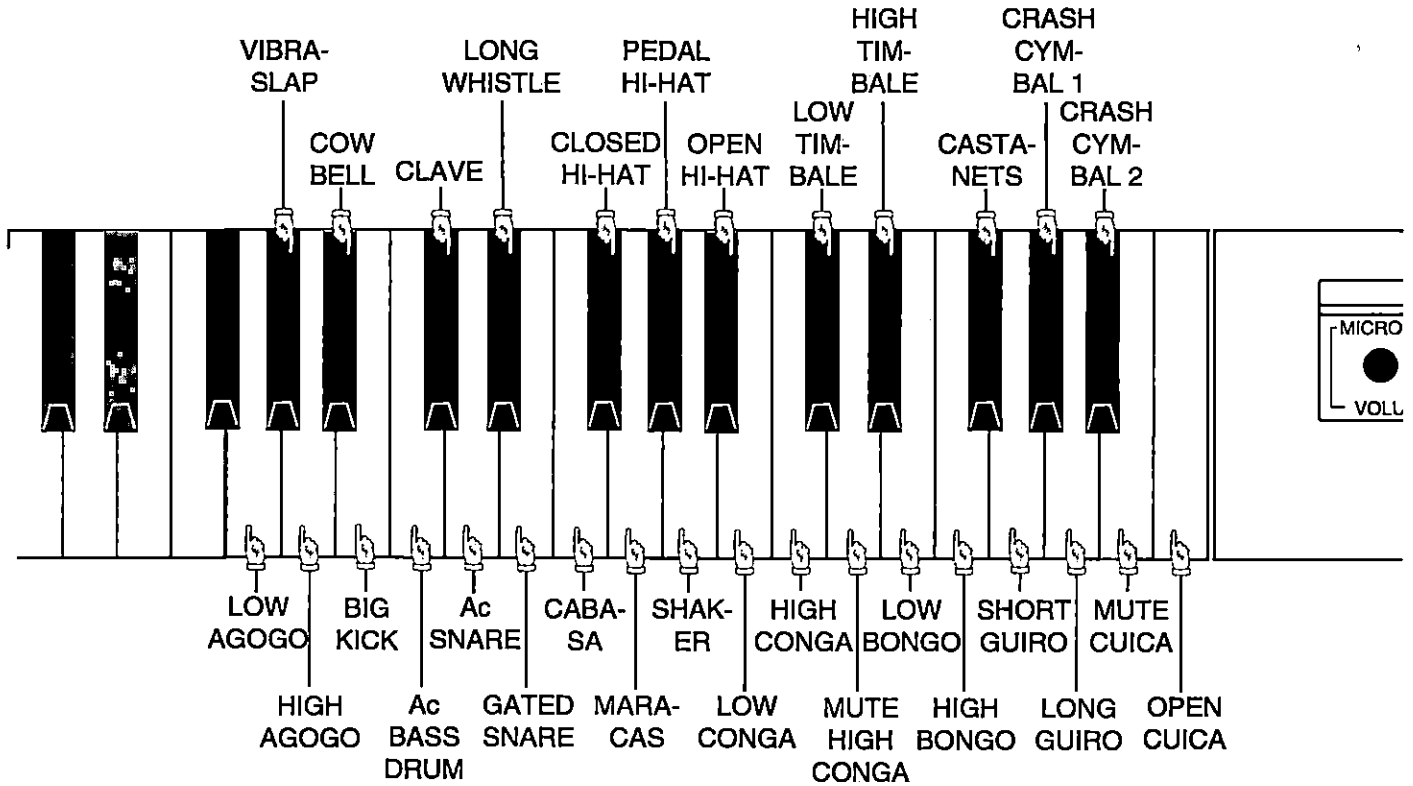
Any Key Split made on the lower keyboard remains the same when the Keyed Drums feature is on. Drum sets 1, 2, 3 and 4 are the same below the F#3 (preset split point). However, to access these keyed drum sounds you must move the split point to the first C key (lowest key). See Advanced Feature #1. Following are illustrations of the seven preset drum kits available.

