

Symbols

! AMP 14-50
+ SHAPE MOD OSC 14-49

Numerics

2PARAM SHAPER 14-45
2POLE ALPASS 14-16
2POLE LOWPASS 14-8
32 track sequencing 12-46
40335
 heading 1
 Controllers 7-19
4POLE HIPASS W/SEP 14-13
4POLE LOPASS W/SEP 14-10

A

Aborting a Macro Load 13-54
Aborting a Multiple File Load 13-21
Aborting a sample recording 15-6
Added waveforms 14-38
Adding layers 6-39
Adjust
 Coarse 6-7
 Fine 6-8
Adjusting effects mix 9-2
Adjusting sample volumes 15-39
Aftertouch 11-2
AIFF files 13-67
AIFF-C files 13-67
Akai 15-34
Algorithm (ALG) page 6-10
Algorithm output 6-5
Algorithm programming 14-1
Algorithm wiring 6-5
All Controllers Off 10-4
All Notes Off 10-4
Allpass filters 14-15
ALPASS 14-15
Alpha Wheel 2-5, 3-4
Alphabetic entry 3-4, 5-3
Alphanumeric pad 3-4
Alternative attack 6-16
AMP
 Adjust 6-19
 Key tracking 6-19
 Pad 6-20
 Sources 1 and 2 6-20

 Velocity tracking 6-19
Amp control 14-31
AMP MOD 14-50
AMP MOD OSC 14-49
AMP U AMP L 14-32
Amplitude envelope
 Attack segment 6-29
 Decay segment 6-29
 Loop type 6-30
 Natural 6-28
 Number of loops 6-30
 Release segment 6-29
 User 6-28
Amplitude envelope (AMPENV) page 6-28
Append soft button 13-19
Are you sure? dialog
 suppressing with Confirm on Master page 11-3
Arp Active 7-35
Arpeggiator 7-33
 Active 7-35
 Beats 7-36
 Duration 7-38
 Glissando 7-38
 Latch 7-35
 Limit Option 7-37
 Low Key (LoKey) and High Key (HiKey) 7-35
 Note Shift 7-37
 Order 7-36
 Shift Limit 7-37
 shifting notes 7-37
 Tempo 7-36
 Velocity 7-38
ARRANGE Page
 Song Mode 12-46
Arrangement Feature
 Edit Song Common parameters used with 12-26
ASCII characters 5-3
ASR page 6-36
ASRs
 Attack 6-36
 Delay 6-36
 Mode 6-36
 Release 6-36
 Trigger 6-36
Assign sample 15-38
Assigning samples to keymaps 15-39
Attack portamento 6-26
Attack segment 6-29
Attack time for ASRs 6-36
Attack velocity 11-2
Audio cables 2-3
Audio Configurations 18-1
Audio output 6-21

Audio output groups and MIDI channels 18-4
Auditioning Objects in RAM 13-25
Auditioning Samples from a Disk File 13-17

B

Backup 13-62
Balance and Amp (BAL AMP) 14-33
BAND2 14-20
BANDPASS FILTER 14-18
Bandpass filters 14-18
Bank Select
 MIDI Receive page 10-7
Bank Status Indicator 13-18
Basic editing 5-1
Basic MIDI channel 10-4
Bass tone control 14-27
Battery Installation 2-2
Battery replacement 2-2
Beat Volume Adjust 15-32
Bipolar control sources 16-1
Bipolar keystart 14-4
Boldface italic type 1-4
BOOT.MAC 13-65
Bottom line of display 3-2
Bounce
 Song Mode TRACK Page 12-35
Building a Drum Program 19-9
Building a keymap 15-41
Bypass effects 5-6

C

Cable 15-10
Cables and Input Jacks 15-1
Cancel
 soft button 13-10
Cancel soft button 13-19
CD-ROM 13-1
CHAN/BANK buttons 3-3, 5-6
Chan/Bank buttons 5-6
Change
 Song Mode TRACK Page 12-39
Changing intonation key 11-4
Changing song playback programs 12-49
Channel/Program (CH/PROG) Page 7-4
 Setup Mode 7-2
Channels on and off 10-8
Chaotic LFOs (FUNs) 16-13
Characters 5-3
Choose File Name Function 13-37

