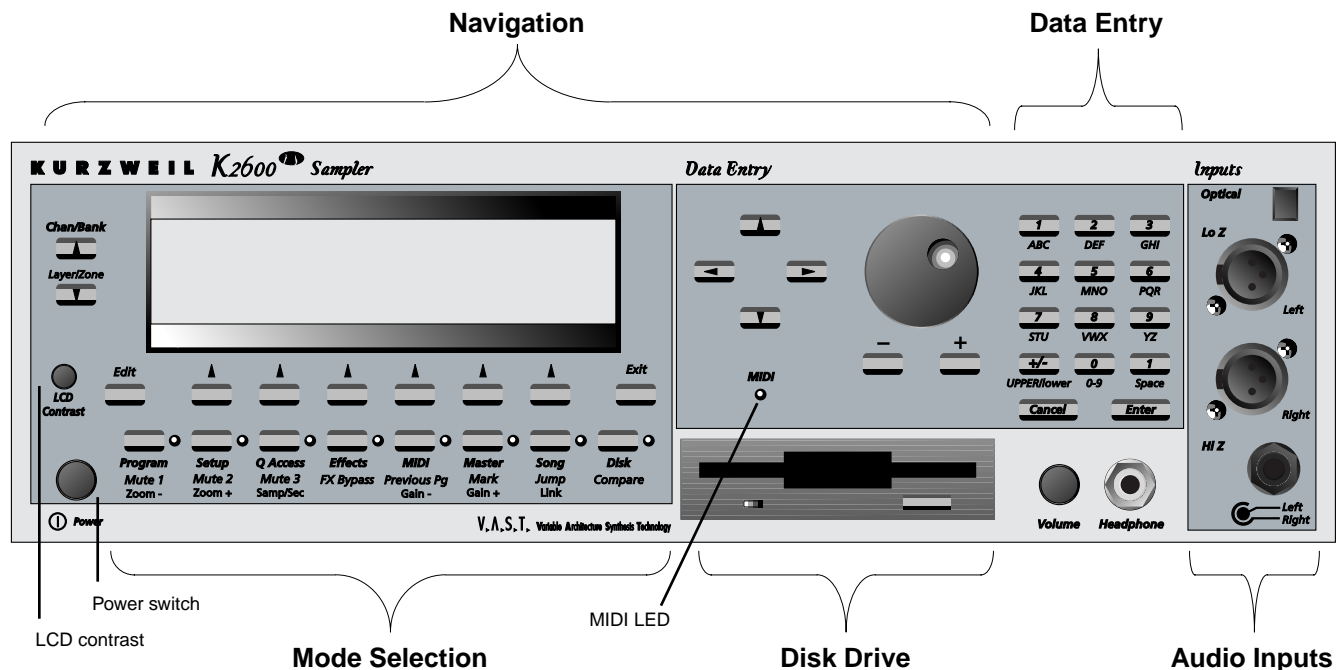
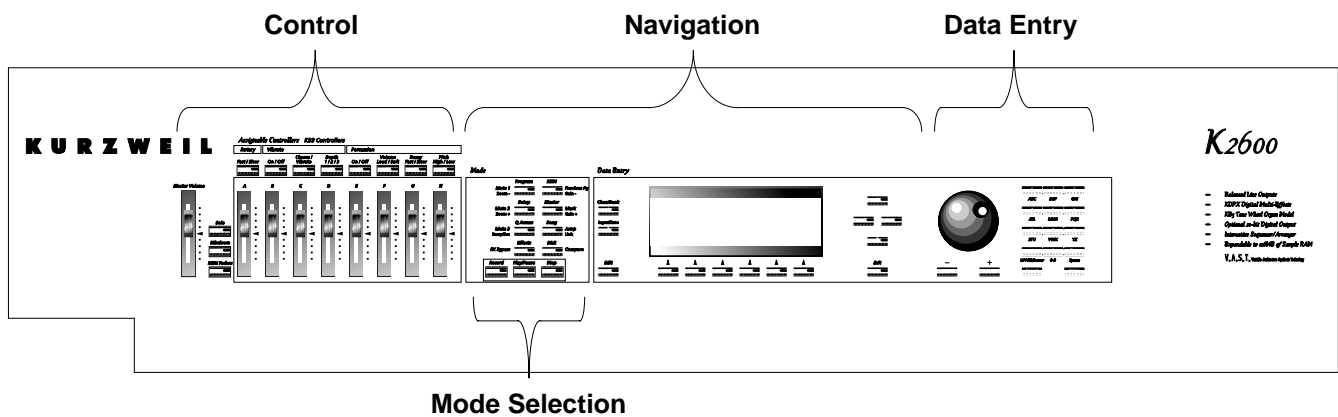


