KAWAI

STAGE PIANO MP6

Owner's Manual v1.10

Thank you for purchasing this KAWAI stage piano.

This owner's manual contains important information regarding the usage and operation of the MP6.

Please read all sections carefully, keeping this manual handy for future reference.

Welcome to the MP6

Thank you for purchasing the KAWAI MP6. The MP6 Stage Piano features 256 Internal Sounds of the highest quality. The MP6 can also be used as a MIDI master controller. On stage, at home, or in the studio, the MP6 has been designed to offer quick and easy access to many sophisticated features.

Overview of Features

ACOUSTIC PIANO TOUCH

The MP6's Responsive Hammer action features a realistic weight-graded keyboard with Ivory Touch surfaces and authentic Let-off mechanism to satisfy the expectation of even the most discerning pianist.

4 ASSIGNABLE ZONES

The MP6 keyboard can be divided into 4 zones, with each zone able to play internal sounds, external MIDI devices, or both types simultaneously. Zones can be played individually, or freely split, layered and velocity switched to create stunning personalized performances.

256 INTERNAL SOUNDS, 256 SETUPS

The MP6 offers not only acoustic and electric piano sounds, but also other sounds such as organ, brass, pads, and so on. All the settings for these sounds together with the settings to control external devices can be stored into 256 setups. User setups and sounds can also be saved to USB memory using the *USB to Device* connection.

REVERB AND EFFECTS

The MP6 offers 7 high quality REVERB types, and 23 different EFFECT types to improve acoustical realism and enhance tonal quality.
The MP6 is also equipped with an Amp Simulator which reproduces the sound, response, and overdrive characteristics of a typical amp/speaker combination used with electronic keyboards.

RECORDER AND USB CONNECTIVITY

The MP6's internal recorder allows up to 10 different songs to be recorded, stored in internal memory, and played back at the touch of a button. The MP6 is also equipped with both *USB to Host* and *USB to Device* connectors.

The *USB to Host* connector allows MIDI data to be sent and received to and from a computer, while the *USB to Device* connector allows sound, setup, and song data to be conveniently stored on a USB memory device. SMF songs and MP3 or WAV audio can also be recorded and played back directly from the instrument.

Important Safety Instructions

SAVE THESE INSTRUCTIONS

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

WARNING
TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

AVIS : RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRIR.

TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

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

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

Examples of Picture Symbols

	denotes that care should be taken. The example instructs the user to take care not to allow fingers to be trapped.
	denotes a prohibited operation. The example instructs that disassembly of the product is prohibited.
	denotes an operation that should be carried out. The example instructs the user to remove the power cord plug from the AC outlet.

Read all the instructions before using the product.

1) Read these instructions.
2) Keep these instructions.
3) Heed all warnings.
4) Follow all instructions.
5) Do not use this apparatus near water.
6) Clean only with dry cloth.
7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prongs are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10) Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11) Only use attachments/accessories specified by the manufacturer.
12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

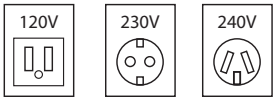
13) Unplug this apparatus during lightning storms or when unused for long periods of time.
14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or object have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

When using electrical products, the following basic precautions should always be followed:

⚠ WARNING

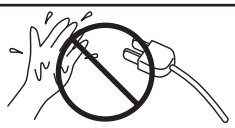
Indicates a potential hazard that could result in death or serious injury if the product is handled incorrectly.

The product should be connected to an AC outlet of the specified voltage.



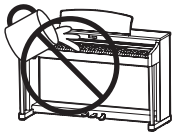
- If you are going to use an AC power cord, make sure that its has the correct plug shape and conforms to the specified power voltage.
- Failure to do so may result in fire.

Do not insert or disconnect the power cord plug with wet hands.



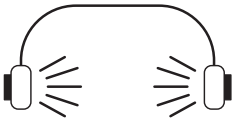
Doing so may cause electric shock.

Take care not to allow any foreign matter to enter the product.



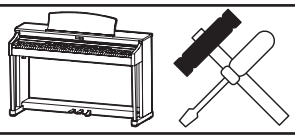
Entry of water, needles or hair pins may result in breakdown or short-circuit.
The product shall not be exposed to dripping or splashing. No objects filled with liquids, such as vases, shall be placed on the product.

When using the headphones, do not listen for long periods of time at high volume levels.



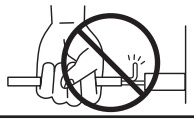
Doing so may result in hearing problems.

Do not disassemble, repair or modify the product.



Doing so may result in product breakdown, electric shock or short-circuit.

When disconnecting the AC power cord's plug, always hold the plug and pull it to remove it.



- Pulling the AC power cord itself may damage the cord, causing a fire, electric shock or short-circuit.

The product is not completely disconnected from the power supply even when the power switch is turned off. If the product will not be used for a long time, unplug the AC power cord from the AC outlet.

- Failure to do so may cause fire in case of lightning.
- Failure to do so may over-heat the product, resulting in fire.

It is good practice to place the instrument near the AC outlet and the power cord plug in a position so that it can readily be disconnected in an emergency because electricity is always charging while the plug is in the AC outlet even in a power switch off condition.

Ensure that this product is connected to a socket with a protective earth connection.

GROUNDING INSTRUCTIONS

This product must be grounded. If it should malfunction or breakdown, grounding provides a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with all local codes and ordinances.

DANGER - Improper connection of the equipment-grounding conductor can result in a risk of electric shock. Check with a qualified electrician or serviceman if you are in doubt as to whether the product is properly grounded. Do not modify the plug provided with the product - if it will not fit the outlet, have a proper outlet installed by a qualified electrician.

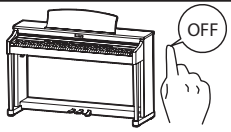
⚠ CAUTION

Indicates a potential hazard that could result in injury or damage to the product or other property if the product is handled incorrectly.

Do not use the product in the following areas.
- **Areas, such as those near windows, where the product is exposed to direct sunlight**
- **Extremely hot areas, such as near a heater**
- **Extremely cold areas, such as outside**
- **Extremely humid areas**
- **Areas where a large amount of sand or dust is present**
- **Areas where the product is exposed to excessive vibrations**

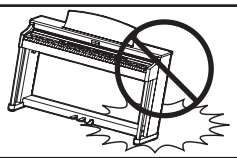
Using the product in such areas may result in product breakdown.
Use the product only in moderate climates (not in tropical climates).

Before connecting cords, make sure that the power to this product and other devices is turned OFF.



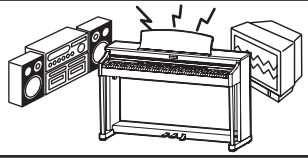
Failure to do so may cause breakdown of this product and other devices.

Do not drag the product on the floor. Take care not to drop the product.



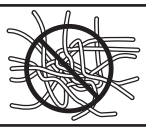
Please lift up the product when moving it.
Please note that the product is heavy and must be carried by more than two persons.
Dropping the product may result in breakdown.

Do not place the product near electrical appliances such as TVs and radios.



- Doing so may cause the product to generate noise.
- If the product generates noise, move the product sufficiently away from the electrical appliance or connect it to another AC outlet.

When connecting the AC power cord and other cords, take care not to get them tangled.



Failure to do so may damage them, resulting in fire, electric shock or short-circuit.

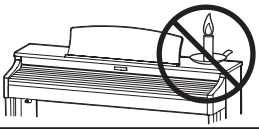
Do not wipe the product with benzene or thinner.

- Doing so may result in discoloration or deformation of the product.
- When cleaning the product, put a soft cloth in lukewarm water, squeeze it well, then wipe the product.

Do not stand on the product or exert excessive force.

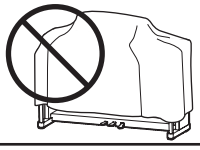
- Doing so may cause the product to become deformed or fall over, resulting in breakdown or injury.

Do not place naked flame, such as lighted candles on the product.



Doing so may cause the illumination to fall over, resulting in fire.

Ensure that the ventilation is not impeded by covering the ventilation openings with items, such as newspaper, table-cloths, curtains, etc.



Failure to do so may over-heat the product, resulting in fire.

The product should be located so that its location or position does not interfere with its proper ventilation. Ensure a minimum distance of 5cm around the product for sufficient ventilation.

The product should be serviced by qualified service personnel when:
- The power supply cord or the plug has been damaged.
- Objects have fallen, or liquid has been spilled into the product.
- The product has been exposed to rain.
- The product does not appear to operate normally or exhibits a marked change in performance.
- The product has been dropped, or the enclosure damaged.

Notes on Repair
Should an abnormality occur in the product, immediately turn the power OFF, disconnect the power cord plug, and then contact the shop from which the product was purchased.

Instruction for AC power cord (U.K.)

WARNING: THIS APPARATUS MUST BE EARTHED
IMPORTANT: The wires in this mains lead are coloured in accordance with the following code:

- GREEN-AND-YELLOW: EARTH
- BLUE: NEUTRAL
- BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

- The wire which is coloured GREEN-AND-YELLOW must be connected to the terminal in the plug which is marked by the letter E or by the safety earth symbol or coloured GREEN or GREEN-AND-YELLOW.
- The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
- The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

An information on Disposal for users
If your product is marked with this recycling symbol it means that, at the end of its life, you must dispose of it separately by taking it to an appropriate collection point. You should not mix it with general household waste. Disposing of this product correctly will prevent potential negative effects on the environment and human health which could otherwise arise due to inappropriate waste handling. For further details, please contact your local authority. (European Union only)

Canadian Radio Interference Regulations
This instrument complies with the limits for a class B digital apparatus, pursuant to the Radio Interference Regulations, C.R.C., c.1374.

FCC Information (U.S.A)

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

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Declaration of Conformity

Products:	Electronic Piano
Model Number:	MP6
Responsible Party Name:	Kawai America Corporation
Address:	2055 East University Drive, Rancho Dominguez, CA 90220
Telephone:	310-631-1771

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

This applies only to products distributed by Kawai America Corporation.

Table of Contents

1. Part Names and Functions

1.1 FRONT PANEL

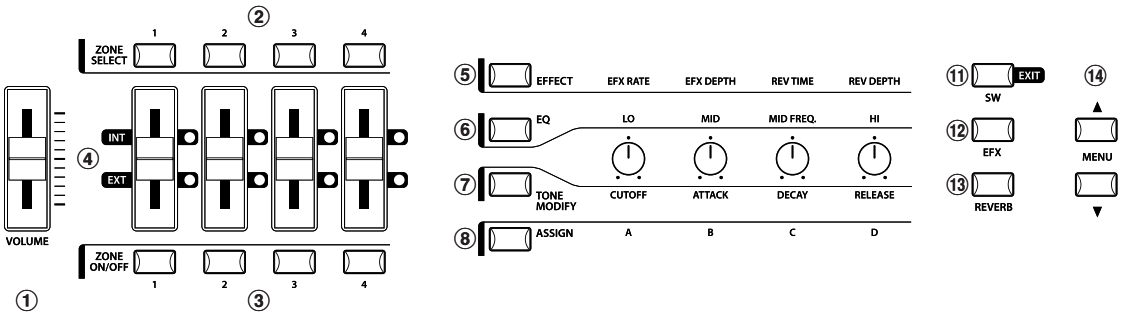
FADER SECTION

1. VOLUME Fader
   The VOLUME fader controls the master volume level of the MP6.

2. ZONE SELECT buttons
   The ZONE SELECT buttons are used to select one of the four zones for editing. Only one zone can be selected at a time. The front panel setting represents the current zone status.

3. ON/OFF buttons
   The ON/OFF buttons are used to turn zones ON/OFF. When the button is lit, the zone is active. Normally the button color is red, but when a zone is not using the full keyboard range the color will be green to indicate it.

4. FADERS (zone volume level control)
   Each fader controls the volume level of a designated zone. When multiple zones are active, these faders can be used as an audio mixer.



CONTROL KNOBS SECTION

The four CONTROL KNOBS are multi-function real time controllers. The different functions can be selected using the four buttons to the left side of the CONTROL KNOBS. When a function is active, its button is lit. Touching any of these knobs will instantly change the display to the current knob function and value.

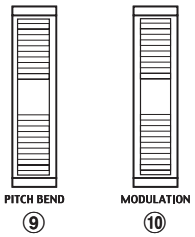
5. EFFECT button
   When this button is lit, the CONTROL KNOBS will adjust the REVERB time, REVERB depth, EFX rate and EFX depth.

6. EQ button
   When this button is lit, the CONTROL KNOBS will adjust the 3-band graphic equalizer.

7. TONE MODIFY button
   When this button is lit, the CONTROL KNOBS will adjust the CUTOFF, ATTACK, DECAY and RELEASE Levels for the selected zone.

8. ASSIGN button
   When the Amp Simulator is ON : The CONTROL KNOBS adjust the Amp Simulator settings.

   When the Amp Simulator is OFF : The CONTROL KNOBS adjust MIDI control changes that are sent from the MP6 to an external MIDI device specified by the selected zone. Some control changes can also be used with the internal sounds.



WHEEL CONTROLLERS

9. PITCH BEND
   This control wheel smoothly bends the pitch Up or Down from its current value.

10. MODULATION
    This control wheel controls the modulation (vibrato) depth. Moving the wheel forward increases the vibrato depth.

EFFECT BUTTONS

11. SW button

This button turns the assigned function ON or OFF. Many different functions can be assigned to this switch for your convenience.
When in edit mode, pressing the SW button will exit from edit mode.

12. EFX button

This button turns the EFX ON or OFF for the selected zone.

13. REVERB button

This button turns the REVERB ON or OFF for the selected zone.

To change the function or type assigned to the above buttons, press and hold the desired button to display the currently selected function or type, then use the VALUE buttons to change it.

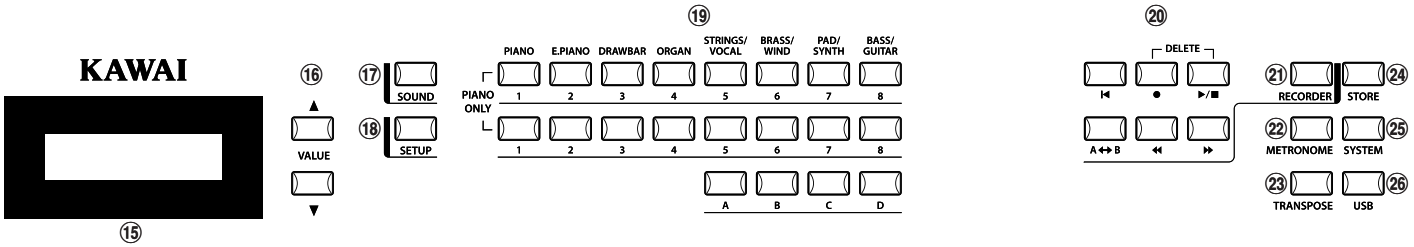
MENU BUTTONS

14. MENU buttons

The MENU buttons are used to enter the edit mode and scroll through all the various parameters of the MP6. To change a parameter value, use the VALUE buttons.

DISPLAY

15. DISPLAY



VALUE BUTTONS

16. VALUE buttons

The VALUE buttons are used to change the value of the current parameter as indicated on the DISPLAY.

SOUND SELECTION & SETUP SELECTION

17. SOUND button

The SOUND button switches the MP6 to the SOUND mode. The SOUND SELECT buttons will now select any of the 256 internal sounds.

18. SETUP button

The SETUP button switches the MP6 to the SETUP mode. The SOUND SELECT buttons will now select any of the 256 SETUPs.

19. SOUND SELECT buttons

The SOUND SELECT buttons are organized in two rows of eight buttons and one row of four ones. In SOUND mode the upper row of buttons is used to select a sound category and the second & third rows of buttons is used to select the different internal sounds within each category. In SETUP mode the upper row of buttons is used to select a bank and the second & third rows of buttons is used to select the different SETUPs within each bank.

RECORDER SECTION

20. RECORDER CONTROL buttons

The RECORDER CONTROL buttons are used for Rec/Play functionality in Recorder Mode. When Recorder Mode is not in use, the RECORDER CONTROL buttons can be used to send MMC messages to external MIDI devices.

21. RECORDER button

The RECORDER button is used to access the Internal Song and USB Audio recorder functions.

OTHERS

22. METRONOME button

The METRONOME button is used to start or stop the metronome.

23. TRANSPOSE button

The TRANSPOSE button is used to turn the TRANSPOSE function ON/OFF.

24. STORE button

The STORE button is used to store the settings of the MP6.

25. SYSTEM button

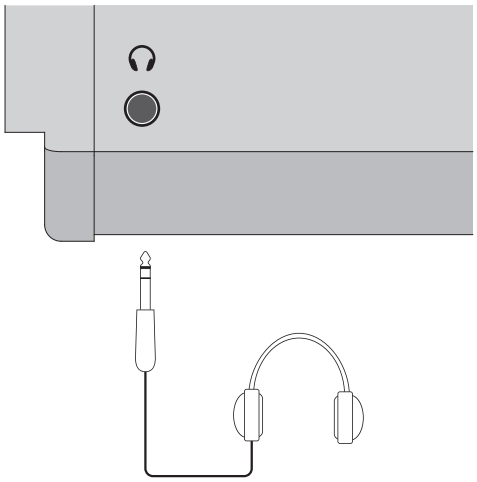
The SYSTEM button is used to set the system parameters of the MP6.

26. USB button

The USB button is used to access the MP6's USB functions: Load, Save, Rename, Delete, and Format.

1.2 HEADPHONE JACK

The headphone jack is located in front at the left end of the key slip.
Use a headphone with a standard stereo 1/4 inch phone jack.



1.3 REAR PANEL

1. POWER SWITCH

Turns the MP6 ON or OFF.

2. POWER RECEPTACLE

Connect the power cable, which is included in the MP6 package, to this receptacle.

3. MIDI JACKS

These jacks are used to connect the MP6 with external MIDI devices such as a MIDI sound module or a MIDI sequencer.

4. USB to Host PORT

This jack is used to connect the MP6 with a personal computer. See page 86 for details.

5. FOOT CONTROLLERS

EXP JACK

An expression pedal can be connected to this jack.
The expression pedal can be assigned to different MIDI control numbers or functions in the Menu.

DAMPER JACK

This jack is used to connect the Foot Pedal included with the MP6 (KAWAI F-10H).

6. FOOT SWITCH

A momentary footswitch can be connected to this jack (EX: KAWAI F-1 or F-20). The FootSwitch can be assigned to different MIDI control numbers or functions in the Menu. When using the KAWAI F-20. The right pedal works as a Foot Switch, and the left pedal works as a Soft pedal. When the Rotary EFX is in use, the Soft pedal changes between Fast & Slow Rotor speeds.

