

midjay & midi player
live audio

Owner's Manual



KETRON



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SAFETY INSTRUCTIONS

AC Power Adaptor

To connect the instrument to the wall socket you will need the supplied KETRON AC Power Adaptor. Use of other AC adaptors could result in damage to the instrument's power circuit. So be sure to ask for the right kind.

Instructions About Risk of Fire, Electric Shock or Injury to Persons

Warning: to reduce the risk of fire or electric shock, do not expose this instrument to rain or moisture.

Earthing: this product must be connected to an earthed outlet. In case of malfunctioning, the earthing will reduce the risk of electric shock. The instrument comes with an earthed power cable and plug to be used with an earthed outlet. Improper earthing connections may cause electric shocks. In case of doubts, have your electric installation checked by a qualified electrician.

Do not modify the power cable coming with the instrument.

Important Safety and Installation Instructions

- Before using this instrument, carefully read the User's Manual.
- When the instrument is used by children, the presence of an adult is required.
- Do not use the instrument near water, for example near a wash-basin, a swimming-pool, a wet surface, etc.
- Power Supply. Before connecting this instrument to any other equipment (amplifier, mixer, other MIDI instruments, etc.) make sure that all units are switched off.
- Do not play the instrument at a high volume for a long period of time: exceedingly loud music can cause damage to your health.
- The instrument is to be used in a position where adequate ventilation is provided.
- Use the instrument far away from heat sources such as radiators, heaters, etc.
- Disconnect the power cable if the instrument is not used for longer periods of time.
- Be careful to avoid any objects or liquids from falling into the inside of the enclosure.
- Bring the instrument to an service centre in the following cases:
 - a. Damages on the power cable or plug.
 - b. Objects or liquids fallen into its inside.
 - c. The instrument has been exposed to rain.
 - d. Abnormal running or an evident decrease of the instrument's performance.
 - e. The instrument has fallen down or the enclosure has been damaged.
- Never try to repair the instrument yourself. All operations must be performed by specialised engineers.

How to Avoid Radio/TV Interference

This instrument operates at radio frequencies, and if not correctly installed according to the instructions supplied, it may cause interference with radio and television reception.

Though this instrument has been designed according to the applicable standards and notwithstanding the reasonable protections against interference it has been equipped with, there is no guarantee that such events will not occur. In order to check if the interference is actually caused by this instrument, switch it off and see if the interference disappears. Then switch it on again and check if the interference appears again. Once you have made sure that the interference is originated by this instrument, take one of the following measures:

- Turn the radio or TV antenna in a different direction.
- Modify the instrument's position with respect to the receiver.
- Increase the distance between the instrument and the receiver.
- Connect the instrument's plug to a different outlet to make sure that the instrument and the receiver are connected to two different circuits.
- If necessary, contact a specialised technician.

How to Clean This Instrument

Use only a soft and dry cloth to clean the external surface of your instrument. Never use petrol, thinners or solvents generally speaking.

In Order Not to Loose Data

Please remember that the data stored in the instrument can be deleted at any time in case of abnormal running conditions. We therefore advise to carry out back-up copies of your data during the various programming phases.

INTRODUCTION

Congratulations on your purchase of the new KETRON MIDJAY Multi-Player (pronounced 'mi-dee-jay'). Your Multi Player is designed and built to provide you with long-term trouble-free performance. Drawing on over 29 years experience in the design and manufacture of musical instruments, the KETRON engineers were able to optimize the design of the MIDJAY to include comprehensive features such as quick and easy playback of Wave, MP3 and MIDI Files, the capability to suppress the Lead vocals of a Wave Song, gradually fade out of one Song into another (Cross Fade), chain up to 10 Songs and have the unit play them back-to-back automatically (Play List), addition of Styles and Voices to be used as a sound module or Drum machine in conjunction with an external controller or Sequencer, and a massive 20GB Hard Disk capable of being linked to a PC/Mac via a USB port for data download and transfer.

Before you start using MIDJAY, please read these instructions carefully to enjoy optimum performance and a longer service life. This manual can also be used in conjunction with the XPress Manual (that can be downloaded from our website). Keep this manual in a safe place for future use.

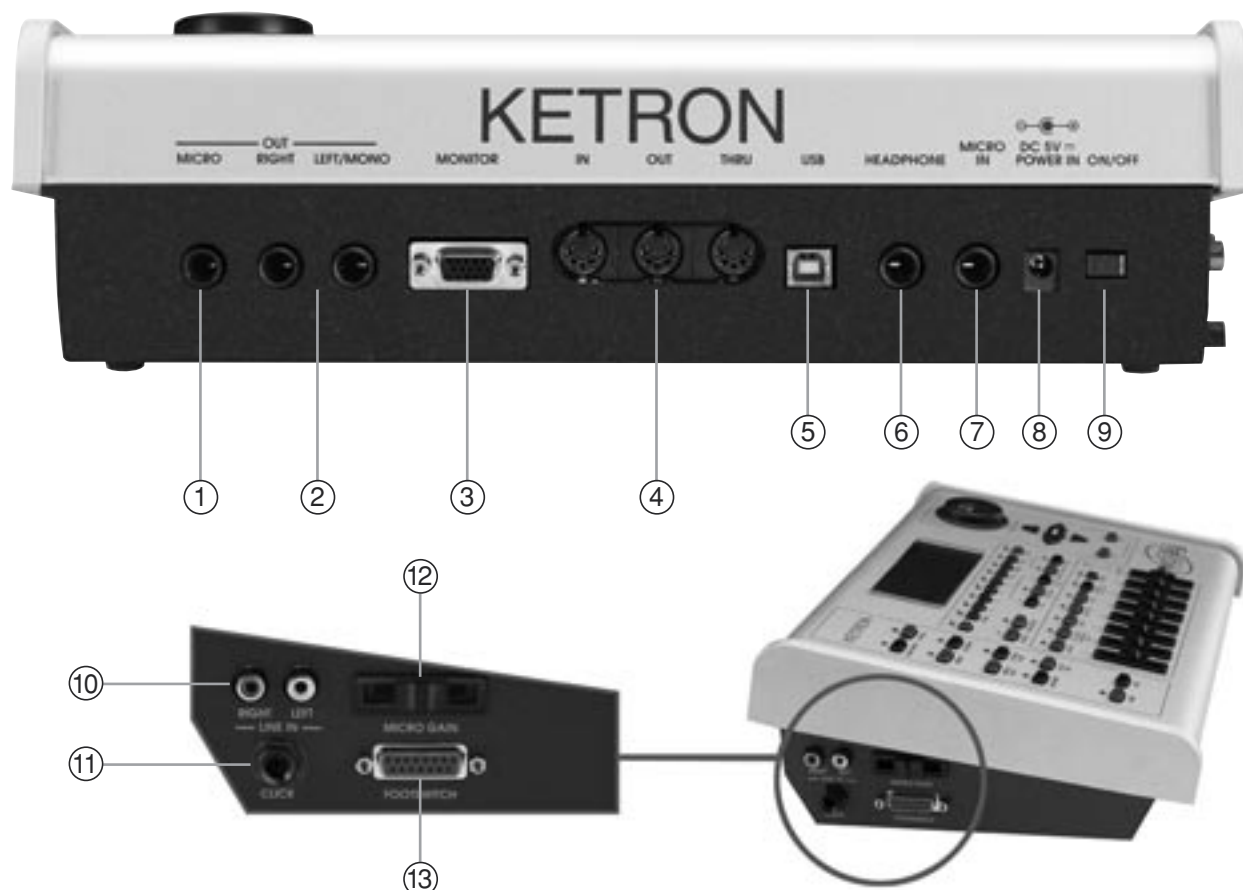
TURNING ON THE MIDJAY

When you turn on the unit, the "MIDJAY" logo will be displayed for a couple of seconds while it boots up. Next the current Operating System release will be shown on the unit as well. The Operating System resides in flash and can always be updated to include new functions (as requested by our customers). For further information on updating the MIDJAY, go to page 36 of the manual.

At the end of the initialization stage (boot), a display will appear with a list of Files contained in the MIDI File directory, and the related LED will flash.



OUTPUT / CONNECTIONS



- ① **Out Micro:** Separate output for the microphone to be directed toward the external amplifier.
- ② **Out Right - Left / Mono:** Stereo output to connect to your stereo equipment/PA/Mixer, etc.
- ③ **Out Monitor:** For the connection to a Computer monitor. In order to connect the device to a TV (home TV or similar equipment), it is necessary to use a PC/Mac video converter for TV. This product is distributed by Ketron or can be purchased in stores that sell Computer equipment.
- ④ **MIDI In/Out/Thru:** Output for MIDI connection toward devices equipped with this type of interfacing.
- ⑤ **USB:** USB component for the connection of the MIDJAY to the Computer. This type of connection is recommended for the procedures of transfer and reorganization of Files.
- ⑥ **Headphone:** Output for the connection to stereo headphones.
- ⑦ **Micro In:** Input for the connection of the microphone.
- ⑧ **DC 9V Power In:** Connector for the MIDJAY's dedicated power supply unit.
Important: Use only the power supply unit provided with the MIDJAY.
- ⑨ **ON/OFF:** MIDJAY's ON/OFF switch.
- ⑩ **Line In - Left/Right:** Input for external audio line. Through the Line In slider, this connection can be used to control the volume of external equipment (like a CD Player, a Dat, or to record in HD Recording Mode).
Warning: When the MIDJAY is connected to a Mixer, and the mixer's output is redirected toward the Line In input, a common audio LOOP effect can take place. Such occurrence could be very dangerous for the monitors connected to the system (especially for tweeter monitors). In order to avoid this inconvenience, use the Local OFF function (See Hard Disk recording - Edit).
- ⑪ **Click:** Output for metronome Click. Direct this output toward a Mixer or a headphone amplifier. The direct connection to typical headphones (passive) will not ensure sufficient volume.
- ⑫ **Micro Gain:** Slider to control microphone Gain input
- ⑬ **Footswitch:** Connection for Ketron FS6 - FS13 Footswitch. This component is used as a foot pedal to control several functions, like Start, Stop, Fill, etc.



The controls of the MIDJAY are clearly laid out for easy operation. The buttons on the left side of the unit are used for functions and in some cases, these functions will change depending on the current situation/use of the unit.

[Lead Mute] This button is used to remove the Lead Voice (or notes) from a MIDI File or suppress it from a Wave File.

[Voice] This button is used to select the Voices within the MIDJAY module. These Voices can be played through an external controller such as the KETRON GP10, a MIDI accordion or MIDI Guitar. The Voices can be recalled using two different methods: Program Change (see related table) or directly from the MIDJAY panel.

[Menu] This accesses a bunch of functions within the module such as the Play Modes, MIDI settings, DSP, Footswitch settings, Monitor settings and Metronome Click settings.

[Alphab] This button is in conjunction with the Play List buttons ABC, DEF... Z to search for Files alphabetically within any selected Folder.

[Lyrics/Text] This is used to display lyrics or text associated with MIDI Files or Wave Files.

[Cross Fade] It allows the capability of obtaining a fading effect between one Song and the next (works on MIDI and Wave Files).

[Registr.] This is used to call up different settings of MIDJAY for quick performance and access to Song settings.

[Play List] This button grants access to the various Play Lists (combination of up to 10 Songs that are instantly recalled). They are displayed by simply pressing the Play List buttons 0-9.

[Disk] This activates access to the Disk functions when used in conjunction with the Edit button (Copy, Move, Delete, Rename, New Folder) for File or Song management.

[Edit] This button is used for various edit purposes. According to the type of File chosen (Wave, MIDI, MP3), the Edit command will ensure different functions.

[Tap/Tempo] The Wave and MIDI File Modes allow to display and edit the time value of the current Song. In Style Mode, the key operates in Tap\Time function.

[Transpose] It is used to edit the transposer. This function works with Wave, Style and MIDI File.

[<</Split] This button is used to rewind a Wave, MIDI File or MP3 which is playing. In Arranger / Style Mode this button sets the Split point of the Arranger.

[Record] This button is used to record all activity that happens on the MIDJAY in real time or record a signal coming in through the Line IN input jack. The File is stored as a Wave File directly onto the Hard Disk.

[>>/Voice (Level)] This button is used to fast-forward a Wave, MIDI File or MP3 Song. It is also used to set the level of the Voice being played through the Module (in Arranger Mode when the Style button is turned ON).

[Start/Pause] This button is used to start playing the selected File (Wave, DJ Loop, Grooves, Effects, Styles, MIDI Files and MP3s).

[Stop] This button is used to Stop playback of the current selection. If pressed together with the Start/Pause button (Full Stop), all activity is stopped at once regardless of the current selection.

Using the keys above the sliders, it is possible to access quickly the different types of Files.

[Wave] It is used to access the Files with a Wav extension. It is advisable to store all Wave Files in this Folder when copying Files from your CDs or Computer into the MIDJAY. The Wave File is an uncompressed audio File, created by Microsoft, which has become a standard in the world of PCs.

[DJ Loop/Groove/SFX] This button is used to display the Folders that contain the DJ Loops, Grooves and Effects. Selecting any of the Folders and going in, displays the associated Files.

[Style] This button is used to display the Styles within the MIDJAY. Initially the ROM Styles are displayed. The Disk Styles can be displayed by pressing the Exit button. We advise that you copy all your Styles into this Folder as well.

[MIDI File] It is used to access the Files with a Mid extension. MP3. It is used to access the Files with a MP3 extension. The MP3 File (MPEG-1 Audio Layer-3) is a compressed Audio File whose size occupies about 1/12 of the original Wave File.