Clear 15-23
Clicking during portamento 6-26
CLIP indicator
 Sampling page 15-3
Clock
 Song mode 12-21
Coarse adjust 6-7
Common DSP control parameters 6-6
COMMON Page
 Song Mode 12-25
COMMON page 6-25
Compare 5-6
Confirmations 11-3
Connecting MIDI 2-3
Connecting SCSI devices 13-2
Control input pages 14-2
Control inputs 6-5
Control parameters 2-7
Control Setup 6-3
 Setup Editor 7-2
Control sources
 Unipolar vs Bipolar 16-1
Control sources—Overview 16-1
Controlling envelopes 6-32
Controlling LFO rate 6-34
Copy
 disk mode 13-62
 on Object Utilities page 11-8
 Song Mode TRACK Page 12-34
Copying layers 6-39
Creating a Macro 13-41
Creating Directories 13-11
Creating new layers 6-39
Crescendo/Decrescendo (Crescendo) 15-27
Crossfade 6-22, 14-34
 Orientation 6-22
Crossfade and Volume Adjust Curves 15-33
Crossfade Loop (XfadeLoop) 15-33
Cursor buttons 3-2

D

Data entry 3-4
DC offset 14-45, 14-47, 14-48, 14-49, 14-51
Decay segment 6-29
Delayed vibrato 19-1
Delaying ASRs 6-36
Delete 15-24
 on Object Utilities page 11-9
Deleting Banks in a Startup File 13-65
Deleting Files and Directories 13-61
Deleting layers 6-40

- Deleting objects 5-4, 11-4
- Deleting programs 6-39
- Dependent objects
 - saving 13-26
- Dependents
 - loading 13-17
- Dialogs
 - Save 5-2
- Digital Outputs
 - using 15-11
- Diode equations (FUNs) 16-14
- Directories 13-4
 - creating 13-11
 - deleting 13-61
- Directory Selection Dialog 13-12
- Disk 5-6
- Disk button 5-6
- Disk Drive Information 13-5
- Disk format requirements 13-1
- Disk Function soft buttons 13-5
- Disk Mode 13-1
- Disk mode 4-4
- Disk Mode Functions 13-13
- Disk Utilities 13-56
- Display 3-1
 - Bottom line 3-2
 - Top line 3-2
- Display contrast 2-4, 11-3
- Distortion (DIST) 14-41
- Dither
 - Effects mode 9-5
- Double button presses 3-5
- Double notch filter 14-20
- DOUBLE NOTCH W/SEP 14-20
- Double shaper 14-45
- Double-output algorithm 6-5
- Double-output algorithms 6-23
- Drum channel 11-1
- Drum Loop
 - example of recording 12-3
- Drum programs 11-1
 - creating 19-9
- Drum Tracks
 - Song mode 12-27
- Drum trigger 15-4
- DSP control inputs 6-5
- DSP control parameters 6-6, 6-9, 14-2, 14-3
- DSP Functions 15-22
- DSP functions 14-5
 - inputs and outputs 6-5
- Dump
 - on Object Utilities page 11-10
- Dump program 6-39

- Duplicating layers 6-39
- Dynamic voice allocation 11-5

E

- EDIT button 3-3
- Edit button 5-6
- Edit compare 5-6
- Edit Song
 - ARRANGE Page 12-46
 - COMMON Page 12-25
 - EVENT Page 12-28
 - STEP Page 12-43
 - TRACK Page 12-31
- Edit Song Pages 12-25
- Editing 5-1
- Editing Macros 13-50
- Editing Samples 15-12
- Effect changes when entering Effects mode 9-3
- EFFECT page 6-24
- Effect preset 6-24
- Effect Selection During Recording and Playback 12-50
- EffectChan
 - in Song mode 12-26
- Effects
 - selecting 9-3
 - Wet/Dry mix 6-24
- Effects button 5-6, 9-1
- Effects bypass 5-6
- Effects configurations 9-6
- Effects configurations and parameters 9-7
- Effects Editor 9-6
- Effects mix 9-2
- Effects mode 4-3, 9-1
 - parameters 9-2
 - Selecting effects 9-2
 - Soft buttons 9-1
- Effects return 18-3
- Electrical grounding 2-3
- Enable layer 6-12
- Enable MIDI channels 10-8
- Envelope control
 - Adjust 6-32
 - Key tracking 6-33
 - Source and depth 6-33
 - Velocity tracking 6-33
- Envelope control page 6-32
- Envelopes 19-4
- Envelopes 2 and 3 6-31
- EPS 15-35
- EQ
 - Bass tone control 14-27