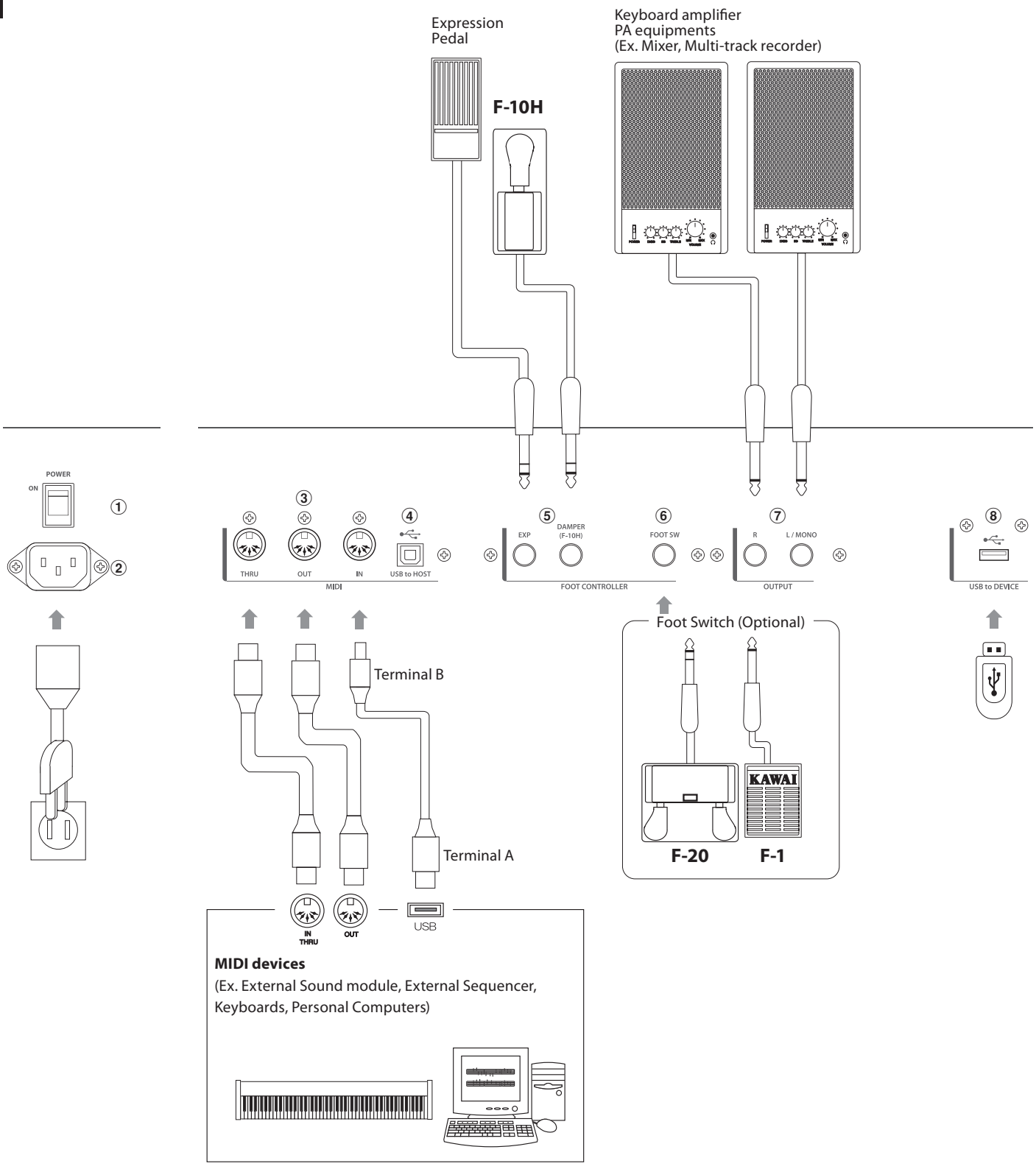
7. OUTPUTS

R, L/MONO OUTPUTS

The R, L/MONO outputs are used to connect the MP6 to a musical instrument amplifier using standard 1/4 inch phone jacks. The R, L/MONO outputs can also be used to connect the MP6 to a PA system or recording console.

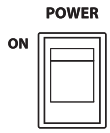
8. USB TO DEVICE PORT

This port allows a USB memory device to be connected to the MP6.


Expression
Pedal
F-10H
Keyboard amplifier
PA equipments
(Ex. Mixer, Multi-track recorder)
POWER
ON
1
2
3
THRU
OUT
IN
4
USB to HOST
MIDI
5
EXP
DAMPER
(F-10H)
6
FOOT SW
FOOT CONTROLLER
7
R
L / MONO
OUTPUT
8
USB to DEVICE
Foot Switch (Optional)
KAWAI
F-20
F-1
Terminal B
Terminal A
IN
THRU
OUT
USB
MIDI devices
(Ex. External Sound module, External Sequencer,
Keyboards, Personal Computers)

2. Basic Operations

2.1 Getting Ready



Since the MP6 has no built-in speakers, you will need to connect a mixer, keyboard amplifier or headphones in order to listen.

Turn the MP6 on, using the POWER SWITCH on the rear panel.
It is recommended to turn the MP6 on before turning on any amplifiers in order to avoid switching noise.

What you need to know before starting:

Please read this part for a better understanding of the MP6 structure.

The MP6's SOUND and SETUP modes are largely the same. The main difference between the two is that SETUP is used to recall stored SETUPs. Edits and changes can be made freely in either mode, using the 4 faders, 4 knobs and MENU functions, however edits made in SOUND mode will be lost when the power is turned OFF and must therefore be stored in SETUP mode.

In order to start from scratch, use the SOUND mode and press PIANO ONLY first.
In order to modify a SETUP, select the desired SETUP, perform any edits, and store the changes as a SETUP.

If selected sounds do not sound correct, it is possible that parameters (knobs etc.) were edited. To restore sounds to their default setting, use the PIANO ONLY function, then re-select the desired sound.

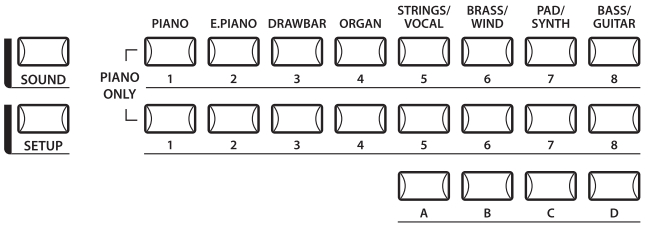
2.2 Selecting a Sound

The MP6 always starts up in SOUND mode when the power is turned ON. The SOUND button will be lit to indicate SOUND mode is active.

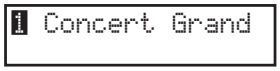
Operation 1
Select the sound category by pressing a sound select button in the top row.
There are 3 rows of sound select buttons, the top row is for selecting a sound category and the second and third rows are for selecting a variation.
For example, to select "60's EP2", first press the E.PIANO in the top row and the first sound in the E.PIANO category "Classic EP" is recalled. (If any other variation was selected before, the last selected sound is recalled as long as the power is on.)

Operation 2
Select the first variation by pressing a sound select button in the second row.
Press one of the 1-8 buttons in the second row. If you press 3, the variation 3 "60's EP" is recalled. (If any other variation was selected before, the last selected sound is recalled as long as the power is on.)

Operation 3
Select the second variation by pressing a sound select button in the third row.
Press one of the A-D buttons in the third row. If you press B, a variation sound "60's EP2" is recalled.
Select the variations with the sound select buttons in the second and third rows.



The display shows the currently selected sound name.



Note:
Internal sounds or Setups can be also selected using the VALUE buttons.

You should also listen to the preprogrammed Setups.
Setups are organized in 8 Banks with 32 Numbers each (total 256 Setups).
Press the SETUP button to change to SETUP mode and select a Setup by pressing one of the Bank buttons in the upper row followed by a Number button in the second and third row.
The display shows the currently selected Setup name.

In Sound mode, the "1" in the display indicates that the zone 1 is currently selected.

2.3 Layer

Let's try layering another sound. Turn the zone 2 on by pressing the ZONE ON/OFF button for zone 2. The ZONE SELECT button for zone 2 is automatically selected and the display shows the sound name for zone 2.

Select the sound for zone 2 with the SOUND SELECT buttons as shown in the previous section.

Adjust the volume balance of zone 1 and 2 with the faders for each zone.

2.4 Split

Now let's split the keyboard and play different sounds in upper and lower sections.

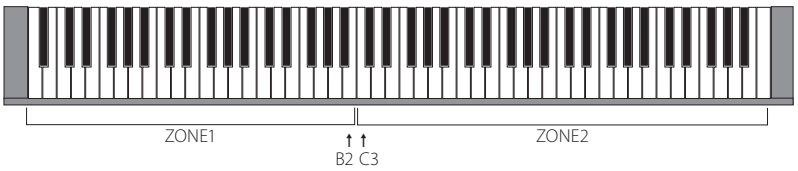
Press and hold the ZONE SELECT button for zone 1. The display shows the key range for zone 1 as follows.

While still holding down the ZONE SELECT button for zone 1, press the lowest note on the keyboard. The display changes as follows.

While still holding down the ZONE SELECT button for zone 1, select the highest note for zone 1, for example, B2 by pressing B2 key on the keyboard.

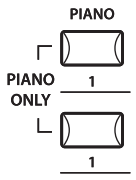
Repeat the same procedure for zone 2 while holding down the ZONE SELECT button for zone 2 and set the key range from C3 to C7.

Now the keyboard is split as follows.



Note:
In this method, the key ranges for internal and external zones always change together. If you want individual settings, use the Key Range Hi/Lo parameter in MENU (see page 42).

2.5 Piano Only



The Piano Only function lets you quickly return the MP6 sounds to the default settings.

Press the PIANO button and the SOUND SELECT button 1 simultaneously. All the current settings (except for SYSTEM settings) will go back to original and only Concert Grand sound can be played on the whole keyboard.

NOTE: You may use this function also as a kind of Panic or Reset button. Also it is a good starting point to create Setups from scratch.

2.6 Metronome/Drum Rhythms

The Metronome function provides a steady beat to aid practicing the piano at a consistent tempo. In addition to regular metronome beats, the MP6 also features a variety of drum rhythms to accompany most musical genres.

Press the METRONOME button to start the metronome.
A beat will start to count and the LED indicators for the STORE and SYSTEM buttons will flash in time with the sound.

The time signature and tempo will also be shown in the LCD display.
Press the VALUE buttons to increase or decrease the tempo.

* The metronome tempo can be adjusted within the range of 30-300 bpm (60-600 bpm for eighth note rhythms).
* The metronome configuration can be stored to a SETUP/POWER ON memory.

Press the MENU buttons to show the metronome time signature/pattern or metronome volume screens in the LCD display.

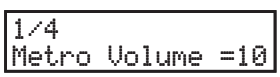
Changing the Metronome time signature/drum rhythm

When 'Pattern' is shown in the LCD display:

Press the VALUE buttons to selected the desired time signature/drum rhythm.
* There are ten different types of time signature available:
  1/4, 2/4, 3/4, 4/4, 5/4, 3/8, 6/8, 7/8, 9/8, and 12/8.
* Please refer to page 82 of this owner's manual for a full list of available drum rhythms.

Changing the Metronome volume

When 'Metro Volume' is shown in the LCD display:



Press the VALUE buttons to increase or decrease the metronome volume.
* The metronome volume can be adjusted within the range of 0-10.

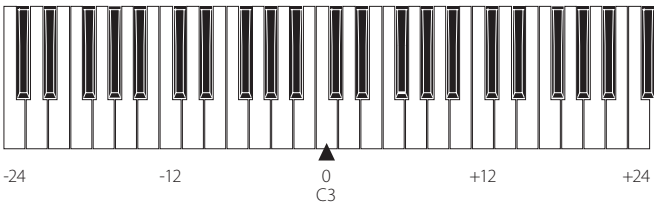
Press the EXIT button to return to the previous screen.

2.7 Transpose

When the Transpose function is “ON” the MP6’s key can be raised or lowered in half steps. The available range of transposition is 24 semitones, either up or down.

While holding down the TRANSPOSE button, press any key on the MP6 keyboard to select a new transposed key. Pressing the F key above middle C for example will transpose the MP6 UP to the key of F (+5 half steps).

The transpose amount can also be set using the VALUE buttons.
While holding the TRANSPOSE button down, press the VALUE buttons to change the transpose amount.



The display shows the current TRANSPOSE amount when the TRANSPOSE button is held down. A value of “0” indicates no transposition.

2.8 Using the MP6 as a MIDI controller

The MP6 can control external devices via MIDI.

MIDI Connection

Connect the MIDI OUT on the MP6 to the MIDI IN on an external MIDI device with a MIDI cable.

Selecting the MIDI Channel

The MIDI Transmit Channel of the MP6 must be matched with the Receive Channel of any MIDI devices connected to the MP6.

Select zone 3 by pressing the ZONE SELECT button 3. (Zone 3 is set to external as default setting.)

Press the MENU ▲ button until "TrsChannel" (Transmit Channel) appears on the display.

Use the VALUE buttons to choose a MIDI Transmit Channel from 1 to 16.

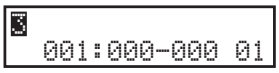
To exit from MENU, press the EXIT(SW) button.
Any notes played on the keyboard or any movements of the Knobs, sliders, etc. will be transmitted to any external MIDI devices connected to the MIDI out of the MP6 on the selected MIDI channel.

Sending Program Change Number

The MP6 can send MIDI program change numbers from 1 to 256 and Bank number LSB from 0 to 1 in SOUND mode. Simply press the SOUND SELECT buttons and the corresponding program number will be transmitted. See the program number table below.

UPPER	SECOND	THIRD	PROG#:MSB-LSB
1	1	A	001:000-000
1	1	B	002:000-000
1	1	C	003:000-000
1	1	D	004:000-000
1	2	A~D	005:000-000 ~ 008:000-000
1	3	A~D	009:000-000 ~ 012:000-000
1	4	A~D	013:000-000 ~ 016:000-000
1	5	A~D	017:000-000 ~ 020:000-000
1	6	A~D	021:000-000 ~ 024:000-000
1	7	A~D	025:000-000 ~ 028:000-000
1	8	A~D	029:000-000 ~ 032:000-000
2	1~8	A~D	033:000-000 ~ 064:000-000
3	1~8	A~D	065:000-000 ~ 096:000-000
4	1~8	A~D	097:000-000 ~ 128:000-000
5	1~8	A~D	001:000-001 ~ 032:000-001
6	1~8	A~D	033:000-001 ~ 064:000-001
7	1~8	A~D	065:000-001 ~ 096:000-001
8	1~8	A~D	097:000-001 ~ 128:000-001

The transmitted program number is shown in the display.



You can also send program change numbers by using VALUE buttons.

Note:
Full program change numbers including bank numbers can be transmitted by setting them in MENU and saving it as a SETUP. See page 39/40 for details.

2.9 Selecting a SETUP

The MP6 offers 256 preset combinations of the panel settings called SETUPs.
To select a SETUP, press the SETUP button. Now the SOUND SELECT buttons are used to select a SETUP. Use a combination of the numbers in the upper, second and third rows to select a desired SETUP. The display will show the selected SETUP name.

To check the sound (internal) or program number (external) assigned to each zone, press the ZONE SELECT button. The display briefly shows the assigned sound name or program number, and then automatically returns to the SETUP name in a few seconds.
If you hold a ZONE SELECT button for 2 seconds the display will show you the key range information for that zone. You can also set the key range using the same procedure that is used in Sound mode.

3. SW Button

The SW button is a programmable realtime switch which can be assigned to one of 8 different functions.

Press and hold the SW button. The display shows the currently assigned function. Press the SW button again to exit without changing the function.

```
SW TYPE/COMMON
 1:Panel Lock
```

Use the VALUE buttons to change the function. The display will automatically return to SOUND or SETUP mode after you change the function.
This function can be stored using the STORE button. (see page 55)
When the MENU function is displayed, the SW button works as an EXIT button.

3.1 Panel Lock

You can lock the panel operation to avoid unnecessary changes to the settings by accident.
When the SW button is lit Panel Lock is ON.

Panel Lock On: All the operations except for keyboard, wheels, pedals and SW button are locked. The display shows as follows while the panel is locked.

```
  Panel Lock
>Press[SW]button
```

Panel Lock Off: Panel Lock is canceled.

3.2 Touch Curve

You can temporary turn on/off the Touch Curve for example to play organ sounds correctly.

Touch Curve On: The display briefly shows the selected Touch Curve in the SYSTEM and the Touch Curve becomes active. If the selected Touch Curve in the SYSTEM is Off, the Normal Touch Curve becomes active.

Touch Curve Off: The display briefly shows as follows and the Touch Curve becomes Off.

```
  Touch Curve
      Off
```

3.3 Rotary Slow/Fast

You can switch the speed of roter between slow and fast when the Rotary effect is in use.
When the SW button is lit: The display briefly shows as follows and the rotary speed changes to fast.

```
Rotary Speed
    Fast
```

When the SW button is OFF: The display briefly shows as follows and the rotary speed changes to slow.

```
Rotary Speed
    Slow
```

Note:
When the Rotary effect is not in use, the display briefly shows as follows.

```
Rotary is
not selected.
```

3.4 EQ Bypass On/Off

You can temporarily bypass the EQ by turning the SW button on.
When the SW button is lit the EQ Bypass is on.
EQ Bypass On: The display briefly shows as follows and the sound bypasses the EQ.

```
EQ Bypass
    On
```

EQ Bypass Off: The display briefly shows as follows and the EQ comes back to active.

```
EQ Bypass
    Off
```

Note:
When the EQ Bypass is turned on and the EQ control knobs are used, the display briefly shows as follows.

```
 EQ Bypass
>Press[SW]button
```

3.5 Wheel Lock

You can lock the bender wheel and modulation wheel to avoid unnecessary movement by accident.
When the SW button is lit the Wheel Lock is on.

Wheel Lock On: The display briefly shows as follows and the wheels are locked.

```
  Wheel Lock
      On
```

Wheel Lock Off: The display briefly shows as follows and the wheels are unlocked.

```
  Wheel Lock
      Off
```

Note:
When the Wheel Lock is turned on and the wheels are used, the display briefly shows as follows.

```
  Wheel Lock
>Press[SW]button
```

3.6 Foot Switch Lock

You can lock the assignable foot switch to avoid unnecessary movement by accident.
First, connect a foot switch to the FSW jack on the rear panel of the MP6.
When the SW button is lit the Foot Switch Lock is on.

Foot Switch Lock On: The display briefly shows as follows and the assignable foot switch is locked.

```
  FSW Lock
      On
```

Foot Switch Lock Off: The display briefly shows as follows and the assignable foot switch is unlocked.

```
  FSW Lock
      Off
```

Note:
When the FSW Lock is turned on and the foot switch is used, the display briefly shows as follows.

```
  FSW Lock
>Press[SW]button
```

3.7 Expression Pedal Lock

You can lock the expression pedal to avoid unnecessary movement by accident.
First, connect an expression pedal to the EXP jack on the rear panel of the MP6.
When the SW button is lit the Expression Pedal Lock is on.

Expression Pedal Lock On: The display briefly shows as follows and the expression pedal is locked.

Expression Pedal Lock Off: The display briefly shows as follows and the expression pedal is unlocked.

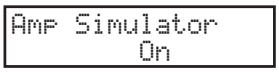
Note:
When the EXP Lock is turned on and the expression pedal is used, the display briefly shows as follows.

3.8 Amp Simulator On/Off (ZONE1 only)

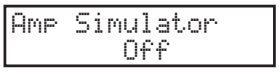
You can enable an Amp Simulator effect by turning the SW button on.

When the SW button is lit the Amp Simulator is on.

Amp Simulator On: The display briefly shows as follows and the Amp Simulator turns on.



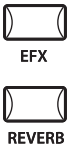
Amp Simulator Off: The display briefly shows as follows and the Amp Simulator turns off.



Note:
The Amp Simulator will be effective for ZONE 1 only.

* Please refer to page 38 of this owner's manual for further details regarding the Amp Simulator.

4. EFX / REVERB Buttons



The internal sounds of the MP6 can be enhanced using the built in REVERB and EFX generators.

There are 7 REVERB types and 23 different EFX types to choose from. MP6 contains 4 variations of EFX type per INT section, and different EFX can be added to the sound of each ZONE.

4.1 EFX

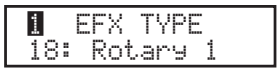
The MP6 contains 23 high quality EFX types, designed to complement the internal sounds. Each internal sound has a preset effect assigned as the default. The EFX button turns the EFX generator ON or OFF for the selected sound.

To turn the EFX "ON" for the current sound, press the EFX button and the button will light up. EFX will be added to the current sound.

To turn the EFX "OFF" again, press the EFX button again (the light on the button will be turned off).

EFX type

Press and hold the EFX button for a few seconds. The display shows EFX type added to the current selected ZONE.



Use the VALUE buttons to change the effect type. Each EFX type has a default value for RATE and DEPTH, so when changing the EFX type, the values are changed automatically. You can edit these values with the EFX RATE and EFX DEPTH knobs in the first row of the CONTROL KNOBS section on the panel.
To select another ZONE, press its ZONE SELECT button.