**KEYED DRUM SET
1. Standard Set**



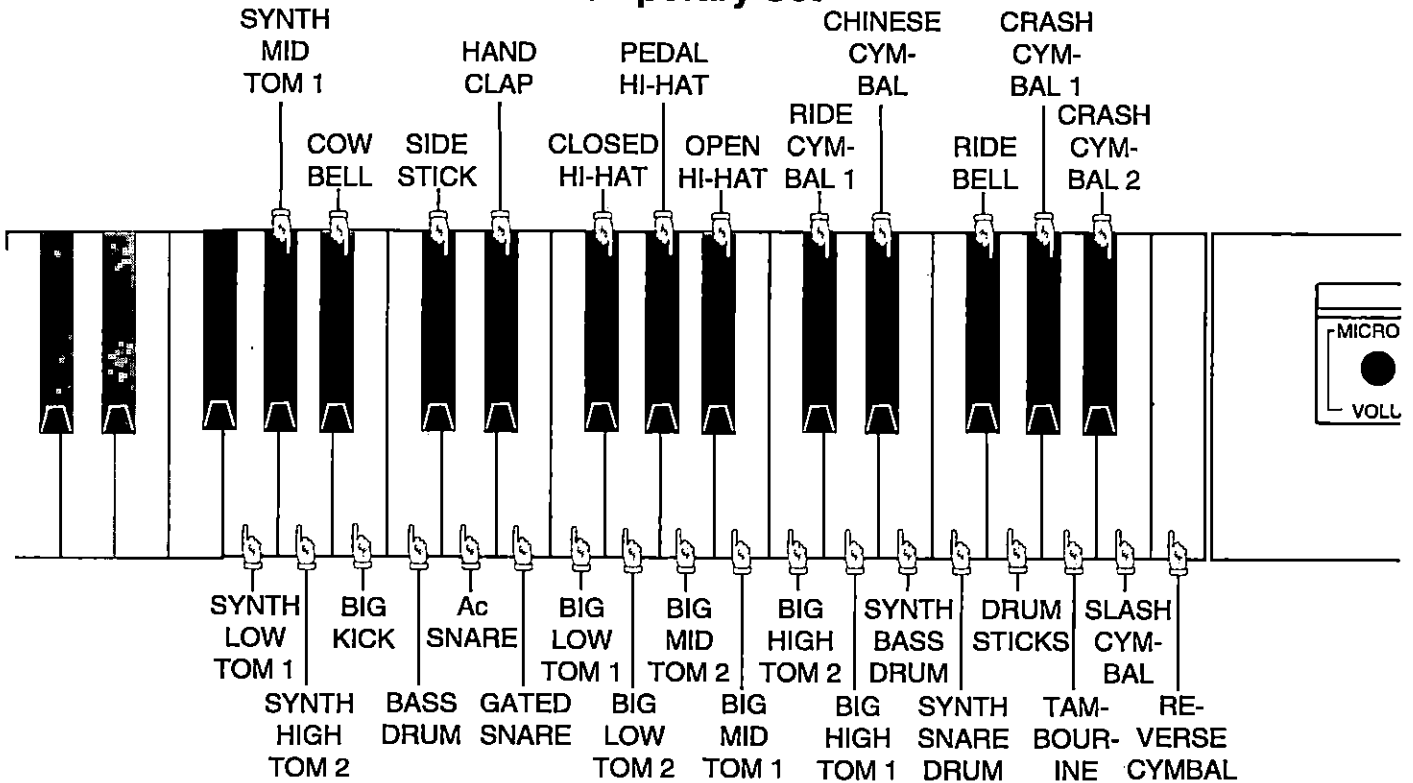
KEYED DRUM SET

2. Latin Set



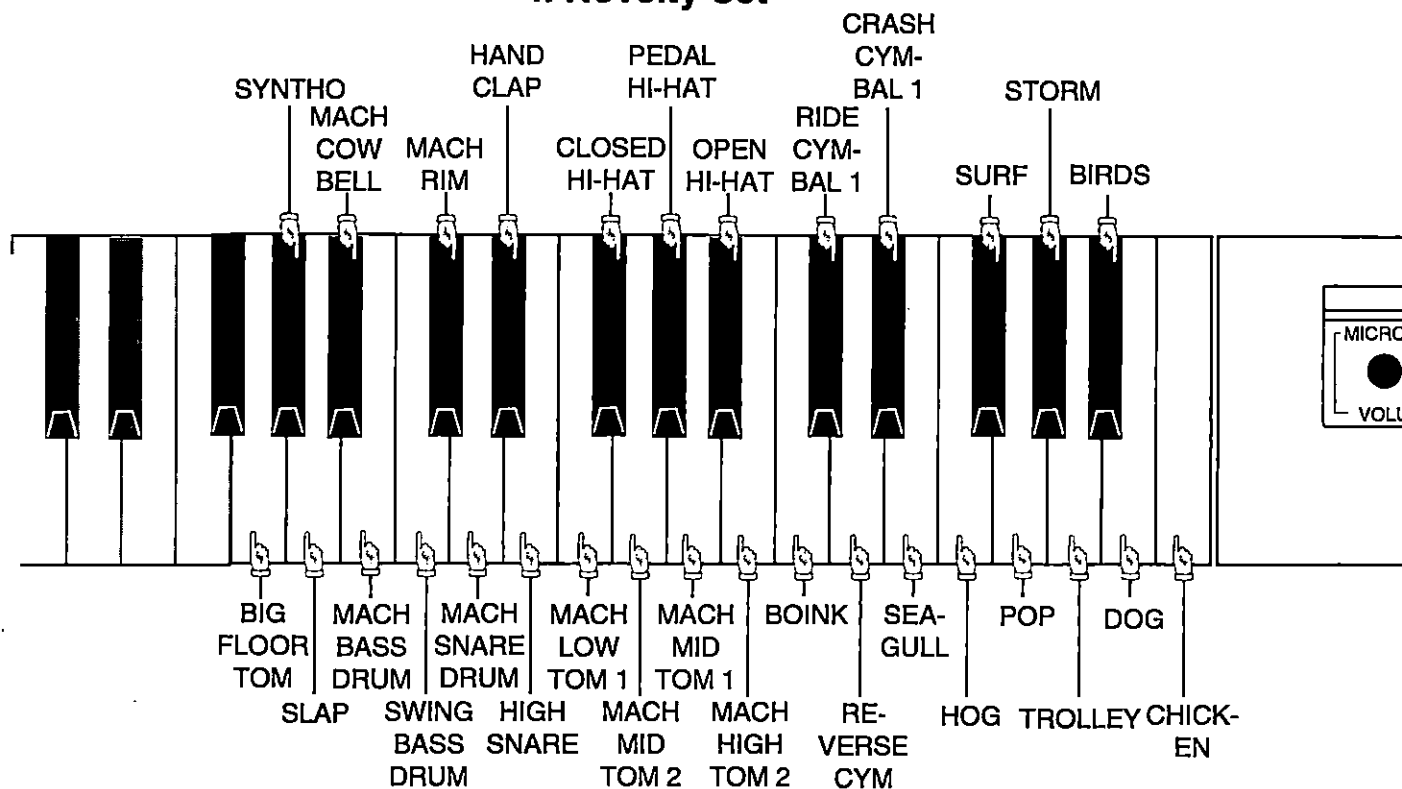
KEYED DRUM SET

3. Contemporary Set



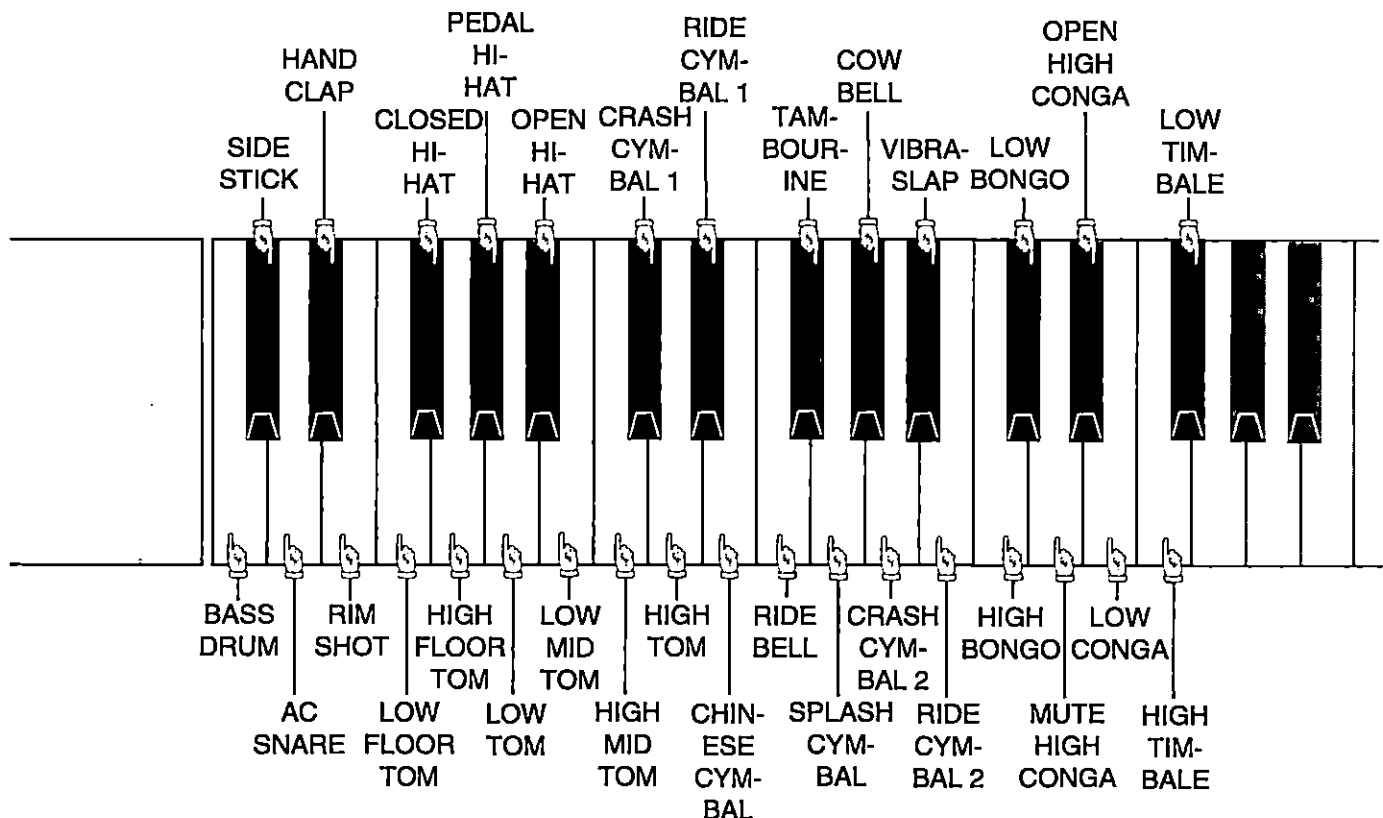
KEYED DRUM SET

4. Novelty Set



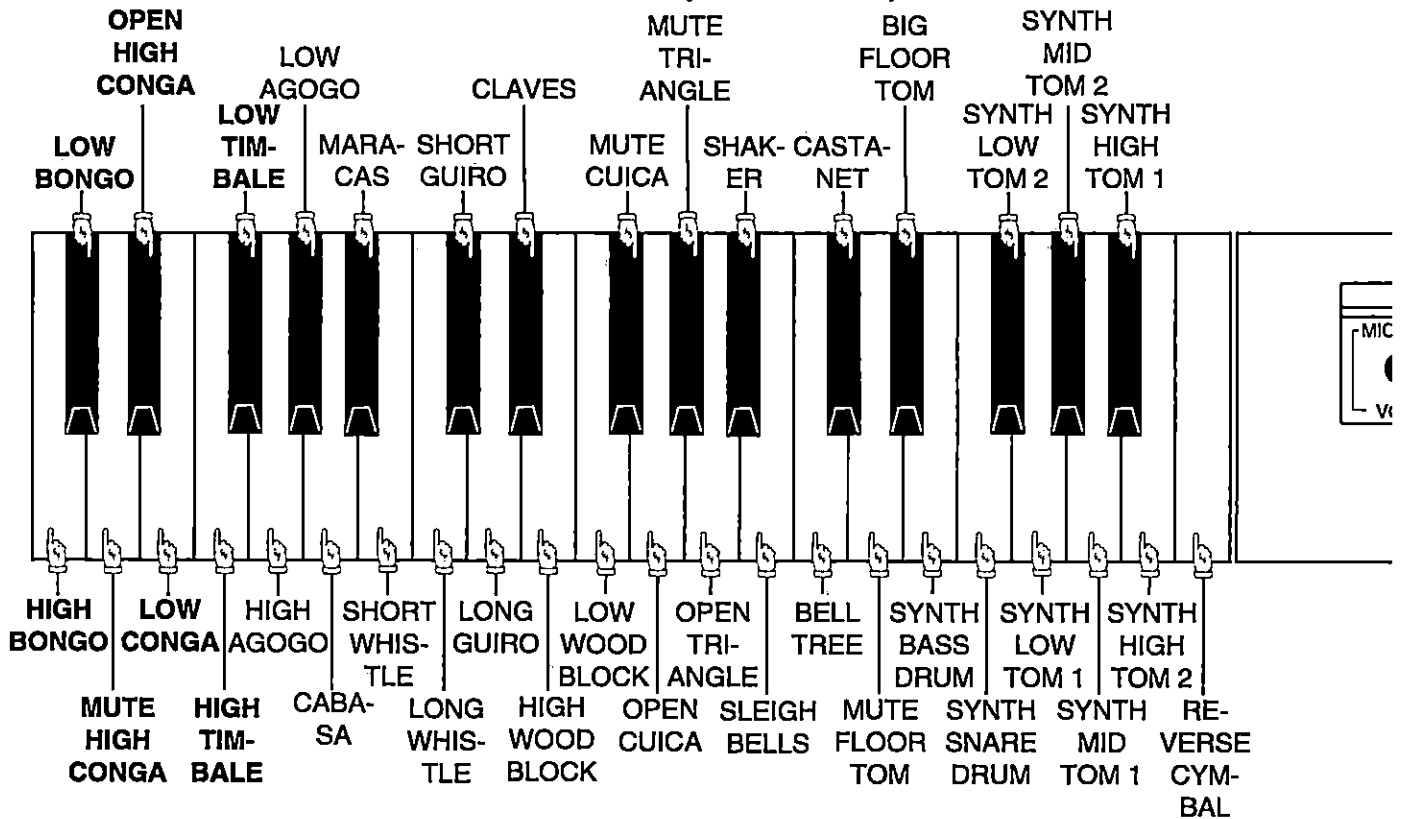
KEYED DRUM SETS 1, 2, 3, 4

Below Preset Key Split Point (F#3)