[Micro (Vocalizer)] The Micro key grants the access to functions specifically dedicated to setting the microphone and the Vocalizer (optional).

[Talk/Line IN] With the Talk key, it is possible to eliminate the Reverb effect from the Microphone.

When the related LED flashes, the microphone is in the Dry Mode. The corresponding slider volume is used to control the volume of the device (such as an external CD or Minidisk Player) that is connected to the Line IN input on the side of the MIDJAY.

These Files each have independent volume controls at the bottom so you can evenly balance between different Songs that are playing simultaneously!

To the right of the Player are the data controls used to select the various Files as they are shown on the screen.

[Alpha Dial] The Alpha Dial rotary command is used to modify a value or to position oneself on a chosen File.

[Enter] This is used to confirm an operation such as playing a highlighted File or confirming a displayed message.

[Exit] Is used to get out of a current operation or in some cases (such as with Styles or Voices) toggle between different types.

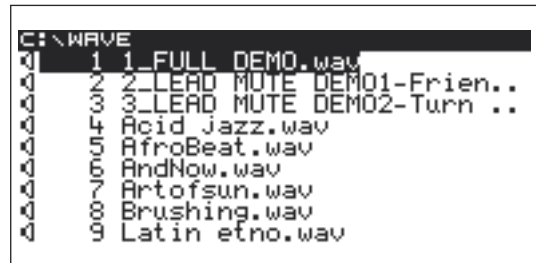
[Save] It is used for all saving functions. If pressed within the Wave, DJ Loop/Groove/SFX or MP3 Folder, the Machine.ini File is saved; this is the File which contains all information regarding the settings that are supposed to be working at the time of startup of the instrument.

WAVE

The MIDJAY comes with some bonus Wave Files for your listening and performance pleasure. These Files are found in the Wave Folder of the internal Hard Disk. Of course you can always download your own Wave Files or music from existing CDs into the Player for future playback.

PLAYING WAVES

1. With the unit turned ON, press the **Master Folder Wave** Player button (this button should be on by default whenever the Player is turned ON and the blue LED should light up). The top of the screen shows the Folder location "C:\Wave" and it lists all the contents of this Folder. The first column shows the type of File with a small icon.. (The speaker icon is used to denote a Wave File, while the Folder icon is used to denote Folders within this directory which contain other Wave Files of a certain category or other Folders with still more Wave Files). The second column shows the number assigned to each File within the Folder as it was loaded into the Hard Disk of the MIDJAY. This makes searching for a File numerically easier (using the numbers **0-9**)... if you remember the number that was assigned to the File in question.
2. Highlight (using either the **Alpha Dial** wheel or "**^**" and "**v**" **Cursor** keys) the File you wish to play and press **Enter** or **Start/Pause** to start playing it. If you select a Folder "*Folder sign here*", the Files within the Folder will be displayed once you press **Enter**. Proceed as above to select and play any of the Files within the selected Folder.
3. To pause a File while it is playing, simply press the **Start/Pause** button. The associated light (LED) will flash.
4. Playback will resume from this point if this button is pressed once more.
You can select another File (while the first is still playing) and press **Enter** to instantly start playing the new Song (the previous Song is stopped immediately).



The Song Position buttons "**<<**" and "**>>**" can be used during the performance to either fast forward or rewind the Song to a specific location by pressing and holding either one. The "**SONG TIME**" screen displays to show the name of the File playing along with the total time of the Song and the time left for the Song to end. During a performance you can periodically press one of these buttons (do not hold down) just to see how much time is left for you so you can prepare the next Song for the performance. DJs will find this very useful.

WAVE MENU

In order to enter the Edit Mode pertaining the Wave File, press the **Wave** key and select one File, then press the **Edit** key.

The functions related to Wave are the following:

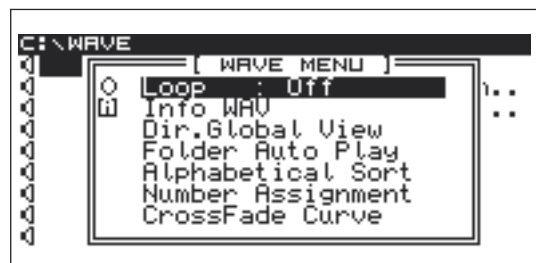
Loop: When the Loop function is active (ON), the Wave File will start again from the beginning, upon reaching the end, without having to press the **Enter** or **Pause** key.

It is possible to select the Loop function using the **Cursor** keys and to turn it on or OFF using the **Enter** key.

Info WAV: This function displays the data pertaining the Wave currently playing:

Title, Size, Rate, Tyle, Bit, Time.

It is possible to select the Info Wave function using the **Cursor** keys, and to accept it pressing the **Enter** key. The following Functions, which are active in the **Wave Folder**, are common also in the other **DJL**, **MIDI File**, and **MP3** Folders.



COMMON FUNCTIONS

Dir. Global View: It displays all types of Files, also those which do not have a Wav extension. It is possible to select the function using the **Cursor** keys and to turn it on or OFF using the **Enter** key.

Folder Auto Play: With this function it is possible to execute all Files contained in the current Folder; when the last Song has been executed, the first will be played back automatically. It is possible to select this function using the **Cursor** keys and to turn it on using the **Enter** key.

Alphabetical / Numerical Sort: This function displays all Files, contained in the directory, in alphabetical order or in numerical order. The progressive number assigned in this case concerns only the displaying of the Files, and is not stored permanently in the memory within the File itself. (On the contrary, this permanent storage occurs when using the Number Assignment function - See below).

Furthermore, the Alphabetical or Numerical option specifies whether the Number Assignment procedure will be performed also by following the alphabetical or numerical order. The Alphabetical / Numerical selection is carried out with the **Cursor** and **Enter** keys.

Number Assignment: In standard Mode, the MIDJAY typically arranges the Files' names alphabetically and numbers them in chronological order (that is, following the order of input). Therefore, when a new File is added, the number assigned to the Files inside the Folder changes.

The Number Assignment function allows you to associate a progressive number with each File. In this way, the number remains stored in the memory, even when additional Files are added at a later time.

IMPORTANT: Whenever a new Number is assigned, the directory is updated, according to the pre-existing Files, and, consequently, the Files' numerical and alphabetical lists are modified.

Therefore, it is recommended not to perform too often a Number Assignment procedure, as, each time, the entire repertoire's numerical order changes completely. It is advisable to assign Numbers only during the initial organization of the Disk and of the various directories. This procedure will ensure that the repertoire's list, once printed and organized for several Folders, will remain current in time. New Files, that are stored afterwards in the MIDJAY, will be added at the end, with progressive numbers and in alphabetical order, without changing the pre-existing list and numerical assignments.

Here is the procedure to follow:

1. Select the Folder which you intend to use for the Files' numerical assignment and press **Edit**.
2. Select the **Number Assignment** function with the **Cursor** keys and press **Enter**.

If the Files have never been numbered, the message *"Assign number to Files"* will appear.

Press **Enter** to confirm. The display, according to the active Folder, will show the message *“.WAV (or .MP3 or .MID, etc.) Files only” - “All Files”*.

The *“.Files only”* option allows you to number only those Files whose extension corresponds to that of the active Folder (for instance, only Wave Files, if the Wave Folder is active). On the other hand, if the *“All Files”* option is chosen, all Files in the Folder will be numbered, even those with a different extension: MID, MP3, REG, PLS, DJL, GRV.

The Files with a number assignment will show a small triangle on the right side of the number.

Whereas, if the Files have been numbered at least once, a double message will appear: *“Assign number to Files” - “Remove number from Files”*.

In order to continue with a new number assignment, choose **Enter** in the first function. Otherwise, if you intend to erase all numbers previously stored, select the *“Remove number from Files”* option, and then press **Enter**.

Cross Fade: This feature grants the ability to change gradually the volume in-between an outgoing Song (fade out) and an incoming one (crescendo). It works between two Wave and two MIDI Files. In a Play List environment, this feature works also among Wave, MP3, and MIDI Files.

The Cross Fade curve can be set in the Edit Menu, with three different typologies: **Slow**, **Medium** or **Fast**.

The chosen Curve is selected as follows:

1. Select the **Cross Fade Curve** with the **Cursor** keys and view the three available Modes with the **Enter** key.
2. Select one of the three Modes with the **Cursor** keys and press the **Enter** key.

THE MANIPULATION OF WAVE FILES

There are some interesting functions that MIDJAY can do to Wave Files to better personalize and enhance your performance. Until now, one of the limitations to Audio was being able to manipulate the Songs so that you could for an example change the speed/temp without changing the pitch or change the key of a Song or take out the Lead Voice of a Song so you could sing over the music. Thanks to new technology and great Engineering, KETRON has provided these functions in yet a tiny little box!

SUPPRESSING THE LEAD VOICE FROM A SONG - LEAD MUTE

With the **Lead Mute**, simply pressing this button suppresses the Lead Voice while the music continues to play and the audience can now sing the Lead parts or choral part in time with the music. At the touch of a button, the Lead is restored. When playing back a Wave File, the Lead Mute button provides the capability to 'suppress' the Lead Voice in a Song, allowing for someone else to sing the Song with their own expressions and feelings. (The effect of this greatly depends on the Wave File being used and as such will be felt more in some than others). To suppress the Lead Voice or part, simply press the **Lead Mute** button when the Wave File is playing. This feature does not work on MP3 Files. Again it should be noted that this feature will have a better response on many Wave Files but not all.

WAVE PITCH AND STRETCH

The MIDJAY allows to edit the Wave time in two different ways: Pitch and Stretch.

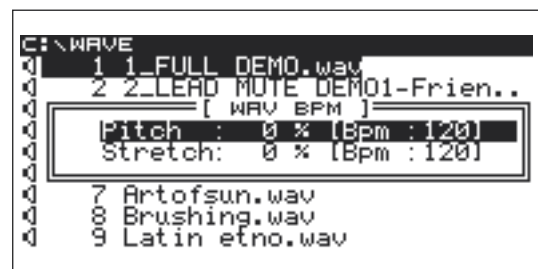
Pitch: editing the Wave time through the Pitch means that the time is modified by raising or lowering the Pitch, that is the tuning of the Wave.

Stretch: With the Stretch Mode, only the Wave time is edited. The Pitch remains the original one, independently of the time value.

Here is the procedure to perform the editing of the time Wave:

1. Select the Wave File and execute it with the **Start** or the **Enter** key.
2. Press the **Tempo** key, and, with the **Cursor** keys, select the desired Mode (**Pitch** or **Stretch**).
3. The percentage value of time increase or decrease can be modified with the **Alpha Dial** wheel.

If the time is increased using the Stretch Mode, it is possible to edit the value even before executing the File. This procedure allows you to perform the change of time without bothersome skips. It is possible to record the Wave on Hard Disc Recording with a modified time value. This allows us to recall the Wave quickly, without having to reset the Time changes every single time; furthermore, the original File will remain unchanged.



WAVE TRANSPOSER

With this function, you are no longer forced to sing along to a Song in the key in which it was initially performed. Some artist go through months and even years of vocal training and exercise to be able to perform the way they do so trying to imitate them in a flash just might not cut it. Rather than 'meeting the music', why not have the music 'meet you' in the range you feel more comfortable with? Can this be done? With MIDJAY, yes it can. It is now possible to transpose a Wave File or Song so you can sing along or perform in the key or tone you feel more comfortable with.

To proceed:

1. Select and play the Wave File.
2. Press the **Transpose** button.
3. While the "Transpose" screen is up (for about 4 seconds), change the transposition value buy either using the **Alpha Dial** wheel or using the **Cursor** keys.

While working in “Transpose” Mode, press the **Edit** key. 4 sound processing Modes will appear. This is due to the fact that different sound results are obtained with different transposition materials. However... the choice is yours. Select the Mode with the **Cursor** keys and turn on the feature with **Enter**.
It is possible to record the Wave on Hard Disc Recording with a modified transposer value. This will allow us to recall the Wave quickly, without having to reset the Transposer Value each time.

Keep in mind that the Transposition Modes are available only for the Master Folder Wave!

FOLDER AUTO PLAY FUNCTION

With this feature it is possible to select a Folder and execute its content. In this section is explained the way to operate this Folder, which is obviously similar to that of other Master Folders (MIDI Files or MP3).

Here is the procedure:

1. Position yourself on the Folder that you want to execute.
2. Press the **Edit** key, and position yourself with the **Cursor** keys on the **Folder Auto Play** function (checked flag); press **Enter**.
3. Press now **Exit** to exit the icon, and press the **Start** key. At this point the entire content of the Folder will be executed, starting right away from the first Song which the Folder contains!

Some Suggestions:

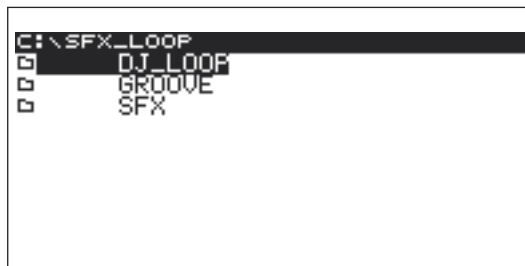
If you want to start from a certain point of the Folder content, in Folder Auto Play function, this is the procedure:

1. Position yourself on the Folder that you want to execute.
2. Press the **Edit** key, and position yourself with the **Alpha Dial** on the **Folder Auto Play** function (checked flag); press **Enter**.
3. Press now **Exit** to exit the icon, and press **Enter** again. This will allow you to view the selected Folder. Position yourself with the **Alpha Dial** on any Song, contained in the Folder, that you intend to execute, and press **Start**.
4. Now the **Start** key will execute, from that point on, all the Songs contained in the Folder!!