Chorus	Chorus is a slight detuning of the sound, which adds depth and richness to the sound.
Flanger	Flanger introduces a shifting comb-filter, which adds motion and a "hollow" tone to the sound.
Celeste	Celeste is a three phase chorus, with each of the three chorus units at different phase.
Ensemble	Ensemble is a three phase chorus, with each of the three chorus units at a different phase and frequency. This gives a slightly richer sound than the Celeste effect, above.
Delay 1/2/3/4	Delay adds echoes to the sound.
AutoPan 1/2/3	AutoPan alternates the sound left and right across the stereo field at a variable rate. AutoPan 3 includes an overdrive effect.
Tremolo 1/2/3/4	Tremolo changes the volume of the sound, making it louder and softer at a variable rate. Tremolo 3 includes an overdrive effect.
Phaser 1/2	Phaser creates a cyclic phase change, adding motion to the sound.

Rotary 1/2	The Rotary effect simulates the sound of the rotary speaker cabinet commonly used with electronic organs. Rotary 2 includes an overdrive effect.
Auto Wah	Auto Wah creates an automatic filter sweep at the attack of each note.
Pedal Wah	Pedal Wah creates a filter sweep with the expression pedal connected to the MP6.
Enhancer	Enhancer produces a crisper tone, so the sound is more easily discernible.
Overdrive	Overdrive effect adds tube-amp style distortion.

Note: You can select different EFX types for each zone.

4.2 REVERB

The MP6 contains 7 high quality REVERB types, designed to complement the internal sounds. Each internal sound has a preset REVERB type assigned as the default. The REVERB button turns the REVERB generator ON or OFF for the selected sound.

To turn the REVERB "ON" for the current sound, press the REVERB button and the button will light up. REVERB will be added to the current sound.

To turn the REVERB "OFF" again, press the REVERB button again (The light on the button will be turned off).

REVERB type

Press and hold the REVERB button until the display shows REVERB type.

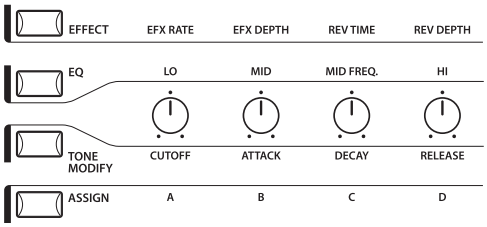
Use the VALUE buttons to change the REVERB type. Each REVERB type has a default value for TIME, so when changing the REVERB type, the value is changed automatically.

Hall 1	Simulates the reverb in a standard hall
Hall 2	Simulates the reverb in a small hall
Stage 1	Simulates the reverb on a standard stage
Stage 2	Simulates the reverb on a small stage
Room 1	Simulates the reverb in a standard room
Room 2	Simulates the reverb in a small room
Plate	Simulates the reverb of a metallic plate

Note: REVERB type is common to all internal zones. You cannot select a different type for each zone. But you can individually turn on/off or set different depths for each zone.

5. Control Knobs

Select the function with the buttons on the left and use the knobs to change the values. You can also move the cursor with the MENU buttons and change the value with the VALUE buttons while the display is showing Control Knobs function.



5.1 EFFECT

Make sure that the EFFECT button in the CONTROL KNOBS section is lit. If the EFFECT button is turned off, press it to turn it ON.

The CONTROL KNOBS are now active and assigned to the EFX/REVERB parameters for the selected zone. Use the CONTROL KNOBS to change the current settings.

EfR (EFX Rate) adjusts the value of the preset parameter for each EFX. (internal only)
EfD (EFX Depth) adjusts the depth of the EFX added to the sound.
RvT (REVERB Time) adjusts the reverb time. (internal only)
RvD (REVERB Depth) adjusts the depth of the reverb added to the sound.

EFX parameter list

			EFX Rate	EFX Depth
1.	CHORUS	rate	0 -12.7Hz	dry/wet
2.	FLANGER	rate	0 -12.7Hz	dry/wet
3.	CELESTE	rate	0 -12.7Hz	dry/wet
4.	ENSEMBLE	rate	0 -12.7Hz	dry/wet
5.	DELAY 1	delay time	0.650ms	wet level
6.	DELAY 2	delay time	0.650ms	wet level
7.	DELAY 3	delay time	0.325ms	wet level
8.	DELAY 4	delay time	0.650ms	wet level
9.	AUTO PAN 1	rate	0 -12.7Hz	depth
10.	AUTO PAN 2	rate	0 -12.7Hz	depth
11.	AUTO PAN 3	rate	0 -12.7Hz	depth
12.	TREMOLO 1	rate	0 -12.7Hz	depth
13.	TREMOLO 2	rate	0 -12.7Hz	depth
14.	TREMOLO 3	rate	0 -12.7Hz	depth
15.	TREMOLO 4	rate	0 -12.7Hz	depth
16.	PHASER 1	rate	0 -12.7Hz	dry/wet
17.	PHASER 2	rate	0 -12.7Hz	dry/wet
18.	ROTARY 1	slow/fast	-	dry/wet

19.	ROTARY 2	slow/fast	-	drive
20.	AUTO WAH	sense	0 -127	dry/wet
21.	PEDAL WAH	sense	0 -127	dry/wet
22.	ENHANCER	intensity	0 -127	wet level
23.	OVERDRIVE	drive	0 -127	dry/wet

REVERB parameter list

		REVERB Time		REVERB Depth
1.	HALL 1	rev.time	0.3 - 8.0s	send level
2.	HALL 2	rev.time	0.3 - 8.0s	send level
3.	STAGE 1	rev.time	0.3 - 5.0s	send level
4.	STAGE 2	rev.time	0.3 - 5.0s	send level
5.	ROOM 1	rev.time	0.3 - 3.0s	send level
6.	ROOM 2	rev.time	0.3 - 3.0s	send level
7.	PLATE	rev.time	0.3 - 3.0s	send level

Note:
When EFX/REVERB depth is set to 0 while the EFX/REVERB button is active, the EFX/REVERB button will blink to indicate that the EFX/REVERB is turned ON but the depth is set to 0.

EFX rate and REVERB time are effective to internal zone only.

If the selected zone is set to BOTH, changing the value for EFX depth or REVERB depth affects for both internal and external sections. If you want different settings for internal and external sections, first enter the edit mode by pressing the MENU button and press the EFFECT button. Now you can select internal or external zone with ZONE SELECT button. (See page 35 for details.)

Quick Change Reverb Offset

Press and hold the EFFECT button. The EFFECT button starts blinking and the following screen for Reverb Offset (see page 60) will be shown until the button is released.

This parameter is stored automatically when leaving the screen, there is no need to store the setting manually.

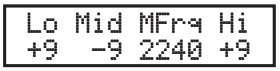
5.2 EQ (EQUALIZER)

The MP6 contains a three-band graphic equalizer to shape the overall tone of the sound. The EQ affects all zones at the same time. However, each SETUP can have its own EQ setting that affects the internal sounds only.

Be sure that the EQ button in the CONTROL KNOBS section is lit.
If the EQ button is turned off, press it to turn it ON.

The CONTROL KNOBS are now active and assigned to the EQ parameters. Use the CONTROL KNOBS to change the current settings.
Each parameter of the EQ has an adjustable range from -9 to +9. A positive (+) value indicates amplification, or a boost of that frequency range. A negative (-) value indicates attenuation, or a cut of that frequency range.

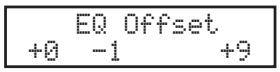
The MFreq parameter has an adjustable range from 355Hz to 2500Hz.



Lo, Mid, Hi	-9 - +9
MFrq (Hz)	355, 400, 450, 500, 560, 630, 710, 800, 900, 1000, 1120, 1250, 1400, 1600, 1800, 2000, 2240, 2500

Quick Change EQ Offset

Press and hold the EQ button. The EQ button starts blinking and the following screen for EQ Offset (see page 60) will be shown until the button is released.



This parameter is stored automatically when leaving the screen, there is no need to store the setting manually.

If EQ Offset is set to Off in System parameters, this page will not be displayed.

5.3 TONE MODIFY

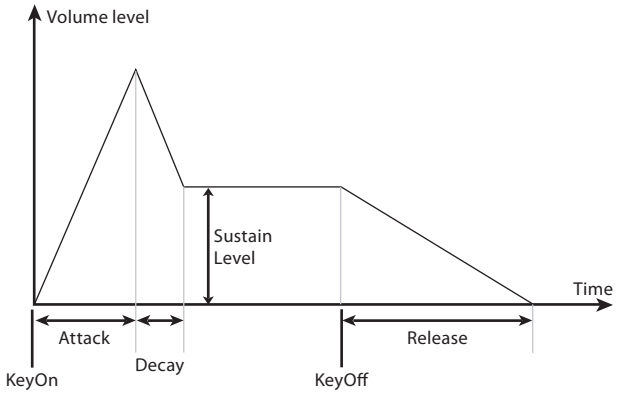
The MP6 allows certain characteristics of the sounds to be custom tailored to suit a particular musical or playing style, or to create many variations and different types of sounds. TONE MODIFY settings can be done for each zone individually.
The following parameters are provided:

CUTOFF, ATTACK, DECAY and RELEASE.

Make sure that the TONE MODIFY button in the CONTROL KNOBS section is lit. If the TONE MODIFY button is turned off, press it to turn it ON.

The CONTROL KNOBS are now active and assigned to the Tone Modify parameters for the current sound.
Use the CONTROL KNOBS to change the current settings for the selected zone.
Each parameter of the TONE MODIFY function has an adjustable range from -50 to +50.

CUTOFF:	Raising the CUTOFF level makes the sound brighter, lowering the level makes the sound duller.
ATTACK:	As the value increases, the attack time becomes longer, which means a slower attack is produced.
DECAY:	This parameter controls the amount of time from the peak level to the sustain level of the sound.
RELEASE:	This parameter controls the amount of time needed for the sound to fade out after the key is released.



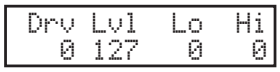
Note:
If the selected zone is set to BOTH, changing the TONE MODIFY parameters affects both internal and external sections. If you want different settings for internal and external sections, enter the edit mode by pressing the MENU button and select internal or external section with the ZONE SELECT button. (See page 35 for details.)

5.4 ASSIGN

The ASSIGN button can be used to set the CONTROL KNOBS to send MIDI Continuous Controller information to external MIDI devices, or to control the MP6's Amp Simulator function.

5.4.1 Amp Simulator parameter

If the Amp Simulator is turned on, pressing the ASSIGN button allows the Amp Simulator parameters to be adjusted using the CONTROL KNOBS.



Note:
The Amp Simulator is effective for Zone 1 only.

* Please refer to page 38 of this owner's manual for further information about the Amp Simulator.

5.4.2 MIDI CC# (Control Change)

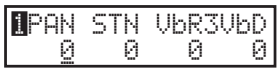
If the Amp Simulator is turned off, pressing the ASSIGN button allows MIDI Continuous Controller information to be sent using the CONTROL KNOBS.

The MP6 can send any MIDI Continuous Controller information to any MIDI Instrument or Device. This powerful feature allows for editing the sounds of an external sound module in Real Time during performance, or for recording Real Time performance edits to a MIDI sequencer.
Some control changes are also effective to internal sounds.

Make sure that the ASSIGN button in the CONTROL KNOBS section is lit. If the ASSIGN button is turned off, press it to turn it ON.

The CONTROL KNOBS are now active and assigned to the MIDI CC parameters.
Use the CONTROL KNOBS to change the MIDI continuous controller information assigned to each knob as described below.
Each parameter of the Control Change has an adjustable range from 0 to 127.

When the selected zone is set to INT or BOTH, the display shows the parameter names.



When the selected zone is set to EXT, the display shows the MIDI CC numbers.

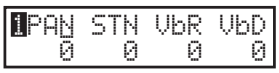
The default parameters assigned for each knob are as follows.

A: #10 Panpot (PAN)
B: #70 Sustain Level (STN)
C: #76 Vibrato Rate (VbR)
D: #77 Vibrato Depth (VbD)

Note:
If the selected zone is set to BOTH, changing the MIDI CC# parameters affects both internal and external sections. If you want different settings for internal and external sections, enter the edit mode by pressing the MENU button and select internal or external section with the ZONE SELECT button. (See page 35 for details.)

Changing MIDI CC parameter

Press and hold the ASSIGN button. ASSIGN button starts blinking and the cursor in the display moves up to the parameter name.



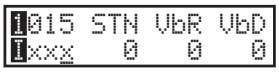
Use the CONTROL KNOBS to change the parameters.
After changing the parameter, press the ASSIGN button again. The ASSIGN button stops blinking and the cursor in the display moves down to the value.

If "AFT" is selected, the modulation wheel is used to send After Touch information.

Note:
When the selected zone is set to INT, only the following parameters can be selected.

10	Panpot	PAN
70	Sustain Level	STN
71	Resonance	RSN
72	Release	RLS
73	Attack	ATK
74	Cutoff	CUT
75	Decay	DCY
76	Vibrato Rate	VbR
77	Vibrato Depth	VbD
78	Vibrato Delay	VbY
93	Chorus Depth	ChD

When the selected zone is set to BOTH and the internal section is selected in edit mode, the parameters not available for INT section show as " XXX".



6. MENU Buttons

The MENU buttons allow access to the edit parameters in the MP6. This collection of settings together with other editable parameters can be stored as a SETUP. The MP6 provides 256 SETUPs, and all are user programmable.

A SETUP consists of four zones. Each zone can be set as Internal, External or Both individually. Inside each of the four zones, a multitude of features and effects can be programmed and combined together into one exciting SETUP.
A total of 256 SETUPs may be programmed in this way.

The menu consists of Internal parameters, External parameters and Common parameters.
Common parameter affect all zones. If a zone is set as Both, both the Internal parameters and External parameters are available for the zone.
Use the MENU buttons to scroll through all the different parameters.

In SOUND mode, both the Int Zone parameters and the Common parameters without the inverse "S(Setup)" icon can be individually stored. (see page 55)
The Int Zone parameters can be stored as a SOUND of the MP6's 256 SOUNDs.
The Common parameters can be stored as the initial settings in SOUND mode.

Zone parameters (Int)
Zone Mode
Sound (Int only)
Damper Resonance (Int Piano only)
String Resonance (Int Piano only)
KeyOff Effect (Int Piano only)
Voicing (Int Piano only)
KeyOff Noise (Int EP only)
KeyOff Delay (Int EP only)
Tone Wheel Registration (ZONE1 Int Tone Wheel only)
Tone Wheel Percussion (ZONE1 Int Tone Wheel only)
Tone Wheel Percussion Level (ZONE1 Int Tone Wheel only)
Tone Wheel Percussion Decay (ZONE1 Int Tone Wheel only)
Tone Wheel Percussion Harmonics (ZONE1 Int Tone Wheel only)
Key Click Level (Int Drawbar Organ only)
EFX Type
EFX parameter
Amp Simulator On/Off (ZONE1 Int only)
Amp Simulator Drive (ZONE1 Int only)
Amp Simulator Level (ZONE1 Int only)
Amp Simulator EQ Hi/Lo (ZONE1 Int only)
Velocity Dynamics
Solo On/Off
Solo Mode
Damper Pedal On/Off/Hold
Foot Switch On/Off
Expression Pedal On/Off
Modulation On/Off
Bender On/Off
Bender Range
Key Range Hi/Lo
Velocity Switch On/Off
Velocity Switch Value
Zone Transpose
Volume
Pan
Fine Tune

Zone parameters (Ext)
Zone Mode
Trs Channel
Trs PRG#
Trs Bank Select MSB LSB
Keyboard On/Off
Velocity Dynamics
Solo On/Off
Solo mode
Damper Pedal On/Off/Hold
Footswitch On/Off
Expression Pedal On/Off
Modulation On/Off
Bender On/Off
Bender Range
Key Range Hi/Lo
Velocity Switch On/Off
Velocity Switch Value
Zone Transpose
Volume
Pan
Fine Tune

Common parameters
Stretch Tuning
Temperament
Key of Temperament
User Tuning
Foot SW CC#
EXP CC#
Modulation Wheel CC#
Left Pedal Mode
Master Volume

Caution:
The edited settings will be erased when the power is turned off, or other sound is recalled. To save these settings, use the STORE procedure to save them as a SETUP. (see page 56)

6.1 Editing Procedure and Parameters

First, press the ZONE SELECT button for the zone to be edited.
Next, press the MENU buttons until the parameter you want to edit appears in the DISPLAY. When a zone is set as Both, pressing the ZONE SELECT button again will switch the menu list from Internal to External or vice versa.

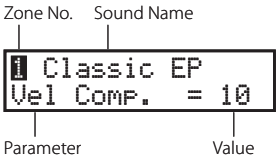
Set the value of the parameter using the VALUE buttons.
Since each parameter has a different value range, consult the following pages for the details. Repeat this procedure for any other parameters in any of the zones that need to be modified.

Save these settings using the STORE button.
(See page 53 for detail)

Note:
Once you enter the edit mode from SETUP mode by pressing the MENU button, the mode automatically changes to SOUND mode and the SOUND SELECT buttons are used to select sounds, not SETUPs.

You can exit the edit mode by pressing the EXIT(SW) button. Any edits you have made so far will be retained to SOUND mode. If you exit the edit mode by pressing SOUND or SETUP buttons, your changes will be lost and the previously saved settings are recalled.

6.2 Edit Parameters

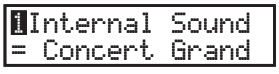


Zone parameters can be edited individually for each zone. There are two parameter groups, Internal parameter group and External parameter group. If a zone is set to Int, only Internal parameters are available for editing. If a zone is set to Ext, only External parameters are available for editing. If a zone is set to Both, both Internal and External parameters are available for editing.

6.2.1 Zone Mode

This parameter sets the Zone mode. The example shows that the Zone 1 is set to Both mode.

6.2.2 Sound (Int only)



This parameter determines which internal sound is assigned for the selected zone.

6.2.3 Damper Resonance (Int Piano only)

When the sustain pedal is depressed, the volume of the whole resonance can be changed to the level you prefer. The value changes from 0 (off) to 10.

* The display shows this parameter only when Piano sound is selected.

6.2.4 String Resonance (Int Piano only)

The volume of string resonance can be changed to the level you prefer. The value changes from 0 (off) to 10.

About String Resonance

In acoustic pianos, there are strings corresponding to each key. When a key is pressed, strings of other keys in the related harmonic series to the note played resonate. This effect is called "sound resonance", which makes the sound of an acoustic piano full and rich.

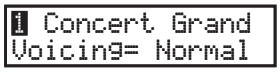
* The display shows this parameter only when Piano sound is selected.

6.2.5 Key-off Effect (Int Piano only)

Especially for low-pitched tones, when a key is played strongly and released quickly, there will be the sound of the damper touching the strings immediately before the sound stops. The key-off effect simulates this phenomenon, and allows you to adjust the key-off volume to your taste. The value changes from 0 (off) to 10.

* The display shows this parameter only when Piano sound is selected.

6.2.6 Voicing (Int Piano only)



This parameter re-creates electronically the voicing technique of adjusting the action, hammers and strings on an acoustic piano to change the tone character. This function is a very powerful way to enhance and customize the piano response for each player and each sound.
The effect is only available for the internal piano sounds - other sounds cannot use this parameter.

Normal	Produces the normal tone of an acoustic piano throughout the entire dynamic range.
Mellow 1/2	Reproduces the effect of a softer hammer surface. It produces a mellower tone throughout the entire dynamic range.
Dynamic	This setting is not possible with an acoustic piano. Softly played notes will have the tone of a mellow voicing and notes played harder will have the tone of a bright voicing. This setting produces a dramatic change from mellow to bright throughout the entire dynamic range.
Bright 1/2	Produces a brighter tone throughout the entire dynamic range.

* The display shows this parameter only when Piano sound is selected.

6.2.7 KeyOff Noise (Int EP only)

Vintage electric pianos often produce a distinctive sound when the keys are released. The MP6 simulates this characteristic, and the KeyOff Noise parameter allows you to adjust the volume of the sound to your taste. The value changes from 0 (off) to 10.

* The display shows this parameter only when an Electric Piano sound is selected.

6.2.8 KeyOff Delay (Int EP only)

This parameter adjusts the delay of the electric piano KeyOff sound. The value changes from 0 to 127.