- Mid-range parametric 14-26
- Parametric 14-22
- Steep bass tone control 14-29
- Treble tone control 14-28
- Equalization 14-22, 14-30
- Erase
 - Song Mode TRACK Page 12-34
- Erase soft button
 - Song mode 12-16
- Evaluation of FUNs 16-16
- EVENT Page
 - Song Mode 12-28
- Everything
 - loading objects as 13-20
- Everything files 13-23
- EXIT button 3-4
- Exit values 7-25
- Exporting data 13-67
- Extended program changes 10-11
- Extended sample loop 15-16
- Extensions
 - used by or accepted by the K2500 13-7
- Extra mono dry output 11-3

F

- F1-F3 pages 6-18
- F4 AMP page 6-19
- File Backup 13-62
- File Copy 13-64
- File Formats
 - supported by K2500 13-67
- File Index 13-8
- File List Dialog 13-6
- Files
 - deleting 13-61
 - Everything 13-23
 - Loading 5-5, 13-13
 - Master 13-23
 - moving between directories 13-59
 - renaming 13-61
 - Saving 5-5
 - saving 13-22
 - Split 13-23
- Fill Mode 13-18
- Fill soft button 13-19
- Filters 14-5
 - Allpass 14-15
 - Bandpass 14-18
 - Double notch 14-20
 - Highpass 14-12
 - Lowpass 14-7

- Notch 14-17
 - Twin peaks bandpass 14-21
- Filters—A review 14-6
- Find Files 13-56
- Finding objects 3-7
- Fine adjust 6-8
- Fine Hz 6-17
- Floppy disks 13-1
- Floppy disks, formatting 13-2
- Format 15-10
- Formatting floppy disks 13-2
- Formatting SCSI devices 13-4
- Four-pole highpass filter 14-13
- Four-pole lowpass filter 14-10
- Free Utility 13-58
- Freeze pedal 6-13
- Front panel MIDI 3-7
- Front panel navigation 3-1
- FUN diagram 16-3
- FUN equations 16-3
- FUN page 6-37
- Function soft buttons 6-39
- Function Soft Buttons in the Sample Editor 15-12
- FUNS
 - For sample and hold 19-6
- FUNs
 - Chaotic LFOs 16-13
 - Diode equations 16-14
 - Evaluation sequence 16-16
 - Sawtooth LFOs 16-13
 - Warp equations 16-10
- FUNs equation list 16-4, 16-15
- FX bypass 5-6
- FX channel 9-4
- FX mode 9-3

G

- GAIN 14-34
- Gain 15-3
- Gated lowpass filter 14-12
- General synthesis concepts 14-1
- Glitches
 - with guitar or wind controller 11-5
- Global preset effect 9-5
- Globals 6-27
- Glossary entries 1-4
- Grab
 - Song Mode TRACK Page 12-41
- Grounding 2-3
- Guitar/Wind Controller Mode 11-5

H

- Hard reset 11-5
- Hard sync functions 14-51
 - SYNC M and SYNC S 14-51
- Hardware audio switching 18-3
- High frequency stimulator 14-39
- High key 6-11
- High velocity parameter 6-11
- Highpass filters 14-12
- HIPAS2 14-13
- HIPASS 14-12
- Hold through attack 6-13
- Hold until decay 6-13

I

- Ignore release 6-13
- Impact
 - ENVCTL page 6-33
- Importing data 13-67
- Importing layers 6-40
- Input
 - Sample mode page 15-3
- Input Quantize 12-20
- Insert 15-26
 - Song Mode TRACK Page 12-35
 - with Macros 13-53
- Insert cables 18-3
- Insert Zero 15-25
- Installation 2-2
- Intonation key 11-4
- Intonation Table Editor 17-1
- Intonation tables 11-2
- Introduction to editing 5-1
- Intuitive data entry 3-6
- Invert 15-25

J

- Jump to page 5-6

K

- K1000
 - bank mode 7-8
- K2000
 - bank mode 7-8
- K2500 Features 1-2

- K2500 Overview 1-2
- K2500R Only 7-2
- Key range 15-38
- Key tracking 6-8, 6-14, 6-19, 6-33
- Key/Velocity (KEY/VEL) Page 7-9
- Keyboard
 - using to trigger sampler 15-5
- Keymap 15-41
 - Key tracking 6-14
 - Stereo 6-15
 - Transpose 6-14
 - Velocity tracking 6-14
- Keymap Editor 15-36, 19-9
 - Assign sample 15-38
 - New range 15-38
- Keymap Editor Parameters 15-38
- KEYMAP page 6-14
- Keymap parameter 6-14
- Keymaps 6-2
 - multi-velocity 15-40
- Keystart
 - bipolar 14-4
 - unipolar 14-4
- Keytrack start (KStart) 14-3
- KRZ files
 - saving and loading a macro table in 13-54
- Kurzweil program changes 10-13