DJ LOOP/GROOVE/EFFECTS (SFX)

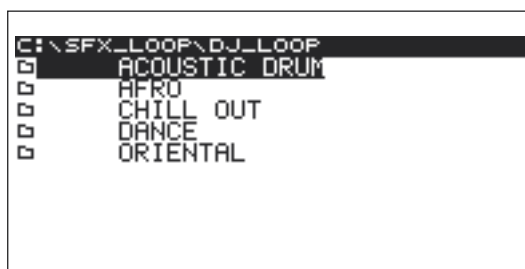
There are many DJ Loops and Effects within the MIDJAY Player and these effects can serve lots of purposes in terms of enhancing your performance or simply 'spicing it up' a little. Adding sounds like applauding, sounds of the ocean, birds, animals, machine sounds etc can be very exciting when played along with your music, and each one of these has its own great uses during performances. Here is how you play DJLOOPS, Grooves and Effects with the MIDJAY:



1. With the unit turned ON, press the **Master Folder DJ Loop/Groove/SFX Player** button. The corresponding blue LED should turn on.
2. The top of the screen shows the Folder location "C:\SFX_LOOP" and it lists all the various Sub-Folders within this Master Folder. The first column shows the Folder-type sign. The second column shows the number assigned to each Folder/File as it was loaded into the Hard Disk of the MIDJAY.
3. Highlight (using either the **Alpha Dial** wheel or "Λ" and "V" **Cursor** keys) the Folder you wish to access and press **Enter** to display the Files within this Folder

DJ LOOPS

There are certain chord structures or changes that are the fundamental musical structures to a particular type of music, (as an example it is usual for a Merengue or Reggae to have 3 major chords or 2 majors and one minor chord). Picking out the common chord changes (with Bass and chords) for many different kinds of music and incorporating these with live Drums is what KETRON has introduced into the MIDJAY as DJ Loops.



The **DJ Loops** are made of renowned musical loops

incorporating Drum, Bass and instrumental lines that stand out within a particular genre of music.

The Loop types have been arranged into Folders within the Hard drive that clearly distinguish the kinds of loops within the Folder (**Acoustic Drum**, **Afro**, **Chill Out**, **Oriental**, etc).

Select the chosen Folder; with the **Alpha Dial** or the **Cursor** keys, select the **DJ Loop** and press the **Enter** key.

The DJ Loops within this Folder are now displayed. Select any of the loops and press **Start/Pause** to start playing immediately or **Enter** to load into RAM - you can then press **Start/Pause** when you are ready to play the loop.

You will now be at the DJ Loop screen that shows you the name of the Loop selected and its associated volume, a Voice (that can be played via an external MIDI device/controller) and its associated volume, the current Split point and the Beats Per Minute (BPM) and Transposition value.

The **DJ Loop** consist of different sections: **Intro**, **A**, **B**, **C**, **D**, **Fill**, **Break** and **End**. To activate the different sections, use the 1/8 keys under the display.

You can either stop the loop musically by pressing the **End** button or stop it abruptly by pressing the **Stop** button.

Press the **Exit** button to get back to the list of other DJ Loops available for your selection.

NB: To add more to your effects, you can change from one variation to another (using the **Play List** buttons **Intro**, **A**, **B**... **End**) instantly without waiting for the Loop to complete before changing. This is accomplished by pressing the **Cross Fade** button while playing the loops.

GROOVES

When you select this **Groove Folder**, you will be brought to a screen showing you all the Groove Files within the Folder.

Highlight and select the **Groove** you wish to listen to and press **Enter** to load the Groove. "*Grv. Loading*" will be displayed while the Groove loads.

You will now be at the Groove screen that shows you the Groove selected and its associated volume, the Voice (that can be used via an external MIDI device/controller) and its associated volume, the current split point, the Bar counter and the Beats Per Minute (BPM) and Transposition value.

Press **Start/Pause** to play the Groove. The Grooves within the unit have been broken down into various variations (which can be accessed or changed using the **Play List** buttons (**Intro**, **A**, **B**, **C**, **D**, **Fill**, **Break** and **End**). You can either stop the Groove musically by pressing the **End** button or stop it abruptly by pressing the **Stop** button. Press the **Exit** button to get back to the list of other Grooves available.

```
C:\SFX_LOOP\GROOVE
1 Afro1.grv
2 Bossa.grv
3 Disco.grv
4 Ethnic.grv
5 Fusion133.grv
6 Latin dance.grv
7 Pop.grv
8 Samba.grv
```

EFFECTS (SFX)

These effects are special sounds, effects, Voices etc that can be used to enhance your performance at any time.

Selecting this Folder, you will find some Files with Special Effects, which can be instantly activated, and several attached Sub-Folders, with many other Effects divided according to genres.

Highlight and select the effect you wish to listen to and press **Enter** or **Start/Pause** to start playing it. Remember that these can be used in conjunction with the Wave or MP3 Files.

```
C:\SFX_LOOP\SFX
1 123Four.wav
2 Alarm2.wav
3 Applause.wav
4 Applause1.wav
5 Atlantic.wav
6 Bells.wav
7 Cannon.wav
8 Comeon.wav
9 Crash.wav
```

PLAYING MIDI FILES

In order to play a MIDI File, turn on the MIDJAY.

1. Press the **Master Folder MIDI File Player** button. The top of the screen shows the Folder location "C:\MIDI File" and it lists all the contents of this Folder.

The first column of the screen shows the type of File with a sign. These Folders might contain other Folders or Files as well. (You can use Folders to easily group and associate different kinds of Songs or artists for an example). The second column shows the number assigned to each File within the Folder as it was loaded into the Hard Disk of the MIDJAY.

```
C:\MIDIFILE
1 Anonimo_Veneziano.MID
2 Besame_Mucho.MID
3 Cabaret.MID
4 Doctor_Zivago.MID
5 Hello_Dolly.MID
6 I'll_Never_Fall_In_Lov..
7 La_Vie_En_Rose.MID
8 March_Mendelssohn.mid
9 March_Wagner.mid
```

2. Highlight (using either the **Alpha Dial** wheel or "**Λ**" and "**V**" **Cursor** keys) the File you wish to play and press **Enter** or **Start/Pause** to start playing it. If you select a Folder "Folder sign here", the Files within this Folder will be displayed once you press **Enter**. Proceed as above to select and play any of the Files within the selected Folder.

EDITING A MIDI FILE

In order to edit a MIDI File:

1. Select a MIDI File and play it with **Start** or **Enter**. Press the **Edit** button to go to the "MIDI File" Edit Menu where the Editable parameters are located.
2. Select "GM Part" and press **Enter** to access the "GM Part Edit" screen.

You can now modify the various General MIDI (GM) parts as you see fit by using the **Cursor** "**Λ**" and "**V**" keys to highlight the associated selection and changing its value with the **Alpha Dial** wheel.

```
[ MIDIFILE MENU ]
GM Part
Marker
Function
Dir.Global View
Folder Auto Play
Alphabetical Sort
Number Assignment
CrossFade Curve
```

Part: This is associated with the track of the MIDI File. (Think of this as your band with a maximum of 16 Players!!). As you turn the **Alpha Dial** wheel to go through all 16 parts, their associated Voices, Volumes... etc are displayed on the screen. There are 16 parts in total and for each part, you have its associated

```
GM PART EDIT
PART : 1
VOICE : GRAND
VOL : 100          REV : 40
MUTE : OFF         EFFECT : CHORUS
SOLO : OFF         LEVEL : 0
SHIFT : 0          RX CH : 1
PAN : 64           TX CH : 1
MODE : VOICE       EDIT : [*]
```

- **Voice:** This is the Voice that is used by this part (e.g. Piano, Guitar). You can highlight this and change the Voices for this part using the Alpha Dial wheel.
- **Volume:** This determines how loud the selected Voice (above) is relative to the other Voices of the other parts/tracks.
- **Mute:** Used to turn ON/OFF this particular part.
- **Solo:** Used to play only this particular part and mute all others.
- **Shift:** Used to 'tune' the Voice currently being used.
- **Pan:** This is used to create a Stereo effect of having this particular Voice more to the left or right speakers. Values of 0-63 are for the left, while 65-123 are for the right. The value of 64 is in the middle for both left and right speakers equally.
- **Rev:** Used to adjust the Reverb level.
- **Effect:** For the type of effects being applied to this Voice/part.
- **Level:** Used to adjust the level of the Effects being used.
- **Rx Ch:** This is the MIDI reception channel. Incase you want to communicate with other devices, this is used to map this part to MIDI information coming into the MIDJAY's MIDI input.
- **Tx Ch:** This is the MIDI transmission channel for this part. For communication with other devices, this is

used to map this part to MIDI information leaving the MIDJAY via the MIDI out ports to another MIDI device.

- **Edit [*]:** This is used to access the “*Voice Edit*” screen to Edit the current Voice selected.

The editable parameters include:-

- **Cut Off:** Value after which the sound is no longer heard.
- **Resonance:** Filter resonance value.
- **Attack:** Value used to denote when the sound is heard immediately a key is pressed on the MIDI controller.
- **Decay:** Value used to denote the gradual decrease in the volume of the sound after a key is pressed on the MIDI controller.
- **Sustain:** Value used to denote how long a sound is maintained before it reduces in volume after a key is released on the MIDI controller.
- **Release:** Value used to denote when the sound is terminated after the key is released on the MIDI controller.
- **LF1 Rate:** Checks the vibrato speed, according to the Pitch.
- **LF1 Depth:** Checks the vibrato depth, according to the Pitch.
- **LF2 Rate:** Checks the vibrato speed on the filter.
- **LF2 Depth:** Checks the vibrato depth on the filter.
- **LF3 Depth:** Checks the vibrato depth on the range.

VOICE EDIT			
CUT OFF	: 0	LF1RATE	: 0
RESONANCE	: 0	LF1DEPTH	: 0
ATTACK	: 0	LF2RATE	: 0
DECAY	: 0	LF2DEPTH	: 0
SUSTAIN	: 0	LF3DEPTH	: 0
RELEASE	: 0		

These parameters can be edited separately for all the tracks, with the exception of the Drum part (Part 10). That is because the **Mixer** function is located in part 10 instead of **Edit**.

In the **Mixer** part it is possible to edit Volume, Reverb, Pan and Tune, for each family of the **Drum** part. Even here the values to be edited are selected with the **Cursor** keys, and the value can be edited with the **Alpha Dial**.

SAVING AN EDITED MIDI FILE

When the changes have been implemented, without exiting the “*GM Part Edit*”, stop the MIDI File with the **Start/Pause** key and follow this procedure:

1. Press the **Save** key.
2. Now it is possible to decide if to save the MIDI File in **Initial** Mode or in **Global** Mode. One can toggle between the two Modes with the **Cursor** keys and confirm the choice with **Enter**.

Initial: This means that the changes implemented will substitute only the Controls and Program Change at the beginning of the track.

Global: This means that the changes are valid for the entire track.

GM PART EDIT			
PART	[SAVE SONG SETUP]		
VOICE	Global		
VOL	Initial		
MUTE			DRUM
SOLO	: OFF	LEVEL	: 0
SHIFT	: 0	RX CH.	: 1
PAN	: 64	TX CH.	: 1
MODE	: VOICE	EDIT	: [*]

Following is an explanation of the two options: Let's assume that we intend to edit the Volume of part 01 of a MIDI File. Furthermore, let's assume that part 01 contains different volume controls. By selecting Initial, the new volume value will substitute only the first one which is found according to the time, and all the other ones will be left unchanged. On the other hand, if Global is chosen, the new Volume will supersede all the Volume controls of that part.

3. Name the MIDI File using the **0-9** keys under the display, then press **Enter**. If the original name is left, the following screen will appear: “*Warning. File... .MID is present in this Folder. Overwrite?*”.

By selecting **OK**, the new File will substitute the original one; by selecting **Cancel**, the procedure is voided. Otherwise, if the name is edited, a new File is created and the original will remain unchanged.

The OK and Cancel options can be selected with the **Cursor** keys and can be confirmed with the **Enter** key.

INSTANTLY MUTE A PART FROM A SONG - LEAD MUTE

There are times when as you play, you will want to eliminate one of the parts of the Song (e.g. take out the Drums, Bass, Lead Part...). When playing back a MIDI File, this provides the capability to eliminate the Lead part in a Song, allowing for someone to either sing or play the Lead part in real time (or a variation of it). In order to achieve this when playing the MIDI File, simply press the **Lead Mute** button to mute the Lead track.

The track which this button is applied to can be changed as follows:

1. Press the **MIDI File** key.
2. Press **Edit**.
3. With the **Cursor** key, select **Function** and choose the feature with the **Enter** key.
4. Edit the value with **Alpha Dial**.

ASSOCIATE WAVE OR MP3 TO THE MIDI FILE

You can also associate a MIDI File with a Wave Song File or MP3. This is a cool feature that allows you to associate sounds that are not possible with MIDI (due to its limited sound library) with any existing MIDI File. With this feature, you can now focus more on your performance and audience and let MIDJAY automatically call up Wave Files for you during the Song, or do this as you perform. Imagine playing a MIDI File called "I will Always Love you" and having the real sound of rain or birds or the seashore or... just setting the right romantic scene and these parts coming in at just the right time!!

To do this automatically so that each time you play the MIDI File, it will automatically call up the Wave File when or as needed;

1. Select a MIDI File and start playing it (as shown above).
2. As it plays, press the **Record** button. You can now select a File from the Wave Folder or even the DJ Loop Folder (where you have all the effects) and play it at the appropriate time (the MIDI File Folder LED will flash). At the end of the procedure, press again the **MIDI File** key and the **Stop** key in order to complete the registration.
3. At this point, MIDJAY will show a display indicating that the executed File has been edited and that it needs to be saved (*"File: ... has changed. Save changes?"*).
In order to continue with the saving process, press **Enter** and then follow the usual saving method; on the other hand, if the changes implemented do not need to be saved, and if you want to exit the operation, select **Cancel** and press **Enter**.