* The display shows this parameter only when an Electric Piano sound is selected.

6.2.9 Tone Wheel Registration (ZONE1 Int Tone Wheel only)

The MP6's Tone Wheel Simulation recreates the sound of a vintage tone wheel organ, and allows each drawbar to be individually adjusted in realtime.

Note:
The Tone Wheel Simulation is activated by selecting Drawbar sounds 6-8. When Drawbar sounds 1-5 are selected, PCM sounds will be used and the Tone Wheel Simulation functions will not be shown.

Press the VALUE ▲ button to enter Tone Wheel registration mode,

Press the MENU buttons to select the drawbar to be adjust, then press the VALUE buttons to increase or decrease the value (position) of the drawbar.

The four Zone faders can be used to adjust the drawbar setting.
The cursor indicates the drawbar assigned to the Zone1 fader, with the neighboring drawbars controlled by the Zone 2, 3, and 4 faders.

Press the EXIT button to return to the previous menu.

6.2.10 Tone Wheel Percussion (ZONE1 Int Tone Wheel only)

This parameter is used to turn the percussion sound of the Tone Wheel simulation on or off. Press the VALUE buttons to change the setting.

6.2.11 Tone Wheel Percussion Level (ZONE1 Int Tone Wheel only)

This parameter is used to set the volume of the Tone Wheel percussion to either Normal or Soft. Press the VALUE buttons to change the setting.

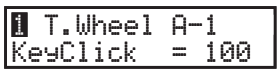
6.2.12 Tone Wheel Percussion Decay (ZONE1 Int Tone Wheel only)

This parameter is used to set the decay speed of the Tone Wheel percussion to either Slow or Fast. Press the VALUE buttons to change the setting.

6.2.13 Tone Wheel Percussion Harmonics (ZONE1 Int Tone Wheel only)

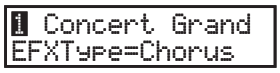
This parameter is used to set the harmonics of the Tone Wheel percussion to either 2nd (4') or 3rd (2 2/3'). Press the VALUE buttons to change the setting.

6.2.14 Key Click Level (Int Drawbar Organ only)



This parameter is used to set the level of the Drawbar Organ key click volume. Press the VALUE buttons to change the setting from 0 (off) to 127.

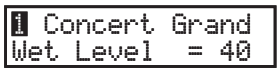
6.2.15 EFX Type



This parameter can be used to set the EFX type for the selected zone.
Press the VALUE button to change the setting.

* Please refer to page 26 of this owner's manual for further information about the available EFX types.

6.2.16 EFX Parameter

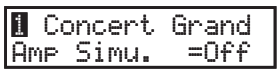


This parameter can be used to set the EFX parameter.
Press the VALUE button to change the setting

* Please refer to page 28 of this owner's manual for further information about the available EFX parameters.

6.2.17 Amp Simulator On/Off (ZONE1 Int only)

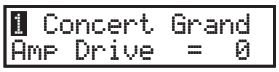
The MP6 Amp Simulator attempts to reproduce the sound, response, and overdrive characteristics of a typical amp/speaker combination used with electronic keyboards.



This parameter is used to turn the Amp Simulator on or off.
Press the VALUE buttons to change the setting.

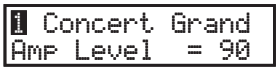
* When the Amp Simulator is set to on, the ASSIGN button can be used to show the Amp Simulator adjustment menu.

6.2.18 Amp Simulator Drive (ZONE1 Int only)



This parameter is used to set the gain level of the Amp Simulator.
Press the VALUE buttons to change the setting from 0 (off) to 127.

6.2.19 Amp Simulator Level (ZONE1 Int only)



This parameter is used to set the volume level of the Amp Simulator.
Press the VALUE buttons to change the setting from 0 (off) to 127.

6.2.20 Amp Simulator EQ Hi/Lo (ZONE1 Int only)

This parameter is used to set the low-frequency EQ of the Amp Simulator.
Press the VALUE buttons to change the setting from 0 (off) to 127.

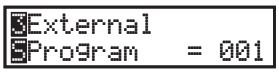
This parameter is used to set the high-frequency EQ of the Amp Simulator.
Press the VALUE buttons to change the setting from 0 (off) to 127.

* When the Amp Simulator is set to on, the above parameters can be adjusted using the CONTROL KNOBS.

6.2.21 Trs Ch (Ext only)

This parameter sets the MIDI transmit channel for the selected zone. All MIDI data for the selected zone will be transmitted on this channel. Make sure that the receiving channel for any external MIDI devices to be controlled from this zone is set to the same channel as the zone.

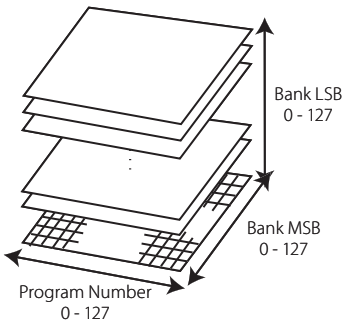
6.2.22 Trs PRG# (Ext only)



This parameter determines which Program Change Number will be transmitted when a SETUP is recalled. When the MIDI Transmit Program Change is set to Off (see page 62), this page will not be displayed. Select the desired PRG number for the sound you want to select on the external MIDI device.

6.2.23 Bank MSB/LSB (Ext only)

This parameter determines which MSB and LSB Number will be transmitted when this SETUP is recalled. When the MIDI Transmit Bank is set to Off, this page will not be displayed.
In the MIDI standard, there are 128 storage spaces. The number of storage spaces can be expanded using an MSB and an LSB.

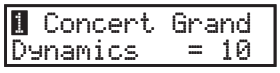


This is a 3D image of the expanded program change system with the MSB and LSB. To use these efficiently and correctly, refer to the operation manual of any external MIDI sound modules that are connected to the MP6.

6.2.24 Keyboard On/Off (Ext only)

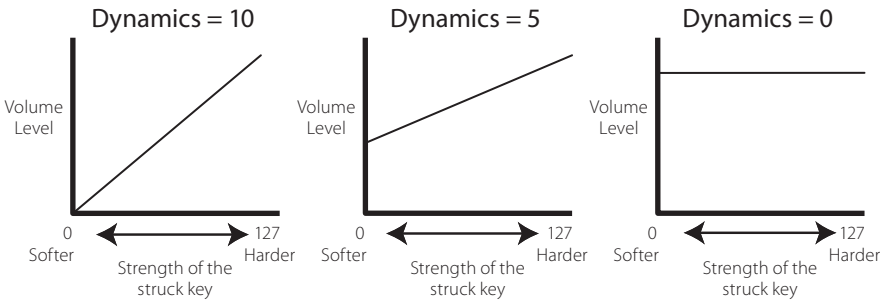
This parameter determines whether or not note data generated by playing the keys on the MP6 will be transmitted to an external MIDI device. This parameter is useful when using 2 or more keyboards. When set to OFF the MP6 will not send any note data to an external MIDI device but the MP6 can still be used to adjust other connected keyboards or MIDI devices using the knobs, wheels etc.

6.2.25 Velocity Dynamics

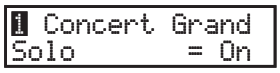


This parameter allows the velocity dynamics of the selected zone to be adjusted relative to the Touch setting in th SYSTEM menu.

When this value is 10 (default), the keyboard response is normal (i.e. the same as the Touch setting in the SYSTEM menu).
When this value is decreased the keyboard response gradually becomes less dynamic, and at 0 becomes completely flat (i.e. fixed touch response).

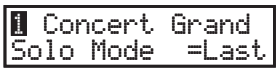


6.2.26 Solo



This parameter turns the Solo Mode On/Off.
When Solo is turned "On" only one note will be heard for the selected zone even if more than one note is being played simultaneously. This can be used to effectively simulate the performance characteristics of a monophonic synthesizer or as a special performance tool for playing solo parts. Solo mode can also be used while playing a polyphonic part from another zone.

6.2.27 Solo Mode

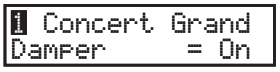


This parameter determines which note will be played when Solo is ON and more than one note is being played simultaneously. There are three choices for Solo note priority.

Last	The most recently played note within a group of notes will be heard when Solo is ON
Hi	The highest note played within a group of notes will be heard when Solo is ON.
Low	The lowest note played within a group of notes will be heard when Solo is ON.

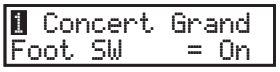
* When the Solo Mode parameter is “Off”, this page will not be displayed.

6.2.28 Damper



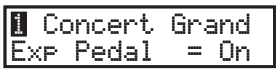
This parameter determines if the damper pedal is active (Norm [Int] / On [Ext], with natural decay), deactivated (Off) or set to HOLD (On, with steady sustain level) for the selected zone.
Use the HOLD value, if you don’t want a sound to disappear. HOLD is only available for internal Sounds.

6.2.29 Foot Switch



This parameter determines if a Foot Switch connected to the FOOT SWITCH jack is active (On) or not (Off) for the selected zone. The type of controller assigned to the footswitch is a common Setup parameter and is used for all zones of a Setup as a global parameter.

6.2.30 Expression Pedal



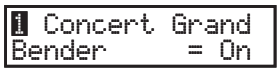
This parameter determines if an Expression Pedal connected to the EXP jack is active (On) or not (Off) for the selected zone. The type of controller assigned to Expression pedal is a common Setup parameter and is used for all zones of a Setup as a global parameter.

6.2.31 Modulation

This parameter determines if the Modulation Wheel is active (On) or not (Off) for the selected zone.

* When the Tone Wheel sound is selected, this page will not be displayed.

6.2.32 Bender



This parameter determines if the Bender Wheel is active (On) or not (Off) for the selected zone.

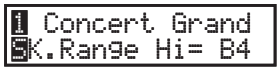
* When the Tone Wheel sound is selected, this page will not be displayed.

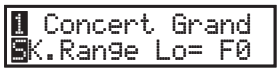
6.2.33 Bender Range

Int	This sets the Bender Range in semitone steps. The value changes from 0 to 7.
Ext	This is used to transmit Bender Range information to external sound modules. If MIDI Transmit Control Change is "On", the value is transmitted when a SETUP is recalled. The value changes from 0 to 12.

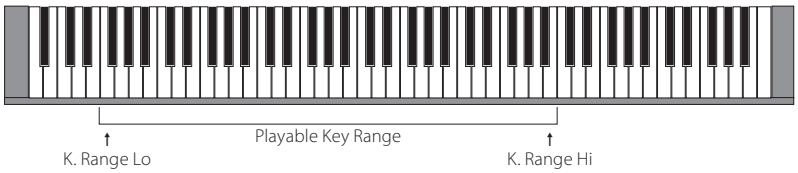
* When the Bender is "Off", this page won't be displayed.

6.2.34 Key Range Hi/Lo



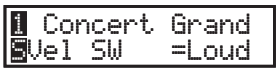


These two parameters define the playable key range on the keyboard for the selected zone. First, while K.Range Hi appears in the display, use the VALUE buttons to set the highest note that the selected zone can play.
Next, while K.Range Lo appears in the display, use the VALUE buttons to set the lowest note that the selected zone can play.



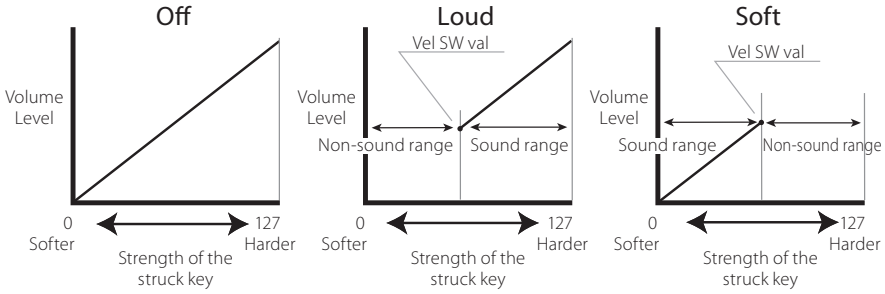
Note:
Another convenient way to input the key range is to hold the ZONE SELECT button of the desired zone for more than 1 second and input the K.Range Lo by pressing the lowest key followed by the key of the highest note, while still holding the ZONE SELECT button.

6.2.35 Velocity Switch

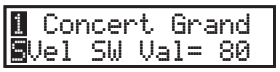


Velocity switching is an extremely useful and creative tool for customizing a performance. Using Velocity Switching, it is possible to have either one sound switch to another sound at a set velocity, or even for a second sound to be added in once a certain velocity has been reached, or to have a sound drop out above or below a set velocity level.
This parameter sets the velocity switch type.

Off	No effect - the sound plays normally.
Loud	The selected sound plays only when the key is struck harder than the Vel SW Val. (See next parameter)
Soft	The selected sound plays only when the key is struck softer than the Vel SW Val. (See next parameter)



6.2.36 Velocity Switch Value



This parameter determines switching level of the key velocity.

For the Loud Vel SW :determines the lowest key velocity to sound.
For the Soft Vel SW : determines the highest key velocity to sound.

When the Velocity Switch is set to Off, this page won't be displayed.

Note:
Each zone can have a separate Velocity Switch Value. By setting the Soft Zone Velocity Switch Value higher than that of the Loud Zone, a dynamic area where both sounds play can be created. It is also possible to switch Internal Zones with External Zones for even more possibilities.

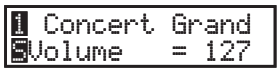
Note2:
Velocity Switch = Loud /Velocity Switch Value = 1
In this settings, it is possible to press a key very softly and hear no sound.
This is just the same as an acoustic piano.

6.2.37 Zone Transpose

This parameter sets the amount of transposition for the selected zone. The available range is three octaves up or down (+/-36 semitones).

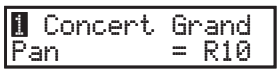
Note:
To set the master transpose, press the TRANSPOSE button and set the value.

6.2.38 Volume



This parameter sets the volume level for the selected zone. The value can be changed by using the FADER or VALUE buttons.
For External zones, when the MIDI Transmit Control Change is "Off", this page won't be displayed.

6.2.39 Pan



Int	This sets the pan-pot (right and left balance).
Ext	This sets the pan-pot value that will be transmitted to external sound modules. If the MIDI Transmit Control Change is "On", the value is transmitted when a SETUP is recalled. When the MIDI Transmit Control Change is "Off", this page won't be displayed.

* The value changes from L64 to R63.

* When the Tone Wheel sound is selected, this page will not be displayed.

6.2.40 Fine Tune

Int	This is a fine tuning function for values smaller than a semi-tone.
Ext	This is used to transmit fine tuning settings to external sound modules. If the MIDI Transmit Control Change is "On", the value is transmitted when a SETUP is recalled. When the MIDI Transmit Control Change is "Off", this page won't be displayed.

* The value changes from -63 to +63.

6.3 Common Parameters

The following common parameters affect all Zones.

6.3.1 Stretch Tuning

The hearing ability of a human is uneven and is not accurate with high frequency and low frequency as it is with the middle range. The tuning of an acoustic piano is stretched to compensate for this so the sound will be heard naturally to the ears.

Off:	The tuning is flat without stretching.
On:	The tuning is always stretched.
Piano:	The tuning is stretched only when piano sounds are selected.
On W:	Same as "On" but the stretching is wider.
Piano W:	Same as "Piano" but the stretching is wider.

6.3.2 Temperament

This parameter sets the temperament of the MP6.

Equal	This is the most popular tuning method that divides the scale into twelve equal semitones. This produces the same chordal intervals in all twelve keys, and has the advantage of limitless modulation of the key. However the tonality of each key becomes less characteristic and no chord is in pure consonance.
Pure Maj/Min	This temperament, which eliminates dissonances for thirds and fifths is still popular for choral music because of its perfect harmony. When playing in a major key select "Pure Maj" and when playing in a minor key select "Pure Min".
Pythagor	This temperament, which uses mathematical ratios to eliminate dissonance for fifths, is very limited for use with chords, but it produces very characteristic melodic lines.
Meantone	This temperament, which uses a mean between a major and minor whole tone to eliminate dissonance for thirds, was devised to eliminate the lack of consonances experienced with certain fifths for the Mersenne pure temperament. It produces chords that are more beautiful than those with the equal temperament.
Werkmeis / Kirnberg	These two temperaments are placed in between Meantone and Pythagorean. For music with few accidentals, this temperament produces the beautiful chords of the mean tone, but as accidentals increase, the temperament produces the characteristic melodies of the Pythagorean temperament. It is used primarily for classical music written in the Baroque era to revive the original characteristics.
User	You can make your own temperament by raising or lowering the pitch for each half tone.

6.3.3 Key of Temperament

Limitless modulation of the key became available only after the invention of Equal temperament. When we use a temperament other than Equal temperament, we must carefully choose the key signature to play in.
For example, if the song you are going to play is written in D major, choose "D" as the temperament key.

* When Temperament is set to Equal or User, this page won't be displayed.

6.3.4 User Tuning

When the temperament is set to "User", adjust the pitch for each key and create your own temperament. The value changes from -50 to +50.
These pages will only be displayed when the user temperament is selected.

Note:
The value is shown in "cent". Half tone equals to 100 cents.

6.3.5 Foot SW CC# (Control Change)

This parameter assigns a Control Change Number to the Footswitch connected to the FOOT SWITCH jack on the rear panel.
See page 96 for the list of Control Change numbers.

If "SW" is selected, the footswitch is used to turn on/off the SW button.
If "RTR" is selected, the footswitch is used to switch the speed of the rotary speaker between slow and fast when the Rotary effect is in use.
If "AMP" is selected, the footswitch is used to turn the AMP simulator on/off.

When the System parameter FootSW is "Setup+" this page won't be displayed.

6.3.6 EXP CC# (Control Change)

This parameter assigns a Control Change Number to the Expression Pedal connected to the EXP jack on the rear panel.

See page 96 for the list of Control Change numbers.

If "AFT" is selected, the expression pedal is used to send After Touch information.
If "RTR" is selected, the expression pedal is used to switch the speed of the rotary speaker between slow and fast when the Rotary effect is in use.
If "AMP" is selected, the expression pedal is used to turn the AMP simulator on/off.
If "Pedal Wah" is selected in EFX, the pedal works as a Wah Pedal regardless of the setting in this parameter.

6.3.7 Modulation Wheel CC# (Control Change)

```
    COMMON
M.WheelCC# = Mod
```

This parameter assigns a Control Change Number to the Modulation Wheel on the right side of the front panel.

If "AFT" is selected, the modulation wheel is used to send After Touch information.
If "RTR" is selected, the modulation wheel is used to switch the speed of the rotary speaker between slow and fast when the Rotary effect is in use.
If "AMP" is selected, the modulation wheel is used to turn the AMP simulator on/off.

See page 96 for the list of Control Change numbers.

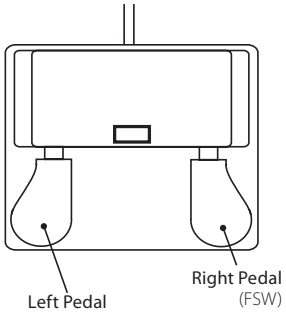
Note:
When the following Numbers are selected for the FootSW,EXP or Modulation Wheel Control Change Number, the functions affect the internal sounds, too.

1	Modulation Wheel (MOD)
7	Volume (VOL)
10	Pan (PAN)
11	Expression Controller (EXP)
64	Damper Pedal (HLD)
66	Sostenuto (SST)
67	Soft Pedal (SFT)

6.3.8 Left Pedal Mode

```
    COMMON
Left Pedal =Soft
```

This parameter determines whether the left pedal of the optional F-20 (twin pedal) accessory functions as Soft or Sost (Sostenuto).



F-20

Soft	The Left Pedal works as a Soft Pedal (Default). When the Rotary EFX is in use, the Soft Pedal changes function to a Fast/Slow Rotor switch.
Sost	The Left Pedal works as a Sostenuto Pedal. When the Damper setting (see page 41) is Off or Norm, the sostenuto pedal works with natural decay. When the Damper setting is Hold, the sostenuto pedal works with a steady sustain level.