Chapter 3

User Interface Basics

This chapter will show you how to get around the front panel of your K2600. Your interactions can be divided into three primary operations: mode selection, navigation, and data entry. Keyboard models also have an assignable control section.



Mode Selection

The K2600 is always in one of eight primary operating modes. Select a mode by pressing one of the mode buttons—on keyboard models they're to the left of the display, and on the rack-mount model they're the lower row of buttons under the display. Each mode button has an LED that lights to indicate the current mode. Only one mode can be selected at a time.

Program mode	Select and play programs, and modify them with the <i>Program Editor</i> . Rearrange and modify samples in the Keymap and Sample Editors.
Setup mode	Select and play setups (eight keyboard zones with independent MIDI channel, program and control assignments), and modify them with the Setup Editor.
Quick Access mode	Select from a list of preset banks, each containing a list of ten programs and/or setups that can be viewed in the display for easy selection. Modify the preset banks and create your own with the Quick Access Editor.
Effects mode	Define the behavior of the on-board global effects processor. Modify the preset effects and create your own with the Effects Editor.
MIDI mode	Define how your K2600 sends and receives MIDI information, and configure each channel to receive independent program, volume, and pan messages that override the normal Program-mode settings.
Master mode	Define performance and control characteristics for the entire K2600.
Song mode	Use the K2600's sequencer to record and play back your keyboard performance, play Type 0 and Type 1 MIDI sequences, and record multi-timbral sequences received via MIDI.
Disk mode	Interface with the K2600's floppy disk drive, an external SCSI device, or an optional internal SCSI disk to load and save programs, setups, samples, and more.

There are two more modes that don't have dedicated buttons on the front panel: Sample mode and Live mode. In Sample mode, you can create and edit samples (if you have the sampling option). To get to Sample mode, press the **Sample** soft button in Program, Setup, Quick Access, or Master modes. See Chapter 14 for details.

Live mode lets you route an input signal through the K2600's DSP algorithms. See page 14-41.

Mode Buttons

The mode buttons are labeled in white. When you press a mode button, its LED lights up to indicate that the mode has been selected. If pressing a mode button does not light its LED, press the **Exit** button one or more times, then try again.

The colored labeling for each mode button indicates special functions that relate to some of the K2600's editors. These functions are described on page 5-7.

Navigation

The navigation section of the front panel consists of the display and the buttons surrounding it. These navigation buttons will take you to every one of the K2600's programming parameters.

The Display

Your primary interface with the K2600 is its backlit graphic display. As you press various buttons, this fluorescent display reflects the commands you enter and the editing changes you make. The ample size of the display (240-by-64 *pixels*) enables you to view lots of information at one time.

Pages

Within each mode, the functions and parameters are organized into smaller, related groups that appear together in the display. Each one of these groups of parameters is called a *page*. Each mode has what we call an entry-level page; it's the page that appears when you select that mode with one of the mode buttons. Within each mode and its editor(s), the various pages are selected with the navigation buttons. There are many pages, but there are a few features common to each page. The diagram below shows the entry-level page for Program mode.

```

ProgramMode  XPose:051  <>Channel:1
200*Analog Jam
202*Heart Strings
1 Righteous Piano
2 Mondo Bass
3 Killer Drums
4 Weeping Guitar
Octav- Octav+ Panic Sample Chan- Chan+

```

The Top Line

On the top line of most pages, there's a reminder of which mode you're in and which page you're on. Many pages display additional information in the top line, as well. The Program-mode page above, for example, shows you the current amount of MIDI transposition and the currently selected MIDI channel. The top line is almost always "reversed"—that is, it has a white background with blue characters.