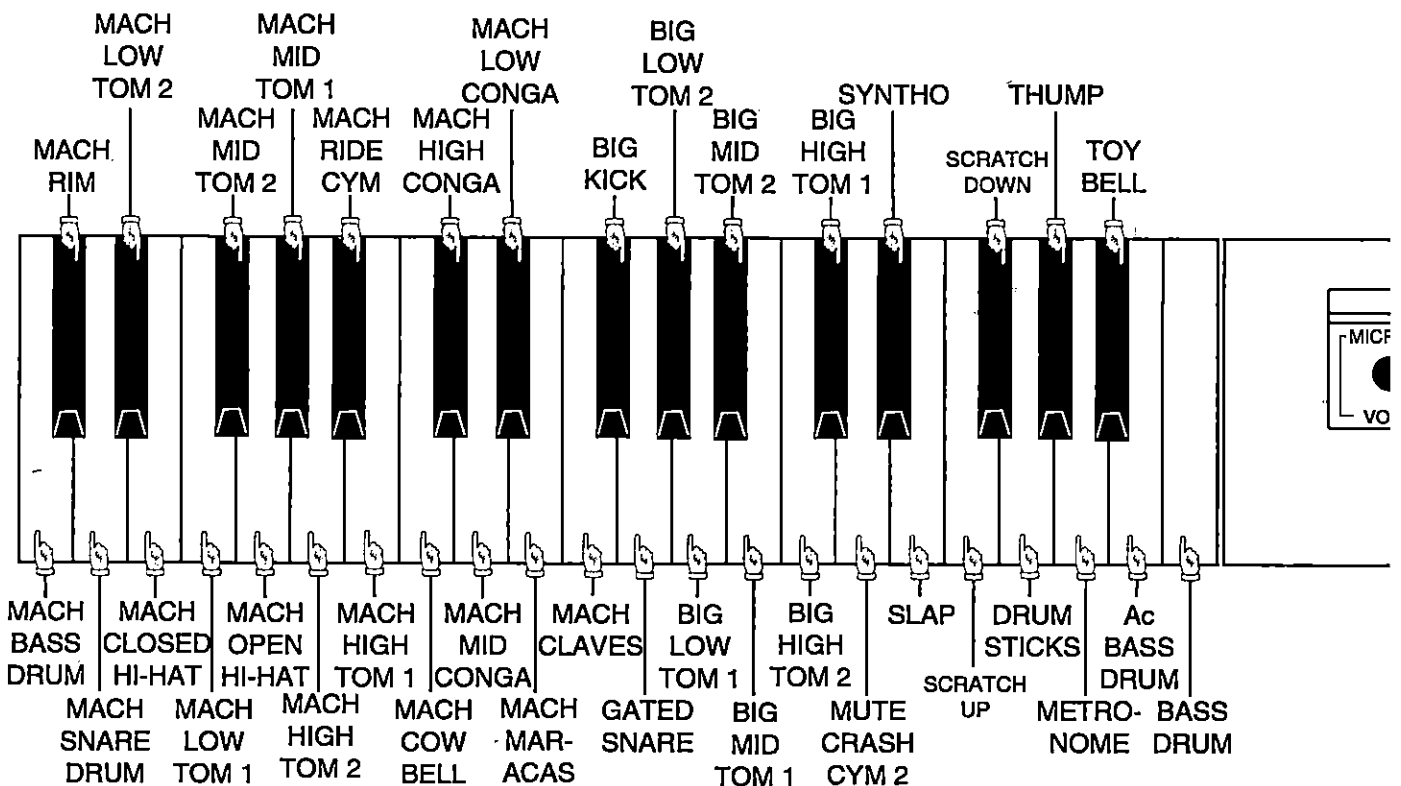


Drum sets 5, 6 and 7 are the same below the C3 (the lowest key shown in the illustration below). To access these keyed drum sounds you must move the split point to the first C key (Advanced Feature #1).
 *Setting the Key Split Point to the first C with Super Kit A give you the General MIDI drums.

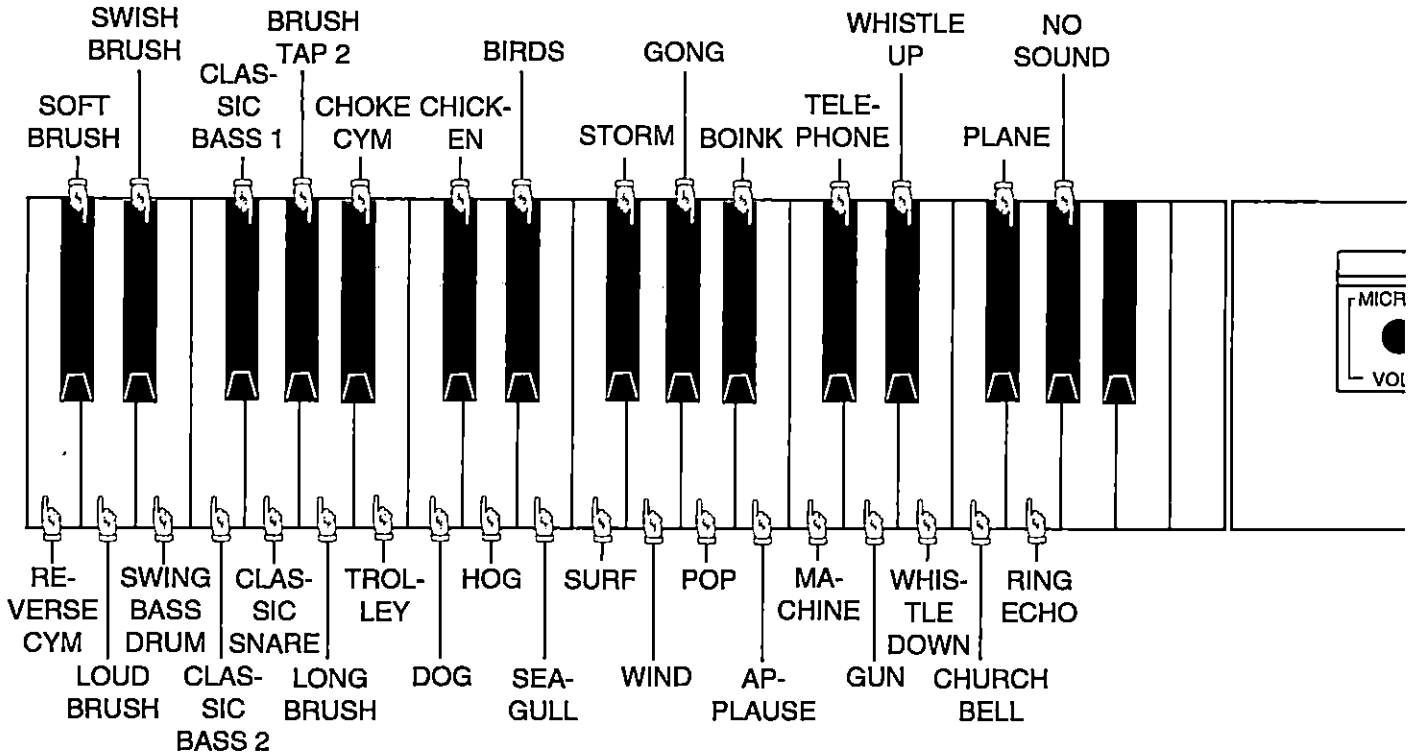
KEYED DRUM SET 5. SUPER KIT A (General MIDI)



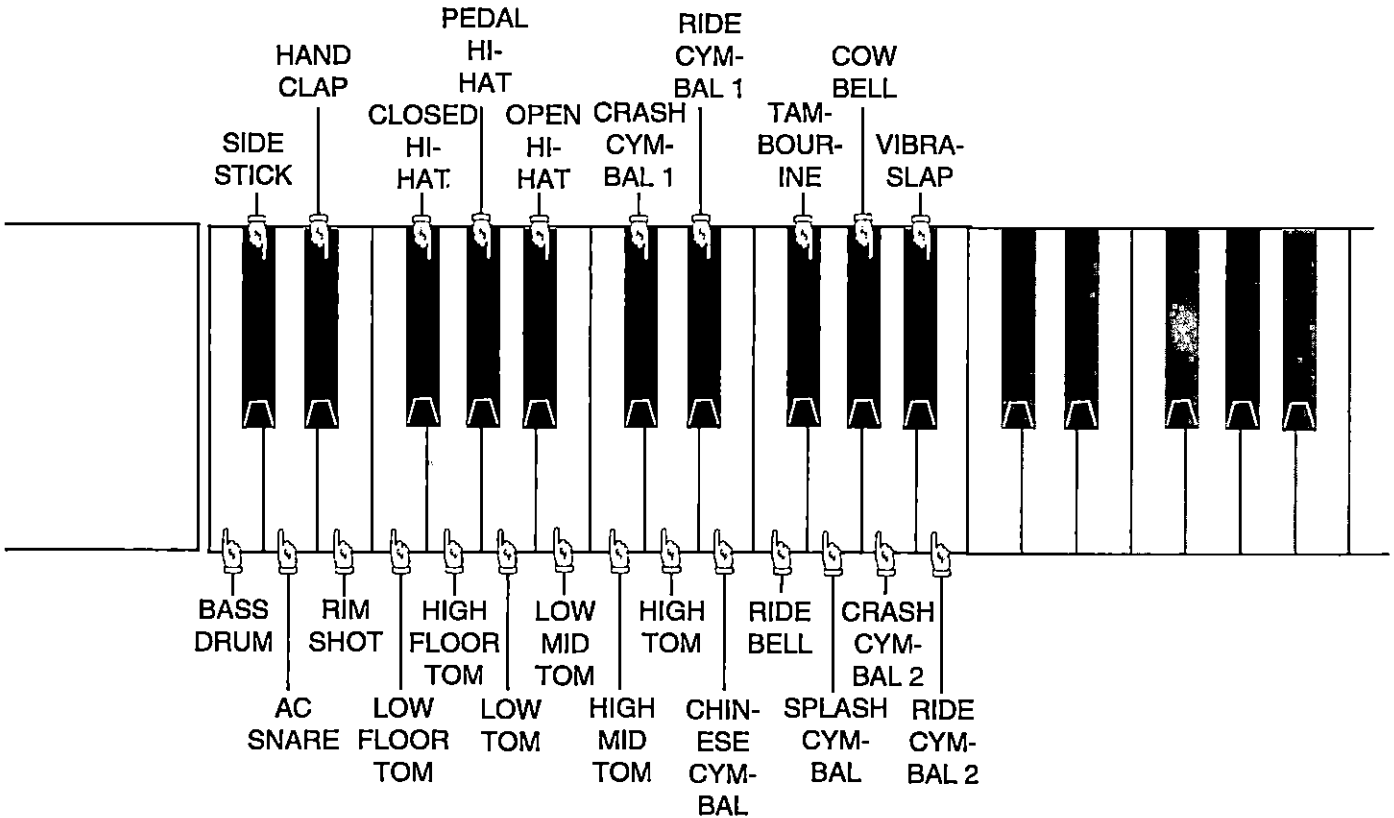
KEYED DRUM SET 6. SUPER KIT B



KEYED DRUM SET 7. SUPER KIT C



KEYED DRUM SET 5, 6, 7 below the third C key



KEYED DRUM and SOUND EFFECTS LIST

Treble Percussion Sounds are listed in PLAIN text.