L

- Large disk files 13-23
- Layer
 - Delete 6-40
 - Duplicate 6-39
 - Hold through attack 6-13
 - Hold until decay 6-13
 - Ignore release 6-13
 - Import 6-40
 - new 6-39
 - Opaque 6-13
 - Set range 6-39
- Layer delay
 - Maximum 6-12
 - Minimum 6-12
- Layer delay control 6-12
- Layer enable 6-12
- Layer enable sense 6-12
- Layers
 - moving between in multi-layer programs 3-6
- Muting 5-6
- LCD 3-1, 11-3
- Legato play 6-26

- LF SAW 14-37
- LF SIN 14-37
- LF SQR 14-37
- LFO page 6-34
- LFOs 6-34
 - Maximum rate 6-34
 - Minimum rate 6-34
 - Phase 6-35
 - Rate control 6-34
 - Shape 6-35
- Library 13-5
- Library Disk 13-47
- Line cord 2-3
- List Utility 13-58
- Load Function Dialog 13-18
- Loading a Macro File 13-43
- Loading Dependents of Selected Objects 13-17
- Loading files 5-5, 13-13
- Loading Individual Objects 13-13
- Loading Objects from Floppy Disk Files 13-18
- Loading Older Setup Versions 7-2
- Loading Selected Entries from a Macro File 13-49
- Loading Songs From Disk 12-51
- Local control 10-2
- Local Keyboard Channel 2-5
 - with Song Mode 12-1
- Lock parameters 10-9
- LOOP 15-18
- Looping amplitude envelopes 6-30
- LOPAS2 14-9
- LOPASS 14-7
- Low frequency waveforms
 - Coarse adjust 14-37
 - Sawtooth 14-37
 - Sine 14-37
 - Square 14-37
- Low key 6-11
- Low velocity parameter 6-11
- Lowpass filter with clipping 14-47
- Lowpass filters 19-4
- LP2RES 14-10
- LPCLIP 14-47
- LPGATE 14-12

M

- Macro Insert 13-53
- Macro Load
 - aborting 13-54
 - remote 13-55
- Macro On Indicator 13-5
- Macros 13-38

- editing 13-50
- Mark pages 5-6
- Master button 5-6
- Master files 13-23
- Master mode 4-4
- Master mode page 11-1
- Master mode—Soft buttons 11-4
- Master panning 11-3
- Master Transpose 11-1
- Maximum layer delay 6-12
- Maximum LFO rate 6-34
- Memory banks 5-5
- Memory display 11-4
- Memory Limits 12-51
- Merge soft button 13-19
- Microtonal tunings 11-2
- MIDI
 - All Notes Off 10-4
 - Audio output gain 10-9
 - Audio output groups 18-4
 - Audio output pair 10-9
 - Basic channel 10-4
 - Channel enable 10-8
 - LED 3-3
 - Pan 10-8
 - Parameter locks 10-9
 - Program change formats 10-10
 - Program changes 10-13
 - Receive mode 10-4
 - Reset channels 10-18
 - Sending from front panel 3-7
 - Song recording 12-52
 - Transmit parameters 10-1
 - Volume 10-9
- MIDI button 5-6
- MIDI channel 10-2
- MIDI channel parameters 10-8
- MIDI connections 2-3
- MIDI control 10-2
- MIDI control parameters 2-7
- MIDI Faders Page 3-8
- MIDI loop 10-2
- MIDI mode 4-4
 - Soft buttons 10-18
- MIDI program changes 10-3, 10-16
- MIDI Receive page 10-7
 - Power Mode 10-7
- MIDI Receive parameters 10-4
- MIDI Type 0 and Type 1 Files 13-68
- MIDI Type 0 or Type 1 Files 12-51
- MIDIScope 11-4
- Mid-range parametric EQ 14-26
- Minimum layer delay 6-12