DRUM REMIX

One of the poorest qualities of MIDI Files resides in the Drums (due to lack of the 'real human touch'/nuance and also in the fact that like a record, it can only be played the same way over and over again. Thanks to the special **Drum Remix** feature, these factors are discarded when using the MIDJAY. You can now play a MIDI File and replace the song's Drum tracks with any Style found in the MIDJAY. Not only that, but you can totally control the Style (Intro, Arranger A-D, Fills and Endings) as you play in real time. This will definitely bring your music to live or add/make a great difference.

How would you achieve this easily?

1. Select the MIDI File you want to play with and press **Play**.
2. As the Song starts to play, press the **Style** button and then press the **Remix** button to turn on the Remix feature.
3. Once you select the Style you want to use and press **Enter**, the Style replaces the MIDI Drums with the live KETRON Drums. Play around with the Arranger A-D, Fill ins and Ending buttons to add variation to your music. It is advisable to keep the timing of the Song similar to that of the Style used (so, if the Song is in a 4/4 time, select a Style that is in a 4/4 time and not say a 3/4 time - strange but not bad results could be achieved though now that we think about it).

4. You can even use the **Alpha Dial** wheel to change the Tempo of both the Style and the MIDI File in real time. Your real Drummer is locked in right there with you as you perform.
5. You can also toggle between the original Drum tracks of your MIDI File (Remix OFF) and those of MIDJAY (Remix ON), by repeatedly pressing the **Remix** button as you perform.
6. To save the Remix function, press the **MIDI File** key and, during the execution of the two sections, press **Save**. Now a window opens which is used to name the MIDI File. If the same name is kept, the MIDI File will be overwritten; if the name is changed, a new File will be created and the original File will remain unchanged. As with other procedures, use the **Enter** key to confirm that the File has been saved.

MORE FUNCTIONS ASSOCIATED WITH MIDI FILES - MIDI FILE MENU

There are some functions that are associated only with MIDI Files. These functions can be accessed by pressing the **Edit** button (so long as the MIDI File LED is on). Press the **Edit** button to access the *"MIDI File Menu"* screen.

GM Part: This is used to access the *"GM Part Edit"* screen and edit the various parts of a MIDI File.

Marker: Imagine having the capability to now jump instantly from one part of a Song to another as you perform live and not having any delay what so ever as you switch and play. You can now create your own 'loops' within a Song or better still remix the entire Song so your performance really centralizes around you. You can now set 16 Marker points within any given MIDI File / Song.

MARKERS

When **Markers** have been inserted in a MIDI File, they will appear in the display when the MIDI File is started. If the MIDI File contains a text used to display the Markers, the **Lyric/Txt** key should be pressed or the Marker function should be accessed from the Edit Menu. Once the Markers have been displayed, it is possible to toggle between Markers using the **0-9** keys or using the **Cursor** keys; press then **Enter** to confirm.

When you go from one section to the next of a specific Song, the change can occur at the end of the beat or at the end of the part. This option can be chosen with the **Marker Jump Mode** function which is found in the **Function Edit** Menu.

FUNCTION

This is used to control the following functions associated with MIDI Files. Move inside this menu with the **Alpha Dial** and with the **Cursor** keys.

1. **Drum & Bass:** When this function is active, all tracks in the MIDI File are placed in Mute function, with the exception of the Base and the Drum-Set. The function can be turned ON or OFF through the **Alpha Dial** or the **Enter** key.

2. **Play Mode:** With this Mode it is possible to access the MIDI Files. The Modes available are two: Fast and Normal.

Fast: When Fast is selected, the first beats of the MIDI File (those which do not contain notes but only controls) are read in a very quick way. Reading the MIDI File becomes normal again when the first note is reached. With this function, the time necessary to start the MIDI File after the pressure of the **Enter** key (**Start/Pause**) is almost entirely eliminated.

Normal: When the Normal Mode is selected, the MIDI Files are read in a normal way, without speeding up the reading of the initial beats. To toggle between one Mode and the next, select the function with the **Cursor** keys and choose the selected Mode with the **Alpha Dial** or with the **Enter** key.

3. **Intelligent Transposer:** When the Intelligent Transposer function is active, the sounds contained within the MIDI File are brought back to their natural Range. In this way, the MIDI Files do not lose their original natural sound, even when transpositions with very high values are performed.

FUNCTION EDIT	
DRUM & BASS	: OFF
PLAY MODE	: FAST
INTELL. TRANSP	: ON
LEAD CHANNEL	: 4
MARKER JMP MODE	: END BAR
DRUM MIXER	: [*]
MIDI FILTER RX	: [*]
MIDI FILTER TX	: [*]

4. **Marker Jump Mode:** This Mode allows you to establish if the passage between one Marker and the next should occur at the end of the part or at the end of the beat. To toggle between one Mode and the next, select the function with the **Cursor** keys and choose the selected Mode with the **Alpha Dial** or with the **Enter** key.
5. **Drum Mixer:** This Mode displays the parameters which concern the sections of the Drum part. It is possible to engage the Drum Mixer function by selecting the related (*) symbol with the **Cursor** keys and by pressing **Enter**. For each section, it is possible to edit: Volume, Reverb, Pan, and Tune. It is possible to toggle between one value and the next with the **Cursor** keys, and then to execute the change with the **Alpha Dial**. To cancel the value immediately, press **Enter**.
6. **MIDI Filter Rx:** This function allows you to turn ON or OFF the reception of some MIDI Controls. In order to choose the feature, select **MIDI Filter Rx** and then press **Enter**. The Controls can be selected with the **Cursor** keys; **Alpha Dial** or the **Enter** key can be used to turn on or OFF the function.
The control is filtered and then discharged if set on ON.
7. **MIDI Filter Tx:** This function allows you to turn ON or OFF the transmission of some MIDI Controls. In order to choose this feature, select **MIDI Filter Tx** and then press **Enter**. The Controls can be selected with the **Cursor** keys; **Alpha Dial** or the **Enter** key can be used to turn ON or OFF the function.

PLAYING MP3 FILES

MP3 Files are just compressed versions of Audio Files. These Files are compressed in order to speed up downloading or transfer time through the internet or allow smaller devices (such as hand held MP3 Players) carry many Files at one time for instant playback. The MIDJAY comes with some bonus MP3 Files for your listening and performance pleasure (a lot are similar to the Wave Files in the Wave Folder). These Files are found in the MP3 Folder of the Hard Disk. Of course you can always download your own MP3 Files into the Hard Disk of the Player MIDJAY

With the unit turned ON, press the **MP3 Player** button.

The top of the screen shows the Folder location "C:\MP3" and it lists all the contents of this Folder. The first column shows the type of File with a sign. The second column shows the number assigned to each File within the Folder as it was loaded into the Hard Disk of the MIDJAY.

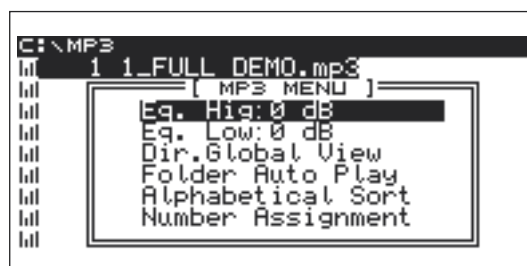
Highlight (using either the **Alpha Dial** wheel or "**^**" and "**v**" **Cursor** keys) the File you wish to play and press **Enter** or **Start/Pause** to start playing it. If you select a Folder, the Files within the Folder will be displayed when you press **Enter**. Proceed as above to select and play any of the Files within the selected Folder. You can instantly select another File (while the first is still playing) and press **Enter** to start immediate playback. You can pause the Song by pressing the **Start/Pause** button, and resume playback by pressing this button once more.



MP3 MENU

You will find a few functions associated with the MP3 Files. To access this menu, use the **Edit** key (obviously only when the Master Folder MP3 LED flashes); move within this menu in the usual way, with **Alpha Dial** wheel and the **Cursor** keys, and then select the function with **Enter**.

Eq. Hig. / Eq. Low: This function refers to the Equalizer for MP3 with two High and Low bands. Adjust the parameters at will.



PLAYBACK OF MULTIPLE FILE TYPES (MULTIPLAY)

From here on it gets more and more interesting. With one File playing (e.g. Wave), it is possible to select another File from another category (e.g. MP3) and also have that File playing together with the Wave File that was initially playing. To achieve this:

1. Select and play a Wave File as shown above under "*Wave Files*". The Wave LED stays ON.
2. As this File is playing, press the **MP3** button to access the MP3 Folder on the Hard Drive of the MIDJAY (or MIDI File or any other). Also the **Start/Pause** light goes off while the **Stop** light comes ON denoting the current status of the current selection... no File is playing yet. This scenario is true for all cases when more than one File type is being played... the LED associated with the initial Files flashes while that associated with the current selection stays on steady.
3. Scroll up or down the list either with the "Λ" or "V" **Cursor** keys or the **Alpha Dial** wheel to highlight the Song or File you wish to play. You can now start playing this Song either by pressing the **Start/Pause** button or the **Enter** button.
3. Use the associated volume sliders to adjust and balance the volumes accordingly. Remember if you have both the Wave and MP3 sliders up, you will hear both Songs being played simultaneously!
4. If you want to stop all Songs that are currently playing at any given time, simply press the **Full Stop** (both the **Start/Pause** and **Stop**) buttons simultaneously.

You can now manually mix or 'Morph' from one Song into another by simply playing the Songs within the Wave, MP3 and MIDI File Folder and using each one's respective volume control to adjust what is actually being heard. So start playing a Wave File / Song (with its volume turned up). As it plays, select an MP3 Song with its volume turned down. Press the Song position button ">>" once to see how much time is left. As the Song ends, go to the MP3 Folder and start the next Song. Now gradually reduce the volume of the Wave Song while you increase the volume of the MP3 Song. The same can be achieved with the MIDI Files, Grooves and Effects and even the Styles (for the musician who wants to easily ease on from music to his performance without stopping).

NB: Remember that the blue light flashes when another Folder is being worked with while the previously selected Song is still playing. Controls such as **Start/Pause** and **Stop** will only affect the current selection i.e. the selection or Folder with the steady light (ON), while the flashing light can be seen as what is going on in the background. Hence to stop a particular Song, make sure the Song is in the current active Folder.

QUICK SEARCH FOR MUSIC AND FILES

With the massive 20GB of Hard Disk storage, it is possible to have hundreds and hundreds of Files within each Folder. There will soon come a time when it will be difficult to manually scroll through each File in search of a particular Song. This is why two express search Modes have been included for your convenience when trying to look for a particular Song.

1. **Numeric Search:** This can be obtained by using the Play List numeric buttons (0-9). Whenever a Song or File is loaded into the Hard Disk of the MIDJAY, it is assigned a number in succession (1, 2, 3,). Regardless of the Folder you are in, if you know the number that was previously assigned to a Song, you can enter its number directly by using the Play List numeric buttons (once in that Folder). The "*File Number*" screen will prompt you for the numbers after you enter the first one.

2. **Alphabetical Search:** This search can be obtained by pressing the **Alphab.** button.

With the corresponding light ON, the "*Alphab. Finder*" message will be displayed on the screen.

Single Dir: la ricerca viene eseguita solo nella cartella attiva.

Global Dir: la ricerca viene eseguita su tutto l'Hard Disk.

You can now use the letters of the Play List buttons (**ABC, DEF...**) to select the letters of the File you would like to look for. Press **Enter** to go to that File.



AUTOMATIC CROSS FADE

MIDJAY offers you the capability to gradually turn down the volume of one Song while at the same time gradually increasing the volume of a currently selected new Song, hence eliminating the abrupt changes that would otherwise occur. The automatic Cross Fade works between Wave Files. It also works between MIDI Files or within a Play List. However, it doesn't work between MP3 Files or within the MP3 Folder!!

Press the dedicated key and select various **Wave** or **MIDI Files**, one after the other. You will notice that an automatic passage of volume occurs between the two Files. It is also possible to customize the setting of the Cross Fade using the Edit menu. Here you will find the **Cross Fade Curve** Function. Choose the most appropriate curve, according to your needs, among three different typologies: **Slow**, **Medium** or **Fast**.

NB: The Cross Fade function only works within Wave Files and MIDI Files... It does not work between MP3 Files!

TEXT FILES (.TXT) ASSOCIATED WITH MIDI FILES, WAVES OR MP3

MIDJAY suggests a convenient method which allows you to apply, in a quick and simple way, Text Files to MIDI, Wave or MP3 Files. Here is the procedure:

1. Using a PC, write or copy (Copy and Paste) a text on a Word or Note Pad document. Save the File with a .TXT extension (Text File).
2. Save the Text File with the same name of the corresponding musical File (MIDI File, Wave or MP3).
3. Copy the Text File in the same Folder in which the corresponding musical File is contained.
4. In order to view the text on the MIDJAY's display, select the corresponding musical File and open it, using the **Start** or **Enter** key.
5. It is possible to scroll through the text using the "Λ" "V" **Cursor** keys, the **Alpha Dial**, or a FS6 or FS13 footswitch (in order to use the footswitch, it is necessary to enable the "Up Txt and Down Txt" features, in the Footswitch Menu).