Bass Percussion Sounds are listed in BOLD text.

Sound Effects Sounds are listed in UNDERLINED text.

- | | | |
|----------------------|-------------------------|--------------------------|
| 1. MACH BASS DRUM | 44. TOM, LOW 3 | 87. TOM, MUTE |
| 2. MACH RIM | 45. HI-HAT, PEDAL | 88. TOM, LOW FLOOR 2 |
| 3. MACH SNARE | 46. TOM, LOW 2 | 89. BASS DRUM 4 |
| 4. MACH TOM LOW 3 | 47. HI-HAT, OPEN | 90. SNARE, HIGH |
| 5. MACH HI-HAT CL. | 48. TOM, LOW 1 | 91. TOM, SYNTH LOW 3 |
| 6. MACH TOM LOW 2 | 49. TOM, HIGH 2 | 92. TOM, SYNTH LOW 2 |
| 7. MACH TOM LOW 1 | 50. CYMBAL, CRASH 1 | 93. TOM, SYNTH LOW 1 |
| 8. MACH HI-HAT OP. | 51. TOM, HIGH 1 | 94. TOM, SYNTH HI 3 |
| 9. MACH TOM HIGH 3 | 52. CYMBAL, RIDE 1 | 95. TOM, SYNTH HI 2 |
| 10. MACH TOM HIGH 2 | 53. CYMBAL CHINESE | 96. TOM, SYNTH HI 1 |
| 11. MACH RIDE CYM. | 54. CYMBAL, RIDE BELL | 97. CYMBAL, REVERSE |
| 12. MACH TOM HIGH 1 | 55. TAMBOURINE | 98. BRUSH, TAP 1 |
| 13. MACH COWBELL | 56. CYMBAL, SPLASH | 99. BRUSH, HIT |
| 14. MACH CONGA HI 1 | 57. COWBELL | 100. BRUSH, SWISH |
| 15. MACH CONGA HI 2 | 58. CYMBAL, CRASH 2 | 101. BASS DRUM, 3 |
| 16. MACH CONGA LOW | 59. VIBRASLAP | 102. BASS DRUM, LOW |
| 17. MACH MARACAS | 60. CYMBAL, RIDE 2 | 103. BASS DRUM, HIGH |
| 18. MACH CLAVES | 61. BONGO, HIGH | 104. SNARE, CLASSIC |
| 19. BASS DRUM, BIG | 62. BONGO, LOW | 105. BRUSH, TAP |
| 20. SNARE, BIG | 63. CONGA, MUTE | 106. BRUSH, LONG |
| 21. TOM, BIG LOW 3 | 64. CONGA, HIGH | 107. CYMBAL, CHOKE |
| 22. TOM, BIG LOW 2 | 65. CONGA, LOW | 108. <u>TROLLEY</u> |
| 23. TOM, BIG LOW 1 | 66. TIMBALE, HIGH | 109. <u>DOG</u> |
| 24. TOM, BIG HIGH 3 | 67. TIMBALE, LOW | 110. <u>CHICKEN</u> |
| 25. TOM, BIG HIGH 2 | 68. AGOGO, HIGH | 111. <u>HOG</u> |
| 26. TOM, BIG HIGH 1 | 69. AGOGO, LOW | 112. <u>BIRDS</u> |
| 27. CYM-MUTE/NO-SND | 70. CABASA | 113. <u>SEAGULL</u> |
| 28. SYNTHO | 71. MARACAS | 114. <u>SURF</u> |
| 29. SLAP | 73. WHISTLE, SHORT | 115. <u>STORM</u> |
| 30. SCRATCH, UP | 73. WHISTLE, LONG | 116. <u>WIND</u> |
| 31. SCRATCH, DOWN | 74. GUIRO, SHORT | 117. <u>GONG</u> |
| 32. DRUM STICKS | 75. GUIRO, LONG | 118. <u>POP</u> |
| 33. THUMP | 76. CLAVES | 119. <u>BOINK</u> |
| 34. METRONOME | 77. WOOD BLOCK, HIGH | 120. <u>APPLAUSE</u> |
| 35. BELL, TOY | 78. WOOD BLOCK, LOW | 121. <u>MACHINE</u> |
| 36. BASS DRUM 2 | 79. CUICA, HIGH | 122. <u>TELEPHONE</u> |
| 37. BASS DRUM 1 | 80. CUICA, LOW | 123. <u>GUN</u> |
| 38. SNARE, STICK | 81. TRIANGLE, MUTE | 124. <u>WHISTLE UP</u> |
| 39. SNARE, ACOUSTIC | 82. TRIANGLE, OPEN | 125. <u>WHISTLE DOWN</u> |
| 40. CLAPS | 83. SHAKER | 126. <u>CHURCHBELL</u> |
| 41. SNARE, RIM SHOT | 84. <u>SLEIGH BELLS</u> | 127. <u>PLANE</u> |
| 42. TOM, LOW FLOOR 1 | 85. <u>BELL TREE</u> | 128. <u>RING ECHO</u> |
| 43. HI-HAT, CLOSED | 86. CASTANET | |

57 THEATRE DRUMS ON/OFF [T1]

Pressing 5, then 7, then Enter turns on the Theatre Drums Advanced Feature for the lower keyboard, left of split and the pedals.

**THEATRE DRUMS
ON**

Pressing 57 and Enter again turns the feature off.

The Theatre Drums sounds are layered with the other sounds selected for the lower keyboard, left of the split, and the pedals (even when Lower On is off).

Solo Lower On sounds and any keyboard split perform normally with the Theatre Drums feature on. The Theatre Drums feature recreates the sounds of Theatre Organ drum kits that were played from the keyboards of the authentic consoles of the past. The preset sound is a Bass Drum and Ride Cymbal on the pedals and Acoustic Snare Drum and Ride Cymbal on the lower keyboard; #1 from the Theatre Drums list below.

Theatre Drums remain activated when General, Category, or bank presets are used (except when a bank Preset has been customized with the Theatre drum Feature OFF. Saving Theatre Drums to a bank Preset is the same as saving a style; (Polka, Swing...) hold a key or pedal when saving.

58 SELECT THEATRE DRUM [T2]

Pressing 5, then 8, then Enter allows you to select from a menu of Theatre Drum sound combination, listed below. Use the Scroll Up and Scroll Down buttons to view the option, one at a time, in the Information Center window.

**SELECT THEATRE DRUM
1.SNR&RCYM/BD&RCYM**

THEATRE DRUMS SOUNDS LIST

#	LOWER KEYBOARD SOUND(s)	PEDAL SOUND(s)
1.	Snare Drum & Ride Cymbal	Bass Drum & Ride Cymbal
2.	Snare Drum & Ride Cymbal	Bass Drum
3.	Snare Drum	Bass Drum & Ride Cymbal
4.	Snare Drum	Bass Drum
5.	Ride Cymbal	Ride Cymbal
6.	Snare Drum	Bass Drum & Triangle
7.	Low Mid Tom	Bass Drum
8.	Low Wood Block	Bass Drum
9.	Tambourine	Bass Drum
10.	Castanets	Bass Drum
11.	Sleigh Bells	Sleigh Bells
12.	High Wood Block	Low Wood Block
13.	Foot Closed Hi Hat	Open Hi Hat
14.	Maracas/Shaker	Maracas/Shaker
15.	Typewriter	None
16.	Snare Drum & Crash Cymbal 2	Bass Drum & Crash Cymbal 1

CONTROL ADVANCED FEATURES

- | | | | |
|----|----------------------------------|----|----------------------------|
| 60 | Scroll | 65 | Pedal Recognition (ON/OFF) |
| 61 | Reset Presets | 66 | Orch Octave (ON/OFF) |
| 62 | Custom Next Preset | 67 | Solo Octave (ON/OFF) |
| 63 | Glide Select | 68 | Solo Repeat (ON/OFF) |
| 64 | Lower Genius to Sustain (ON/OFF) | 69 | Solo Keying (ON/OFF) |

60 SCROLL [T0]

Pressing 6, then 0, then Enter displays CONTROL FEATURES in the Information Center window. Use the Scroll up and Scroll Down buttons to view each Control Advanced feature, one at a time, in the Information Center window.

61 RESET PRESETS [T4]

Pressing 6, then 1, then Enter displays RESET PRESETS? 1. YES 2. NO in the Information Center window.

RESET PRESETS ?
1. YES 2. NO

Pressing the number 1, then Enter (YES) on the Keypad resets all user programmable General Presets back to the factory original settings.

PRESET BANKS A...E
HAVE BEEN RESET !

This Advanced Feature performs the same function as pressing and holding the Memorize button and then pressing and releasing the Reset button.

*also features #5
the footswitch*

62 CUSTOM NEXT PRESET [T2]

Pressing 6, then 2, then Enter allows you to set the starting and ending General Preset number that the Next Preset Advanced Feature will operate between. Use the Scroll Up and Scroll Down buttons plus Enter to set the Start and End preset numbers.

CUSTOM NEXT PRESET
START: 1 END: 10

The value to be entered will be indicated by a flashing square in the Information Center window. The factory preset setting is Start: 1 and End: 10.