- Minimum LFO rate 6-34
- MISC Page
 - Song Mode 12-18
- Miscellaneous (MISC) 15-15
- Mix 15-26
- Mix Beat 15-30
- MIX outputs 18-1
- MIX Page
 - Song Mode 12-23
- Mixdown Page 3-8
- Mixers 14-34
- Mixers with non-linear inputs 14-50
 - !AMP 14-50
 - AMP MOD 14-50
 - x AMP 14-50
 - x GAIN 14-50
- Mixing outboard effects with the K2500's 18-3
- Mode 15-4
- Mode buttons 3-1
- Mode Selection 3-1
- Mode selection 4-1
- Modes 4-1
 - Using 4-3
- Momentary
 - switch type 7-30
- Monitor (Mon) 15-5
- Mono sound systems 2-3
- Monophonic programs 6-25
- Move
 - on Object Utilities page 11-7
- Moving Files Between Directories 13-59
- MPressure 7-20
- MS-DOS File System Compatibility 13-66
- Multi-disk files 13-23
- Multiple Object Selector
 - entering selection criteria in 13-34
 - soft buttons 13-33
- Multiple Object Selector Page 13-32
- Multiple Selection of Files to Load 13-21
- Multi-velocity keymaps 15-40
- Mute
 - Layers 5-6
 - Setup zones 5-6
- Muting tracks 12-24

N

- Name
 - on Object Utilities page 11-9
- Name Table 13-27
 - not loading 13-31
- Naming objects 5-2

- Natural amplitude envelope 6-28
- Navigation 3-1
- Nested editors 4-2
- New layer 6-39
- Noise generator 6-16
- Non-linear functions 14-38
 - 2PARAM SHAPER 14-45
 - DIST 14-41
 - HIFREQ STIMULATOR 14-39
 - LPCLIP 14-47
 - PWM 14-47
 - SHAPE2 14-45
 - SHAPER 14-43
 - WRAP 14-46
- Normalize 15-22
- Notch filters 14-17
- NOTCH2 14-18
- Note triggering 6-12
- Numeric entry 3-4

O

- Object type and ID 5-2
- Object Utilities 11-6
 - accessing from the editor 11-10
- Objects 5-1
 - auditioning 13-25
 - Deleting 5-4, 11-4
 - loading individually 13-13
 - Naming 5-2
 - RAM 5-2, 5-4
 - Renaming 5-3
 - ROM 5-2, 5-4
 - Saving 5-2
 - saving individually 13-24
 - soft button on Utility page 11-4
- Octave buttons don't work 6-4
- OK
 - soft button 13-10
- One-pole allpass filter 14-15
- One-pole highpass filter 14-12
- One-pole lowpass filter 14-7
- Opaque layer 6-13
- Open
 - soft button 13-9
- Output
 - Assignment and control 6-21
 - Double-wire algorithms 6-23
 - Gain 6-22
 - Pan mode 6-22
 - Panning 6-22
 - Selecting output group 6-22

- Stereo keymaps 6-23
- Output gain 10-9
- OUTPUT page 6-21
- Output pair 10-9
- Overdubs
 - creating with sampling option 15-8
- Overview 1-2
- Overwrt soft button 13-19
- OvFill soft button 13-19

P

- Pad 6-20, 14-3
- Page Buttons 15-14
- Pages 3-2
 - Algorithm (ALG) 6-10
 - Amplitude envelope (AMPENV) 6-28
 - ASR 6-36
 - COMMON 6-25
 - EFFECT 6-24
 - Effects mode 9-1
 - Envelope control 6-32
 - Envelopes 2 and 3 6-31
 - F1-F3 6-18
 - F4 AMP 6-19
 - FUN 6-37
 - Jumping to 5-6
 - KEYMAP 6-14
 - LAYER 6-11
 - LFO 6-34
 - Marked 5-6
 - Master mode 11-1
 - MIDI CHANLS 10-8
 - MIDI RECV 10-4
 - MIDI XMIT 10-1
 - OUTPUT 6-21
 - PITCH 6-7, 6-17
 - Previous 5-6
 - VTRIG 6-38
- Pan 6-22
 - Master 11-3
 - MIDI 10-8
- Pan lock 10-9
- Pan Position
 - MIX page 12-23
- Panel play feature 3-7
- Panic button 2-6, 10-18
- PANNER 14-32, 19-7
- PARA BASS 14-27
- PARA MID 14-26
- PARA TREBLE 14-28
- Parameter locks 10-9