The Bottom Line

The bottom line is divided into six (sometimes fewer) sets of reversed characters that serve as labels for the six buttons directly beneath the display. These labels—and the functions of the buttons—change depending on the currently selected page. Consequently the buttons that select these functions are called "soft" buttons.

The Soft Buttons

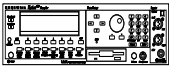
The soft buttons are called "soft" because their functions change depending on the currently selected mode. Sometimes they perform specific functions, like changing MIDI channels in Program mode. In the Program Editor and other editors, they're also used to move to different pages of programming parameters. If a soft button's label is in all capital letters (**KEYMAP**, for example), pressing the corresponding soft button takes you to a page of parameters. If the soft button is labeled in lower-case or mixed-case letters (**Save**, for example), the soft button performs some kind of function.

The Cursor Buttons

To the right of the display are four buttons arranged in a diamond fashion. These are called the cursor buttons. They move the cursor around the currently selected page, in the direction indicated by their labels. The cursor is a highlighted (reversed) rectangle (sometimes it's an underscore). It marks the value of the currently selected parameter.


Programming the K2600 involves selecting various parameters and changing their values. Select parameters by highlighting their values with the cursor. You can change the highlighted value with any of the data entry methods described in the data entry section below.

The MIDI LED



Below the cursor buttons is a red LED labeled MIDI. This LED flashes whenever the K2600 receives MIDI information from your MIDI controller.

The Chan/bank Buttons

To the left of the display are two buttons labeled **Chan/Bank**. Their function is related to the two small arrows——that appear in the top line of the display when there are multiples of the current page—for example, the LAYER pages in the Program Editor. When you see these arrows, you can use the **Chan/Bank** buttons to scroll the values of the parameter that appears to the right of the arrows. In Program mode, for example, they shift through the MIDI channels, showing the program assigned to each channel.

When you're in the Program Editor, the **Chan/Bank** buttons let you view each layer in the program. You can see the corresponding parameters in each layer by scrolling through the layers with these buttons. In the Setup Editor, the **Chan/Bank** buttons scroll through the zones in the current setup. In Quick Access mode, they scroll through the Quick Access banks, and in Song mode they scroll through recording tracks.

We'll let you know, when applicable, what the **Chan/Bank** buttons do.

The Edit Button

The **Edit** button activates each of the K2600's editors, and acts as a shortcut to many pages within the Program Editor. Pressing the **Edit** button tells the K2600 that you want to change some aspect of the object marked by the cursor. For example, when a program is selected and you press **Edit**, you enter the Program Editor. If a setup is selected, you enter the Setup Editor.

There are editors accessible from just about every operating mode. To enter an editor, choose one of the modes (mode selection), and press **Edit**. An editing page for that mode will appear. You can then select parameters (navigation) and change their values (data entry). If the value of the selected parameter has its own editing page, pressing the **Edit** button will take you to that page. For example, in the Program Editor, on the PITCH page, you might see **LFO1** assigned as the value for Pitch Control Source 1. If you select this parameter (the cursor will highlight its value—**LFO1** in this case), then press the **Edit** button, you'll jump to the page where you can edit the parameters of LFO1. Naturally, you can find every page in the current editor by using the soft buttons, but often it's easier to use the **Edit** button shortcut.

The Exit Button

Press **Exit** to leave the current editor. If you've changed the value of any parameter while in that editor, the K2600 will ask you whether you want to save your changes before you can leave the editor. See page 5-3 for information on saving and naming. The **Exit** button also takes you to Program mode if you're on the entry level page of one of the other modes. If at some point you can't seem to get where you want to go, press **Exit** one or more times to return to Program mode, then try again.

Data Entry

The data entry section of the front panel includes the Alpha wheel, the **Plus/Minus** buttons, and the 14-button alphanumeric pad.