The Custom Next Preset Feature allows you to move between the selected General Presets by pressing the Foot Switch.

For example, setting preset 9 as the start, and preset 3 as the end will cause the General Presets to go between 9 and 3, moving up in value one preset, when you press the foot switch. The sequence would be: 9, 10, 1, 2, 3. Pressing the foot switch at the end of the sequence starts it over again at preset 9.

Start
Feb 12

63 GLIDE SELECT [T2]

Pressing 6, then 3, then Enter displays GLIDE SELECT in the Information Center window. This feature allows you to choose between five (5) different Glide depths and speeds and a GLIDE OFF setting. Use the Scroll Up and Scroll Down buttons to display the Glide selections, one at a time, in the Information Center window.

- | | |
|-----------------------|-------------------|
| 1. Regular Glide | 4. Trombone Glide |
| 2. Super Glide | 5. Blues Glide |
| 3. Steel Guitar Glide | 6. Glide Off |

When the Foot Switch or Touch Bar is set to Glide...

REGULAR GLIDE quickly glides the pitch down one half step when the Foot Switch or Touch Bar is pressed and then glides the pitch back up when the control is released. The speed of the Glide effect is determined by the sound being used and is preset for each sound that can glide.

SUPER GLIDE glides the pitch down one octave below the note being played and then glides back up when the control is released. *activate glide 1st then note*

STEEL GUITAR GLIDE glides the pitch up one octave above the note being played and then immediately returns to the original note when the control is released.

TROMBONE GLIDE quickly glides down a perfect fourth (5 half steps) and then glides back up when the control is released.

BLUES GLIDE glides down two half steps and then glides back up when the control is released.

64 LOWER GENIUS SUSTAIN [T1]

Pressing 6, then 4, then Enter turns Lower Genius Sustain off. Pressing 6, 4, Enter again turns the feature on. The sustain effect to Lower Genius sounds is added when the Foot Switch or Touch Bar is pressed (when in the Glide/Sustain mode).

65 PEDAL RECOGNITION [T1]

Pressing 6, then 5, then Enter allows the pedals to be used for Chord Recognition, essentially becoming part of the lower keyboard.

For example, with this feature on, pressing the F pedal creates an F major Chord. Pressing F and Ab on the pedals creates an F Minor Chord. With the Pedal Recognition Advanced feature on, no sounds other than the Pedal Keyed chords, will be able to be played from the pedals.

66 ORCH OCTAVE [T1]

Pressing 6, then 6, then Enter allows the current Orchestral 1 sound that is on to shift an octave up or an octave down. The shift up or down is determined by the sound used and is preset.

67 SOLO OCTAVE [T1]

Pressing 6, then 7, then Enter allows the current Solo sound to shift an octave up or an octave down. The shift up or down is determined by the sound used and is preset.

68 SOLO REPEAT [T1]

Pressing 6, then 8, then Enter causes Solo section sounds to repeat. Solo Upper On or Solo Lower On needs to be on.

69 SOLO KEYING [T1]

Pressing 6, then 9, then Enter turns the Solo Keying Advanced Feature on. Pressing 69 again turns the feature off. Solo Keying on does not allow a solo note to play below three 1/2 steps, if the notes are connected. Releasing all upper keys and playing will allow the solo play below that point again.

PRESETS ADVANCED FEATURES

70 Scroll

71 Load Presets

72 Save Presets

73 Delete Preset

74 Rename Preset Group

70 SCROLL [T0]

Pressing 7, then 0, then Enter displays PRESETS in the Information Center window. Use the Scroll Up and Scroll Down buttons to display the Preset Advanced Features, one at a time in the Information Center window.

71 LOAD PRESETS [T4]

Pressing 7, then 1, then Enter allows you to use the Scroll Up and Scroll Down buttons to view the Presets saved on a diskette in the Information Center window. You may Load all or some of those presets.

With a diskette inserted in the disk drive, searching for a specific group of Presets will display the names given to the saved presets by the player, or the name automatically given by the organ (Preset Group 1, Preset Group 2...).

**LOAD PRESETS
1. PRESET GROUP 1**

At this point use the Scroll buttons or enter the specific preset group number wanted.

**LOAD PRESETS
ALL ?**

Press the Enter button to confirm this selection or use the Scroll buttons to display other choices in the Information Center window.

For example, scrolling to group B and pressing the Enter button will display the following in the Information Center window:

**LOAD PRESETS: B
SURE? 1. YES 2. NO**

"2. NO" will be flashing. Press either Scroll button once or press 1 on the Keypad, then press Enter to select "1 YES".

A yes response displays the following in the Information Center window:

LOADING PRESETS
1. PRESET GROUP 1

and then

PRESETS LOADED !
1. PRESET GROUP 1

Remember, Preset Group 1, is the named assigned by the organ. The player may assign any name up to 15 letters in length.

Start
26
72 SAVE PRESETS [T4]

Pressing 7, then 2, then Enter saves a complete group of Presets from the organ to a diskette. The group saved includes General Presets A through E and number 1 through 10.

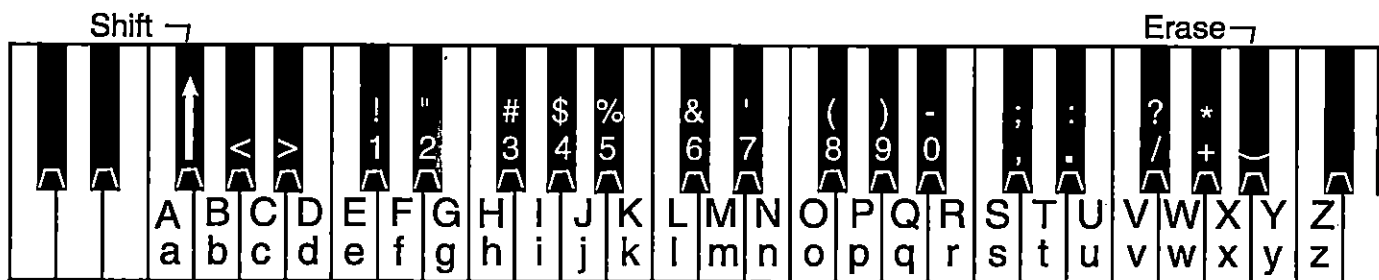
When this feature is implemented, the Information Center window automatically displays the next available space on the diskette for saving.

For example, if there are nine (9) groups of Presets saved on the diskette, pressing 72 and Enter will assign the number 10 to the group being saved. The Information Center window will display a flashing cursor next to the number 10, waiting for the player to name the newly saved group of presets (up to 15 letters).

SAVE PRESETS
10. _

Another example; if there are 10 groups of presets saved and the number five (5) group has recently been deleted, then the next group saved will become the 5 group.

If you do not wish to save the group of presets to the number selected by the organ, simply press the Scroll Up or Scroll Down buttons to display the number desired.



After the name for the new group of presets has been typed on the lower keyboard (use the alphabet keyboard overlay for quick and easy labeling) press Enter. The Information Center window will display:

SAVING PRESETS
10. (NAME GIVEN)

then

PRESETS SAVED !
10 (NAME GIVEN)

Pressing Enter prior to assigning your own name to the group will cause the organ to assign its own name: PRESET GROUP plus a number.

If you attempt to save a group of presets to a number (10 for example) already saved, the Information Center window will display:

**OVERWRITE #10
SURE? 1.YES 2.NO**

“2. NO” will be flashing. Press either Scroll button once or press 1 on the Keypad, then press Enter to select “1 YES”.

73 DELETE PRESET [T4]

Pressing 7, then 3, then Enter allows you to delete specific groups of presets that have been saved on a diskette. Use the Scroll Up or Scroll Down buttons to display the groups saved, one at a time, in the Information Center window.

For example, to delete a group saved by the name of “1. POLKA” use the scroll buttons or Enter 1 to display the name in the Information Center window.

**DELETE PRESETS
1. POLKA**

Press Enter, the Information Center window will display:

**DELETE PRESETS #1
SURE? 1 YES 2. NO**

“2. NO” will be flashing. Pressing Enter now cancels the Delete procedure.

Press 1 for yes, or scroll so the “1. YES” response flashes, then press Enter.

**DELETING PRESETS
1. POLKA**

then

**PRESETS DELETED
1.**

74 RENAME PRESET GROUP [T4]

Pressing 7, then 4, then Enter allows you the option of renaming any group of presets saved on a diskette. Use the Scroll Up and Scroll Down buttons to display the desired group name in the Information Center window

When the preset group desired (for example 8. PRESET GROUP 8) is displayed the first letter of the group name will be underlined.

**RENAME PRESET GROUP
8. PRESET GROUP 8**

At this point you may type the new name for the group on the lower keyboard (use the alphabet keyboard overlay) and press Enter when finished.

**PRESET GROUP RENAMED
8. (NEW NAME GIVEN)**

MUSIC RECORDER ADVANCED FEATURES

80	Scroll	85	Repeat Song (ON/OFF)
81	Copy Song to Same Disk	86	One Time Chain (ON/OFF)
82	Copy Song to Different Disk	87	Loop Chain (ON/OFF)
83	Delete Song	88	Random One Time (ON/OFF)
84	Rename Song	89	Random Loop (ON/OFF)

80 SCROLL [T3]

Pressing 8, then 0, then Enter displays MUSIC RECORDER in the Information Center window. Use the Scroll Up and Scroll Down buttons to display the Music Recorder features, one at a time, in the Information Center window.

81 COPY SONG TO SAME DISK [T4]

Pressing 8, then 1, then Enter allows you to copy a song, already saved on a diskette, to another location on the diskette and under a specific name.

Use the Scroll Up and Scroll Down buttons to display the names of songs saved on the diskette, one at a time, in the Information Center window. Pressing the number on the Keypad of the specific song desired will display its name. Press Enter when the song you wish to copy again is displayed (our example song will be 1. SONG 1).

