

# Technics

KEYBOARD

SX-KN200

SX-KN400

SX-KN220

SX-KN440



Vol. 2

# VOL. 2

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## PRACTICAL APPLICATIONS

This volume comprises a detailed explanation of sound, effect and rhythm.

Read the part which are relevant to the functions you wish to use.

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## APPLICATIONS PRATIQUES

Ce tome comprend les explications détaillées sur son, effet et rythme.

Lisez les articles concernant les fonctions que vous souhaitez utiliser.

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## APLICACIONES PRACTICAS

Este tomo consta de una explicación detallada del sonido, efecto y ritmo.

Lea las partes relacionadas a las funciones que desea utilizar.

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## 應用篇

在VoL. 2 對於音色、效果、節奏加以詳細的說明。

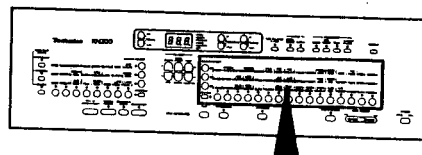
請按所需翻閱，以便善於應用這種功能。

# Contents

<b>Part I Sounds and effects</b> .....	3
Selecting sounds: KN200 .....	3
Selecting sounds: KN400 .....	3
Balance .....	5
Effect .....	6
Pitch Bend (KN400) .....	6
Modulation (KN400) .....	7
Transpose .....	7
Panel Memory (KN400) .....	8
<b>Part II Playing the rhythm</b> .....	9
Rhythm Select .....	9
Keyboard Percussion .....	12
Manual Percussion (KN400) .....	13
Auto Play Chord .....	14
Techni-chord .....	18
One Touch Play .....	19
Music Style Arranger .....	19

## Selecting sounds: KN200

The keyboard sounds are selected from the 48 sounds shown in the **SOUND SELECT** matrix. Select a sound by pressing one vertical row button and one horizontal row button.

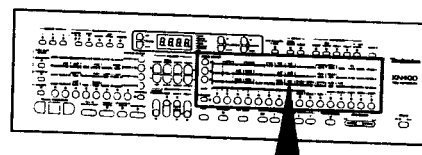


SOUND SELECT																
<input type="radio"/>	PIANO 1	HARPSI CHORD	GUITAR	MANDOLIN	GLOCKEN	XYLO-PHONE	PIPE ORGAN 1	PIPE ORGAN 2	VIOLIN	BRASS	FRENCH HORN	ACCOR-DRUM	OBOE	FLUTE	SPECIAL 1	SPECIAL 4
<input type="radio"/>	PIANO 2	E.PIANO 1	JAZZ GUITAR	MUTE GUITAR	BANJO	YBETONE	JAZZ ORGAN 1	JAZZ ORGAN 2	STRINGS	TRUMPET	TROM-BOONE	TENOR SAX	CLARINET	FLUTE	SPECIAL 2	SPECIAL 5
<input type="radio"/>	E GRAND	E.PIANO 2	SOLID GUITAR	ROCK GUITAR	CLAVI	KALIMBA	STEEL DRUM	POP ORGAN	SYNTH STRING	SYNTH BRASS 1	SYNTH BRASS 2	ALTO SAX	HAR-MONICA	WHISTLE	SPECIAL 3	SPECIAL 6
<input type="radio"/>	VARIATION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Press the **VARIATION** button on to change the nuance of the selected sound. (Refer to the Reference Guide.)
- Up to 11 notes can be produced simultaneously. The number of notes which can be produced simultaneously may decrease depending on the selected sound.

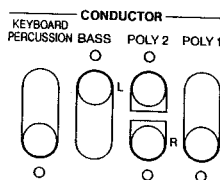
## Selecting sounds: KN400

The keyboard sounds are comprised of three parts—**POLY 1**, **POLY 2** and **BASS**—for each of which respective sounds are selected with the **SOUND SELECT** matrix. These parts are centrally controlled by the **CONDUCTOR**, which allows you to assign the same sound to the entire keyboard or different sounds to the left and right sections of a split keyboard.