It is possible to view the Text File on the MIDJAY, even if the corresponding musical File is not playing. In such a case, please follow this procedure:

1. Select the Folder which contains the Text File.
2. Press **Edit** and, using the **Cursor** keys, select the "Dir. Global View" function. Then press **Enter** to enable the feature.
3. Press **Exit** to exit the Edit menu, select the chosen .TXT File and press **Enter**.

AUTOMATIC CHANGE OF TEXT PAGES

MIDJAY allows you to automatically scroll through the pages of a text associated with MIDI, Wave or MP3 Files.

1. Turn ON the song by pressing **Start** or **Enter**. If the Text File name is the same as that of the MIDI, Wave or MP3 Files, the text will be displayed automatically.
2. Press the **Record** key to enable the recording of the page change. Scrolling is performed with the "V" **Cursor** key or with the **Alpha Dial**.
3. Once the last page of text has been reached, press **Stop**. A message appears on the display, stating that the text has been modified. (The same message appears automatically, even at the end of the Song, without having to press Stop).
4. In both instances, press **Enter** if you intend to save the forwarding of the page as soon as it has been performed. (Otherwise, place the Cursor on "Cancel" and press **Enter** to exit).

Please note the following which will allow you to perform correctly the automatic change of text pages:

1. The Text File should have a .TXT extension.
2. The same Folder should contain the Text File and the corresponding musical File (MIDI File, Wave or MP3).
3. The saving procedure is valid only to move forward through the pages and not to move back.

Obviously, the text will appear also in the external output of the monitor, where you will have the opportunity to change the Background colors.

Access the "Monitor Setup" feature by pressing **Menu**, then **Monitor**, and finally **Enter**.

PLAY LIST

The Play List feature allows you to automatically call up as many as 10 Songs instantly and you can select which Songs you want to go to by directly pressing the associated Play List buttons (0-9) or using the **Cursor** keys or **Alpha Dial** wheel to select the Songs from the screen. You can either set up a Play List instantly as you perform in real time, or create one and store for later recall and use.

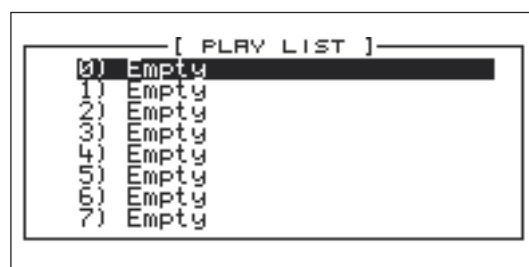
The Play List can be made up of a combination of Wave, MP3 or MIDI Files.



CREATING A PLAY LIST

To create a Play List:

1. Press the **Play List** button.
2. Next press **Edit** to get into the **Play List Menu**.
3. Select "Create" and press **Enter**. The locations 0-9 are the locations where Songs can be stored (currently, these should come up as *Empty*). The Play List button should start flashing denoting the Edit Mode.
4. Now press any of the Folder buttons (*Wave, MIDI File, DJ Loop... MP3*) and select a Song you want assigned to location "0". As soon as you press **Enter**, the Play List location "0" lights up denoting that this location has now been filled with the Song that was just selected.
5. Proceed and select Songs for the next 9 locations. If at anytime you wish to view the Songs in the Play List, simply press the **Play List** button again and the screen will display the Songs. The corresponding locations will light up to denote that they are being filled with the Songs you are selecting.
6. You can now play them instantly by selecting the corresponding Play List buttons (0-9) associated to the Song and pressing **Start/Pause** to play the Song. You can press the **Edit** button once more to Remove a selected Song or Insert a Song into the current highlighted location.



This is considered as an instant Play List. Even though this list is retained in memory even when you move to other functions and back, if you do not save this list, it will be lost once the MIDJAY is turned OFF.

If you want to save this list permanently for future recall and use:

1. Press the **Edit** button and select "Save" and press **Enter**.
2. Now give the Play List a name by using the alphabetical Play List buttons [ABC, DEF...] and press **Enter** to save it. The next time, you can recall the Play List for future use as shown below.

A Play List File resides within the Hard Disk and here is how it can be recalled:

1. Press the **Play List** button (corresponding light should light up and "C:\Play List" directory should be displayed on the top of the screen).
2. Select either one of the Play List Files (... .p/s) within this directory using either the **Cursor** keys or **Alpha Dial**.
3. Press **Enter** to load the File. The Play List lights (0-9) all light up and are directly linked with the Songs displayed on the screen (which are numbered accordingly).
4. You can start playing the Songs either by pressing the **Start/Pause** button to start the highlighted Song or directly pressing the Play List buttons (0-9) to start the associated or corresponding Song, and then scrolling to the desired Song (using the **Cursor** keys or **Alpha Dial**) and pressing **Enter** to start playback.

While a Song from this Play List is playing, you can load up another Play List:

- Press the **Play List** button once more, select the new Play List File within the Play List Folder and press **Enter** to load its associated Songs in. The Song currently playing will not be interrupted during this process and you will now have access to the new Songs within the new Play List shown.

EDITING A PLAY LIST

If a Play List has been selected (Play List LEDs **0-9** light up), and you press the **Edit** button, then the “Edit Play List” screen has the following functions:

- Remove:** During the creation of a Play List (or when trying to Edit an existing Play List), whatever Song (within the list which has been highlighted) will be removed from its location and replaced with “Empty” and its corresponding Play List LED will turn OFF when this is Entered. You may choose to replace this with another Song all together or just leave empty/void.
- Insert:** This is used to insert a new Song into the current highlighted location within the Play List. When this is selected, the Play List LED will flash once more and you can now move about (e.g. to the Wave Folder) to select a new Song that will be placed in this Play List’s location.



There are some functions associated with the Play List that can be accessed by pressing the **Edit** button to access the Play List Menu, like **Autoplay**:

- Select “Autoplay” and press **Enter** to turn ON.
- Now once you start playing any Song within the list, the next Song will be played automatically, giving you a break to get to meet your audience and chat. Better still you can (if using Wave Files) turn ON the **Cross Fade** button and have each Song automatically fade out while the new one fades in leaving the MIDJAY in control - at least for now!

The Play List can also be controlled by the optional FS6 or FS13 Footswitch pedal.

NB: Once a Play List has been created, do not attempt to Move or Delete any of the Songs from the current Folder, otherwise, MIDJAY will not be able to locate the Songs once the Play List is later recalled.

FOOTSWITCH

By assigning various panel functions you, a Guitarist or Accordion player, can easily control the MIDJAY while playing live at the same time. This allows you to use your hands also to animate or do other important things as you perform. The optional FS6 offers six pedals while the FS13 offers thirteen. The following functions can be assigned to either Foot switch:

FOOTSWITCH	
SW1 :ARR. A	SW8 :ENDING
SW2 :ARR. B	SW9 :STOP
SW3 :ARR. C	SW10:START/P.
SW4 :ARR. D	SW11:KEY STRT
SW5 :FILL	SW12:KEY STOP
SW6 :BREAK	SW13:L.MUTE
SW7 :INTRO	

Stop	Solo Talk ON/OFF	Play List 0	Djl Arranger A	Voice Level +	Marker 7
Start	Lead Mute	Play List 1	Djl Arranger B	Voice Level -	Marker 8
Arranger A	TXT Page Up	Play List 2	Djl Arranger C	Micro ON/OFF	Marker 9
Arranger B	TXT Page Down	Play List 3	Djl Arranger D	Marker 0	Marker 10
Arranger C	Manula Bass ON/OFF	Play List 4	Djl Fill	Marker 1	Marker 11
Arranger D	Pianist ON/OFF	Play List 5	Djl Break	Marker 2	Marker 12
Fill	Voice Program +	Play List 6	Djl Ending	Marker 3	Marker 13
Break	Voice Program -	Play List 7	Key Start	Marker 4	Registration Tab
Intro	File Up	Play List 8	Key Stop	Marker 5	
Ending	File Down	Play List 9	Hold	Marker 6	
Vocalizer ON/OFF	Enter	Djl Intro			

To assign the various pedals of either Footswitch, proceed as follows:

1. Press the **Menu** button to access the "Mode/Function" screen.
2. Select "Footswitch" with the **Cursor** keys and press **Enter** to access the Footswitch assignment page.
3. Select the switch which needs to be assigned (using the **Cursor** keys) and change its corresponding value with the **Alpha Dial** wheel.
4. In order to make sure these settings remain fixed press **Save** to save to the **Power On Setup** File (see Power On Setup on page 24 below). This will ensure that the next time the unit is powered on, it will remember these settings and you won't have to do them over again.

MENU CONTROLS

There are other functions that are within the Menu Control of the MIDJAY. Press the **Menu** button to access the "Mode/Function" screen. Highlight the following and press **Enter** to access their functions:



- **PLAY MODES:** The Play Mode determines the various Play Modes of MIDJAY. The MIDJAY is capable of handling 32 MIDI parts and as such the Play Mode determines how both MIDI parts (of 16 channels each) are controlled.

Keyboard: When this is checked, MIDJAY can be controlled from an external controller such as a Keyboard (via the MIDI In connector). This controller is used to play back the Voices and Styles within the internal Sound Module. Use this when using MIDJAY as a great Sound Module for gigs or even recordings in the studio.

GM MIDI In: Use this Mode when playing MIDI Files or other MIDI data from an external Sequencer or software on a PC. Also use this if playing back Files on MIDJAY but using MIDJAY as the Master controller (via the MIDI Out connection) to control an external Sequencer or software.

Accordion: This Mode is used when an external MIDI Accordion (such as a Fisarmonica accordion) is used to control the MIDJAY and playback its Voices and Styles. The MIDI channels are automatically mapped out as follows: Right Ch. 01, Left Ch. 02, Bass Ch. 03

International: This Mode automatically maps the appropriate MIDI Channels to that used by International MIDI Accordions. The setup is automatic for Keyboard on the right and buttons on the left in accordance with the international system.

Belgique: This Mode automatically maps the appropriate MIDI Channels to that used by the Belgian accordion standards.

Automatic: Automatic completion of the accompaniment.

Manual: Manual formation of the accompaniment with the bottom two lower parts manually controlled by the performer.

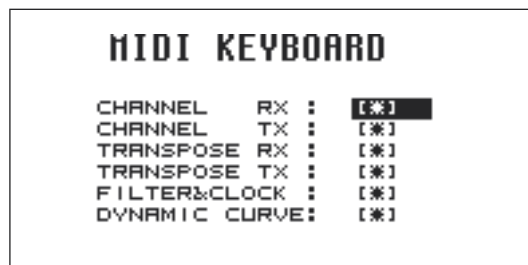
- **MIDI:** This is used to access the MIDI setup for the MIDJAY. This area is very useful for those performers who want to use the MIDJAY as a module, utilizing its internal Voices and Styles for performances.

Channel Rx/Tx [*]: This is used to set the Channel Reception channels accordingly. When you select this and press **Enter**, the MIDI Keyboard Rx screen will be displayed. By highlighting the corresponding values (Right, Left, Global... Chord 5), you can actually set the various channel numbers which the MIDJAY will receive information with regards to. As an example, if the external MIDI controller is set to play the Lead Voice and that is going out on channel 1, set the right value to 1 so they (controller and MIDJAY) communicate on the same channel. If the controller now transmit a Bass signal on channel 3, set the Bass value to 3 etc.

Transpose Rx/Tx [*]: Similar to the point above, but in reference to the transpose values.

Filter & Clock [*]: This is used to set the MIDI filter channels and determine the Modes of the MIDI Clock

Clock In: If turned ON, the MIDJAY is able to be controlled via the MIDI Clock of an external Sequencer/



Controller so as to keep it in sync with the external unit. If turned OFF, no external MIDI Clock information will be acknowledged from the MIDI In jack.

Clock Out: If turned ON, the MIDJAY is able to control an external Sequencer/Controller's MIDI Clock so as to keep the external unit in sync with MIDJAY. If turned OFF, no MIDI Clock information is transmitted on the MIDI Out jacks.

Excl. Mess. In/Out: Exclusive Messages In are activated if turned ON... (controls from an external device); Exclusive Messages Out are activated if turned ON... (controls to an external device).

Tab. Mess. In/Out: Button messages are received via MIDI if "Tab. Mess. In" is set to ON (so you can control the functions of MIDJAY from an external source/device); button messages are transmitted via MIDI if "Tab. Mess. Out" is set to ON (so you can control the functions of other external devices from MIDJAY).

Dynamic Curve [*]: This is used to set the velocity response of the external MIDI controller so that when playing the Voices or Styles of MIDJAY, they respond accordingly. Depending on which is turned ON, if you press a key on the controller (Softer, Soft, Normal, Hard, Harder), the effect will be transmitted to MIDJAY and this will be experienced when the internal Voices are played and heard.

Connection with a KETRON Keyboard:

- 1. When using a KETRON SD1 Plus, SD1, XD or X Keyboard:** To control the MIDJAY, it is important to set the MIDI Transmit Global value to 01. This will allow you to use a single channel to control both the Left [Style] and Right [Voices] parts of the MIDJAY unit with one Split point on the Keyboard.
- 2. Connection with a Master Keyboard:** The preferred reception/transmission channel when connected to a generic Master Keyboard controller is channel 01.
- 3. Connection with an external Sequencer or Computer:** In this case, it is necessary to set the Play Mode value (under Menu) to "GM MIDI In" and use the MIDI In connector.
- 4. Connection with a Fisarmonica accordion:** In this case, under the Menu, set the Play Mode to "Accordion".

- **DSP:** This is used to change the Digital Sound Processor, customize MIDJAY to sound as though you are performing in a Hall, Theatre, Stage... and also adjust to what degree this effect is felt. This screen is also where the EQ (Equalizer) can be adjusted. There are two bands available: High and Low. Use the **Cursor** keys to select and change the value with the **Alpha Dial** wheel.