The Alpha Wheel

The Alpha Wheel is especially useful because it can quickly enter large or small changes in value. If you turn the Alpha Wheel one click to the right, you'll increase the value of the currently selected parameter by one increment. One click to the left decreases the value by one increment. If you turn it rapidly, you'll jump by several increments. You can also use the Alpha Wheel to enter names when you're saving objects.

The Plus/Minus Buttons




These buttons are located just under the Alpha Wheel. The **Plus** button increases the value of the currently selected parameter by one, and the **Minus** button decreases it by one. These buttons are most useful when you're scrolling through a short list of values, or when you want to be sure you're changing the value by one increment at a time. One press of the **Plus** or **Minus** button corresponds to one click to the right or left with the Alpha Wheel. These buttons will repeat if pressed and held.

Pressing the **Plus** and **Minus** buttons simultaneously will move you through the current list of values in large chunks instead of one by one. Often this is in even increments (10, 100, etc.). Don't confuse these buttons with the +/- button on the alphanumeric pad. This button is used primarily for entering negative numeric values and switching from uppercase to lowercase letters (and vice versa).

The Alphanumeric Pad

As its name implies, this set of 14 buttons lets you enter numeric values, and to enter names one character at a time. Depending on where you are, the K2600 automatically enters letters or numerals as appropriate (you don't have to select between alphabetic or numeric entry).

When you're entering numeric values, press the corresponding numeric buttons, ignoring decimal places if any (to enter 1.16, for example, press **1, 1, 6, Enter**). The display will reflect your entries, but the value won't actually change until you press **Enter**. Before pressing **Enter**, you can return to the original value by pressing **Cancel**. Pressing **Clear** is the same as pressing **0** without pressing **Enter**.

When entering names, you can use the **Left/Right** cursor buttons or the  /  soft buttons to move the cursor to the character you want to change. Use the labels under the alphanumeric buttons as a guide to character entry. Press the corresponding button one or more times to insert the desired character above the cursor. The **Cancel** button is equivalent to the  soft button, and **Enter** is the same as **OK**. The **Clear** button replaces the currently selected character with a space. The +/- button *toggles* between uppercase and lowercase letters.

There's also a convenient feature called keyboard naming, which lets you use the keyboard to enter characters in names. See page 5-5.

Double Button Presses

Pressing two or more related buttons simultaneously executes a number of special functions depending on the currently selected mode. Make sure to press them at exactly the same time.

In this mode or editor...	...pressing these buttons simultaneously...	...does this:
Program mode	Octav-, Octav+	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Chan-, Chan+	Set current MIDI channel to 1.
	Plus/Minus	Step to next Program bank (100, 200, etc.)
Master mode	Chan/Bank	Enables Guitar/Wind Controller mode.
Song mode	Left/Right cursor buttons	Toggle between Play and Stop.
	Up/Down cursor buttons	Toggle between Play and Pause.
	Chan/Bank	Select all tracks on any TRACK page in Song Editor.
Disk mode	2 leftmost soft buttons	Issue SCSI Eject command to currently selected SCSI device.
	Chan/Bank	Hard format SCSI device. List selected objects when saving objects.
	Left/Right cursor buttons	Select all items in a list. Move cursor to end of name in naming dialog.
	up/down cursor buttons	Clear all selections in a list. Move cursor to beginning of name in naming dialog.
Program Editor	Chan/Bank	Select Layer 1.
Keymap Editor	Plus/Minus	With cursor on the Coarse Tune parameter, toggles between default Coarse Tune of sample root and transposition of sample root.
Sample Editor	2 leftmost soft buttons	Toggle between default zoom setting and current zoom setting.
	Plus/Minus buttons	Set the value of the currently selected parameter at the next <i>zero crossing</i> .
Any Editor	Plus/Minus	Scroll through the currently selected parameter's list of values in regular or logical increments (varies with each parameter).
	2 leftmost soft buttons	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Center soft buttons	Select Utilities menu (MIDIScope, Stealer, etc.).
	2 rightmost soft buttons	Sends all notes/controllers off message on all 16 channels (same as Panic soft button).
	Left/Right cursor buttons	Toggle between Play and Stop of current song.
	Up/Down cursor buttons	Toggle between Play and Pause of current song.
Save Dialog	Plus/Minus buttons	Toggle between next free ID and original ID.