### Select a sound for each part.

1. Select a part.  
Press the **CONDUCTOR** button for the part you wish to select a sound for first. Select **POLY 1**, **POLY 2** or **BASS**.
2. To select the **POLY 2** part, press the **R** (lower) button.
2. Select a sound.  
**POLY 1, POLY 2:** The sound is selected by pressing one of the 3 vertical row buttons and one of the 16 horizontal row buttons in the **SOUND SELECT** matrix.



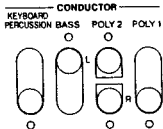

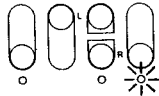
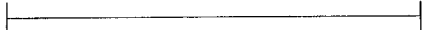
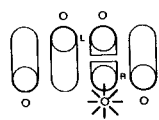
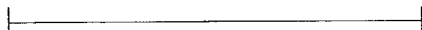
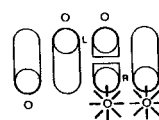
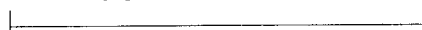
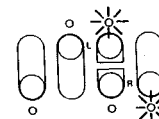
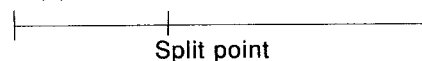
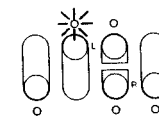

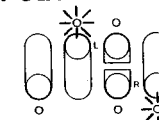
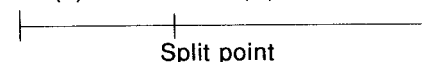
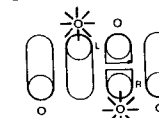
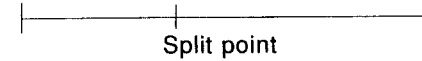
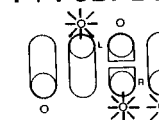
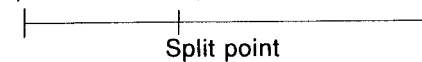
SOUND SELECT																
<input type="radio"/>	PIANO 1	HARPSI CHORD	GUITAR	MANDOLIN	GLOCKEN	XYLO-PHONE	PIPE ORGAN 1	PIPE ORGAN 2	VIOLIN	BRASS	FRENCH HORN	ACCOR-DRUM	OBOE	FLUTE	SPECIAL 1	SPECIAL 4
<input type="radio"/>	PIANO 2	E.PIANO 1	JAZZ GUITAR	MUTE GUITAR	BANJO	YBETONE	JAZZ ORGAN 1	JAZZ ORGAN 2	STRINGS	TRUMPET	TROM-BOONE	TENOR SAX	CLARINET	FLUTE	SPECIAL 2	SPECIAL 5
<input type="radio"/>	E GRAND	E.PIANO 2	SOLID GUITAR	ROCK GUITAR	CLAVI	KALIMBA	STEEL DRUM	POP ORGAN	SYNTH STRING	SYNTH BRASS 1	SYNTH BRASS 2	ALTO SAX	HAR-MONICA	WHISTLE	SPECIAL 3	SPECIAL 6
<input type="radio"/>	BASS =	ACOUSTIC	ELECTRIC	ELECTRIC	DRUMPER	CLARINET	ORGAN	ORGAN	BOUNDED	CELLO	TUBA	SYNTH	SYNTH	SYNTH	SYNTH	SYNTH
<input type="radio"/>	VARIATION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- If the **KEYBOARD PERCUSSION** button is pressed on, the keyboard keys produce the sounds of percussion instruments. (Refer to page 12.)
- Press the **VARIATION** button on to change the nuance of the selected **POLY** sound. (Refer to the Reference Guide.)

ELECTRONICS

3. Assign the part to the keyboard.  
 Press the **CONDUCTOR** buttons to turn on the keyboard parts you wish to play. There are 8 possible ways to select parts as shown in the chart.

(R) denotes the right section of a split keyboard. (L) denotes the left section of a split keyboard.