DSP EDIT		
EFFECT	TYPE	LEVEL
REVERB	: THEATRE	10
CHORUS	: CHORUS 1	
DELAY	: ECHO 1	
DISTORSOR	: DISTORSOR1	
EQ. HIGH	: 0DB	
EQ. LOW	: 0DB	
DSP LOCK	: OFF	

- **FOOTSWITCH:** This is used to assign various controls of MIDJAY so that these controls can now be accessed via the optional FS6 or FS13 footswitch pedal. This has already been discussed above in page 21. Future Operating System updates might include more features to this current list.

- **MONITOR:** Some settings of the RGB (Red Green Blue) Computer monitor output can also be adjusted accordingly. These include the:

Frequency: for the exact frequency settings, refer to the operation manual of your monitor.

Horizontal / Vertical: used to adjust the image location on your screen), color for screen.

Foreground, Background, Reverse: used to adjust the color of the text being displayed and the background color. The available colors are Blue, Red, Magenta, Yellow and White.

By pressing the **Save** button, the new monitor settings will now be saved on the Hard Disk (so you do not have to repeat this process - until you get a new monitor), and the File name is Monitor.ini. This File will automatically be loaded each time the machine is turned ON. Also using a specialized optional adaptor for RGB/Video (obtainable from your KETRON dealer), it is also possible to connect the MIDJAY to a regular color TV through regular composite video cables.

Monitor Settings	
HZ	: 60HZ
HOR	: 173
VERT	: 599
VERT POS	: 0
HOR POS	: 3
FOREGROUND	: WHITE
BACKGROUND	: BLUE
REVERSE	: CYAN

- **METRONOME Click:** This setting controls the Metronome Click signal that is sent out of the “Click” out put on the side of MIDJAY. This output can be fed to a drummer who might want to play along with MIDJAY (or the headphones of any other musician who wants to keep time with MIDJAY).

Enabled: When Enabled is set to ON, a ‘Click’ sound is heard out of the Click output (when connected to say headphones or an external device).

BPM: The BPM (Beats Per Minute) value can be set accordingly.

Time Sign.: The Time Signature Numerator and Denominator are used to set the kind of beat e.g... 3/4 for a Waltz beat or 4/4 for an 8beat rhythm.

Link Mode: This is used to associate the Metronome either with the Tempo of a MIDI File (MIDI File) or Style (Style). The value is changed by highlighting this and changing its value with the **Alpha Dial** wheel. When set to “None”, the Metronome Tempo is controlled directly by the internal Clock of the MIDJAY.

Running Mode: When this value is set to “Free Running”, the Metronome Click will sound whether or not a Style or MIDI File is playing. However if a MIDI File or Style is played, the Tempo of the Metronome is automatically synchronized to that of the MIDI File or Style being used. If this is set to “Start/Stop”, the Metronome is activated only when the **Start** button is pressed.

METRONOME CLICK	
ENABLED	: ON
BPM	: 120
TIMESIGN. NUM	: 4
TIMESIGN. DEN	: 4
LINK MODE	: NONE
RUNNING MODE	: FREE RUNNING

- **DISPLAY:** This setting controls the Display Contrast of MIDJAY. This allows the MIDJAY to be used under different light conditions such as at night or during the day outside. Select this and press **Enter** to show the Contrast value. The default value is 21. Increasing this value ‘darkens’ the screen while decreasing this value ‘lightens’ the screen. The ultimate value depends on the angle the instrument is being placed at relative to where the user is standing. This contrast value can also be saved on **Power On Setup**.
- **MASTER TUNE:** This is used to ‘Tune’ the Voices of the MIDJAY to those of any other instruments being used at that time. The default value is 440Hz but this can be varied +/- 100 and also saved under the Power On Setup File (see **Power On Setup** below).

POWER ON SETUP

This function allows you to save on the MIDJAY a certain preferential configuration of commands or functions that will be automatically loaded at the time of startup (Machine.ini File).

The saving can be performed when one of the Folders (like *Wave*, *DJ Loop/Groove/SFX*, *MP3*) are in the main directory position (that is with “C:” displayed on top).

To save the current status of the MIDJAY on the Power On Setup:

1. Press the **Save** key. The display will prompt you to overwrite the preexisting File.
2. When “OK” is inserted, press **Enter** to confirm; select “Cancel” and press **Enter** to exit.

The new setup replaces the previous one and will be automatically loaded when the MIDJAY is turned ON. Here is a list of functions saved on Power On Setup:

Drum & Bass ON/OFF	Micro Echo	Accordion Mode	Vocalizer Eq (Low, Mid, Hi)
MIDI File Play Fast/Normal	Micro Eq (Low, Mid, Hi)	Accordion MIDI Mode	Click BPM
MIDI File Marker Jump Mode	Dsp Reverb Type	Programs Mode	Click Status ON/OFF
Intelligent Transpose ON/OFF	Dsp Reverb Level	Master Tune	Click Running Mode
MIDI File Lead Channel	Dsp Chorus Type	LCD Contrast	Click Link Mode
Play Mode	Dsp Delay Type	Vocalizer ON/OFF	Click Tuime Signature
Footswitch Function	Dsp Distortion Type	Vocalizer Volume	Play List Auto Play ON/OFF
Solo Talk ON/OFF	Dsp Equalizer (Hi, Low)	Vocalizer Reverber	Style Lower OFF ON/OFF
Micro Volume	Dsp Lock ON/OFF	Vocalizer Echo	Style Intro to Arranger A ON/OFF
Micro Reverb	MIDI Tx/Rx Settings	Vocalizer Mode	

LOADING SONGS INTO THE MIDJAY (USB)

Even though there are tons of bonus material within the MIDJAY player's Hard Disk, everyone will like the opportunity to be able to load or copy their own Wave, MP3 or MIDI Files into the unit and clearly play these back as they see fit, following the current layout of the Files within the machine. The USB connection is a feature that allows MIDJAY to emulate a Disk drive when connected to a Computer. This feature makes it simple to copy your Songs from your Computer (or other external storage device such as MP3 Player) to your MIDJAY using standard drag-and-drop procedures. There is no need to install any drivers (except for Windows 98 or Mac OS versions earlier than X (10) where drivers will have to be downloaded from www.ketron.it). It is also advised that the USB cable you use for data transfer be no longer than 5 meters to ensure accuracy.

USB: USB (Universal Serial Bus) is a fast means of communication used by many Computer devices today. Keeping in tune with technology, the MIDJAY comes with a USB port at the back that allows it to communicate with either a PC or MAC based Computer once connected with the proper cable. If you have Wave, MP3 or MIDI Files that currently reside on your computer's Hard Disk (or any removable Disk connected to your Computer), you can copy them directly to the Hard Disk of the MIDJAY (or better yet, download them directly from the internet into the Hard Disk of the MIDJAY Player!).

CONNECTION PROCEDURE AND USE

- With your Computer turned ON, connect the appropriate USB cable from the back of the USB port of the MIDJAY to an open USB port on your Computer. Turn ON the MIDJAY (you can also do this connection while the MIDJAY is turned ON as the connection will be recognized automatically).
- Your Computer will immediately recognize the MIDJAY as an external removable Disk drive (in some cases, depending on your setting, the Computer will make a sound to acknowledge a new connection or device or hardware. The MIDJAY will also acknowledge a connection made to your Computer by displaying "USB Connected" along with a warning message on the screen ("WARNING: DO NOT DISCONNECT THE USB CABLE OR SWITCH OFF THE INSTRUMENT DURING DATA TRANSFER") and the USB light will flash (corresponding to data being transferred or received).

NB: While this is connected, no further action(s) can be done on the MIDJAY Player. **DO NOT DISCONNECT THE USB CABLE OR SWITCH OFF THE INSTRUMENT AS LONG AS THE HD LED IS FLASHING (denoting data is being transferred). YOU MAY LOOSE ALL DATA ON YOUR HARD DISKS IF THE CABLE IS UNEXPECTEDLY DISCONNECTED DURING USE. WAIT FOR THE HD LED TO Stop FLASHING PIOR TO DISCONNECTING THE USB CABLE FROM THE UNIT/COMPUTER OR TURNING OFF THE UNIT!! KETRON WILL NOT BE RESPOSIBE FOR DATA LOST DUE TO INCORRECT USE OF THE UNIT!**

- Double-Click on the Folder that has your music Files to display your Songs that are either on your Computer or external storage device. You can now **Copy** Files from your computer's Hard Disk and **Paste** in the MIDJAY's Hard Disk or just drag the required Files from any of your drives and drop in the MIDJAY's Hard Disk. You can also download Files directly to the MIDJAY's Hard Disk (Click on 'Download' from your Internet browser. You will be prompted to Save so Click on Save. Next you will be brought to the Save AS screen where you can choose where you want the File to be saved to. Select the drive corresponding to that of the MIDJAY and Save).
- It would be wise to occasionally back up all the Songs within the Hard Drive of your MIDJAY to your Computer... just incase you need them some day. The BIN Files should also all be copied for should incase you want to return the MIDJAY to the factory settings, these Files will be needed to restore say the initial Voice settings of the MIDJAY.

HARD DISK RECORDING

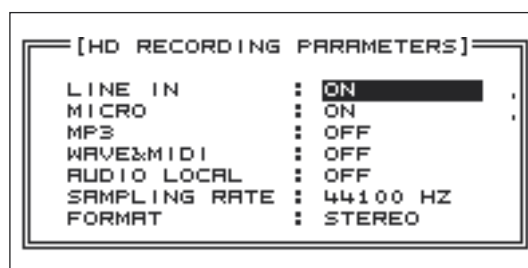
The Recording Mode on MIDJAY permits you to record whatever actions are taken on the instrument within a given time. You can actually build up your own Song collection or record an entire performance such that during playback, all you would have to do is. Recording can also be done from any appliance connected to the Line Input jacks to the side of MIDJAY (such as an external CD, Mini Disk... etc).

To record directly to the Hard Disk:

1. Make sure you are in the Wave directory since the File you are about to record is a Wave File ("C:\Wave" should be displayed on the top left corner of the screen. If not, press **Exit** to get back to the root directory and press the **Wave** button).
2. Press the **Record** button. The red Record LED will flash while the HD Recording screen is displayed.
3. Use the Play List buttons (**0-9**) to name this new Song/File. Based on the number of Song Files you currently have within the entire Hard Disk, the display will also show the total amount of time left for recording (hh:mm:ss). Type in the name and press **Enter** to confirm it
4. Now the Master Folder LEDs will start flashing.
5. You can select either one of these to access the Files within the selected Folder you want to record with (or if recording from an external source connected to the LINE input jack, simply adjust the Line IN volume and press **Record** to start recording once you've started playing the external source). The Record button will now be on steadily and the top right side of the screen will display the total Recording time available on the Hard drive.
6. Start playing the Files (or if using an external source, press **Play** on the external device). If just re-recording Songs already on the MIDJAY, be creative - go from one Song to another, introduce the Cross Fade feature between Wave Files, or move the corresponding volume sliders as you move from one Song type to another, add effects to the Songs... go wild. MIDJAY will capture your every move as you proceed. As MIDJAY starts to record all your actions, the red Record LED now becomes steady.
7. When done, simply press the **Record** button once more to stop recording. Go back to the Wave Folder and look for the new File you just created and play it. Now sit back and watch MIDJAY go to work for you. All actions that you took during the Record Mode will now be played back, including all Files that were played as well. You can now use this File to record yet another File once more.

HARD DISK RECORDING PARAMETERS

There are certain Hard Disk Recording Parameters that can be accessed when the Record buttons is pressed to facilitate recording and also prevent damage to external units connected to the MIDJAY. When the **Record** button is pressed (LED flashing), press the **Edit** button to access the Recording Parameters. Highlight the parameter with the **Cursor** keys or **Alpha Dial** wheel and change it using the **Enter** or "<" ">" **Cursor** keys.



- **Line IN:** Set to ON if the recording you are about to do includes a signal coming into the Line IN jack.
- **Micro:** Set to ON if you are also going to use a connected Microphone.
- **MP3:** Set to ON if you are going to play an MP3 File as well during the recording of this new File.
- **Wave&MIDI:** Set to ON if you are only going to record a combination of Wave and MIDI Files.
- **Audio Local:** Set to ON if you are recording strictly from the MIDJAY only (no Line IN signal will be recorded).
- **Sampling Rate:** Use this to set the Sampling Frequency (22050/44100Hz). For optimum CD quality, it is recommended to set this value at 44100Hz and set the format at Stereo.
- **Format:** Toggle between Mono and Stereo (recommended).

MULTI-TRACK RECORDING

This is a very useful function especially since there is no Sequencer or multi-track recorder on board. However, you can create your own Multi track recorder - and have your own 'over-dub' capabilities if you play smart.

Press the **Record** button to enter the record Mode once more. Once you name the File (say 'Jam1') select and play a MIDI File or start playing a Style or another Wave File and sing along with it and record this. Now after the first recording, you can again get into the record Mode and name the next Song (which will actually be the second take on this Song) called 'Jam2' and while playing this File 'Jam1' record say background vocals or more stuff into 'Jam2'. Now the Song 'Jam2' has all the stuff from 'Jam1' plus the extra vocal parts you just added. You can again get back into the Record Mode and record 'Jam3' which will have all the previous recording of both 'Jam1' and 'Jam2' plus whatever you want to add - maybe more vocals or more instruments as you play using an external controller. The great thing about this is when you are done with the final Song, JAM, you will have all your recordings ('Jam1' + 'Jam2' + 'Jam3' +... 'JamX') just the way you wanted them to be... and still sounds as through you went to a professional studio to get this done. With this capability to record over and over and over again unlimited times, you have a very powerful recorder at your finger tips. Also remember the recordings can include the DJ Loops, Effects, MP3 Files all within the Hard drive.