Table 3-1 Double Button Presses

Intuitive Data Entry

Many parameters have values that correspond to the standard physical controls present on most MIDI controllers (primarily keyboards). In many cases, you can select these values “intuitively,” rather than having to scroll through the *Control Source* list. This is done by selecting the desired parameter, then holding the ENTER button while moving the desired physical control.

For example, on the LAYER page in the Program Editor, you can set the range of the currently selected layer as follows: use the cursor buttons to move the cursor to the value for the LoKey parameter, press (and hold) the **Enter** button, then use your MIDI controller to trigger the note you wish to be the lowest note for the currently displayed layer. The note you triggered (it has to be between C 0—C 8) will appear as the value for the LoKey parameter. Repeat the process for the HiKey parameter.

Another example: select Program 199 while in Program mode. Press **Edit** to enter the Program Editor. Press the PITCH soft button to select the PITCH page. Move the cursor to the Src1 parameter. Hold the **Enter** button, and move your controller’s Pitch Wheel. **PWheel** will be selected as the value for Src1.

You can also use the keyboard of your MIDI controller to choose control sources, since most key numbers correspond to a value on the control source list. If you have a certain control source that you use over and over (for example, LFO1), this can be the quickest way to enter its value. To do this: highlight a parameter which uses a value from the control source list, hold down **Enter**, then strike the key corresponding to the control source you want to choose. LFO1, for example, is assigned to B5. You’ll find a complete chart of these keyboard shortcuts at the end of Chapter 4 of the *Musician’s Reference*.

Also, for almost every parameter, holding the **Enter** button links the K2600 to your MIDI controller’s Data slider, if it has one. Moving the Data Slider will run through the range of values for the currently selected parameter. This is not as precise as the Alpha Wheel, but much faster.

Changing the Current Layer in Multi-Layer Programs

When editing a multi-layer program (including drum programs), you can quickly switch between layers by holding the **Enter** button, then striking a key. The K2600 will change the current layer to that key’s layer. If the key is part of more than one layer, subsequent key strikes will cycle through each layer that has that key in its range.



Note: This method for changing the current layer in a multi-layer program will NOT work if the currently highlighted parameter has a note number or control source for its value. In this case, the key you strike will function as described in *Intuitive Data Entry*, above.

Search

There's a convenient way to find any string of characters within the currently selected list, or range of values. Hold the **Enter** button and press any of the numeric buttons. A *dialog* like the one below appears.

```
<>KbdNaming:Off
```

```
Search string:  Soul Rebels
```

```
Delete Insert <<< >>> OK Cancel
```

Type in the string of characters you want to find. For example, if you're looking at the program list and you want to find all programs containing the word "Horn," you would type h-o-r-n. This function is not case-sensitive; it will find upper and lower case characters regardless of what you type.

When you've typed the string of characters you want to find, press **Enter**. The K2600 searches through the current list of objects or values, finds all items that match the string of characters you typed, and displays the first one it finds. Hold **Enter** and press one of the **Plus/Minus** buttons to search for the next higher- or lower-numbered object that contains the string of characters.

The string you select remains in memory. You can store and select a string of characters with each of the numeric buttons. Hold **Enter** and press one of the numeric buttons at any time to select that string for a search. When the string appears, you can change it, or just press **Enter** to find that string.

Renaming Multiple Objects

You can automatically rename multiple RAM objects with one operation, by substituting one string of characters with another.