**COPY SONG SAME DISK
1. SONG 1**

When this feature is implemented, the Information Center window automatically displays the next available space on the diskette for copying the song.

For example, if there are nine (9) songs saved on the diskette, pressing Enter will assign the number 10 to the song being copied. The Information Center window will display:

**COPY SONG # 1 TO:
10.**

Another example; if there are 10 songs saved and the number five (5) song has recently been deleted, then the song being copied will become the 5 song.

If you do not wish to copy the song to the number selected by the organ, simply press the Scroll Up or Scroll Down buttons to displayed the number desired.

When the song you wish to copy and the location you desire are displayed in the Information Center window, press Enter.

**COPYING SONG
10. SONG 1**

then

**SONG COPIED !
10. SONG 1**

If you attempt to copy a song to a number (10 for example) already containing a song, the Information Center window will display:

**OVERWRITE #10
SURE? 1. YES 2. NO**

The "2. NO" will be flashing. Pressing Enter now moves you back one step in the process and allows you to search for another location in which to copy your song.

Press 1 for yes, or scroll so the "1. YES" response flashes, then press Enter.

82 COPY SONG TO DIFFERENT DISK [T4]

Pressing 8, then 2, then Enter allows you to copy a song, already saved on a diskette, to a different diskette and under a specific name.

Use the Scroll Up and Scroll Down buttons to display the names of songs saved on the diskette, one at a time, in the Information Center window. Pressing the number on the Keypad of the specific song desired will display its name (our example song will be 1. SONG 1).

**COPY SONG TO D-DISK
1. song 1**

Press Enter when the song you wish to copy to another diskette is displayed. The Information Center window will display:

**LOADING SONG
1. song 1**

then

**COPY SONG TO D-DISK
CHANGE TO COPY DISK**

and

**PRESS ENTER AFTER
CHANGE TO COPY DISK**

At this point, remove the original diskette from the Disk Drive and insert the new diskette you wish the song to be copied to. When the new diskette is inserted, the Information Center window automatically displays the next available space on the diskette for copying the song.

The Information Center window will display:

**COPY SONG # 1 TO:
10**

Another example; if there are 10 songs saved and the number five (5) song has recently been deleted, then the song being copied will become the 5 song.

If you do not wish to copy the song to the number selected by the organ, simply press the Scroll Up or Scroll Down buttons to display the number desired.

When the song you wish to copy and the location you desire are displayed in the Information Center window, press Enter.

SAVING SONG
10.

then

SONG COPIED
10. SONG 1

If you attempt to copy a song to a number (10 for example) already containing a song, the Information Center window will display:

OVERWRITE #10
SURE? 1. YES 2. NO

The prompt over the "2. NO" will be flashing. Pressing Enter now moves you back one step in the process and allows you to search for another location in which to copy your song. Press 1 for yes, or scroll so the prompt flashes over the "1. YES" response, then press Enter.

83 **DELETE SONG [T4]**

Pressing 8, then 3, then Enter allows you to delete a song saved on a diskette.

Use the Scroll Up and Scroll Down buttons to display the names of songs saved on the diskette, one at a time, in the Information Center window. Pressing the number on the Keypad of the specific song desired will display its name (our example song will be 1. SONG 1).

DELETE SONG
1. SONG 1

When the song you wish to delete is displayed in the Information Center window, press Enter.

DELETE SONG #1
SURE ? 1. YES 2. NO

"2. NO" will be flashing. Pressing Enter now moves you back one step in the process and allows you to search for another song to delete. Press 1 for yes, or scroll so "1. YES" flashes, then press Enter.

DELETING SONG
1. SONG 1

then

SONG DELETED !
1.

SONG 1 is the name used for this example. Songs that you record and save may be given any name you wish, up to 15 characters in length.

84 **RENAME SONG [T4]**

Pressing 8, then 4, then Enter allows you to Rename any song that you have saved on a diskette.

Use the Scroll Up and Scroll Down buttons to display the names of songs saved on the diskette, one at a time, in the Information Center window. Our example song will be 1. SONG 1.

When the song desired is displayed the first letter of the song name will be underlined.

<p style="text-align: center;">RENAME SONG 1. <u>S</u>ONG 1</p>
--

At this point you may type the new name, up to 15 characters in length, for the group on the lower keyboard (use the alphabet keyboard overlay) and press Enter when finished.

<p style="text-align: center;">SONG RENAMED 1. (NEW NAME GIVEN)</p>
--

85 **REPEAT SONG [T1]**

Pressing 8, then 5, then Enter causes the song in the Music Recorder to play again, from the beginning, as soon as it ends playing the first time through. The Information Center window displays...

<p style="text-align: center;">TEMPO "REPEAT SONG" 120 N.C. ***</p>
--

NOTE: Re-entering a Music Recorder Advanced Feature 85 through 89 will cancel the feature (85-89) that is on. However, if a song from the Music Recorder is playing when 85-89 are re-entered the song will continue playing to the end.

NOTE: Pressing the Stop button while Advanced Feature 85-89 are on cancels the feature and immediately stops any song that is playing.

NOTE: Pressing the Pause button while One Time Chain or Loop Chain are playing stops the song being played. Pressing the Pause button again starts the song again close to the point where it was stopped.

NOTE: If there is no disk inserted in the Disk Drive, or the Disk is blank the Information Center window displays one of the following messages...

**ONE TIME CHAIN
NO SONGS AVAILABLE**

**LOOP CHAIN
NO SONGS AVAILABLE**

**RANDOM LOOP
NO SONGS AVAILABLE**

86 ONE TIME CHAIN [T1]

Pressing 8, then 6, then Enter causes all the songs stored on a diskette, that is inserted in the Disk Drive, to play one time through, in order, and then stop.

Use the << Rewind and >> Fast Forward buttons to display the song you wish to begin the One Time Chain on in the Information Center window.

Begin play by pressing the Play button on the control panel of the Music Recorder section.

**ONE TIME CHAIN
PRESS PLAY TO BEGIN**

As the songs play their titles are displayed in the Information Center window.

**ONE TIME CHAIN
1. (SONG TITLE)**

87 LOOP CHAIN [T1]

Pressing 8, then 7, then Enter causes all the songs stored on a diskette, that is inserted in the Disk Drive, to play one time through, in order, and continue playing over again until stopped.

**LOOP CHAIN
1. (SONG TITLE)**

Advanced Feature 87 works the same as 86 with the exception that it continues playing the songs over again until you press the Stop button or press 8, 7, Enter.

As the songs play their titles are displayed in the Information Center window.

88 RANDOM ONE TIME [T1]

Pressing 8, then 8, then Enter causes all the songs stored on a diskette, that is inserted in the Disk Drive, to play one time through and then stop. *This feature does not work for General MIDI song disks.*

**RANDOM ONE TIME
1. (SONG TITLE)**

Random One Time is the same as the One Time Chain feature (86) with the exception that the songs are not played according to their order on the diskette. The song order is mixed up. However, each song is still only played one time.

As the songs play their titles are displayed in the Information Center window.

89 RANDOM LOOP [T1]

Pressing 8, then 9, then Enter causes all the songs stored on a diskette, that is inserted in the Disk Drive, to play one time through and continue playing over again until stopped. *This feature does not work for General MIDI song disks.*

RANDOM LOOP 1. (SONG TITLE)
--

Random Loop is the same as the Loop Chain feature (87) with the exception that the songs are not played according to their order on the diskette. The song order is mixed up. Each loop is played with a different song order. However, each song on the diskette is played one time in each loop sequence.

As the songs play their titles are displayed in the Information Center window.

ADDITIONAL ADVANCED FEATURES

- | | | | |
|----|--------------------|----|-------------------|
| 90 | Scroll | 95 | Volume Pedal Data |
| 91 | Counter (ON/OFF) | 97 | Format Diskette |
| 92 | Timing Resolution | 98 | Total Reset |
| 93 | Metronome (ON/OFF) | 94 | AOC All |
| 99 | Light Show | | |

90 SCROLL [T0]

Pressing 9, then 0, then Enter displays ADDITIONAL FEATURES in the Information Center window.

Use the Scroll Up and Scroll Down buttons to display the Additional Advanced features name, one at a time, in the Information Center window.

91 COUNTER [T1]

Pressing 9, then 1, then Enter adds a space on the Information Center window that displays a numeric counter that counts the actual number of beats that have gone by in a song.

The Counter will appear on the right side of the top line of text (next to "TEMPO CHORD") in the Information Center window.

TEMPO	CHORD	000
123	F3m7b/C#	***

Maximum numeric display is 9999 (2500 measures in 4/4 time). Beyond 9999 the display will read "OVER".

TEMPO	CHORD	OVER
123	F3m7b/C#	***

92 TIMING RESOLUTION [T2]

Pressing 9, then 2, then Enter activates a feature that assists you with the accuracy of your timing while performing a song into the Music Recorder. While recording your performance the Timing Resolution feature actually moves notes that have been played into a specific location within a beat.

**TIMING RESOLUTION
1. OFF**

There are five choices of Timing resolution, plus off. The factory preset for this feature is off.

1. OFF notes are recorded exactly as they are played.

2. CHORDS forces all notes played to their nearest eighth note (two division per beat). CHORDS is ideal for recording chord changes on the lower keyboard.

3. TRIPLETS forces all notes played to their nearest eighth note triplet (three divisions per beat). TRIPLETS works well with a 6/8 beat or Swing Style and produces even sounding triplet patterns.

4. FAST 4 divides each beat into sixteenth notes (four divisions per beat). FAST 4 works well when recording latin style or 16 beat drum parts.

5. FAST 6 divides each beat into sixteenth note triplets (six divisions per beat). FAST 6 is good when recording Swing or Contemporary drum and percussion parts.