6.3.9 Master Volume

```
    COMMON
Master Vol= 127
```

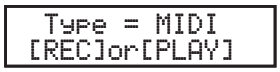
Adjust the total volume of the SETUP.
The value changes from 0 to 127.

7. Song Recorder (Internal Memory)

The MP6 allows up to 10 different songs to be recorded, stored in internal memory, and played back at the touch of a button.

7.1 Recording a song

7.1.1 Entering song recorder mode



Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▼ button to change the type to MIDI, then press the ● button.
The Internal Song Recorder screen will be shown in the LCD display, and the LED indicator for the ● button will start to flash.

The MP6 recorder will enter standby mode.

Press the ◀◀ or ▶▶ buttons to select the song memory for the recording, and the VALUE buttons to increase or decrease the tempo.

The MP6 recorder will enter standby mode.

7.1.2 Starting the song recorder

Press a key on the keyboard.
The LED indicators for the ● and ▶/■ buttons will turn on, and recording will start.

* Recording can also be started by pressing the ▶/■ button.
* If the METRONOME is turned on before recording, a one bar introduction will also be played when the ▶/■ button is pressed.

7.1.3 Stopping the song recorder

Press the ▶/■ button.
The LED indicators for the ● and ▶/■ buttons will turn off, the recorder will stop, and the recorded song will be stored in internal memory.
After a few seconds, the Play Internal screen will be shown in the LCD display, indicating that the song is ready for playback.

* The maximum recording capacity is approximately 90,000 notes, with button and pedal presses also counted as one note.
* If the maximum recording capacity is reached during recording, the recorder will stop automatically.
* Recorder songs will remain in memory after the power is turned off.

7.2 Playing back a song

7.2.1 Entering song play mode

Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▼ button to change the type to MIDI, then press the ▶/■ button.
The Internal Song recorder screen will be shown in the LCD display.

Press the ◀◀ or ▶▶ buttons to select the song memory to playback, and the VALUE buttons to increase or decrease the tempo.

7.2.2 Starting the song playback

Press the ▶/■ button.
The selected song will start to play.

* Press and hold the ▶/■ button to play all recorder songs in sequence ('Chain Play' mode).

Press the ◀◀ or ▶▶ buttons to fast-forward or rewind the song.

Press the ▶/■ button again.
The selected song will stop playing.

It is also possible to adjust the Song Volume, Song Transpose or Song Memory. Press the MENU ▼ or MENU ▲ buttons to select the desired function, then press the VALUE ▼ or VALUE ▲ buttons to adjust the value.

* Press the ⏮ button to reset the recorder song to the beginning.

7.2.3 A-B Repeat

The A-B repeat function allows one section of a song to be repeated continuously.

While the song is playing:

Press the **A↔B** button to set the start point.
The LED indicator for the **A↔B** button will start to flash.
Press the **A↔B** button again to set the end point.

The LED indicator for the **A↔B** button will turn on and the specified section will repeat continuously.

To cancel the A-B repeat function, press the **A↔B** button once again.
The LED indicator for the **A↔B** button will turn off and normal playing will resume.

7.2.4 Exiting song play mode

Press the RECORDER button to exit the Internal Song Recorder.

The MP6 will return to normal operation, and the name of the selected sound will be shown in the LCD display.

7.3 Erasing a song

This function is used to erase recorder songs that have been recorded incorrectly, or are simply no longer required.

7.3.1 Entering erase mode

Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▼ button to change the type to MIDI, then press the ▶/■ button.
The Internal Song Recorder screen will be shown in the LCD display.

Press and hold the ● and ▶/■ buttons simultaneously.

The LED indicators for the ● and ▶/■ buttons will start to flash, and the Erase screen will appear with the currently selected song shown in the LCD display.

7.3.2 Erasing a song

Press the ◀◀ or ▶▶ buttons to select the Song to be erased.

Press the VALUE ▲ button.
A confirmation message will be shown in the LCD display, prompting to confirm or cancel the erase operation.

Press the VALUE ▲ button once again to confirm the erase operation,
or the VALUE ▼ button to cancel the erase operation.

■ Erasing all recorder songs from memory

This process will erase all songs stored in internal memory, and cannot be undone.

Press and hold the ● and ▶/■ buttons simultaneously, then turn the power on.

All recorder songs stored in memory will be erased.

8. Audio Recorder/SMF Player (USB Memory)

The MP6 is also capable of recording performances directly to a USB memory device as MP3 or WAV digital audio. This function allows professional quality recordings to be produced directly on the instrument - without the need for additional sound equipment.

The MP6 can also playback Standard MIDI Files (SMF) from a USB memory device.

8.1 Recording an audio file

■ Audio Recorder format specifications

MP3	44.1kHz, 16 bit, Stereo 192kbit/s (fixed)
WAV	44.1kHz, 16 bit, Stereo

* MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and Thomson.
* MP3 codec is Copyright (c) 1995-2007, SPIRIT
* USB devices should be formatted to use the 'FAT' or 'FAT32' filesystems.

8.1.1 Entering audio recorder mode

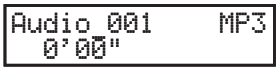
Connect a USB memory device to the MP6.

Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▲ button to change the type to AUDIO, then press the ● button. The Audio Recorder format selection screen will be shown in the LCD display, and the LED indicator for the ● button will start to flash.

Press the VALUE ▲ VALUE ▼ buttons to select the MP3 or WAV audio format.

8.1.2 Starting the audio recorder



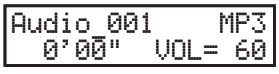
Press a key on the keyboard.
The LED indicators for the ● and ▶/■ buttons will turn on, and the Audio Recorder will start recording audio in the file format specified.

* Recording can also be started by pressing the ▶/■ button.
* If the METRONOME is turned on before recording, a one bar introduction will also be played when the ▶/■ button is pressed.

* The default filename for recorded audio is Audio_000. If the file already exists on the connected USB memory device, the filename number will increment automatically. To change the name of the recorded file, use the Rename function in the USB menu (page 70).

8.1.3 Stopping the audio recorder

Press the ▶/■ button again.
The LED indicator for the ▶/■ button will turn off and the the Audio Recorder will stop recording.



After a brief wait, the Audio Player screen will be shown in the LCD display.

8.2 Playing an audio file

■ Audio Player supported format specifications

MP3	32/44.1/48 kHz, Mono/Stereo, 8-320 kbit/s (fixed & variable)
WAV	32/44.1/48 kHz, Mono/Stereo, 16 bit

* USB devices should be formatted to use the 'FAT' or 'FAT32' filesystems.

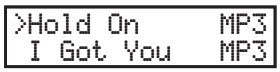
8.2.1 Entering audio playback mode

Connect a USB memory device to the MP6.

Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▲ button to change the type to AUDIO, then press the ►/■ button.
The file load screen will be shown in the LCD display.

8.2.2 Selecting an audio file

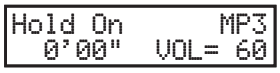


Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow.

File selection screen examples:

[Parent Dir]	Return to previous folder
<Classical >	Folder
Audio_001 MP3	File (MP3 format)
Audio_002 WAV	File (WAV format)

8.2.3 Starting audio file playback



Press the ►/■ button.
The LED indicator for the ►/■ button will turn on and the selected audio file will start to play.

* Press and hold the ►/■ button to play all MP3/WAV audio files stored in the current folder in sequence ('Chain Play' mode).

Press the ◄◄ or ►► buttons to fast-forward or rewind the song, and the VALUE buttons to increase or decrease the playback volume.

Finally, press the ►/■ button again to stop audio file playback.
To return to the file load screen, press the MENU ▲ or MENU ▼ buttons.

8.2.4 Exiting audio recorder mode

Press the RECORDER button to exit the Audio Recorder.

The MP6 will return to normal operation, and the name of the selected sound will be shown in the LCD display.

8.3 Playing a Standard MIDI file

■ SMF Player supported format specifications

MID	Format 0, Format 1

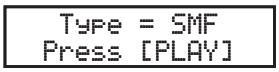
* USB devices should be formatted to use the 'FAT' or 'FAT32' filesystems.

* The program change recognition is based on the Program Number List, with Program Change Mode=GM type. (see page 79)

*The MP6 is not a GM device, therefore some sounds that the MP6 does not recognize may be replaced by similar sounds that are available.

8.3.1 Entering SMF playback mode

Connect a USB memory device to the MP6.



Press the RECORDER button.
The type (MIDI/AUDIO/SMF) selection screen will be shown in the LCD display.

Press the VALUE ▼ button to change the type to SMF, then press the ▶/■ button.
The file load screen will be shown in the LCD display.

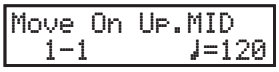
8.3.2 Selecting a Standard MIDI File

Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow.

File selection screen examples:

[Parent Dir]	Return to previous folder
<Classical >	Folder
MIDI_001 MID	Standard MIDI File (MID format)

8.3.3 Starting Standard MIDI File playback



Press the ▶/■ button.
The LED indicator for the ▶/■ button will turn on and the selected Standard MIDI File will start to play.

* Press and hold the ▶/■ button to play all Standard MIDI Files stored in the current folder in sequence ('Chain Play' mode).

Press the ◀◀ or ▶▶ buttons to fast-forward or rewind the song, and the VALUE buttons to increase or decrease the playback volume.

Finally, press the ▶/■ button again to stop SMF playback.

* Press the ⏮ button to reset the Standard MIDI File to the beginning.

To return to the file load screen, press the ⏮ button, then press the ◀◀ or ▶▶ buttons.

8.3.4 Adjusting SMF volume, Transposing the SMF, Minus One

After the SMF has been selected, or while the SMF is playing:

Press the MENU ▼ or MENU ▲ buttons to select the desired SMF Menu function, then press the VALUE ▼ or VALUE ▲ buttons to adjust the value.

SMF Volume	0 - 127
SMF Transpose	- 24 - +24 (semitones)
Minue One Part	Off, 1-16 (MIDI channel)

8.3.5 Exiting SMF playback mode

Press the RECORDER button to exit the SMF Player.

The MP6 will return to normal operation, and the name of the selected sound will be shown in the LCD display.

9. STORE Button

You can save the changes of the settings made as either a SOUND or a SETUP.
Up to 256 SOUNDs or 256 SETUPs can be stored.
Moreover, the POWER ON function allows preferred panel setting to be stored in the instrument's memory, and automatically recalled as the settings every time the MP6 is turned on.

The following groups of parameters are stored:

SOUND
Selected Zone's One Sound settings:
* EFX/REVERB settings (see page 26)
* Control Knob settings - except for EQ (see page 28)
* Int Zone parameters in MENU settings (see page 34)
- except for parameters with the inverse "S(Setup)" icon

SETUP
MP6's whole settings of 4 zones:
* Sound Selection, Zone On/Off Status (see page 10)
* EFX/REVERB settings (see page 26)
* Fader, Control Knob settings (see page 10, page 28)
* Function SW setting (see page 22)
* All MENU settings (see page 34)
* Metronome settings (see page 18)

9.1 Storing the settings as a SOUND

Press the STORE button. The display will show the following screen:

```
<SETUP     SOUND>
<POWERON
```

Press the VALUE ▲ button, the display will show the following screen:

```
 SOUND     Sure?
 Press VALUE UP
```

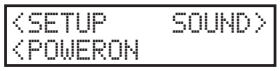
Press the VALUE ▲ button to confirm. The STORE procedure can be cancelled at any time by pressing any other button which is not used during the STORE procedure.

```
 Writing Memory,
   Completed!
```

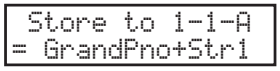
Note:
Storing will overwrite the selected SOUND.
If the selected zone is external, the SOUND cannot be stored.

9.2 Storing the settings as a SETUP

Press the STORE button. The display will show the following screen:



Press the MENU ▲ button to select to store the settings as a SETUP.
The display will show the SETUP number to store.



Use the SOUND SELECT buttons to change the SETUP number in which the settings will be stored. For example, to choose SETUP 2-3-B, press 2 in the upper row, press 3 in the second row, and press B in the third row. Then press the STORE button.

To set a name use the MENU buttons to move the cursor, use the VALUE buttons to select the character. After you rename the SETUP, press the STORE button again.

Press the VALUE ▲ button to confirm. The STORE procedure can be cancelled at any time by pressing any other button which is not used during the STORE procedure

Note:
Storing will overwrite the selected SETUP.

9.3 Storing the POWER ON setting

Press the STORE button. The display will show the following screen:

```
<SETUP    SOUND>
<POWERON
```

Press the MENU ▼ button, the display will show the following screen:

```
 POWERON  Sure?
 Press VALUE UP
```

Press the VALUE ▲ button to confirm. The STORE procedure can be cancelled at any time by pressing any other button which is not used during the STORE procedure.

```
 Writing Memory,
   Completed!
```

10. SYSTEM Button

Use this mode to set the System parameters of MP6.
To enter the SYSTEM mode, press the SYSTEM button.

10.1 System Menu

Use the MENU buttons to scroll through the System parameters.

System Parameter

- System Channel
- Touch
- System Tuning
- Volume Slider Action
- Reverb Offset
- EQ Offset
- Local Control On/Off
- Program Change Mode
- MIDI Receive Mode
- MIDI Receive Channel
- MIDI Transmit SETUP Mode
- MIDI Transmit Program Change
- MIDI Transmit Bank
- MIDI Transmit Volume
- MIDI Transmit Control Change
- MIDI Transmit Recorder
- MMC On/Off
- MMC Assign
- MMC Device ID
- LCD Contrast
- LED Brightness
- Out Mode
- Foot Switch Mode
- Wheel Mode

System Reset

- Reset One Sound/Setup
- Reset All

Make sure the SYSTEM button is lit, then press the MENU buttons until the parameter you wish to edit appears in the display.

Set the value of the parameter by using the VALUE buttons.
The value range differs depending on the parameter.

10.2 System Parameters

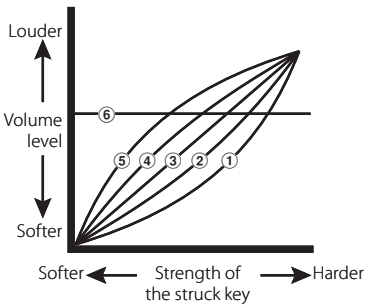
The System Menu parameters are global and always stored automatically when leaving the SYSTEM mode, so there is no need to store them.

10.2.1 System Channel

This parameter sets the System MIDI channel on which System Exclusive messages are transmitted/received.

10.2.2 Touch

This parameter adjusts the touch response curve of the keyboard.



① Heavy+ ④ Light
② Heavy ⑤ Light+
③ Normal ⑥ Off

Heavy+	This Curve has a steep rise as velocity increases, and a shallower curve at low velocities. (see 1) This curve requires the most striking force to produce a loud volume.
Heavy	This curve requires a stronger striking force to produce a loud volume. (see 2) This curve is perfect for those with strong fingers.
Normal	This curve recreates the touch response of an average acoustic piano.
Light	This curve requires less striking force to produce a loud volume. (see 4) This curve is good for those still developing finger strength.
Light+	This curve requires the least amount of striking force to produce a loud volume. (see 5) This curve is good for those with a very delicate touch.
Off	This curve gives a constant velocity level no matter how hard the keyboard is struck. (see 6) This curve is suitable for sounds that have a fixed dynamic range such as Organ, Harpsichord and certain synthesizer sounds.
User1,2	You can create your own custom touch curve to fit your playing style. Two user touch curves can be saved.

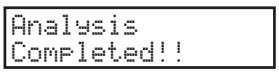
User Touch

The touch curve is the main component between the action and the sound.
With this User Touch Curve function you can customize the MP6 according to your personal playing style.
After selecting the "Touch" function by pressing the MENU buttons, use the VALUE buttons to select User1 or User2. Now the selected curve is activated.

To create your own personal touch curve press the REC button.

Now start playing the piano dynamically from soft to loud in order to let the piano analyze your playing style. Make sure that you really play in a realistic way according to your finger power and feeling. Sometimes the result is better if you turn off the volume first.

Press the REC button again when you finish playing.



The piano will analyze your playing and create a custom touch curve for you based upon your playing style. The new curve is automatically saved and will be used until you change the touch curve again or record a new one.

10.2.3 System Tuning

This parameter sets the global master tuning of the MP6. The value changes from 427.0 to 453.0 (Hz).

10.2.4 Volume Slider Action

This parameter sets how the volume sliders react, when you change the volume.

Normal	The value changes immediately, when the volume slider is moved.
Catch	The value won't change until the volume slider catches the position of the previously saved Volume value. This setting is designed for live editing to prevent you from unexpected volume jumps.

10.2.5 Reverb Offset

This parameter sets the global reverb depth offset. The value changes from 0 to 100%. You can decrease the whole depth of the MP6.

10.2.6 EQ Offset On/Off

This parameter sets the global EQ.

On	The global EQ settings are added to the EQ knob settings.
Off	The global EQ is disabled.

10.2.7 EQ Offset

This parameter sets the global EQ offset value of the MP6. The value changes from -9 to +9 (dB).
These parameters - High, Mid and Low - are each added to the EQ knob settings.
In the case that the total value exceeds +-9dB, it is limited to +-9dB.
When the EQ Offset On/Off is set to Off, this page won't be displayed

10.2.8 Local Control

On	The keyboard of the MP6 and the internal tone generators are connected. Set this parameter to "On" for normal use.
Off	The internal connection between the keyboard and the tone generators is switched off. This feature will avoid the "Doubled Sound" that results from use with an external sequencer equipped with Soft Thru or Echo Thru.

10.2.9 Program Change Mode

This parameter determines the sound numbering format that is used when sending MIDI Program Change information.

Panel	Program Change data is sent in accordance with the instrument's panel button numbering format.
GM	Program Change data is sent in accordance with the standard GM numbering format. Select this setting when connecting the MP6 to GM devices.

10.2.10 MIDI Receive Mode

This parameter determines how the MP6 receives MIDI information.

Panel	Only MIDI information received from the designated system channel will be sent to Zone 1-4 (Int. only). With this setting, layer and internal effects will be available.
Multi	MIDI information received from all MIDI channels (1-16) will be sent to Zone 1-4 or MIDI channels. With this setting, the MIDI Receive Ch. (10.2.11) can also be specified.
Omni	Received data controls the whole panel, regardless of the MIDI channel.

10.2.11 MIDI Receive Channel

When the MIDI Receive Mode setting (10.2.10) is set to 'Multi', this parameter determines whether the receive channel is On, Off, or specific to an individual Zone.

Zone1-4	Send MIDI data to specified Zone.
On	Specified channel will receive MIDI data.
Off	Specified channel will NOT receive MIDI data.

Note:

*** This parameter will only be displayed when MIDI Recieve Mode (10.2.10) is set to 'Multi'.**

*** Rcv Ch can be set to channels 1-16.**

10.2.12 MIDI Transmit SETUP Mode

This parameter determines whether MIDI information is sent when selecting SETUPs

On	MIDI information is sent when selecting SETUPs.
Off	MIDI information is NOT sent when selecting SETUPs.

10.2.13 MIDI Transmit Program Change

When the MIDI Transmit SETUP Mode setting (10.2.12) is set to 'On', this parameter determines whether MIDI Program Change information is sent when selecting SETUPs.

On	MIDI Program Change information is sent when selecting SETUPs.
Off	MIDI Program Change information is NOT sent when selecting SETUPs.

Note:

*** This parameter will only be displayed when MIDI Transmit SETUP Mode (10.2.12) is set to 'On'.**

10.2.14 MIDI Transmit Bank

When the MIDI Transmit SETUP Mode setting (10.2.12) is set to 'On', this parameter determines whether MIDI Bank information is sent when selecting SETUPs.

On	MIDI Bank information is sent when selecting SETUPs.
Off	MIDI Bank information is NOT sent when selecting SETUPs.

Note:

*** This parameter will only be displayed when MIDI Transmit SETUP Mode (10.2.12) is set to 'On'.**

10.2.15 MIDI Transmit Volume

When the MIDI Transmit SETUP Mode setting (10.2.12) is set to 'On', this parameter determines whether MIDI Volume information is sent when selecting SETUPs.