1. Press the **Master** mode button to enter Master mode.
2. Press the **Object** soft button, then press the **Name** soft button. The NAME page appears, showing a list of all RAM objects.
3. Use the Alpha Wheel or **Plus/Minus** buttons to highlight objects. When an object whose name you want to change is highlighted, press the **Select** soft button to select the object. Note the asterisk that appears between the object's ID and its name.
4. When you've selected all the objects you want to rename, press **OK**. The following dialog appears. The name you see is the name of the last object you selected.


```
<>KbdNaming:Off
```

```
Object Name:   Badname
```

```
Delete Insert <<< >>> OK Cancel
```

5. Use your favorite method to enter a slash (/), followed by the string of characters that you want to replace. This function is case-sensitive, so you can enter both capitals and lower-case characters. In this example, we're going to change "Bad" to "Good."

```
<>KbdNaming:Off
```

```
Object Name:   /Bad
```

```
Delete Insert <<< >>> OK Cancel
```

6. When you've entered the desired string of characters, press **OK**, and the dialog changes to prompt you to enter the replacement string. Notice that we entered only the characters **B-a-d**, and not the entire name of the object. Enter the new string, as shown below.

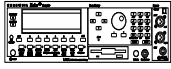
```
<>KbdNaming:Off
```

```
Replace with:  Good
```

```
Delete Insert <<< >>> OK Cancel
```

7. Press **OK**. The K2600 asks you if you're sure (unless you have confirmations turned off). Press **Yes**. The NAME page reappears. Every RAM object whose name contained **Bad** now contains **Good** instead.

Panel Play Feature (Rack Models)



You can play notes on the K2600R even if you don't have a MIDI controller connected to its MIDI In port. Using the alphanumeric pad, you can play the octave from C 4 to C 5 and send the notes to the audio outputs and Headphones jack.

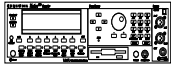
While in any mode, press and hold the **Cancel** button on the alphanumeric pad. Press one of the other alphanumeric buttons to play various notes: **1** is C 4, **2** is C[#] 4, and so on up to **Enter**, which plays C 5. Notes are sent to the K2600's sound engine on the current MIDI channel.

Pressing the **Up** or **Down** cursor buttons while holding **Cancel** will transpose up or down an octave while using this feature. This transposition will be remembered the next time you use this feature, but does not affect the K2600's normal MIDI transposition.

Notes are played at approximately the mf velocity level. You can adjust the attack velocity of the notes using the **Plus/Minus** buttons while holding down the **Cancel** button. The velocity values will continue to change if you hold the **Plus/Minus** buttons down.

You can press the **Right** cursor button while holding **Cancel** to sustain notes. The **Left** cursor button releases notes.

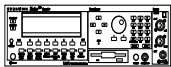
Mixdown and MIDI Faders Pages



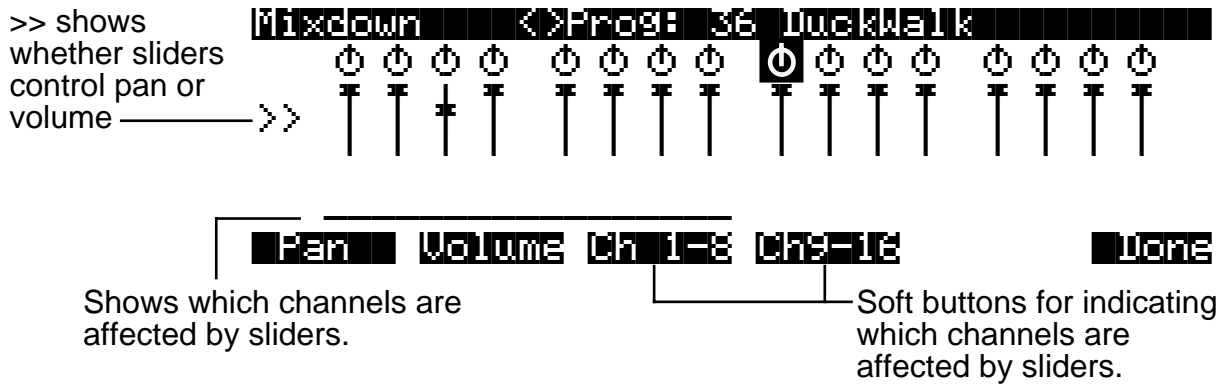
On keyboard models, there are two buttons below the **Solo** button, labeled **Mixdown** and **MIDI Faders**. These call up pages that let you use the sliders to control MIDI Pan and Volume, or any MIDI Controller that you choose. This is useful for real-time control over setups.