6. MELODIES divides each beat into 12 parts. Recording a song close to any basic rhythmic pattern will place the notes into an exact pattern (whole, half, quarter, eighth, sixteenth, and their triplet notes). MELODIES works well with melody lines and is a general purpose selection that assists with timing.

NOTE: Many players may find it best to leave this feature off. In addition, this feature may create a mechanical feel to a recording .

NOTE: This feature works best when the tempo is slowed down dramatically when recording.

93 METRONOME [T1]

Pressing 9, then 3, then Enter turns on the Metronome feature while recording a song.

**METRONOME
ON**

Pressing 93 and Enter again turns the Metronome feature off

**METRONOME
OFF**

Factory preset for the Metronome feature is off.

94 AOC ALL [T1]

Pressing 9, then 4, then Enter turns the AOC ALL Advanced Feature on and off.

With Orchestral and Tab sounds (Flutes, Strings...) selected, and AOC All is turned on, the Orchestral sounds are included in the formation of AOC harmonies along with the Tab sounds; when AOC is selected from the organ control panel.

With Orchestral and Tab sounds (Flutes, Strings...) selected, and AOC All is turned off, the orchestral sounds do not AOC, only the Tab sounds do. Refer to the AOC section of your Owner's Guide for details on the AOC harmony effect.

95 VOLUME PEDAL DATA [T2]

Pressing 9, then 5, then Enter turns the Volume Pedal Data feature on. With the feature ON the Music Recorder will playback recordings using the Volume Pedal levels generated when the recording was made. Moving the volume pedal while the feature is ON causes the recorded volume pedal levels to be ignored in favor of the level currently being set (for the remainder if the recording). The Information Center window will display...

**VOL. PEDAL DATA
ON**

To turn the feature OFF press, 9, 5, Enter again. With the feature OFF the organ will playback recordings using current volume pedal levels (not those recorded).

To activate MIDI IN Volume Pedal Data (Expression) for Music Recorder operation, make sure both Advanced Feature 95 and 103 are set to ON.

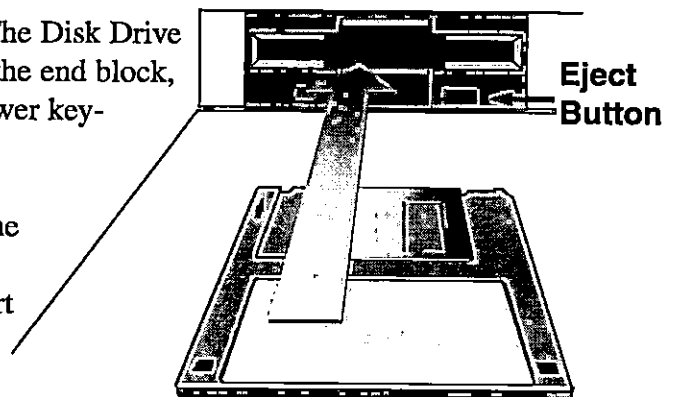
97 FORMAT [T4]

Pressing 9, then 7, then Enter allows you to format a diskette for use with your Lowrey LX series organ. You must format a diskette before it can be used.

The Disk Drive on your Lowrey organ is compatible with any brand 3.5" computer disk, Two Sided, High-Density (2HD) or Two Sided, Double - Density (2DD).

1. Insert the disk to be formatted into the Disk Drive. The Disk Drive is located on the left side of the upper keyboard, under the end block, just above the power switches that are located on the lower keyboard end block.

Be sure that the label side of the disk is facing up and the sliding cover portion of the disk points toward the disk drive of the organ. See the illustration to the right. Insert the disk fully into the disk drive. The Eject button will pop out when the disk is fully inserted.



2. Press 9, 7 and Enter on the Keypad. The Information Center Window will display...

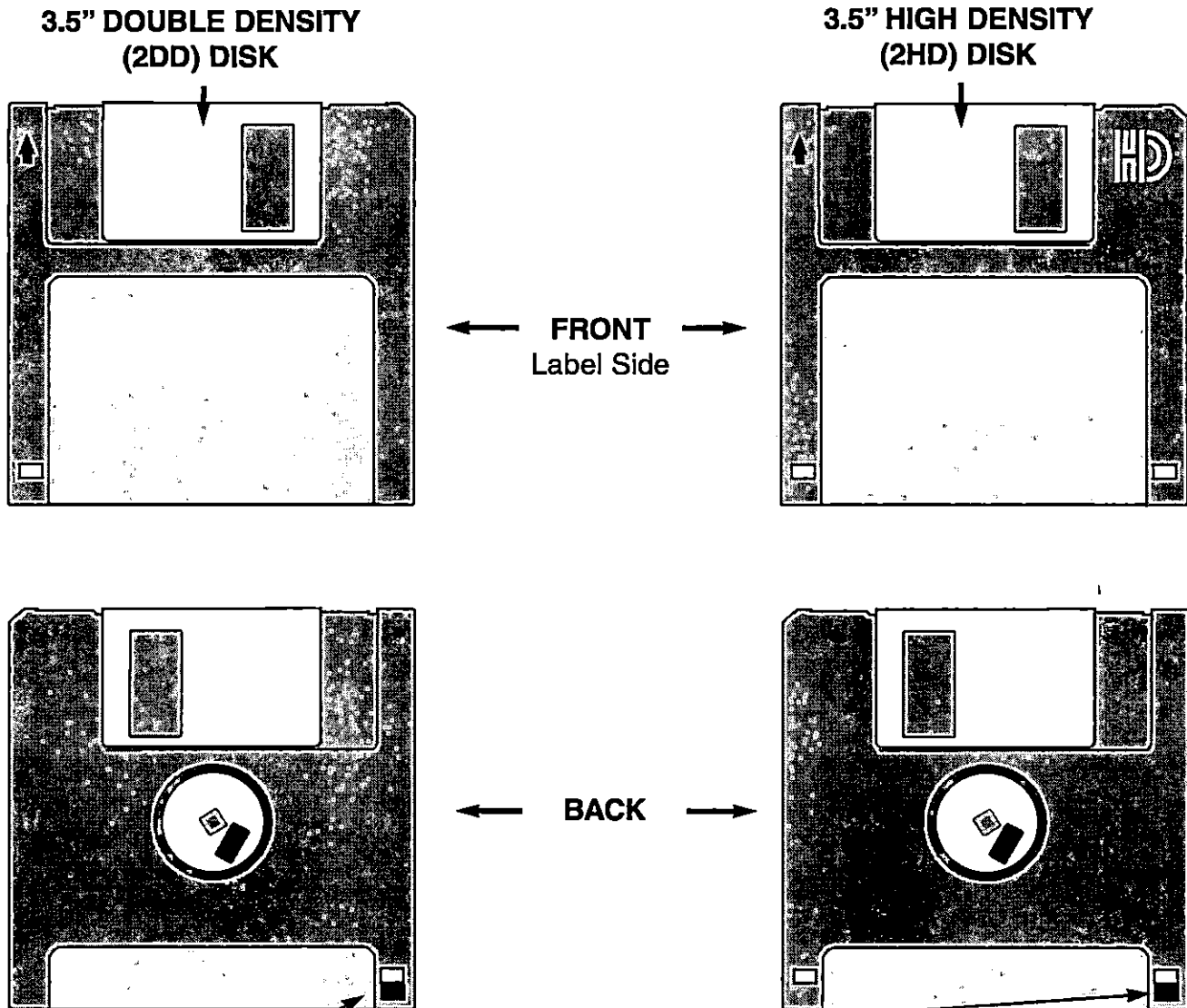
**FORMAT DISK ?
1. YES 2. NO**

The "2. NO" response will be flashing. Pressing Enter now will stop the Format process. **Remember**, the formatting process erases any data stored on a disk. Press either Scroll button or press 1 on the Keypad to cause the "1. YES" response to flash. Press Enter to answer YES. The window will display...

**FORMAT TYPE ?
1. 2HD 2. 2DD**

If the disk is labeled **2HD** press Enter to select this type of disk. If the disk is labeled **2DD** press either Scroll button once or press 2 on the Keypad to cause "2. 2DD" to flash, then press Enter. This step is required because there are two different types of disks on the market that may be used with your Lowrey organ.

The following illustration shows both styles of disks, front and back. The easiest way to differentiate a 2HD disk from a 2DD disk is by looking at the lower corners of the disk. A 2HD disk has two square holes in the lower corners, while a 2DD disk has only one hole in a lower corner. Somewhere on the disk a label or marking should reveal the disk type.



Sliding Window Tab: When the window is open the disk is "write protected". You may not format the disk or store any files when in the open position. When the window is closed the disk is not write protected. You may format the disk and store files when in the closed position.

After selecting either the 2HD or 2DD distinction, the Information Center window will display...

**FORMAT ERASES DISK
SURE ? 1. YES 2. NO**

Again, the "2. NO" response flashes. Respond YES by pressing either scroll button once or pressing 1 on the Keypad, then press Enter. When the Formatting procedure is complete the Information Center window will display...

**FORMAT COMPLETED
SPACE AVAILABLE: 100%**

Any diskette not formatted for the LX series Lowrey organ inserted in the Disk Drive and attempted to be used will display the following message...

**DISK (FEATURE NAME)
DISK FORMAT ERROR**

98 TOTAL RESET

Pressing 9, then 8, then Enter activates a complete reset of the entire organ.

Every feature on the organ is returned to the factory original setting.

**TOTAL RESET?
SURE? 1. YES 2. NO**

The "2. NO" response will flash. Pressing Enter now aborts the Total Reset procedure. The Information Center window will display...

**CANCEL TOTAL RESET
ORGAN WAS NOT RESET**

Press either Scroll button once, or press 1 on the Keypad, to cause the "1. YES" response to flash. Press Enter. The Information Center window will display...

**ORIGINAL FACTORY
SETTING IS RESTORED**

Total Reset may also be initiated by holding down the E5, F5, A5, B5 and C6 keys on the upper keyboard simultaneously and then pressing the Reset button. You may also turn the Power switch off, hold the same keys down and then turn the Power switch on.