On	MIDI Volume information is sent when selecting SETUPs.
Off	MIDI Volume information is NOT sent when selecting SETUPs.

Note:

*** This parameter will only be displayed when MIDI Transmit SETUP Mode (10.2.12) is set to 'On'.**

10.2.16 MIDI Transmit Control Change

When the MIDI Transmit SETUP Mode setting (10.2.12) is set to 'On', this parameter determines whether MIDI Control Change information is sent when selecting SETUPs.

On	MIDI Control Change information is sent when selecting SETUPs.
Off	MIDI Control Change information is NOT sent when selecting SETUPs.

Note:

*** This parameter will only be displayed when MIDI Transmit SETUP Mode (10.2.12) is set to 'On'.**

10.2.17 MIDI Transmit Recorder

This parameter determines whether MIDI information is sent when using the Internal Song Recorder.

On	MIDI information is sent when using the Internal Song Recorder.
Off	MIDI information is NOT sent when using the Internal Song Recorder.

10.2.18 MMC On/Off

This parameter determines whether MMC (MIDI Machine Control) information is sent when pressing the RECORDER CONTROL buttons.

On	MMC information is sent when using the RECORDER CONTROL buttons.
Off	MMC information is NOT sent when using the RECORDER CONTROL buttons.

10.2.19 MMC Assign

When the MMC setting (10.2.18) is set to 'On', this parameter determines which MMC commands are sent when pressing the RECORDER CONTROL buttons.

Button	MMC Command
PLAY/STOP	Play Pause Record Strobe
REC	Record Pause Record Exit
RESET	Stop
FF	Fast Forward Pause
REW	Rewind Pause
LOOP	Deferred Play

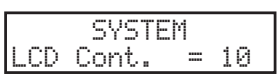
Note:

*** This parameter will only be displayed when MMC Transmit (10.2.18) is set to 'On'.**

10.2.20 MMC Device ID

This parameter determines the Device ID of the MMC (MIDI Machine Control).

10.2.21 LCD Contrast



This parameter adjusts the contrast of the LCD display.
As the value changes higher, the contrast gets sharper. The value changes from 1 to 10.

10.2.22 LED Brightness

This adjusts the brightness of the LEDs. You can choose from High or Low.
The Low setting is designed for dark stages, while the High setting is good for bright ambience.

10.2.23 Out Mode

Sometimes it is convenient to have two mono outputs instead of a stereo output.
In this case one mono output can be used for your own monitor system and the other goes to the mixing console.

Stereo	The signal on the Line-Outs is normal stereo.
2xMono	The signal on the Line-Outs is mono on both jacks

Note:
*** To avoid unexpected sound issues some stereo effects like AutoPan will be turned off when 2xMono is selected.**

10.2.24 Foot Switch Mode

This parameter sets the mode of FootSW's function.

Normal:	The type of controller assigned to the footswitch is a common SETUP parameter "FootSW CC#". (see page 46)
Setup+:	The footswitch increments the selected SETUP by 1.
Plybck:	The footwitch starts/stop selected song (audio file etc.) playback.
Metro.:	The footswitch starts/stop selected metronome/rhythm pattern.

Note:
*** When the value is 'Setup+', the FootSW CC# page will not be displayed.**

10.2.25 Wheel Mode

This parameter determines whether or not the modulation wheel can be used to edit parameters like a value dial.

Normal:	The wheel functions as a performance wheel and controls the CC controller that is assigned in the setup menu (Default).
Edit:	The wheel is used to edit parameters. The value will not change until the wheel reaches the position of the previously set the value. It can be used to edit the following parameters: * SETUP parameters in the MENU except Zone mode and Sound * SETUP name when stored * Function SW assign, EFX/REVERB type * Tempo of the metronome

Note:

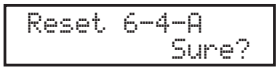
*** When the Wheel Mode is set to "Edit", the normal function of the wheel is ineffective, and the wheel parameters will show an asterisk.**

10.3 System Reset

10.3.1 Reset One SOUND/SETUP

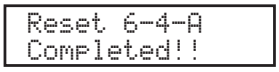
This function resets one SOUND or SETUP back to the original factory default settings.

Press the SYSTEM button. Then press the MENU ▼ button until "Reset X-X-X" (X-X-X stands for the setup number) appears on the display. Now use the SOUND SELECT buttons to select the sound or setup you want to reset.



Press the VALUE ▲ button. The display will ask for confirmation.

To cancel the Reset procedure at this point, press the VALUE ▼ button. Otherwise, press the VALUE ▲ button again.



The display will show "Completed!!" after finishing.

Note:

*** The selected SOUND/SETUP data will be overwritten by the factory settings.**

10.3.2 Reset All

This function performs a global reset of all 256 SOUNDs, all 256 SETUPs and SYSTEM settings back to the original factory default settings.

Press the SYSTEM button. Then press the MENU ▼ button until "Reset All" appears on the display.

Press the VALUE ▲ button. The display will ask for confirmation.

To cancel Reset All at this point, press the VALUE ▼ button. Otherwise, press the VALUE ▲ button again.

The display will show "Completed!!" after finishing.

Note:

*** All the data in the MP6 will be overwritten by the factory settings.**

11. USB Button

The USB button contains functions to load and save sounds, setups, system settings, and songs from/to a USB memory device. This menu also allows files to be renamed and deleted, and for the USB memory device to be formatted.

Load	Load data stored on a USB memory device into the MP6's internal memory.
Save	Save data held in the MP6's internal memory to a USB memory device.
Rename	Rename a file stored on a USB memory device.
Delete	Delete a file stored on a USB memory device.
Format	Format a USB memory device, erasing all stored data.

■ Selecting the USB menu

First, connect a USB memory device to the USB to Device connector.

Press the USB button.

The USB menu will be shown in the LCD display.

Press the MENU ▲ or MENU ▼ buttons to select the desired USB function, then press the VALUE ▲ button to enter the menu.

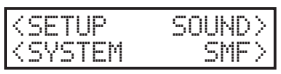
File selection screen examples:

[Parent Dir]	Return to previous folder
<Classical >	Folder
Audio_001.MP3	File (MP3 format)
Audio_002.WAV	File (WAV format)

11.1 Load

11.1.1 Selecting Load

Follow the instructions above to select the Load function from the USB menu.



The USB Load menu will be shown in the LCD display.
Press the MENU or VALUE buttons to select the desired USB Load function.

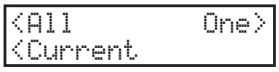
SETUP	Load SETUP data from a USB memory device.
SOUND	Load SOUND data from a USB memory device.
SYSTEM	Load SYSTEM data from a USB memory device.
SMF	Load SMF song data from a USB memory device.

Note:

*** Loading SETUP, SOUND, or SYSTEM data from a USB memory device will overwrite the existing data currently stored in the MP6's internal memory.**

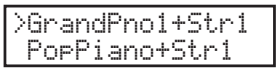
11.1.2a Loading SETUP data

Upon selecting the Load SETUP function:



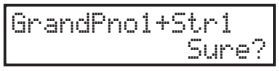
The USB Load SETUP menu will be shown in the LCD display.
Press the MENU buttons or VALUE ▲ buttons to select the desired USB Load SETUP function.

All	Load a file containing all 256 SETUPs from a USB memory device.
One	Load a single SETUP file from USB memory device into a single SETUP memory.
Current	Load a single SETUP from a USB memory device into the currently selected SETUP memory.



The file load screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

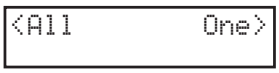
When loading One SETUP, a prompt to select the destination SETUP memory will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons or sound select buttons to select the destination SETUP memory, then press the STORE button to continue.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the load operation.

11.1.2b Loading SOUND data

Upon selecting the Load SOUND function:

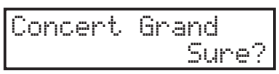


The USB Load SOUND menu will be shown in the LCD display.
Press the MENU ▲ or VALUE ▲ buttons to select the desired USB Load SOUND function.

All	Load a file containing all 256 SOUNDS from a USB memory device.
One	Load a single SOUND file from USB memory device into a single SOUND memory.

The file load screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

When loading One SOUND, the destination SOUND memory will be shown in the LCD display. Press the STORE button to continue.
* The destination SOUND memory cannot be changed.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the load operation.

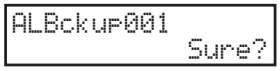
11.1.2c Loading SYSTEM data

Upon selecting the Load SYSTEM function:

The USB Load SYSTEM menu will be shown in the LCD display.
Press the MENU buttons to select the desired USB Load SYSTEM function.

Allbackup	Load all SETUP, SOUND, and SYSTEM data from a USB memory device.
SystemSettings	Load System Settings from a USB memory device.

The file load screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

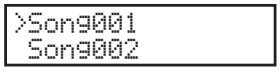


A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the load operation.

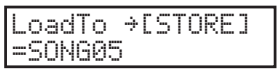
11.1.2d Loading SMF data

This function is used to load recorder songs and SMF songs stored on a USB memory device into the instrument's internal memory.

Upon selecting the Load SMF function:

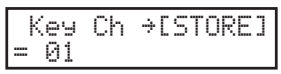


The file load screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.



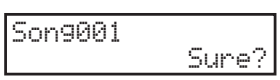
Press the VALUE ▲ or VALUE ▼ buttons to select the memory that the song will be loaded into, then press the STORE button.

When loading an SMF file (i.e. not a MP6 recorder song), the following additional prompts will be shown in the LCD display:



Press the VALUE ▲ or VALUE ▼ buttons to select the channel of the SMF to load into memory as the keyboard track, then press the STORE button.

Press the VALUE ▲ or VALUE ▼ buttons to select the channel of the SMF to load into memory as the drum track, then press the STORE button.

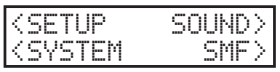


A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the load operation.

11.2 Save

11.2.1 Selecting Save

Follow the instructions above to select the Save function from the USB menu.



The USB Save menu will be shown in the LCD display.
Press the MENU or VALUE buttons to select the desired USB Save function.

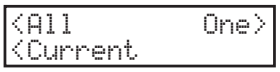
SETUP	Save SETUP data to a USB memory device.
SOUND	Save SOUND data to a USB memory device.
SYSTEM	Save SYSTEM data to a USB memory device.
SMF	Save SMF song data to a USB memory device.

Note:

*** Saving SETUP, SOUND, or SYSTEM data to a USB memory device will overwrite the existing data currently stored on the USB memory device.**

11.2.2a Saving SETUP data

Upon selecting the Save SETUP function:

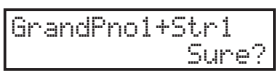


The USB Save SETUP menu will be shown in the LCD display.
Press the MENU buttons or VALUE ▲ buttons to select the desired USB Save SETUP function.

All	Save a file containing all 256 SETUPs to a USB memory device.
One	Save a file containing a single SETUP to a USB memory device.
Current	Save the currently selected SETUP to a USB memory device.

When saving One SETUP, a select SETUP prompt will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons or sound select buttons to select the SETUP memory to save, then press the MENU ▲ button to continue.

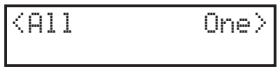
The file save screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ or VALUE ▼ buttons to change the character, then press the STORE button to continue.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

11.2.2b Saving SOUND data

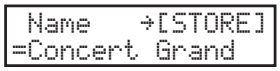
Upon selecting the Save SOUND function:



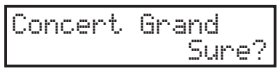
The USB Save SOUND menu will be shown in the LCD display.
Press the MENU ▲ or VALUE ▲ buttons to select the desired USB Save SOUND function.

All	Save a file containing all 256 SOUNDs to a USB memory device.
One	Save a file containing a single SOUNDs to a USB memory device.

When saving One SOUND, a select SOUND prompt will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons or sound select buttons to select the SOUND to save, then press the MENU ▲ button to continue.



The file save screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ or VALUE ▼ buttons to change the character, then press the STORE button to continue.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

11.2.2c Saving SYSTEM data

Upon selecting the Save SYSTEM function:

The USB Save SYSTEM menu will be shown in the LCD display.
Press the MENU buttons to select the desired USB Save SYSTEM function.

Allbackup	Save all SETUP, SOUND, and SYSTEM data to a USB memory device.
SystemSettings	Save System Settings to a USB memory device.

The file save screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character, then press the STORE button to continue.

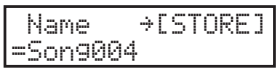
A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

11.2.2d Saving SMF data

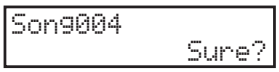
This function is used to save recorder songs stored in the instrument's internal memory to a USB memory device.

Upon selecting the Save SMF function:

The song selection screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to select the internal song to save, then press the VALUE ▲ button.



The file save screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character, then press the STORE button to continue.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

■ Overwriting a file

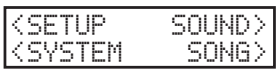
If the specified filename already exists.

The file overwrite screen will be shown in the LCD display.
Press the VALUE ▲ button to confirm the file overwrite, or the VALUE ▼ button to return to the file save screen.

11.3 Rename

11.3.1 Selecting Rename

Follow the instructions above to select the Rename function from the USB menu.

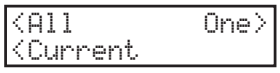


The USB Rename menu will be shown in the LCD display.
Press the MENU or VALUE buttons to select the desired USB Rename function.

SETUP	Rename SETUP data stored on a USB memory device.
SOUND	Rename SOUND data stored on a USB memory device.
SYSTEM	Rename SYSTEM data stored on a USB memory device.
SONG	Rename SMF, MP3, or WAV data stored on a USB memory device.

11.3.2a Renaming SETUP data

Upon selecting the Rename SETUP function:



The USB Rename SETUP menu will be shown in the LCD display.
Press the MENU buttons or VALUE ▲ buttons to select the desired USB Rename SETUP function.

All	Rename a file containing all 256 SETUPs stored on a USB memory device.
One	Rename a file containing a single SETUP stored on a USB memory device.
Current	Rename a single SETUP stored on a USB memory device.

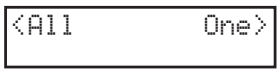
The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

The file rename screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character, then press the STORE button to continue.

A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

11.3.2b Renaming SOUND data

Upon selecting the Rename SOUND function:



The USB Rename SOUND menu will be shown in the LCD display.
Press the MENU ▲ or VALUE ▲ buttons to select the desired USB Rename SOUND function.

All	Rename a file containing all 256 SOUNDs stored on a USB memory device.
One	Rename a file containing a single SOUNDs stored on a USB memory device.

The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

The file rename screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character, then press the STORE button to continue.

A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

11.3.2c Renaming SYSTEM data

Upon selecting the Rename SYSTEM function:

The USB Rename SYSTEM menu will be shown in the LCD display.
Press the MENU buttons to select the desired USB Rename SYSTEM function.

Allbackup	Rename a file containing all SETUP, SOUND, and SYSTEM data.
SystemSettings	Rename a single System Settings file stored on a USB memory device.

The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

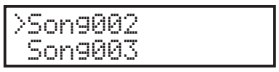
The file rename screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character, then press the STORE button to continue.

A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

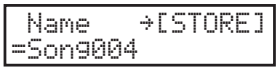
11.3.2d Renaming SONG data

This function is used to rename recorder songs stored on a USB memory device.

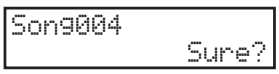
Upon selecting the Rename SONG function:



The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.



The file rename screen will be shown in the LCD display.
Press the MENU ▲ or MENU ▼ buttons to move the selection arrow, and the VALUE ▲ VALUE ▼ buttons to change the character. then press the STORE button to continue.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button again to confirm the save operation.

■ Overwriting a file

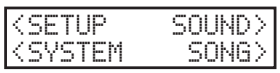
If the specified filename already exists.

The file overwrite screen will be shown in the LCD display.
Press the VALUE ▲ button to confirm the file overwrite, or the VALUE ▼ button to return to the file save screen.

11.4 Delete

11.4.1 Selecting Delete

Follow the instructions above to select the Delete function from the USB menu.

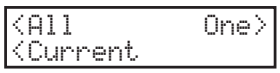


The USB Delete menu will be shown in the LCD display.
Press the MENU or VALUE buttons to select the desired USB Delete function.

Note: Deleting SETUP, SOUND, or SYSTEM data to a USB memory device will permanently erase files from the USB memory device.

11.4.2a Deleting SETUP data

Upon selecting the Delete SETUP function:

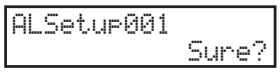

<All One>
<Current

The USB Delete SETUP menu will be shown in the LCD display.
Press the MENU buttons or VALUE ▲ buttons to select the desired USB Delete SETUP function.

All	Delete a file containing all 256 SETUPs stored on a USB memory device.
Single	Delete a file containing a single SETUP stored on a USB memory device.
Current	Delete a single SETUP stored on a USB memory device.


ALSetup001
ALSetup002

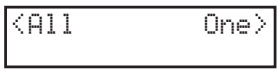
The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the delete operation.

11.4.2b Deleting SOUND data

Upon selecting the Delete SOUND function:

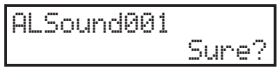

<All One>

The USB Delete SOUND menu will be shown in the LCD display.
Press the MENU ▲ or VALUE ▲ buttons to select the desired USB Delete SOUND function.

All	Delete a file containing all 256 SOUNDs stored on a USB memory device.
One	Delete a file containing a single SOUNDs stored on a USB memory device.


ALSound001
ALSound002

The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the delete operation.

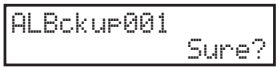
11.4.2c Deleting SYSTEM data

Upon selecting the Delete SYSTEM function:

The USB Delete SYSTEM menu will be shown in the LCD display.
Press the MENU buttons to select the desired USB Delete SYSTEM function.

Allbackup	Delete a file containing all SETUP, SOUND, and SYSTEM data.
SystemSettings	Delete a System Settings file from a USB memory device.

The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.

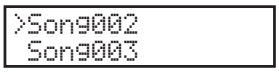


A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the delete operation.

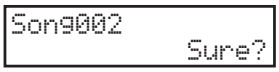
11.4.2d Deleting SONG data

This function is used to delete recorder songs stored on a USB memory device.

Upon selecting the Delete SONG function:



The file selection screen will be shown in the LCD display.
Press the VALUE ▲ or VALUE ▼ buttons to move the selection arrow, then press the MENU ▲ button to select the file.



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the delete operation.

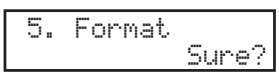
11.5 Format

Note: The Format function will erase all data stored on a USB memory device.

11.5.1 Selecting Format

Follow the instructions above to select the Format function from the USB menu.

11.5.2 Starting the Format



A confirmation screen will be shown in the LCD display.
Press the VALUE ▲ button once again to confirm the format operation.

12. Reference Information

12.1 MIDI IN

When the MIDI Receive Mode SYSTEM parameter is set to 'Panel', the MP6 receives the MIDI information coming in the System Channel only. (see page 61)

For changing the internal sounds via MIDI, refer to the SOUND Program Number List on the next page.

Note:
*** If the MP6 receives the Program Number from 1 to 128 and Bank number LSB from 2 to 3 in the System Channel (see page 58), the MP6 will switch to SETUP mode and the corresponding SETUP is recalled. (see the SETUP Program Number Table below.) The recalled SETUP can be played only from the keyboard of the MP6.**

When the MIDI Receive Mode SYSTEM parameter is set to 'Multi', the MP6 can be used as a multi-timbral sound module, playing up to 16 different sounds on 16 MIDI channels.