<b>CONDUCTOR settings</b> 	Parts which can be played on the keyboard 	Number of notes that can be produced simultaneously (When the <b>AUTO PLAY CHORD</b> is off)
<b>POLY 1</b> 	<b>POLY 1</b> 	<b>POLY 1: 11 notes</b>
<b>POLY 2 R</b> 	<b>POLY 2</b> 	<b>POLY 2: 11 notes</b>
<b>POLY 1 + POLY 2 R</b> 	<b>POLY 1 + POLY 2</b> 	<b>POLY 1: 7 notes</b> <b>POLY 2: 4 notes</b>
<b>POLY 1 + POLY 2 L</b> 	<b>(L) POLY 2 (R) POLY 1</b> Split point 	<b>POLY 1: 7 notes</b> <b>POLY 2: 4 notes</b>
<b>BASS</b> 	<b>BASS</b> 	<b>BASS: 1 note</b>
<b>POLY 1 + BASS</b> 	<b>(L) BASS (R) POLY 1</b> Split point 	<b>(R) POLY 1: 11 notes</b> <b>(L) BASS: 1 note</b>
<b>POLY 2 R + BASS</b> 	<b>(L) BASS (R) POLY 2</b> Split point 	<b>(R) POLY 2: 11 notes</b> <b>(L) BASS: 1 note</b>
<b>POLY 1 + POLY 2 R + BASS</b> 	<b>(L) BASS (R) POLY 1 + POLY 2</b> Split point 	<b>(R) POLY 1: 7 notes</b> <b>POLY 2: 4 notes</b> <b>(L) BASS: 1 note</b>

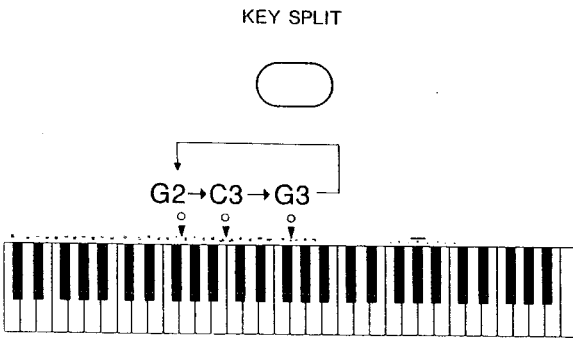
- Press 2 or more buttons simultaneously when multiple parts are used.
- The number of notes which can be produced simultaneously may decrease depending on the selected sound.

## Poly 2 R and L

For **POLY 2** there are two types to select from, right (**R**) and left (**L**). **R** is selected to produce **POLY 2** sounds alone or both **POLY 1** and **POLY 2** sounds simultaneously over the entire undivided keyboard or on the right section of a divided keyboard. **L** is used to assign **POLY 2** sounds to the left section of a divided keyboard.

## Changing the split point

The split point is shown by one of the indicators at G2, C3 and G3. With each press of the **KEY SPLIT** button, the indication moves to the next split point in the following order: G2 → C3 → G3.



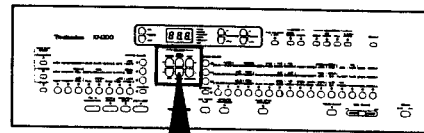
- When the **AUTO PLAY CHORD** is used, the keyboard will split automatically.
- Depending on the selected sound, the octave may shift when the keyboard is split.

## Balance

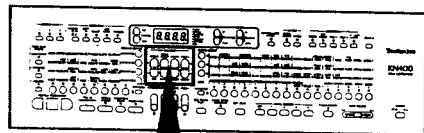
The volumes for the **DRUMS**, **BASS & ACCOMP** and **POLY** parts are adjusted with the respective **BALANCE** buttons.

- The volume will increase when a + button is pressed and decrease when a - button is pressed.
- Keep the button pressed to change the volume continuously.
- There are 10 volume levels. The volume level of each part is shown on the display (0~9).
- A few seconds after you use the **BALANCE** buttons, the display returns to the tempo display.
- No sound is produced for a part if its volume is set to 0.
- **KN200**: With the **POLY** button you can adjust the volume of the sound selected in the **SOUND SELECT** section.

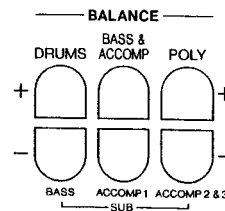
KN200



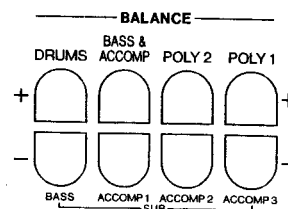
KN400



KN200

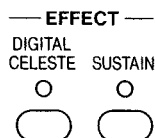


KN400



## Effect

Your keyboard is provided with **DIGITAL CELESTE** and **SUSTAIN** effects. Try using these effects to see how they add character to the different sounds.