K2600R owners can use front-panel buttons for the same purpose. On any page (except in Quick Access mode), press **Clear** to view the Mixdown page, then use the cursor buttons to select a pan or volume control, and the Alpha Wheel or **Plus/Minus** buttons to change values. Press **Clear** again to view the MIDI Faders page, where you can change values similarly. Press **Clear** a third time (or press **Exit**) to return to normal operation.

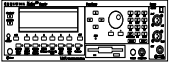
Mixdown Page



This page temporarily turns the K2600's 8 sliders into MIDI pan and volume controls. You can get to this page from any mode by pressing the **Mixdown** button, located below the **Solo** button. (K2600R owners can press the **Clear** button one or more times to call up these pages.) Press **Mixdown**, and the display looks similar to what you see on the Song-mode MIX page. However, there are a few differences. On the Mixdown page, the sliders relate to MIDI channels instead of tracks. If you highlight 1-8 for example, moving slider D will affect volume or pan for MIDI Channel 4 while you're on this page.



On the Mixdown page, pan and volume messages are sent to the internal K2600 sounds, to MIDI Out, or both. All Mixdown-page channels have the same destination (local, MIDI, or both), which is determined by the Control parameter on the MIDI-mode TRANSMIT page. You can assign the sliders to control either volume or pan. The soft buttons at the bottom of the Mixdown page let you select pan or volume control, on channels 1-8 or 9-16, allowing you to temporarily use the 8 sliders (or the navigation and data entry buttons on the K2600R) as pan or volume faders. Keep in mind that MIDI volume is a channel-specific message. Therefore, if you have more than one zone in a setup assigned to the same channel, moving any one of the associated sliders will affect all those zones.



MIDI Faders Pages

The button just below **Mixdown** is called **MIDI Faders** (on rack models, press the **Clear** button one or more times to view this page. The MIDI Faders page allows you to create a preset configuration of any Controller assignment for each slider, along with an initial preset value for that Controller. For each slider, you assign the MIDI channel, MIDI Controller number, and a value. You can enter the value using any normal data entry method, or by moving the corresponding slider on keyboard models. You can also assign several sliders to the same channel, but assign each one to a different Controller number.

There are four different configurations (pages 1–4), which you select with the soft buttons. Each configuration remembers the last value you set for each slider. If you want to send those values without moving the slider, press the **Send** button.

The available values for the Channel parameter on this page are 1–16 (local and MIDI), 1L–16L (local only, no MIDI), and 1M–16M (MIDI only, no local).

Faders: Page1								
Chan :	9	10	11	12	13	14	15	16
Ctl1 :	6	6	6	6	6	6	6	6
Value:	50	0	50	0	50	0	50	0
	↑	↑	↑	↑	↑	↑	↑	↑
Page1	Page2	Page3	Page4	Send	None			

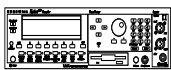
Quick Song Recording and Playback

On keyboard models, there are three buttons—labeled **Record**, **Play/Pause**, and **Stop**—below the mode selection buttons. They control the recording and playback of songs from any mode; you don't have to be in Song mode to record or play back.

Using these buttons affects the current track of the current song—that is, the song and track that were selected the last time you were in Song mode. When you record, the recording track and recording mode are determined by the current settings in Song mode; likewise for the playback mode when you're playing a song.

When the sequencer status is STOPPED (neither the **Record**-button LED nor the **Play/Pause**-button LED is lit or flashing), press **Record** to put the sequencer in REC READY status. The **Record**-button LED lights (red). Then press **Play/Pause** to start recording. The **Play/Pause**-button flashes (green) to indicate the tempo. Any countoff is determined by the current Song-mode setting for the CountOff parameter. Press **Play/Pause** or **Stop** to end recording and go to the Save dialog, where you can save the song, or trash it.

When the sequencer status is STOPPED, press **Play/Pause** to begin playing the current song. Press **Play/Pause** again to pause playback, and again to resume. Press **Stop** to end playback.



With the K2600R, you can't record in this fashion (use Song mode for recording), but you can simultaneously press the **Up/Down** or **Left/Right** cursor buttons to start and stop playback of the current song.