12.2 SETUP Program Number Table

UPPER	SECOND	THIRD	PROG#:MSB-LSB
1	1	A	001:000-002
1	1	B	002:000-002
1	1	C	003:000-002
1	1	D	004:000-002
1	2	A~D	005:000-002 ~ 008:000-002
1	3	A~D	009:000-002 ~ 012:000-002
1	4	A~D	013:000-002 ~ 016:000-002
1	5	A~D	017:000-002 ~ 020:000-002
1	6	A~D	021:000-002 ~ 024:000-002
1	7	A~D	025:000-002 ~ 028:000-002
1	8	A~D	029:000-002 ~ 032:000-002
2	1~8	A~D	033:000-002 ~ 064:000-002
3	1~8	A~D	065:000-002 ~ 096:000-002
4	1~8	A~D	097:000-002 ~ 128:000-002
5	1~8	A~D	001:000-003 ~ 032:000-003
6	1~8	A~D	033:000-003 ~ 064:000-003
7	1~8	A~D	065:000-003 ~ 096:000-003
8	1~8	A~D	097:000-003 ~ 128:000-003

12.3 SOUND Program Number List

			Program change Mode = Panel			Program change Mode = GM		
			Prog#	Bank MSB	Bank LSB	Prog#	Bank MSB	Bank LSB
Piano								
1	A	Concert Grand	1	0	0	1	121	0
	B	Studio Grand	2	0	0	1	121	1
	C	Mellow Grand	3	0	0	1	121	2
	D	Jazz Grand	4	0	0	1	95	8
2	A	Concert Grand 2	5	0	0	1	95	16
	B	Studio Grand 2	6	0	0	1	95	17
	C	Mellow Grand 2	7	0	0	1	95	18
	D	Jazz Grand 2	8	0	0	1	95	19
3	A	Pop Piano	9	0	0	2	95	10
	B	BrightPopPiano	10	0	0	2	95	13
	C	Pop Piano 2	11	0	0	2	95	11
	D	Pop Piano 3	12	0	0	2	95	12
4	A	Mono Piano	13	0	0	2	121	0
	B	Mono Piano 2	14	0	0	1	95	3
	C	Mono Piano 3	15	0	0	1	95	21
	D	Mono Piano 4	16	0	0	1	95	24
5	A	Piano Vari.	17	0	0	2	121	1
	B	Piano Vari. 2	18	0	0	4	121	0
	C	Piano Vari. 3	19	0	0	2	95	6
	D	Piano Vari. 4	20	0	0	2	95	7
6	A	Piano Oct.	21	0	0	1	95	1
	B	Piano Oct. 2	22	0	0	1	95	2
	C	Piano & EP	23	0	0	2	95	1
	D	Piano & EP 2	24	0	0	2	95	2
7	A	New Age Piano	25	0	0	1	95	9
	B	New Age Piano2	26	0	0	1	95	10
	C	New Age Piano3	27	0	0	1	95	11
	D	New Age Piano4	28	0	0	1	95	15
8	A	Harpsichord	29	0	0	7	121	3
	B	Harpsichord2	30	0	0	7	121	0
	C	Harpsi. Octave	31	0	0	7	121	1
	D	Harpsi & Clavi	32	0	0	7	95	5
E.Piano								
1	A	Classic EP	33	0	0	5	121	0
	B	Classic EP 2	34	0	0	5	95	3
	C	Classic EP 3	35	0	0	5	95	5
	D	Classic EP 4	36	0	0	5	121	1
2	A	Modern EP	37	0	0	6	121	0
	B	Modern EP 2	38	0	0	6	121	1
	C	Modern EP 3	39	0	0	6	121	2
	D	Modern EP 4	40	0	0	6	95	5
3	A	60's EP	41	0	0	5	121	3
	B	60's EP 2	42	0	0	5	95	4
	C	Electric Grand	43	0	0	3	121	0
	D	Electric GP 2	44	0	0	3	121	1
4	A	Dolce EP	45	0	0	5	95	2
	B	Legend EP	46	0	0	6	121	3
	C	Phase EP	47	0	0	6	121	4
	D	Classic EP 5	48	0	0	5	121	2

			Program change Mode = Panel			Program change Mode = GM		
				Bank	Bank		Bank	Bank
			Prog#	MSB	LSB	Prog#	MSB	LSB
5	A	Crystal EP	49	0	0	6	95	1
	B	New Age EP	50	0	0	6	95	2
	C	New Age EP2	51	0	0	6	95	3
	D	New Age EP3	52	0	0	6	95	4
6	A	Clavinet	53	0	0	8	121	0
	B	Synth Clavinet	54	0	0	8	121	1
	C	Clavi & Marim	55	0	0	8	95	1
	D	Clavi Phaser	56	0	0	8	95	2
7	A	Vibraphone	57	0	0	12	121	0
	B	Octave Vibes	58	0	0	12	95	2
	C	Celesta	59	0	0	9	121	0
	D	Bells	60	0	0	15	95	3
8	A	Marimba	61	0	0	13	121	0
	B	Hard Marimba	62	0	0	13	95	1
	C	Xylophone	63	0	0	14	121	0
	D	Steel Drums	64	0	0	115	121	0
Drawbar								
1	A	Be More	65	0	0	17	95	2
	B	Jazzer	66	0	0	18	95	1
	C	Be 3	67	0	0	17	95	1
	D	Be Nice	68	0	0	17	95	7
2	A	Mellow	69	0	0	17	95	5
	B	Drawbar 2	70	0	0	17	121	3
	C	Odd Man	71	0	0	17	95	6
	D	Hi-Lo	72	0	0	17	95	3
3	A	Soft Solo	73	0	0	17	95	8
	B	Full Organ	74	0	0	18	95	4
	C	Jazz Organ 2	75	0	0	18	95	12
	D	Hollow	76	0	0	18	95	6
4	A	Rock Organ 2	77	0	0	19	121	0
	B	Drawbar 3	78	0	0	17	121	1
	C	Screamin'	79	0	0	17	95	4
	D	Drawbar	80	0	0	17	121	0
5	A	Jazz Organ	81	0	0	18	121	0
	B	Rock Organ	82	0	0	18	95	13
	C	Perc. Organ	83	0	0	18	95	15
	D	Perc. Organ 2	84	0	0	18	121	1
6	A	T.Wheel A-1	85	0	0	18	95	112
	B	T.Wheel A-2	86	0	0	18	95	113
	C	T.Wheel A-3	87	0	0	18	95	114
	D	T.Wheel A-4	88	0	0	18	95	115
7	A	T.Wheel B-1	89	0	0	17	95	112
	B	T.Wheel B-2	90	0	0	17	95	113
	C	T.Wheel B-3	91	0	0	17	95	114
	D	T.Wheel B-4	92	0	0	17	95	115
8	A	T.Wheel C-1	93	0	0	20	95	112
	B	T.Wheel C-2	94	0	0	20	95	113
	C	T.Wheel C-3	95	0	0	20	95	114
	D	T.Wheel C-4	96	0	0	20	95	115

			Program change Mode = Panel			Program change Mode = GM		
			Prog#	Bank MSB	Bank LSB	Prog#	Bank MSB	Bank LSB
Organ								
1	A	Church Organ	97	0	0	20	121	0
	B	Full Pipes	98	0	0	20	95	9
	C	Full Ensemble	99	0	0	21	95	10
	D	Church Organ 2	100	0	0	20	121	1
2	A	PrincipleChoir	101	0	0	20	95	23
	B	Small Ensemble	102	0	0	20	95	8
	C	Small Ens. 2	103	0	0	20	95	25
	D	Baroque	104	0	0	20	95	19
3	A	Chiffy Tibia	105	0	0	20	95	17
	B	8'&4'Principle	106	0	0	20	95	24
	C	Stopped Pipe	107	0	0	20	95	21
	D	Principle Pipe	108	0	0	20	95	22
4	A	8' Celeste	109	0	0	20	95	5
	B	Diapason	110	0	0	20	95	6
	C	Voice Celeste	111	0	0	20	95	39
	D	Baroque Mix	112	0	0	20	95	7
5	A	Reeds	113	0	0	20	95	10
	B	8' Reed	114	0	0	21	95	1
	C	Reed Pipes	115	0	0	20	95	26
	D	Posaune	116	0	0	20	95	27
6	A	Theater Organ	117	0	0	20	95	2
	B	Theater Organ2	118	0	0	20	95	3
	C	Theater Organ3	119	0	0	20	95	4
	D	Theater Tibia	120	0	0	20	95	36
7	A	Elec. Organ	121	0	0	17	95	9
	B	Elec. Organ 2	122	0	0	17	95	10
	C	60's Organ	123	0	0	17	121	2
	D	Pump Organ	124	0	0	20	95	40
8	A	Fr. Accordion	125	0	0	22	121	0
	B	TangoAccordion	126	0	0	24	121	0
	C	Harmonica	127	0	0	23	121	0
	D	Kenban Harmo.	128	0	0	23	95	4
Strings/Vocal								
1	A	String Pad	1	0	1	49	95	8
	B	Warm Strings	2	0	1	49	95	1
	C	Warm Strings 2	3	0	1	51	121	0
	D	Synth Strings	4	0	1	52	121	0
2	A	Beautiful Str.	5	0	1	45	95	1
	B	String Ens.	6	0	1	49	121	0
	C	String Ens. 2	7	0	1	50	121	0
	D	Full Orchestra	8	0	1	49	95	12
3	A	Small Str. Ens	9	0	1	49	95	13
	B	Quartet	10	0	1	49	95	11
	C	Str. Bass Ens.	11	0	1	44	121	0
	D	Str. Sustain	12	0	1	49	95	10
4	A	Pizzicato	13	0	1	46	121	0
	B	TremoloStrings	14	0	1	45	121	0
	C	Str. Sforzando	15	0	1	49	95	9
	D	Orchestra Hit	16	0	1	56	121	0

			Program change Mode = Panel			Program change Mode = GM		
				Bank	Bank		Bank	Bank
			Prog#	MSB	LSB	Prog#	MSB	LSB
5	A	Passionate Vln	17	0	1	41	121	0
	B	Classic Violin	18	0	1	41	95	3
	C	Passionate Vc	19	0	1	43	121	0
	D	Classic Cello	20	0	1	43	95	4
6	A	Choir	21	0	1	53	121	0
	B	Breathy Choir	22	0	1	53	95	1
	C	Pop Aahs	23	0	1	53	121	1
	D	Slow Choir	24	0	1	53	95	2
7	A	Jazz Ensemble	25	0	1	54	95	2
	B	Female Scat	26	0	1	54	95	22
	C	Pop Ensemble	27	0	1	54	121	0
	D	Contemp Ens.	28	0	1	54	95	10
8	A	Itopia	29	0	1	92	121	0
	B	Halo Pad	30	0	1	95	121	0
	C	Halo Pad 2	31	0	1	95	95	1
	D	Synth Vocals	32	0	1	55	121	0
Brass/Wind								
1	A	Exp Brass	33	0	1	62	95	8
	B	Exp Saxes	34	0	1	66	95	11
	C	Tp&Bone&Tenor	35	0	1	58	95	11
	D	Flugel & Tenor	36	0	1	57	95	18
2	A	Brass Section	37	0	1	62	121	0
	B	Synth Brass	38	0	1	63	121	0
	C	Synth Brass 2	39	0	1	64	121	0
	D	Jump Brass	40	0	1	63	121	3
3	A	Exp Trumpet	41	0	1	57	121	0
	B	PlungerTrumpet	42	0	1	57	95	7
	C	Trumpet Shake	43	0	1	57	95	6
	D	Harmon Mute Tp	44	0	1	60	121	0
4	A	Exp Trombone	45	0	1	58	121	0
	B	Lead Trombone	46	0	1	58	95	2
	C	PlungerTrombon	47	0	1	58	95	4
	D	ClosedMuteBone	48	0	1	58	95	9
5	A	Exp Alto	49	0	1	66	121	0
	B	Lead Alto	50	0	1	66	95	2
	C	Soft Alto	51	0	1	66	95	7
	D	Lead Soprano	52	0	1	65	121	0
6	A	Exp Tenor	53	0	1	67	121	0
	B	Ballad Tenor	54	0	1	67	95	6
	C	Growl Tenor	55	0	1	67	95	4
	D	Baritone Sax	56	0	1	68	121	0
7	A	Exp Flute	57	0	1	74	95	12
	B	Ballad Flute	58	0	1	74	121	0
	C	Flute Overblow	59	0	1	74	95	9
	D	Flute Flutter	60	0	1	74	95	10
8	A	Oboe	61	0	1	69	121	0
	B	Bassoon	62	0	1	71	121	0
	C	Jazz Clarinet	63	0	1	72	121	0
	D	Pan Flute	64	0	1	76	121	0

			Program change Mode = Panel			Program change Mode = GM		
			Prog#	Bank MSB	Bank LSB	Prog#	Bank MSB	Bank LSB
Pad & Synth								
1	A	New Age Pad	65	0	1	89	121	0
	B	New Age Pad 2	66	0	1	89	95	1
	C	New Age Pad 3	67	0	1	89	95	2
	D	New Age Pad 4	68	0	1	89	95	3
2	A	Atmosphere	69	0	1	100	121	0
	B	Brightness	70	0	1	101	121	0
	C	Brightness 2	71	0	1	101	95	1
	D	Goblin	72	0	1	102	121	0
3	A	Classic Synth	73	0	1	82	121	0
	B	Classic Synth 2	74	0	1	82	121	1
	C	Big Saw	75	0	1	82	95	1
	D	Saw Pad	76	0	1	82	95	3
4	A	Pulse Lead	77	0	1	82	95	4
	B	Pulse Lead 2	78	0	1	82	95	5
	C	Square Lead	79	0	1	81	121	0
	D	Lead	80	0	1	82	121	2
5	A	Caliope	81	0	1	83	121	0
	B	Chiff	82	0	1	84	121	0
	C	Ensemble Lead	83	0	1	84	95	1
	D	Blow lead	84	0	1	83	95	2
6	A	Bright WarmPad	85	0	1	90	95	1
	B	Warm Pad	86	0	1	90	121	0
	C	Sine Pad	87	0	1	90	121	1
	D	Bowed Pad	88	0	1	93	121	0
7	A	Brass Pad	89	0	1	62	95	2
	B	Metallic	90	0	1	94	121	0
	C	Multi Sweep	91	0	1	96	121	0
	D	Soundtrack	92	0	1	98	121	0
8	A	Analog Brass	93	0	1	63	121	2
	B	Analog Brass 2	94	0	1	64	121	2
	C	Analog Brass 3	95	0	1	64	95	1
	D	Analog Brass 4	96	0	1	64	95	2
Bass/Guitar								
1	A	Acc. Bass	97	0	1	33	121	0
	B	Acc. Bass&Ride	98	0	1	33	95	1
	C	Electric Bass	99	0	1	34	95	1
	D	Electric Bass2	100	0	1	34	95	4
2	A	Finger Bass	101	0	1	34	121	0
	B	FingerSlapBass	102	0	1	34	121	1
	C	Pick Bass	103	0	1	35	121	0
	D	Fretless Bass	104	0	1	36	121	0
3	A	Synth Bass	105	0	1	39	121	0
	B	Synth Bass 2	106	0	1	40	121	0
	C	Rubber Bass	107	0	1	40	121	2
	D	Warm SynthBass	108	0	1	39	121	1
4	A	Exp. Nylon Gtr	109	0	1	25	121	0
	B	Pick Nylon Gtr	110	0	1	25	95	3
	C	Exp Guitar	111	0	1	26	121	0
	D	Exp Guitar 2	112	0	1	26	95	11

			Program change Mode = Panel			Program change Mode = GM		
				Bank	Bank		Bank	Bank
			Prog#	MSB	LSB	Prog#	MSB	LSB
5	A	Rhythm Guitar	113	0	1	28	121	0
	B	Overdrive	114	0	1	30	121	0
	C	Distortion	115	0	1	31	121	0
	D	Muted Electric	116	0	1	29	121	0
6	A	Pedal Steel	117	0	1	27	121	1
	B	HawaiianGuitar	118	0	1	27	95	1
	C	Jazz Guitar	119	0	1	27	121	0
	D	Jazz Guitar 2	120	0	1	27	95	2
7	A	Banjo	121	0	1	106	121	0
	B	Mandolin	122	0	1	26	121	2
	C	Sitar	123	0	1	105	121	0
	D	Harp	124	0	1	47	121	0
8	A	Ambience Set	125	0	1	33	120	0
	B	Plutinum Set	126	0	1	1	120	0
	C	Room Set	127	0	1	9	120	0
	D	Analog Set	128	0	1	26	120	0

12.4 Drum Rhythm List

No.	Rhythm
1	Funk Shuffle 1
2	Funk Shuffle 2
3	Hip Hop 1
4	Hip Hop 2
5	Hip Hop 3
6	Hip Hop 4
7	16 Shuffle 1
8	16 Shuffle 2
9	16 Shuffle 3
10	Funky Beat 1
11	Funky Beat 2
12	Funky Beat 3
13	Funk 1
14	Funk 2
15	Funk 3
16	Jazz Funk
17	16 Beat 1
18	16 Beat 2
19	16 Beat 3
20	16 Beat 4
21	Ride Beat 4
22	Rim Beat
23	Roll Beat
24	Light Ride 1
25	Dixie Rock
26	Surdo Samba
27	Latin Groove
28	Light Samba
29	Songo
30	Samba
31	Merenge
32	Funky Beat 4
33	16 Beat 5
34	Disco 1
35	Disco 2
36	Techno 1
37	Techno 2
38	Techno 3
39	Heavy Techno
40	Ballad 1
41	Ballad 2
42	Ballad 3
43	Ballad 4
44	Ballad 5
45	Light Ride 2
46	Electro Pop 1
47	Electro Pop 2
48	16 Shuffle 4
49	Slow Jam
50	Triplet50sBallad

No.	Rhythm
51	TripletR&BBallad
52	8 Beat 1
53	8 Beat 2
54	Smooth Beat
55	Pop 1
56	Pop 2
57	Ride Beat 1
58	Ride Beat 2
59	Ride Beat 3
60	Slip Beat
61	Jazz Rock
62	8 Beat 3
63	Rock Beat 1
64	Rock Beat 2
65	Rock Beat 3
66	Rock Beat 4
67	Blues/Rock
68	Heavy Beat
69	Hard Rock
70	Surf Rock
71	R&B
72	Motown 1
73	8th Fast Shuffle
74	Motown 2
75	Country 2 Beat
76	Triplet Rock 1
77	Triplet Rock 2
78	Bembe
79	Rock Shuffle 1
80	Rock Shuffle 2
81	Boogie
82	Triplet 1
83	Triplet 2
84	Reggae
85	Gospel Ballad
86	Waltz
87	H.H. Swing
88	Ride Swing
89	Fast 4 Beat
90	Afro Cuban
91	Jazz Waltz 1
92	Jazz Waltz 2
93	5/4 Swing
94	H.H. Bossa Nova
95	Ride Bossa Nova
96	Beguine
97	Mambo
98	Cha Cha
99	Tango
100	Habanera

12.5 USB MIDI (USB to Host)

The MP6 features a 'USB to Host' type connector, allowing the instrument to be connected to a computer and utilised as a MIDI device. Depending on the type of computer and operating system installed, additional driver software may be required for USB MIDI communication to function correctly.

USB MIDI driver

Operating System	USB MIDI Driver Support
Windows ME Windows XP (no SP, SP1, SP2, SP3) Windows XP 64-bit Windows Vista (SP1, SP2) Windows Vista 64-bit (SP1, SP2) Windows 7 Windows 7 64-bit	**Additional USB MIDI driver software NOT required.** The standard (built-in) Windows USB MIDI driver will be installed automatically when the instrument is connected to the computer. After driver installation, ensure that the 'USB Audio Device' (Windows ME/Windows XP) or 'USB-MIDI' (Windows Vista/Windows 7) device is correctly selected in the application software.
Windows 98 SE Windows 2000 Windows Vista (no SP)	**Additional USB MIDI driver software required.** Please download the USB MIDI driver from the KAWAI website: http://www.kawai.co.jp/english After driver installation, ensure that the 'KAWAI USB MIDI' device is correctly selected in the application software.
Windows Vista 64-bit (no SP)	**USB MIDI is not supported.** Please upgrade to service pack 1 or service pack 2.
Mac OS X	**No additional USB MIDI driver software required.** The standard (built-in) Mac OS X USB MIDI driver will be installed automatically when the instrument is connected to the computer.
Mac OS 9	**USB MIDI is not supported.** Please use the standard MIDI IN/OUT connectors.