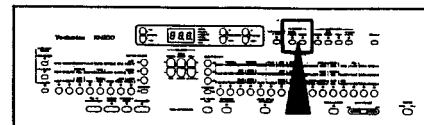
### ■ DIGITAL CELESTE

**DIGITAL CELESTE** gives the sound a thickness and diffusion as when a large number of musical instruments is being played.

- When this button is on, the number of notes which can be produced simultaneously is reduced.
- The **DIGITAL CELESTE** effect does not work for some sounds.
- KN400: The **DIGITAL CELESTE** effect does not function for the **BASS** part.

### ■ SUSTAIN

**SUSTAIN** is the gradual fading out of musical tones after the key is released.



(KN200)

## How to set effects

### ■ KN200

Press to turn on the respective buttons for the desired effects.

### ■ KN400

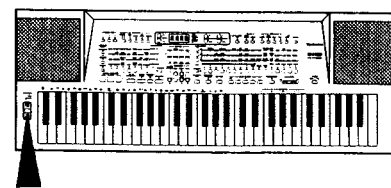
1. Turn on the **CONDUCTOR** button for the part for which you wish to set the effect. (Effects can be set for only one part at a time.)
- To select the **POLY 2** part, press the **R** button.
2. Press to turn on the respective buttons for the desired effects.

## Pitch Bend (KN400)

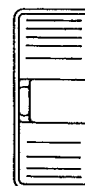
The pitch of the instrument can be continuously changed with the **PITCH BEND** wheel at the left end of the keyboard. Using this control, you can produce the effect of bending the strings on a guitar.

While pressing a key on the keyboard, move the wheel up and down to control the pitch.

- When you release your hand from the wheel, it returns automatically to the center position and the pitch bend effect is turned off.
- The pitch can be raised or lowered as much as one whole note.
- The pitch bend effect does not function for the **AUTO PLAY CHORD** accompaniment pattern.



PITCH BEND  
▲ UP  
▼ DOWN  
◀ MODULATION ON



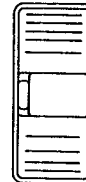
## Modulation (KN400)

The **MODULATION** switch is located in the center of the **PITCH BEND** wheel. While the switch is pressed to the left, the vibrato effect is applied to the sounds. Vibrato is the effect of a slight waver in the pitch which can add a rich quality to the sounds.

- Release the switch to return to the normal sound.
- The vibrato depth can be set for each part independently. (Refer to Vol. 3, page 25.)



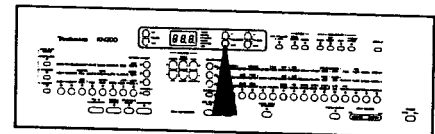
PITCH BEND  
▲ UP  
▼ DOWN  
◀ MODULATION ON



## Transpose

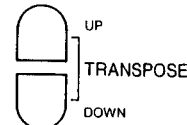
The **TRANPOSE** control is used to shift the tuning (key) of the entire instrument in semitone steps across an entire octave.

Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find it's either too high or too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the **TRANPOSE** feature.



(KN200)

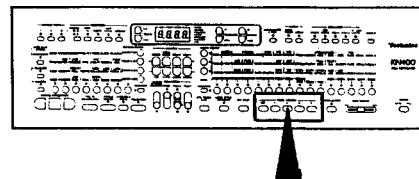
Each press of the **DOWN** button changes the key of the instrument as follows: B → B<sup>b</sup> → A → A<sup>b</sup> → G. Each press of the **UP** button changes the key as follows: D<sup>b</sup> → D → E<sup>b</sup> → E → F → F<sup>#</sup>.



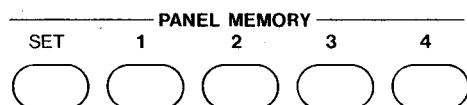
- When a **TRANPOSE** button is pressed, pressing the C key will sound the note shown on the display.
- Pressing the two **TRANPOSE** buttons at the same time will return the keyboard to the normal pitch.
- When transposed to a lower key, the sound of the lowest keyboard range may shift to the next higher octave.