USEFUL HINTS AND TIPS

1. You can convert your existing CDs to Wave Files via software and then copy these Wave Files into the HD of the MIDJAY as described above. This is also true for MP3 Files as well.
2. For those who already have a great CD collection, you could connect your CD Player, Mini Disk or Diskman directly to the MIDJAY's Line IN (found on the left side of the unit) and while still playing those CDs, control the volume directly from the Line IN volume slider on the MIDJAY panel.
3. Going back a few more years, why not connect your record Player (Phono) to the Line IN and as you play the records, record the Songs directly to the Hard Drive of MIDJAY. This way, you can also use MIDJAY as a huge storage for all your Songs or if you insist, use your other devices during your performance.
4. Use the Lead Mute to remove the Lead Voice from a Wave File and re-record this File with your own Voice, your new key and even your new Tempo. Once recorded, MIDJAY will save this File as a full stereo Wave File (44.1Hz). Record this File once and sing through - then re-record again adding the harmonies of the optional Vocalizer. The opportunities appear endless with MIDJAY, the perfect tool for the performer and animator!!

VOICES

The MIDJAY Player also incorporates various Voices within the unit. These Voices (which are once more of KETRON acclaimed Best Natural Sound quality) can be used or accessed by an external MIDI controller (such as a Keyboard, MIDI Guitar or MIDI Accordion) or an external Sequencer or software from a Computer.

[PRESET VOICE]			
01 GRAND PIANO	09 ALTO SAX		
02 EL_PIANO	10 TRUMPET		
03 DX PIANO	11 MUSETTE		
04 VIBRAPHON	12 FLAMENCA		
05 STRINGS	13 STRATO		
06 BRASS	14 COUNTRY		
07 JAZZ ORGAN	15 FLUTE		
08 ROTARY	16 BARITONE		

To access or Play these Voices:

1. Connect a MIDI cable from the MIDI Out jack of the external device to the MIDI In jack of the MIDJAY (located on the back)
2. Turn on the external device and once it boots up, you should be able to play any keys or buttons on it and get the Voices from the MIDJAY (the default Voice is "Piano").
3. To change from once Voice to another, press the **Voice** button on the MIDJAY.
4. The "Preset Voice" screen shows you the 64 Preset Voices. Use the **Alpha Dial** wheel or the "Λ" and "V" **Cursor** keys to select the Voice you wish to use for your performance.
5. To access the other Voices found on the MIDJAY, press the **Exit** button to toggle to the "Voice" screen which will display the other Voices grouped in to Voice Groups (e.g. all Piano Voices are within the "Piano Voice" group, all Organ Voices are within the "Organ Voice" group... etc. Select the group where you think the Voice you are interested in resides and press **Enter** to display the Voices within the group. Select the appropriate Voice with the **Alpha Dial** wheel.

EDITING VOICES

You can Edit limited parameters of the Voices of the MIDJAY. To do so:

GRAND PIANO				
	V1	V2	V3	V4
VOX :	ROCK	GRAND	OFF	OFF
VOL :	110	116	100	100
SHFT :	--	--	--	--
TUNE :	--	--	--	--
PAN :	L63	R63	--	--
PART :	RIGHT	RIGHT	RIGHT	RIGHT
REV :	90	90	40	40
AMOU :	0	0	0	0

1. Press the **Voice** button to access the Voices and select the Voice you wish to use or Edit
 2. Now press the **Edit** button. The Voice edit screen will be displayed, showing you the various parameters of the Voice, which are editable. Using the **Cursor** keys, you can move the Cursor around to select the value(s) you want to change and change the value with the **Alpha Dial** wheel.
 3. You can layer up to four Voices at a time (V1, V2, V3, V4). Each column on the screen represents a Voice and its associated parameters (each one independent of the other). Now remember too that some of the original Voices can be made up to as many as four Voices at once.
- **Vox:** The first row shows the Voices used to create or make the Voice currently selected. (Some Voices actually use more than one sound to be created). Either the Voice name is displayed (abbreviated) or OFF is displayed (meaning there is no Voice in that particular location).
 - **Vol:** The second row shows the Volume of each of the four Voices.
 - **Shft:** The third row shows the shift value of each of the Voices. This each value corresponds to a 1/2 step.
 - **Tune:** The fourth is for Tuning. Voices (such as horns) can be 'tuned' such that some are very slightly out of tune... as is in the "real world".
 - **Pan:** The fifth row is used to assign Voices to the Left (L) or Right (R) speakers by the values associated with this. This gives the sound a greater stereo effect when performing.
 - **Part:** The sixth row is used to assign the associated Voice either to the Right (right of the Split point), Left (left of the split point) or to the Bass. Once assigned, this Voice can only be activated or heard when the assigned area is played on the Keyboard.
 - **Rev:** The seventh row is used to assign the Reverb level to each Voice.
 - **Amount:** The eighth row determines the Amount. (Use the "V" **Cursor** key to access more parameters below).

- **Fx:** The ninth row is used to determine which Effects should be applied with the associated Voice. Use the **Alpha Dial** wheel to scroll through several Effects available to you.
- **Sust:** The Sustain parameter is used to turn ON/OFF sustain to each Voice independently (when played).
- **Expr:** Controls changes to the Voice made by volume changes.
- **V. Sw:** The Velocity Switch controls how hard or soft you have to press a note on the external device to activate the associated sound.

Normal: This is for normal performances.

Low: If the external controller (e.g. Keyboard) is struck low/softly, this Voice will be heard. It will not be heard if struck hard/high.

High: If the external controller (e.g. Keyboard) is struck hard, this Voice will be heard. It will not be heard if struck low/softly.

Trsh: This is the sensitivity Threshold for the velocity switch.

CHANGING VOICES PRESET

When you have adjusted the Voice to your satisfaction, press the **Save** button to access the “Save Voice” screen. You can now maintain the same name of the Voice you just edited or rename it using the Play List buttons (0-9), and pressing **Enter** to save.

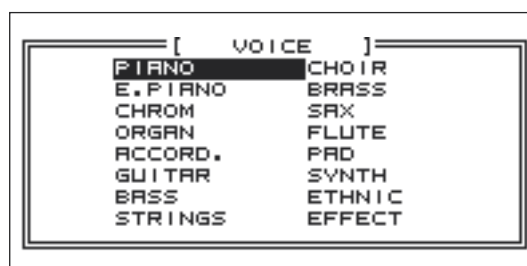
A warning message will appear advising you if you want to overwrite the File “*PROGRAMV.BIN*”. This File is what keeps all the settings for the Voices currently within the MIDJAY. Select “OK” to save or “Cancel” to go back to the original Voice (without the new changes) and press **Enter**.

VOICE CONTROLLING VIA MIDI

The Voices can be controlled via MIDI as follows:

If the MIDI controller is able to transmit Bank control changes and Prog. Changes:

1. Press the **Voice** button.
2. Press **Exit** to access the Voice families (Piano, Chrom, etc.)
3. The **Voice** button can now be switched OFF.



This way it is possible to recall all the MIDJAY Voices:

Single GM Voices

(Family Voices): Banks 1, 2, 3. Bank 1 is complete, while on Banks 2 and 3 only some Voices exists (See Technical Tables).

Preset Voices

Bank 4, from 1 to 64 (See Technical Tables).

If the MIDI controller does'n't transmit the Bank control changes:

Single GM Voices

1. Press the **Voice** button.
2. Press **Exit** button to enter the Voice families. (Piano, Chrom, etc.). The sounds can be controlled with Prog. Changes from 1 to 8, from 1 to 16 or from 1 to 24, depending on the number of sounds included on a single family.
3. The **Voice** button can now be switched OFF.

Preset Voices

- Press **Voice** and remain on the first page. The 64 Preset Voices can be controlled with Program Changes from 1 to 64 without using the Bank 4.

STYLES

The Styles can be accessed by pressing the **Master Folder Style** button. The first group of Styles displayed are the ROM Styles (that reside within the machine).

To access the Disk Styles press the **Exit** button at this time.

Highlight the Style you wish to play and press **Enter**.

You will now see the Style screen with the following information displayed.

You can press the **Exit** button to go back and display the groups once more to select another File. Pressing the **Exit** button once more will take you back to the root directory.

[STYLES]	
01 60'S POP	09 BATUCADA
02 TO BEAT	10 BEAT
03 ACID FUNK	11 BEGUINE
04 ANTILLES	12 BLUEGRASS
05 BACHATA	13 BOOGIE
06 BALADA	14 BRAZILBOSSA
07 BANJO&FIDDL	15 CHACHA
08 BASIC ROCK	16 CNTRY ROCK

Once the Style is selected, the Split point is automatically moved to C3. Of course you can reassign this by pressing the **Split** button (while the Style button is light), and changing the value with the **Alpha Dial** wheel. Note that due to the extremely large Hard Disk and with the new quick fast Disk operation, KETRON decided to eliminate the memory storage usually required to store a limited number of Styles or Patterns at any given time. Now these Styles are stored in the Hard Disk and are instantly accessed and ready to go once they are selected from within the Style Folder. With this new feature, over 999 Styles can now be stored per Folder and accessed and used in real time instantly. With virtually no accessing time, the Styles are always there!! When you Edit an existing ROM Style, the edited portion is also stored in the Hard Disk so you always retain your original Style in ROM while your modified Style is now in the Hard Disk as a DIKS Style readily accessible.

There are some basic Style controls on the MIDJAY that are used to ease your performance as you play live:

- **Lock:** This feature locks the Tempo of the current Style such that when you switch to another Style, regardless of its programmed Tempo, the current Tempo is used for that Style as well. This is achieved by pressing the "**Λ**" **Cursor** key. The word "Lock" will appear above the current Tempo. To unlock this, simply press the "**Λ**" **Cursor** key again.
- **Key Start:** This function enables the Style to start playing immediately a key to the left of the Split point is pressed on an external controller. Turn this on by pressing the "<" **Cursor** key. A "*" will appear to the left of "[]" denoting this function is turned ON. Pressing the "<" **Cursor** key once more will turn this OFF.
- **Key Stop:** This function enables the Style to stop playing as soon as the chord played to the left of the Split point is released. Combined with Key Start, a realistic effect of 'breaks' can be obtained for the arranger will only play when a chord is played to the left of the Split point and stops playing immediately the chord/key is released. Press the ">" **Cursor** key to turn this feature on. A "*" is displayed to the right of "[]" denoting this feature is turned ON. By pressing the ">" **Cursor** key once more, it will be turned OFF.
- **Hold:** This holds the chords and notes played by the arranger after a chord has been played to the left of the Split point. You can then select and play another chord without having to quickly 'rush' to it. Turn this feature on by pressing the "V" **Cursor** key. A "[H]" is displayed on the screen. To disable this, simply press the "V" **Cursor** key once more. Once turned OFF, if you play a chord and release the keys, the Drum tracks will be heard but all the melodic notes will not be 'held'/heard.

[STYLE]	
Style : 60POP	Vol: 0
Voice : GRAND PIANO	Vol: 127
Split : C3	□□□□ ♩=135
Transp: --	[H]

OTHER STYLE FUNCTIONS

- Highlight **"Pianist"** and press **Enter** to select this (within 4 seconds). This allows the MIDJAY to recognize chords through the entire Keyboard and ignore the Split point (if any was set).
- Highlight **"Manual Bass"** and press **Enter** to select this (within 4 seconds). This allows real Bass notes to be played on the Left of the Split point of the Keyboard.
- Highlight **"Bass Lowest"** and press **Enter** to select this (within 4 seconds). This allows MIDJAY to play just the lowest note that constitutes the Bass phrase.
- Highlight **"Balance"** and use the **Alpha Dial** wheel to change its value. This value controls the value of the Left side, i.e. the Arranger with respect to the Right side... where you play the Lead notes.
- Highlight **"Lower Off"** and press **Enter** to select this (within 4 seconds). This permits you to turn OFF the manual Lower Voices associated with each Style.



EDITING STYLES

It is possible fine-tune and edit certain parameters of the Style to your perfection. To do so, while the Style light is ON, select the Style you want to edit (select the Style as shown above).

- Press the **Edit** button to display the **"Style Edit"** screen that shows all the editable parameters: the Volume, the Program Change, the Pan/Pot, and the amount of Reverb and Chous/Delay (SFX). On the Lower parameters, it is possible to edit Volume, Program Change and Eighth (+/- 24).
- Highlight **"Parameter"** and press the **Enter** button to select it (within 4 seconds). The editable Parameters of the Style will be displayed on the next page. Use the **Cursor** keys to highlight the parameter you wish to change and change the corresponding value using the **Alpha Dial** wheel. To zero out any value, press the **Enter** button once selected. The **Enter** button can be pressed once more to restore the initial value.
- To save these setting such that when next this Style is used, the new settings will automatically be associated with this Style, from this Edit screen, press the **Save** button. You can now either save this Style with the same Style name or re-name this Style to distinguish it from the initial Factory Style. **"Saving File. Wait please..."** will be displayed while the File is being saved on the Hard Disk. This will now become a Disk Style that can be instantly loaded from Disk.
- To play this Style back (or any other Style that resides on Disk), press the **Master Folder Style** button. If the root directory **"C:\Styles"** is not displayed on the top of the screen, press **Exit** until it is displayed.
- You can now select any of the Styles you have in the Hard Disk and press **Enter** to instantly load it. The Style is now ready for use (just like any of the internal Style).