- Parametric EQ 14-22
- Parent
 - soft button 13-9
- Parentheses around program name 6-3, 11-2
- Patch Through
 - with Song mode 12-1
- Path 13-4
- PCH 10-12
- Pedals 7-44
- Performance controls 2-7
- Phase of LFO waveforms 6-35
- Pitch
 - Fine Hz 6-17
- Pitch bend mode 6-12
- Pitch bend range 6-25
- Pitch control 14-31
- PITCH page 6-7, 6-17
- Pitch Shift 15-29
- Pitch, amplitude, panner 14-31
- Playback mode 6-16
- Playing notes from front panel 3-7
- Playing songs 12-49
- Plus/Minus buttons 3-4
- Polyphony 6-2, 11-4
- Portamento 6-26
- Portamento click 6-26
- Portamento rate 6-26
- Power cable 2-3
- Power Mode
 - MIDI Receive page 10-7
- Preset effect 6-24
- Pressure (Press) Page
 - Setup Mode 7-29
- Pressure Map Editor 17-6
- Pressure maps 10-3, 10-5
- Pressure sensitivity 11-2
- Previous page 5-6
- Program button 5-6
- Program change formats 10-10
- Program change type 10-5
- Program changes
 - Extended 10-11
 - Kurzweil 10-13
 - MIDI 10-3, 10-13, 10-16
 - Quick Access banks 10-13, 10-16
 - Quick Access mode 8-1
- Program Editor
 - Pages 6-10
 - Soft buttons 6-5
- Program lock 10-9
- Program mode 2-4, 4-3, 6-1, 6-2
 - Soft buttons 6-4
- Program mode page 6-2

- Program structure 6-2
- Program, monophonic 6-25
- Programming algorithms 14-1
- Programming FUNs 16-2
- Programs 2-4
 - Deleting 6-39
 - SysEx dumps 6-39
- Programs not playing 11-2
- Punctuation 5-3
- PWM 14-47

Q

- QA 0-127 10-17
- Quantize
 - Input 12-20
 - Song Mode TRACK Page 12-36
- Quick Access bank program changes 10-13, 10-16
- Quick Access button 5-6
- Quick Access Editor 8-1
- Quick Access mode 2-6, 4-3, 8-1
- Quick Mute
 - Song Mode MIX Page 12-24
- Quick Mute Track Bank Indicator
 - MIX page 12-24
- Quick Scrolling to Subdirectories 13-10

R

- RAM objects 5-2, 5-4
- Rate 15-3
- Rate control of LFOs 6-34
- Reading Samples 15-34
- Realtime effects 6-24
- Recording Multi-timbral Sequences via MIDI 12-52
- Recording songs via MIDI 12-52
- Reference Quantize
 - Song Mode TRACK Page 12-37
- Region/Criteria window
 - Song mode 12-31
- Release segment 6-29
- Release time for ASRs 6-36
- Releasing ASRs 6-36
- Relink-by-Name 13-28
- Remap
 - Song Mode TRACK Page 12-41
- Removing layers 6-40
- Renaming Files 13-61
- Renaming objects 5-3
 - with Name utility 11-9
- Repeating ASRs 6-36

- Resample 15-28
- Reset
 - hard 11-5
- Reset MIDI channels 10-18
- Reverse 15-24
- Reverse samples 6-16
- Ribbon Configuration (RIBCFG) Page
 - Setup Mode 7-39
- RIBBON Page
 - Setup Mode 7-39
- Ribbons
 - Center 7-40
 - Large Ribbon Configuration 7-39
 - Position Mode (PosMode) 7-39
 - Ribbon Configuration (RIBCFG) Page 7-39
 - Spring 7-40
- Roland 15-35
- ROM objects 5-2, 5-4
- Root
 - soft button 13-9

S

- Safety precautions 2-2
- Sample 15-5
 - Playback loops 6-16
 - Playback mode 6-16
 - Stereo 6-15
- Sample and Hold 19-6
- Sample and hold 19-6
- Sample and Hold with FUNs 19-6
- Sample Editor 15-41
- Sample recording
 - aborting 15-6
- Sample Skipping 6-15
- Sampler
 - entering from Master Mode 11-5
 - triggering from keyboard 15-5
- Samples
 - Adjusting volume 15-39
 - Assigning to keymaps 15-39
 - triggering from analog inputs 15-42
 - triggering from audio signals 15-4
 - Tuning 15-39
- Sampling Analog Signals 15-2
- Save dialog 5-2
- Saving and naming 5-2
- Saving Dependent Objects 13-26
- Saving Files 13-22
- Saving files 5-5
- Saving Individual Objects 13-24
- Saving Master and Everything Files 13-23