99 LIGHT SHOW [T1]

Pressing 9, then 9, then Enter turns the Lowrey Light Show display on. This is a dazzling display using the button lights on the organ.

During the Light Show, the Information Center window will displays the name of the organ.

MIDI ADVANCED FEATURES

You never need to use these MIDI features to enjoy playing your Lowrey organ!

100	MIDI Scroll	104	Damper (ON)/OFF
101	MIDI (ON)/OFF	105	Pressure ON/(OFF)
102	MIDI Master Volume (ON)/OFF	106	Local (ON)/OFF
103	Expression (ON)/OFF	107	Base Channel

MIDI is an acronym for Musical Instrument Digital Interface. MIDI is a universally accepted standard medium by which electronic musical devices transmit and receive performance information.

A common application of MIDI capabilities is when you see a musical performance and the keyboard player has numerous keyboards and sound modules stacked around. All these instruments are interfaced through MIDI so that the player can access all the sounds and features from all the instruments from one keyboard. While this is a simplified description of a complex assembly of instruments, this is one way that MIDI is utilized. There are numerous other applications.

For more information regarding MIDI applications consult your Lowrey Dealer.

The following MIDI Advanced Features are of no use and perform no function unless a MIDI compatible device (keyboard, sound module, computer with a specific MIDI software application...) is hooked up to your organ. Any MIDI device will have additional instructions on how to implement and use it.

100 SCROLL [T0]

Pressing 1, 0, 0, then Enter displays MIDI in the Information Center window. Use the Scroll Up and Scroll Down buttons to display the names of the MIDI features, one at a time, in the window.

101 MIDI (ON)/OFF [T1]

Pressing 1, 0, 1, then Enter turns MIDI off. No MIDI data can be transmitted or received. The Information Center window displays...

MIDI
OFF

Pressing 101 and Enter again turns MIDI on.

MIDI
ON

Lowrey factory preset condition is MIDI on.

102 MIDI MASTER VOLUME (ON)/OFF [T1]

Pressing 1, 0, 2, then Enter turns MIDI Master Volume control off. The Information Center window displays...

**MIDI MASTER VOLUME
OFF**

Pressing 102 and Enter again turns it on.

**MIDI MASTER VOLUME
ON**

The factory preset condition is on.

MIDI Master Volume data is transmitted and received through the BASE Channel.

103 EXPRESSION (ON)/OFF [T1]

Pressing 1, 0, 3, then Enter turns transmitting and receiving of MIDI Expression data off. The Information Center window displays...

**MIDI EXPRESSION
OFF**

Pressing 103 and Enter again turns in on.

**MIDI EXPRESSION
ON**

The factory preset condition is on.

104 DAMPER (ON)/OFF [T1]

Pressing 1, 0, 4, then Enter turns the transmitting and receiving of MIDI Damper data off. The Information Center window displays...

**MIDI DAMPER
OFF**

Pressing 104 and Enter again turns in on.

**MIDI DAMPER
ON**

The factory preset condition is on.

105 PRESSURE ON/(OFF) [T1]

Pressing 1, 0, 5, then Enter turns the transmitting and receiving of MIDI Pressure data off. The Information Center window displays...

**MIDI CH PRESSURE
OFF**

Pressing 105 and Enter again turns it on.

**MIDI CH PRESSURE
ON**

The factory preset condition is on.

106 LOCAL OFF [T1]

Pressing 1, 0, 6, then Enter switches the LOCAL keyboards between on and off. When this feature is activated all keyboards and pedals are set to MIDI Local Off, resulting in no sound being produced when pressing keys or pedals. The Information Center window displays...

**MIDI LOCAL OFF
ENTER 106 TO CANCEL**

The Information Center window continues to display the above message with MIDI in the Local Off condition. Initiating any other Advanced Features with Local Off active is possible. However, the display will return to the above illustrated message when finished with the other Advanced Feature ([T2], [T3], [T4]). Any Advanced Feature ([T1]) that takes over the control of the display, such as Drawbar Display or Counter, may not be used with MIDI Local Off active.

Factory preset condition is Local On. Reset and Power-up always returns the organ to Local On.

107 BASE CHANNEL [T2]

Pressing 1, 0, 7, then Enter lets you select the MIDI Base Channel (1-16).

**MIDI BASE CHANNEL
1**

Use the Scroll Up and Scroll Down buttons to display other Base Channel selections in the Information Center window.

MIDI Master Volume, Expression and Damper data is transmitted and received through the BASE Channel.

Factory preset condition is channel 1. Reset and Power-up always returns the organ to channel 1.

Lowrey Base Channel Assignment

When the base Channel is 1...

<u>ORGAN SECTION</u>	<u>MIDI IN/OUT CHANNEL</u>
Upper	1
Lower	2
Pedal	3
Lower, Right of Split	4
Drums	10

Changing the base Channel to 2...

<u>ORGAN SECTION</u>	<u>MIDI IN/OUT CHANNEL</u>
Upper	2
Lower	3
Pedal	4
Lower, Right of Split	5
Drums	11

Changing the base Channel to 8...

<u>ORGAN SECTION</u>	<u>MIDI IN/OUT CHANNEL</u>
Upper	8
Lower	9
Pedal	10
Lower, Right of Split	11
Drums	1

Program Change data is transmitted and received through the BASE Channel and uses the General Preset buttons in the following manner:

CATEGORY	GENERAL PRESET	PROGRAM
BANK BUTTON	BUTTON	NUMBER
NONE	NONE	0
NONE	1-10	1-10
A	1-10	11-20
B	1-10	21-30
C	1-10	31-40
D	1-10	41-50
E	1-10	51-60
Theatre	1-10	61-70
Country	1-10	71-80
Big band	1-10	81-90
Shows	1-10	91-100
Latin	1-10	101-110
Sacred	1-10	111-120

LX MIDI IMPLEMENTATION CHART

MODEL: LX/510

December 1997

Version: 1.0

		ORGAN MODE				GENERAL MIDI MODE			
		Transmitted		Recognized		Transmitted		Recognized	
Basic Channel	Default	1 (Base+0)	Upper	1 (Base+0)	Upper	1 (Base+0)	Upper	1-9	
	& Changed	2 (Base +1)	Lower	2 (Base +1)	Lower	2 (Base +1)	Lower	10	Drum
		3 (Base+2)	Bass	3 (Base+2)	Bass	3 (Base+2)	Bass	11-16	
		4 (Base+3)	Lower Solo	4 (Base+3)	Lower Solo	4 (Base+3)	Lower Solo		
		10 (Base+9)	Drum	10 (Base+9)	Drum	10 (Base+9)	Drum		
Mode	Default	-		3		-		3	
	Messages	X		X		X		X	
	Altered	-		X		-		X	
Note Number	:True Voice	36-96		18-114		36-96		18-114	
Velocity	Note On	1-127		1-127		1-127		1-127	
		64	Pedal	1-127	Bass	64	Pedal	1-127	
	Note Off	X		X		X		X	
Pressure Channel	Polyphonic	X		X		X		X	
		O	(U=1, L=2)	O	(U=1, L=2)	O	(U=1, L=2)	O (U=1, L=2)	
Pitch Bend		X		X		X		O	
Control Change		7(Base)	M. Volume	7(Base)	M. Volume	7(Base)	M. Volume	0	BankSel1st
		11(Base)	Expression	11(Base)	Expression	11(Base)	Expression	7	M. Volume
		64(Base)	Damper	64(Base)	Damper	64(Base)	Damper	22	BankSel2nd
						80(Base)	L.FootSW	10	Pan
						81(Base)	Touch Bar	11	Expression
						82(Base)	R.FootSW	64	Damper
						83(Base)	FX Switch		
					84(Base)	Intro/End			
Program Change	:True #	O	*1	O	*1	O	*1	O	
		0-120	(LX-510)	0-120	(LX-510)	0-120	(LX-510)	0-127	
System Exclusive		O		O		O		O	
System Common	:Song Pos	X		X		X		X	
	:Song Sel	X		X		X		X	
	: Tune	X		X		X		X	
System Real Time	:Clock	O		O		O		O	
	:Commands	O	(FAH,FCH)	O	(FAH,FCH)	O	(FAH,FCH)	O	(FAH,FCH)
Aux Messages	:Local On/Off	O		O		O		O	
	:All Notes Off	O		O		O		O	
	:Active Sense	O		O		O		O	
	:Reset	X		X		X		X	
Others		Change to General MIDI mode by inserting a Standard MIDI file disk into the Disk Drive. *1: Use General Preset for Program Change.				Change to ORGAN mode by removing the Standard MIDI file disk from the Disk Drive. *1: Use General Preset for Program Change.			

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

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



O:Y
X:N

IMPORTANT SAFETY INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following.

1. Read all the instructions before using the product.
2. Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
4. The product should be located so that its location or position does not interfere with its proper ventilation.
5. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
6. Keep the instrument away from electrical motors, neon signs, fluorescent light fixtures and other sources.
7. This product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.
9. Always turn the power off when the instrument is not in use. The power supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. During an electrical storm, turn off the power and unplug the product.
11. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
12. The product should be serviced by qualified personnel when:
 - A. The power supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquids have been spilled into the product; or
 - C. The product has been exposed to rain;
 - D. The product does not appear to operate normally or exhibits a marked change in performance; or
 - E. The product has been dropped, or the enclosure damaged.
13. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

SAVE THESE SAFETY INSTRUCTIONS

	CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN		WARNING TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.
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AVIS: RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRIR

CAUTION - TO REDUCE THE RISK OF ELECTRICAL SHOCK, DO NOT REMOVE COVER (OR BACK).
NON-USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the products enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

LOWREY[®]
Organ Company

825 East 26th Street
LaGrange Park, IL. 60526

993-043264-000