PART	VOL	P.CNG	REV	PAN	EFF
DRUM1 :	105	MSDRUM	64	--	0
DRUM2 :	93	POP	64	--	0
BASS :	85	FINGER	0	--	0
CHORD1 :	65	POPGTR	50	R26	0
CHORD2 :	50	J.ORG1	64	L32	0
CHORD3 :	60	CLEAN	64	--	20
CHORD4 :	60	STRNGS	90	L14	0
CHORD5 :	100	POPORG	90	--	0

CONTROLLING THE STYLES FROM AN EXTERNAL MIDI CONTROLLER

The Styles can be recalled via MIDI if saved into a **"Registration"**.

A single Style, together with a corresponding Voice set up, can be associated with a single Registration and saved on Disk.

After programming the Registrations this is the procedure to load it:

- The MIDJAY must be on **"Keyboard Mode"**.
- Enter the MIDI Menu and select the MIDI Channel Receive for Registration.
- Press **Registration** button.

4. Send from the MIDI controller the Program Changes on the selected MIDI Registration Channel.
5. It is possible to control up to 128 Registration for each directory. Of course Registrations directories on Disk can be endless and specialized towards different repertoires and genre of music.

The Style Functions such as Intro, Arranger, Fill, End, etc. can be controlled via MIDI with the help of the following Exclusive Messages:

Intro/End 1	F0H 26H 7CH 1DH Status F7H
Intro/End 2	F0H 26H 7CH 1EH Status F7H
Intro/End 3	F0H 26H 7CH 1FH Status F7H
Arr. A	F0H 26H 7CH 2CH Status F7H
Arr. B	F0H 26H 7CH 2DH Status F7H
Arr. C	F0H 26H 7CH 2EH Status F7H
Arr. D	F0H 26H 7CH 2FH Status F7H
Fill 1	F0H 26H 7CH 38H Status F7H
Fill 2	F0H 26H 7CH 39H Status F7H
Fill 3	F0H 26H 7CH 3AH Status F7H
Break	F0H 26H 7CH 3BH Status F7H

Status = 7FH - Button is pressed. Status = 00H - Button is released.

In addition to this we should note that all the Styles features can be associated to the FS13 Footswitch (13 pedal switches) thus permitting an easier remote control from 'below'.

HOW TO RECORD ON COMPUTER A SEQUENCE WITH STYLE AND VOICE PLAYED IN REAL TIME WITH MIDJAY

1. Set the function Play Mode of MIDJAY to **Keyboard**.
2. Connect the MIDI Out of the MIDI controller to MIDI In of MIDJAY and the MIDI Out of MIDJAY to MIDI In of Computer.
3. Control that Global channel on MIDI Keyboard Rx is active and corresponds with the Transmit channel of the Master Keyboard. On the MIDJAY, per default, the Global channel is set to **Channel 1**.
4. Set the Clock Out on MIDJAY and the Clock In on the Computer.
5. The MIDI Transmit Channels must be active. Default condition is:
 - Drum 1: Ch. 10
 - Drum 2: Ch. 09
 - Bass: Ch. 05
 - Lower 1: Ch. 03
 - Lower 2: Ch. 04
 - Chord 1: Ch. 06
 - Chord 2: Ch. 07
 - Chord 3: Ch. 08
 - Chord 4: Ch. 11
 - Chord 5: Ch. 12
6. Give the **Start** to the Style and start recording by playing on the Master Keyboard. The sequence will be recorded as standard MIDI File.

MIDI FILE PLAYBACK

1. Connect the MIDI Out of Computer to MIDI In of MIDJAY.
2. Set the Play Mode function of MIDJAY to **GM MIDI In**.
3. Give the **Start** on the Computer.

REGISTRATIONS

A Registration (or register) is a location in memory where the MIDJAY stores all relevant information pertaining to a particular set up. This process is used to speed up the rate at which one can access the settings for a particular Song, thus once again saving time between Songs.

Style, Voice

Pianist

Manual Bass

Bass Lowest

Split

Transposer

Hold

Key Start / Key Stop

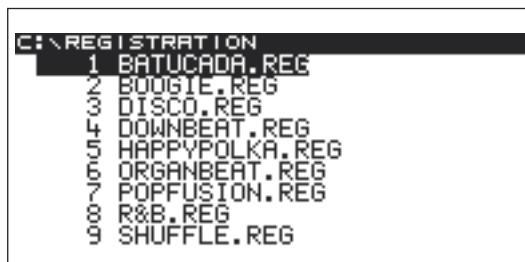
Play Mode

Accordion

Reverb - Chorus - Delay Type and Level

Equalizer

Txt



Setting Up and Saving a Registration

Using the points above (Playing MIDJAY's Voices and Styles etc), set up MIDJAY just the way you want it to always be for a particular Song or performance and proceed as follows to save the Registration.

1. Press the **Registration** button (the associated light comes ON). Make sure the Voice button is OFF.
2. Press the **Save** button and give the new Registration a new name using the Play List buttons (**0-9 A-Z**).
3. Press the **Enter** button to save the new Registration File onto the Hard Disk. This File will automatically be saved under the Registration Folder "C:\Registration".
4. To access this File later on, press the **Registration** button to access all the Registrations within the Registration Folder. Highlight the File you want to load and press **Enter**. The Player will automatically load all the setting relevant to the Registration File selected.

MICROPHONE

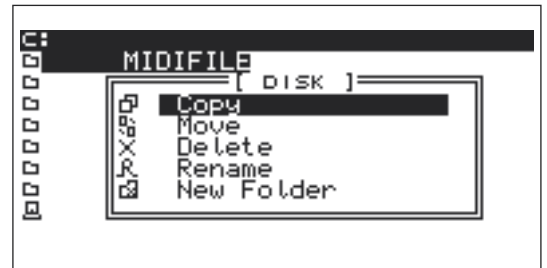
With an external Microphone attached to the Microphone input jack at the back of the MIDJAY and the balance on the side properly adjusted, you can sing or talk as you perform with the MIDJAY as well. If the optional Vocalizer is installed, you can even add more Voices as you sing with the unit.

You can add effects to your Voice as you perform. These can be adjusted by:

1. Pressing the **Micro** button on the panel.
2. The left column adjusts the various settings of the microphone (such as the Volume, Reverb, Echo, and Equalizer settings. Select each one by highlighting with the "**V**" **Cursor** key and changing the value with the **Alpha Dial** wheel. The right column applies to similar settings for the Vocalizer.
3. Do not forget to press **Exit** when done and press **Save** to save this in the Power On Setup File (Machine.ini) such that when next the unit is turned ON, it will remember these settings so you don't have to.
4. As you perform, you can press the **Talk** button to instantly remove or eliminate the effects so you talk to your audience with your 'natural' Voice and no effects.

DISK

The MIDJAY Disk control is similar to that used by common PC-based programs. This type of control allows you to Copy, Move, Delete, Rename, and, furthermore, it allows you to create New Folders.



COPYING FILES FROM FLOPPY DISKS TO HARD DISK

1. Insert the Floppy Disk in the drive. The Files contained in the Disk will be immediately displayed.
2. Press **Disk**.
3. Select the Files, one by one, and press **Enter**. (An arrow appears next to the selected Files).
4. Press **Edit**.
5. Select "Copy" and press **Enter**.
6. Then confirm with **OK** in "Destination Folder".
7. Select the destination Folder and press **Enter**.
8. If you want to enter in a sub-directory within a Folder, select it and then press **Enter**.
9. Press **Edit** again and select "Execute".
10. Then press **Enter**. The Files will be copied to the Hard Disk.

MOVING FILES AMONG DIFFERENT FOLDERS TO THE HARD DISK

1. Choose the Folder from which you intend to move the Files; enter its content by pressing **Enter**.
2. Press **Disk**.
3. Select the Files, one by one, and press **Enter**. (An arrow appears next to the selected Files).
4. Press **Edit**.
5. Select "Move" and press **Enter**.
6. Then confirm with **OK** in "Destination Folder".
7. Select the destination Folder and press **Enter**.
8. If you want to enter in a sub-directory within a Folder, select it and then press **Enter**.
9. Press **Edit** again and select "Execute".
10. Then press **Enter**. The Files will be copied to the Hard Disk.

DELETING FILES ON HARD DISK / FLOPPY

1. Choose the Folder in which you intend to delete the Files; enter its content by pressing **Enter**.
2. Press **Disk**.
3. Select the Files, one by one, and press **Enter**. (An arrow appears next to the selected Files).
4. Press **Edit**.
5. Select "Ddelete" and press **Enter**.
6. The "Delete File" icon appears with the message "ARE YOU SURE?"
7. Press **OK** to confirm or **Cancel** to void the deletion.

RENAMING FILES ON HARD DISK

1. Choose the Folder in which you intend to rename the Files; enter its content by pressing **Enter**.
2. Press **Disk**.
3. Select a File to rename and press **Enter**. (An arrow appears next to the selected Files).
4. Press **Edit**.
5. Select "Rename" and press **Enter**.
6. The "Rename" appears displaying the previous name and the field in which to write the new name.
7. Write the new name with the keys of the Play List (**0-9 A-Z**)
8. Press **Enter** to confirm.

CREATING A NEW FOLDER ON HARD DISK

1. Choose the Folder where you intend to create the new Folder.
2. Press **Disk**.
3. Press **Edit**.
4. Select "New Folder" and press **Enter**.
5. The "New Folder" icon appears and displays the field where to write the name of the new Folder.
6. Write the name with the keys of the Play List (**0-9 A-Z**)
7. Press **Enter** to confirm.

- The "Rename" and "New Folder" functions are not available on Floppy Disk.

Note: Due to the limited capacity of a Floppy Disk (1MB), the Wave and MP3 Files cannot be handled through the Floppy Disk but only through the USB port.

UPDATING THE MIDJAY

The Operating System of the MIDJAY resides in Flash memory and can be updated as follows. After downloading the new operating system from the web site www.ketron.it, follow this procedure:

- Connect the MIDJAY to the Computer using the USB connection.
- Transfer the MIDJAYOS.BIN File from your computer's Hard Disk to the MIDJAY, positioning the File in the main directory and overwriting the homonymous MIDJAYOS.BIN File which is already there (Overwrite).

Warning: It is forbidden to disconnect the USB port or to turn OFF the MIDJAY during the data transfer. This occurrence could cause a total destruction of the Files on Disk and a serious malfunction of the Disk itself.

KETRON is not responsible for damages due to lack of compliance with these rules.

- Disconnect the USB cable (using the procedure for safe removal of hardware from the Computer) and wait until the USB Connected message disappears from the display.
- Turn OFF and turn on again the MIDJAY. The instrument will display the message "New OS File has been found. Install?". This prompt explains that a new Operating System has been detected and asks if it should be installed. Press **Enter**, while the "OK" function is active, in order to confirm the installation.
- The new program is automatically loaded while the **0-9** keys flash.
- When the system has been completely loaded, the MIDJAY is set for the initial operation Mode.



TECHNICAL SPECIFICATIONS (RELEASE 2.0)

- **Panel:** Alpha Dial, 8 Volume slider controls, 40 direct easy access tabs.
- **Display:** LCD 192 x 80 back-lit. Contrast control.
- **Wave Table:** Over 240 Voices, 64 Presets, 22 Drum Sets, 72 Live Drums. GM standard.
- **Disk:** 20Gb internal Hard Disk. 3,5 2DD/HD internal Floppy Disk. Copy, Move, Rename, Delete and New Folder functions.
- **Video:** Video Interface with RGB Monitor Out.
- **Connections:** USB.
- **Player:** 2 x MIDI File, 2 x Waves, MP3 (MPEG 2 Layer 2/3 audio).
Play List. Automatic Song Chain. Karaoke and Text. Numeric & Alphabetical search. Long File names supported. Drum Mixer. Fully compatible with SD1, SD1 Plus, XD and X Series. Intelligent Transposer. 16 Markers. Lead Voice mute. Loop. Wave to MIDI File link. Drum Remix. Number assignment.
- **DSP:** Reverb, Chorus, Echo, Distorsor. Equalizer High / Low.
- **Hard Disk Library:** Demo Waves. Demo Lead Mute. Italian Dancing Orchestras (Original Audio and MIDI tracks).
- **Hard Disk Recording:** 1 stereo track recording on Wave format. Multiple recordings supported.
- **DJ Loops & Grooves:** Complete backgrounds of Afro, Dance, Chill Out. Acoustic Drums and Oriental. (Stereo Wave 44 Kz / 16bit).
- **Arranger:** 104 Internal Styles. 136 Disk Styles. 3 Intros, 4 Variations, Fill, Break, 3 Ending, Key Start, Key Stop.
- **Sound Effects (SXF):** over 300 hi-quality Sound Effects.
- **Microphone:** Gain, Volume and Equalizer control. Reverb and Echo-Delay effects. Solo Talk.
- **Vocalizer:** 3 Voice Vocalizer unit (optional). Equalizer, Right and Left Modes.
- **Master Tune**
- **MIDI:** In, Out, Thru.
- **Output:** Left/Mono & Right. Separate Micro Out. Monitor RGB (video). Metronome Click. Footswitch (optional).
- **Input:** Line In Left & Right. Headphone. Microphone.
- **Optionals:** Vocalizer board. Footswitch FS6/FS13. Soft Bag. Hard Bag. TV Converter for PC/Mac.
- **Power:** External Power supply adaptor 5V DC.
- **Dimensions:** 32 x 23 x 11 cms. approx. / 12,5" x 8,7" x 4,5" approx.
- **Weight:** 3.2 Kg. / 7 lbs.

Specifications and appearance are subject to change without notice.

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