- Saving objects 5-2
 - RAM 5-2, 5-4
 - ROM 5-2, 5-4
- Saving RAM objects 5-2, 5-4
- Saving ROM objects 5-2, 5-4
- SAW 14-36
- Sawtooth LFOs (FUNs) 16-13
- SCSI 1-2
- SCSI connections 2-4
- SCSI devices 13-1
 - Formatting 13-4
 - Termination 13-3
- SCSI ID 10-5
- SCSI IDs 13-4
- SCSI Musical Data Interchange 1-2
- Search function 3-7
- Select soft button 13-8
- Selecting a Song for Playback 12-49
- Selecting effects 9-3
- Selecting modes 4-1
- Selecting parameters 3-1
- Selection by Dependents 13-36
- Selection by Type/Range 13-35
- Separate outputs 18-2
- Sequencer
 - tutorial 12-1
- Setting layer ranges 6-39
- Setting Up For Sampling 15-1
- Setup button 5-6
- Setup control parameters 2-7
- Setup Editor 7-4
 - Clear Soft Button 7-42
 - Control Setup 7-2
 - Copy and Paste Soft Buttons 7-42
 - Delete Soft Button 7-41
 - Delete Zone (DelZn) Soft Button 7-42
 - Dump Soft Button 7-41
 - Duplicate Zone (DupZn) Soft Button 7-41
 - Import Zone (ImpZn) Soft Button 7-41
 - Local Program (LocalPrg) 7-4
 - Name Soft Button 7-41
 - New Zone (NewZn) Soft Button 7-41
 - Set Range (SetRng) Soft Button 7-43
 - Soft buttons 7-41
- Setup Mode
 - ARPEG Page 7-33
 - Channel/Program (CH/PROG) Page 7-2
 - Pressure (Press) Page 7-29
 - Ribbon Configuration (RIBCFG) Page 7-39
 - RIBBON Page 7-39
 - WHEEL Page 7-28
- Setup mode 4-3, 7-1
- Setups 2-5
- Aux Bend 1 7-17
- Aux Bend 2 7-18
- BEND Page 7-17
- Bend Range 7-17
- COMMON Page 7-32
- Continuous Control Pedal (CPEDAL) Page 7-26
- Continuous Controller Parameters 7-24
- Controllers 7-19
- Curve (Curv) 7-24
- Destination 7-7, 7-30
- Destination (Dest) 7-24
- Editing Hints and Suggestions 7-44
- EFFECT 7-32
- Effects Mix (FXMix) 7-33
- Entry (Ent) and Exit States 7-31
- Entry Pan, Exit Pan 7-16
- Entry Program Change (EntryProgChg) 7-8
- Entry values 7-25
- Entry Volume, Exit Volume 7-16
- Footswitch (FOOTSW) Page 7-31
- Low and high key 7-9
- Low Velocity (LoVel), HighVelocity (HiVel) 7-15
- MIDI Bank 7-5
- MIDI Bank Mode 7-7
- MIDI channel 7-4
- MIDI Control Source List 7-21
- MIDI Program (MIDIProg) 7-5
- Muting zones 5-6
- Note Maps 7-10
- Off Value 7-31
- Offset (Add) 7-24
- On Value 7-30
- Pan/Volume (PAN/VOL) Page 7-16
- physical controllers 7-19
- RIBBON Page 7-27
- Save Soft Button 7-41
- Scale 7-24
- Selecting via MIDI 10-13, 10-16
- Silent Zones 7-7
- SLIDER and SLID/2 Pages 7-25
- SONG 7-33
- Status 7-5
- Switch controllers 7-30
- SWITCH Page 7-32
- Switch Type (SwType) 7-30
- Transpose 7-9
- Transposing 7-1
- Velocity Curve 7-13
- Velocity Offset 7-11
- Velocity Scale (VelScale) 7-11
- Zone Arpeggiation (ZoneArpeg) 7-8
- SHAPE MOD OSC 14-49
- SHAPE2 14-45

SHAPER 14-43, 19-7
 Shift
 Song Mode TRACK Page 12-38
 Shifting notes
 in the Arpeggiator 7-37
 Signal-to-noise ratio 2-4
 SIMMs 1-2
 SINE 14-36
 Single-output algorithm 6-5
 Sleep soft button 13-6
 Sliders 7-20
 SMDI 1-2
 Soft buttons 3-2, 6-4, 6-5
 Disk Mode page 13-5
 Effects mode 9-1
 Keymap Editor 15-38
 Master mode 11-4
 MIDI mode 10-18
 Setup Editor 7-41
 Special functions 6-39
 Soft Buttons on the DSP Page 15-21
 Soft Through
 with Song Mode 12-1
 Software Upgrades 2-10
 Soloing current track 12-25
 Song button 5-6
 Song Mode 12-1
 MISC Page 12-18
 MIX Page 12-23
 Song mode 4-4
 Song playback 12-49
 Songs
 Loading 12-51
 Memory limits 12-51
 Recording via MIDI 12-52
 Synchronizing 12-50
 Sostenuato pedal 6-13
 Source 1 6-9
 Source 2 6-9
 Special button functions 5-6
 Split files 13-23
 SQUARE 14-36
 Src parameter
 Sample page 15-3
 Standard MIDI Files 13-68
 Startup 2-1, 13-5
 Startup File
 creating 13-65
 deleting banks in 13-65
 Stealer
 soft button on Utility page 11-5
 Steep bass tone control 14-29
 STEP Page