USB MIDI information

- If the instrument's MIDI IN/OUT jacks and USB MIDI port are both connected simultaneously, the USB MIDI port will be given priority.
- Ensure that the instrument is turned off before attempting to connect the USB MIDI cable.
- When connecting the instrument to a computer using the USB MIDI port, there may be a short delay before communications begin.
- If the instrument is connected to a computer via a USB hub and USB MIDI communication becomes unreliable/unstable, please connect the USB MIDI cable directly to the one of the computer's USB ports.
- Disconnecting the USB MIDI cable suddenly, or turning the instrument on/off while using USB MIDI may cause computer instability in the following situations:
  - while installing the USB MIDI driver
  - while starting up the computer
  - while MIDI applications are performing tasks
  - while the computer is in energy saver mode.
- If there are any further problems experienced with USB MIDI communication while the instrument is connected, please double-check all connections and relevant MIDI settings in the computer's operating system.

12.6 Specifications

Keyboard	88 weighted keys Responsive Hammer Action with Ivory Touch and Let-Off	
Sound Source	Progressive Harmonic Imaging™ (PHI)	
No. of Internal Sounds	256 sounds	
No. of Zones	4 zones	
Polyphony	max. 192 notes	
Effects	7 Reverb types, 23 Effect types, 3-band Equalizer (with MID frequency adjust), Amp Simulator	
Internal Memory	256 SETUPs	
Display	16 x 2 characters LCD	
Internal Recorder	10 songs - approximately 90,000 note memory capacity	
USB Functions	Play Audio	MP3: 32 kHz/44.1 kHz/48 kHz, Mono/Stereo, Bitrate: 8-320 kbit/s (fixed & variable)
		WAV: 32 kHz/44.1 kHz/48 kHz, Mono/Stereo
	Record Audio	MP3: 44.1 kHz, 16 bit, Stereo, 192 kbit/s (fixed)
		WAV: 44.1 kHz, 16 bit, Stereo, 1,411 kbit/s (uncompressed)
	Play MIDI	SMF: Format 0, Format 1
	Other	Load/Save: SETUP/SOUND/SYSTEM BACKUP/SMF, Rename, Delete, Format
Storage	USB memory, USB floppy disk drive	
Metronome	Beat: 1/4, 2/4, 3/4, 4/4, 5/4, 3/8, 6/8, 7/8, 9/8, 12/8 Rhythm: 100 types	
Jacks	MIDI (IN/OUT/THRU), USB to Host, USB to Device, LINE OUT (L/MONO, R), Headphones, Foot Controller (Damper, EXP (Assignable)), Foot Switch (Assignable)	
Power Consumption	25W	
Dimensions (WxDxH)	1355 x 347 x 181 mm (53 1/8" x 13 3/4" x 7 1/8")	
Weight	21.5kg (47.4 lbs)	
Accessories included	Damper Pedal (F-10H), Music Rack, Power Cable, Owner's Manual	

* Specifications subject to change without notice.

13. MIDI Implementation

Contents

Version 1.0 June 2010

13.1 Recognized Data

13.1.1 Channel Voice message

Note off

Status	2nd Byte	3rd Byte
8nH	kkH	vvH
9nH	kkH	00H

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
kk = Note Number : 00H - 7fH (0 ~ 127)
vv = Velocity : 00H - 7fH (0 ~ 127)

Note on

Status	2nd Byte	3rd Byte
9nH	kkH	vvH

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
kk = Note Number : 00H - 7fH (0 ~ 127)
vv = Velocity : 00H - 7fH(0 ~ 127)

Control Change

Bank Select (MSB)

Status	2nd Byte	3rd Byte
BnH	00H	mmH
BnH	20H	llH

n = MIDI channel number : 0H - fH(ch.1 ~ ch.16)
mm = Bank Number MSB : 00H - 7fH (0 ~ 127)
ll = BankNumber LSB : 00H - 7fH (0 ~ 127)

Modulation

Status	2nd Byte	3rd Byte
BnH	01H	vvH

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
vv = Modulation depth : 00H - 7fH (0 ~ 127) Default = 00H

Data Entry

Status	2nd Byte	3rd Byte
BnH	06H	mmH
BnH	26H	llH

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
mm,ll = Value indicated in RPN/NRPN : 00H - 7fH (0 ~ 127)
*see RPN/NRPN chapter

Volume

Status	2nd Byte	3rd Byte
BnH	07H	vvH

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
vv = Volume : 00H - 7fH (0 ~ 127) Default = 7fH

Panpot

Status	2nd Byte	3rd Byte
BnH	0aH	vvH

n = MIDI channel number : 0H-fH(ch.1 - ch.16)
vv = Panpot : 00H - 40H - 7fH(left ~center~right) Default = 40H(center)

Expression

Status	2nd Byte	3rd Byte	
BnH	0bH	vvH	
n = MIDI channel number		: 0H - fH (ch.1 - ch.16)	
vv = Expression		: 00H - 7fH (0 - 127)	Default = 7fH

Damper Pedal

Status	2nd Byte	3rd Byte	
BnH	40H	vvH	
n = MIDI channel number		: 0H - fH (ch.1 ~ ch.16)	
vv = Control Value		: 00H - 7fH (0 ~ 127) 0 - 63 = OFF, 64 - 127 = ON	Default = 00H

Sostenuto Pedal

Status	2nd Byte	3rd Byte	
BnH	42H	vvH	
n = MIDI channel number		:0H - fH (ch.1 ~ ch.16)	
vv = Control Value		:00H - 7fH (0 ~ 127) 0 - 63 = OFF, 64 - 127 = ON	Default = 00H

Soft Pedal

Status	2nd Byte	3rd Byte	
BnH	43H	vvH	
n = MIDI channel number		: 0H - fH (ch.1 ~ ch.16)	
vv = Control Value		: 00H - 7fH (0 ~ 127) 0 - 63 = OFF, 64 - 127 = ON	Default = 00H

Sound controllers #1-9

Status	2nd Byte	3rd Byte	
BnH	46H	vvH	Sustain Level
BnH	47H	vvH	Resonance
BnH	48H	vvH	Release time
BnH	49H	vvH	Attack time
BnH	4aH	vvH	Cutoff
BnH	4bH	vvH	Decay time
BnH	4cH	vvH	Vibrato Rate
BnH	4dH	vvH	Vibrato Depth
BnH	4eH	vvH	Vibrato Delay
n = MIDI channel number		: 0H - fH (ch.1 ~ ch.16)	
vv=Control Value		: 00H - 7fH (-64 ~ 0 ~ +63)	Default = 40H

Effect Control

Status	2nd Byte	3rd Byte	
BnH	5bH	vvH	Reverb depth
BnH	5cH	vvH	Rotary speaker speed (0~63:Slow,64~127:Fast) *Only when rotary speaker selected
BnH	5dH	vvH	Chorus depth
BnH	5eH	vvH	Effect deoth
n = MIDI channel number		: 0H - fH (ch.1 ~ ch.16)	
vv = Control Value		: 00H - 7fH (0 ~ 127)	

NRPN MSB/LSB

Status	2nd Byte	3rd Byte
BnH	63H	mmH
BnH	62H	llH

n = MIDI channel number : 0H - fH (ch.1 ~ ch.16)
mm = MSB of the NRPN parameter number
ll = LSB of the NRPN parameter number

NRPN numbers implemented in MP6 are as follows

NRPN #		Data			
MSB	LSB	MSB	Function & Range		
01H	08H	mmH	Vibrato Rate	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	09H	mmH	Vibrato Depth	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	0aH	mmH	Vibrato Delay	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	20H	mmH	Cutoff	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	21H	mmH	Resonance	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	63H	mmH	Attack time	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	64H	mmH	Decay time	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H
01H	66H	mmH	Release time	mm:00H - 7FH (-64 ~ 0 ~ +63)	Default = 40H

* Ignoring the LSB of data Entry
* It is not affected in case of modifying cutoff if tone does not use the DCF.

RPN MSB/LSB

Status	2nd Byte	3rd Byte
BnH	65H	mmH
BnH	64H	llH

n = MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm = MSB of the RPN parameter number
ll=LSB of the RPN parameter number

RPN number implemented in MP6 are the followings

RPN #		Data			
MSB	LSB	MSB	LSB	unction & Range	
00H	00H	mmH	llH	Pitch bend sensitivity	
		mm:00H-0cH (0~12 [half tone]),ll:00H			Default=02H
00H	01H	mmH	llH	Master fine tuning	
		mm,ll :20 00H - 40 00H - 60 00H (-8192x50/8192 ~ 0 ~ +8192x50/8192 [cent])			
00H	02H	mmH	llH	Master coarse tuning	
		mm:28H - 40H - 58H(-24 ~ 0 ~ +24 [half tone]), ll:Ignored(as 00H)			
7fH	7fH	--	--	RPN NULL	

Program Change

Status	nd Byte
CnH	ppH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
pp=Program number :00H - 7fH(0 ~- 127) Default = 00H

Pitch Bend Change

Status	2nd Byte	3rd Byte
EnH	llH	mmH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm,ll=Pitch bend value :00 00-7f 7fH(-8192~0~+8192) Default = 40 00H

13.1.2 Channel Mode Message

All Sound OFF

Status	2nd Byte	3rd Byte
BnH	78H	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)

Reset All Controller

Status	2nd Byte	3rd Byte
BnH	79H	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)

All Note Off

Status	2nd Byte	3rd Byte
BnH	7bH	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)

MONO

Status	2nd Byte	3rd Byte
BnH	7eH	mmH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm=mono number :01H(M=1)

POLY

Status	2nd Byte	3rd Byte
BnH	7fH	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)

13.1.3 System Real time Message

Status	
FEH	Active sensing

13.2 Transmitted Data

13.2.1 Channel Voice Message

Note off

Status	2nd Byte	3rd Byte
9nH	kkH	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
kk=Note Number :00H - 7fH(0 ~ 127)

Note on

Status	2nd Byte	3rd Byte
9nH	kkH	vvH

n=MIDI channel number :0H - fH(ch.1 ~ ch.16)
kk=Note Number :00H - 7fH(0 ~ 127)
vv=Velocity :00H - 7fH(0 ~ 127)

Control Change

Bank Select

Status	2nd Byte	3rd Byte
BnH	00H	mmH
BnH	20H	llH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm=Bank Number MSB :00H - 7fH(0 ~ 127)
ll=Bank Number LSB :00H - 7fH(0 ~ 127)

Modulation

Status	2nd Byte	3rd Byte
BnH	01H	vvH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv = Modulation depth :00H - 7fH(0 ~ 127)

Data Entry

Status	2nd Byte	3rd Byte
BnH	06H	mmH
BnH	26H	llH

n = MIDI channel number : 0H-fH(ch.1 ~ ch.16)
mm,ll = Value indicated in RPN/NRPN : 00H - 7fH(0 ~ 127)
*see RPN/NRPN chapter

Volume

Status	2nd Byte	3rd Byte
BnH	07H	vvH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
v=Volume :00H - 7fH(0 ~ 127) Default = 64H

Panpot

Status	2nd Byte	3rd Byte
BnH	0aH	vvH

n = MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv = Panpot :00H - 7fH(0 ~ 127) Default = 40H(center)

Expression

Status	2nd Byte	3rd Byte
BnH	0bH	vvH

n = MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Expression :00H - 7fH(0 ~ 127) Default = 7fH

Damper Pedal

Status	2nd Byte	3rd Byte
BnH	40H	vvH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Control Value :00H - 7fH(0 ~ 127) Default = 00H
0 - 63 =OFF, 64 - 127=ON

Sostenuto Pedal

Status	2nd Byte	3rd Byte
BnH	42H	vvH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Control Value :00H - 7fH(0 ~ 127) Default = 00H

Soft Pedal

Status	2nd Byte	3rd Byte	
BnH	43H	vvH	

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Control Value :00H - 7fH(0 ~ 127) Default = 00H
0 - 63 =OFF, 64 - 127=ON

Sound controllers #1-9

Status	2nd Byte	3rd Byte	
BnH	46H	vvH	Sustain Level
BnH	47H	vvH	Resonance
BnH	48H	vvH	Release time
BnH	49H	vvH	Attack time
BnH	4aH	vvH	Cutoff
BnH	4bH	vvH	Decay time
BnH	4cH	vvH	Vibrato Rate
BnH	4dH	vvH	Vibrato Depth
BnH	4eH	vvH	Vibrato Delay

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Control Value :00H - 7fH(-64 ~ 0 ~ +63) Default = 40H

Effect Control

Status	2nd Byte	3rd Byte	
BnH	5bH	vvH	Reverb depth
BnH	5cH	vvH	Rotary speaker speed(0~63:Slow,64~127:Fast) *Only when rotary speaker selected
BnH	5dH	vvH	Chorus depth
BnH	5eH	vvH	Effect deoth

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
vv=Control Value :00H - 7fH(0 ~ 127)

RPN MSB/LSB

Status	2nd Byte	3rd Byte
BnH	65H	mmH
BnH	64H	llH

n=MIDI channel number :0H-fH(ch.1~ch.16)
mm=MSB of the RPN parameter number
ll=LSB of the RPN parameter number

RPN number implemented in MP6 are the followings

RPN #		Data		
MSB	LSB	MSB	LSB	Function & Range
00H	00H	mmH	llH	Pitch bend sensitivity Default=02H mm:00H-0cH(0~12 [half tone]), ll:00H
00H	01H	mmH	llH	Master fine tuning mm,ll:20 00H - 40 00H - 60 00 (-8192x50/8192 ~ 0 ~+8192x50/8192 [cent])
7fH	7fH	--	--	RPN NULL

Program Change

Status	2nd Byte
CnH	ppH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
pp=Program number :00H - 7fH Default = 00H

After Touch

Status	2nd Byte
DnH	ppH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
pp=Value :00H - 7fH Default = 00H
*Sending only when EXP CC#=AFT

Pitch Bend Change

Status	2nd Byte	3rd Byte
EnH	llH	mmH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm,ll=Pitch bend value :00 00 - 7f 7fH(-8192~0~+8192) Default = 40 00H(center)

13.2.2 Channel Mode Message

MONO

Status	2nd Byte	3rd Byte
BnH	7eH	mmH

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)
mm=mono number :01H(M=1)

POLY

Status	2nd Byte	3rd Byte
BnH	7fH	00H

n=MIDI channel number :0H-fH(ch.1 ~ ch.16)

13.2.3 System Real time Message

Status	
F8H	Clock
FAH	Start
FCH	Stop

*Sending [SW] External Seq. Start/Stop

13.3 Exclusive Data

13.3.1 Universal Real time Exclusive Message

Master Volume
Format:F0 7F 7F 04 01 ll mm F7
mm=MSB of Master Volume
ll=LSB of Master Volume

13.4 Control Change Number (CC#) Table

Control Number Decimal	Hex	Control Function
0	0	Bank Select (MSB)
1	1	Modulation Wheel or lever
2	2	Breath Controller
3	3	(undefined)
4	4	Foot Controller
5	5	Portament Time
6	6	Data Entry (MSB)
7	7	Channel Volume
8	8	Balance
9	9	(undefined)
10	A	Panpot
11	B	Expression Controller
12	C	Effect Controller1
13	D	Effect Controller2
14	E	(undefined)
15	F	(undefined)
16-19	10-13	General Purpose Controller1~4
20-31	14-1F	(undeifined)
32	20	Bank Select (LSB)
33-63	21-3F	(LSB of Control Number 1-32)
64	40	Hold1 (Damper Pedal or Sustain)
65	41	Poratament On/Off
66	42	Sostenuto
67	43	Soft Pedal
68	44	Legato Footswitch
69	45	Hold2 (freez etc)
70	46	Sound Controller1 (Sound Variation)
71	47	Sound Controller2 (Filter Resonance/Harmonic Intensity)
72	48	Sound Controller3 (Release Time)
73	49	Sound Controller4 (Attack Time)
74	4A	Sound Controller5 (Brightness/Cutoff)
75	4B	Sound Controller6 (Decay TIme)
76	4C	Sound Controller7 (Vibrato Rate)
77	4D	Sound Controller8 (Vibrato Depth)
78	4E	Sound Controller9 (Vibrato Delay)
79	4F	Sound Controller10
80-83	50-53	General Purpose Controller5~8
84	54	Portament Control
85-90	55-5A	(undefine)
91	5B	Effect1 Depth (Reverb Send Level)
92	5C	Effect2 Depth
93	5D	Effect3 Depth (Chorus Send Level)
94	5E	Effect4 Depth
95	5F	Effect5 Depth
96	60	Data Increment
97	61	Data Decrement
98	62	Non Registered Parameter Number (LSB)
99	63	Non Registered Parameter Number (MSB)
100	64	Registered Parameter Number (LSB)
101	65	Registered Parameter Number (MSB)
102-119	66-77	(undefined/reserved)
120-127	78-7F	Channel Mode Message

MIDI Implementation Chart

[STAGE PIANO] Date: June 2010

Model: KAWAI MP6 Version: 1.0

Function		Transmit	Receive		Remarks
			Multi Off(*5)	Multi On	
Basic	Default	1-16	1-16	1-16	
Channel	Changed	1-16	1-16	1-16	
	Default	3	3	3	
Mode	Messages	3, 4 (M=1)	X	3, 4 (M=1)	
	Altered	*****			
Note		0-127	0-127	0-127	
Number:	True Voice	*****			
Velocity	NoteON	O 1-127	O 1-127	O 1-127	
	Note OFF	X	X	X	
Afer Touch	Key's	X	X	X	
Touch	Ch's	O (*1)	X	X	
Pitch Bend		O	O	O	
	0, 32	O	O	O	Bank Select
	1	O	O (*2)	O	Modulation
	6, 38	O	O	O	Data Entry
	7	O	O	O	Volume
	10	O	O	O	Panpot
	11	O	O (*2, 3)	O	Expression (EXP)
	64	O	O (*2)	O	Hold1 (Damper)
	66	O	O (*2, 3)	O	Sostenuto (FootSW)
	67	O	O	O	Soft
Control Change	70, 71	O	O	O	Sustain, Resonance
	72, 73, 74, 75	O	O	O	RLS, ATK, CTF, DCY
	76, 77, 78	O	O	O	Vibrato (Rate, Depth, Delay)
	91	O	O	O	Reverb Depth
	92	O	O (*4)	X	Rotary Speed
	93	O	O	O	Chorus Depth
	94	O	O	X	Effect Depth
	98, 99	O	O	O	NRPN LSB/MSB
	100, 101	O	O	O	RPN LSB/MSB
	0-119	O (*1)	X	X	
Prog		O	O	O	
Change:	True #	*****	0-127	0-127	
System Exclusive		O	O	O	
	: Song Position	X	X	X	
Common	: Song Select	X	X	X	
	: Tune	X	X	X	
System	: Clock	O	X	X	
Real Time	: Commands	O	X	X	
	: All Sound Off	X	O	O	
	: Reset All Controller	X	O	O	
Aux	: Local ON/OFF X	X	X	X	
Messages	: All Note OFF	X	O (123-127)	O (123-127)	
	: Active Sense	X	O	O	
	: Reset	X	X	X	
Notes		*1: assigned to Modulation Wheel, EXP, FootSW or Knob A-D *2: On/Off settings of each zones are set in Menu. *3: The effect is assigned to EXP/FootSW in Menu . (default effect is #11.Exp/#66.Soste) *4: Only when rotary effect is selected. *5: a. Control changes work to a selected zone only. (except controllers of [*2]) b. Knob A-D parameters are received only when it is assigned to Knob.			

"Mode1: OMNI ON, POLY" "Mode2: OMNI ON, MONO" O: Yes

"Mode3: OMNI OFF, POLY" "Mode4: OMNI OFF, MONO" X: No

KAWAI

THE FUTURE OF THE PIANO

MP6 Owner's Manual
KMSZ-0029 : 816868
OM1041E-S1109
Version 1.10
Printed in Indonesia