 Song Mode 12-43
 Stereo insert cables 11-3, 18-3
 Stereo keymaps 6-15, 6-23
 Stereo samples 6-15
 Sustain not working 10-4
 Sustain pedal 6-13
 Sustaining ASRs 6-36
 SW+DST 14-48
 SW+SHP 14-49
 SYNC M and SYNC S 14-51
 Synchronizing songs 12-21, 12-50
 Synthesis—General concepts 14-1
 System Exclusive 10-3
 System exclusive 6-39
 System Exclusive dumps 11-10
 System Exclusive ID 10-5

T

Terminating SCSI devices 13-3
 The 7-33
 Thin
 Song Mode TRACK Page 12-40
 Threshold (Thresh) 15-5
 Timbre shift 6-15
 Time 15-5
 Time Warp 15-29
 Toggle
 switch type 7-30
 Top line of display 3-2
 Total size of all files 13-10
 Track mute 12-24
 TRACK Page
 Song Mode 12-31
 Track Status Indicators
 MIX page 12-23
 Transpose
 Master 11-1
 MIDI 10-2
 Song Mode TRACK Page 12-39
 Transposing setups 7-1
 Treble tone control 14-28
 Triggering ASRs 6-36
 Triggering notes on startup 6-12
 Triggering samples from analog inputs 15-42
 Triggering sampler from keyboard 15-5
 Triggering samples from audio signals 15-4
 TRIM 15-17
 Truncate 15-22
 Tuning samples 15-39
 Tuning to other instruments 11-1
 Twin peaks bandpass filter 14-21

- Two-parameter shaper 14-45
- Two-pole allpass filter 14-16
- Two-pole bandpass filter 14-18
- Two-pole bandpass filter, fixed width 14-20
- Two-pole highpass filter 14-13
- Two-pole lowpass filter 14-8
- Two-pole notch filter 14-17
- Two-pole notch filter, fixed width 14-18

U

- Unipolar control sources 16-1
- Unipolar keystart 14-4
- Upper and lower amp 14-32
- User amplitude envelope 6-28
- Using the Digital Outputs 15-11
- Using the MIX Outputs 18-1
- Using the modes 4-3
- Using the Velocity Map Editor 17-3
- Using your K2500 in a SCSI System 13-4
- Utilities 11-4

V

- Variable Architecture Synthesis 1-2, 1-3
- VAST 1-2, 1-3
- Velocity crossover 15-40
- Velocity Map Editor 17-3
- Velocity maps 10-2, 10-5
- Velocity sensitivity 11-2
- Velocity stabs 19-1
- Velocity tracking 6-8, 6-14, 6-19, 6-33
- Velocity triggers 6-38
- Ventilation 2-2
- View soft button 11-5
- Viewing Selected Objects 13-25
- Voice allocation 11-4
- Voice channels 6-2
- Voltage levels 2-3
- Volume
 - MIDI 10-9
- Volume Adjust 15-23
- Volume Knob 2-7
- Volume Level
 - MIX page 12-23
- Volume lock 10-9
- Volume Ramp 15-27
- VTRIG page 6-38

W

- Warp equations 16-10
- WAVE Files 13-68
- Waveform wraparound 14-46
- Waveforms 14-35
 - Sawtooth 14-36
 - Sine 14-36
 - Square 14-36
- Waveforms for LFOs 6-35
- Waveforms with non-linear functions 14-48
 - + SHAPE MOD OSC 14-49
 - AMP MOD OSC 14-49
 - SHAPE MOD OSC 14-49
 - SW+DIST 14-48
 - SW+SHP 14-49
 - x SHAPE MOD OSC 14-49
- Wet/Dry mix 6-24
- Wet/dry mix 9-2
- WHEEL Page
 - Setup Mode 7-28
- Wind controller
 - controlling K2500 with 11-5
- World-Wide Web 2-10
- WRAP 14-46

X

- x AMP 14-50
- x GAIN 14-50
- x SHAPE MOD OSC 14-49
- XFADE 14-34
- XMIT page 10-1

Y

- Young Chang Distributors x

Z

- Zone button lights 7-7