# Panel Memory (KN400)



The **PANEL MEMORY** buttons 1~4 allow you to store up to four different panel settings of the keyboard. Then, simply by pressing just one button, the settings for the sounds and effects of each part are recalled instantly.



## ■ Settings which can be stored are:

- Sounds, effects and volumes for each part (**POLY 1**, **POLY 2**, **ACCOMP 1**, **2**, **3** and **BASS**)
- **CONDUCTOR** settings
- Keyboard split position
- **DIGITAL CELESTE** status
- **ACCOMP PART 1**, **2**, **3** status
- **TECHNI-CHORD** on/off status
- **AUTO PLAY CHORD** status

## ■ Storing in the PANEL MEMORY

1. Set up the desired panel settings.
2. With the **SET** button held down, press one of the number buttons of the **PANEL MEMORY**.
  - It is possible to expand the range of storable panel settings. (Refer to Vol. 3, page 23.)

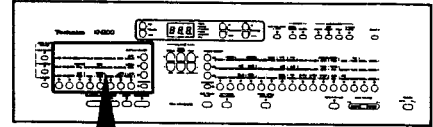
# Part II

# Playing the rhythm

The rhythm section enhances the capabilities of your keyboard with features such as automatic performance of the preset rhythm patterns and accompaniment patterns.

## Rhythm Select

The rhythm section provides automatic performance of rhythm patterns using realistic percussive instrument sounds from a PCM digital sound generator.



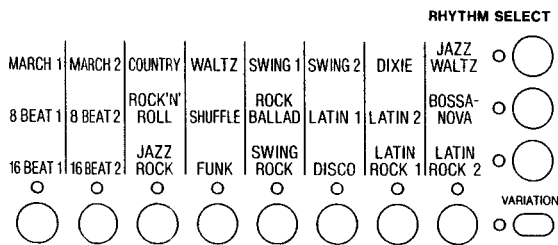
(KN200)

### Select a rhythm

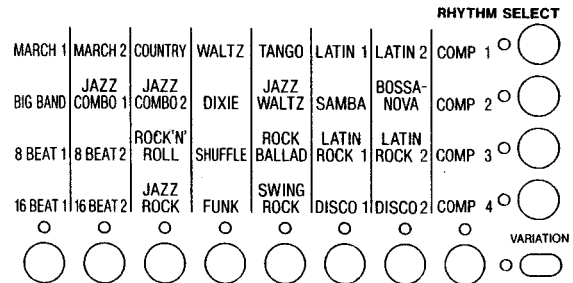
Press one of the vertical row buttons and one of the horizontal row buttons in the **RHYTHM SELECT** matrix for the desired rhythm.

- KN400: The **COMP 1~4** buttons are for storing your own original rhythm patterns. (Refer to Vol. 3, page 15.)
- When the **VARIATION** button is on, the rhythm pattern changes.

KN200



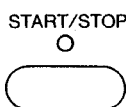
KN400



### Start the rhythm

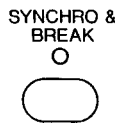
There are two ways to start the rhythm.

- Press the **START/STOP** button to start the rhythm instantly.



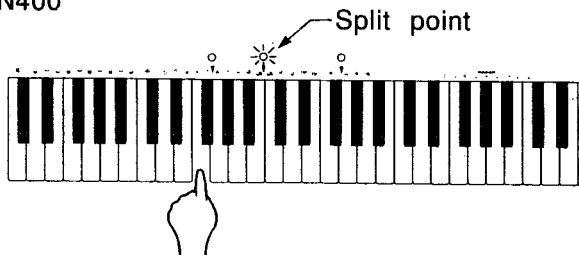
- When the **SYNCHRO & BREAK** button is on, the rhythm is started by pressing any key to the left of the indicated keyboard split point.

1. Press the **SYNCHRO & BREAK** button to turn it on.



2. Press a key to the left of the keyboard split point. The rhythm starts to play.

KN400



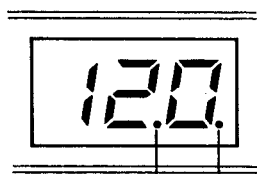
- KN400: Set the keyboard split point with the **KEY SPLIT** button. (Even when the keyboard is not divided into left and right sections, the indicator at the split position will light when the **KEY SPLIT** button is pressed.)

KEY SPLIT



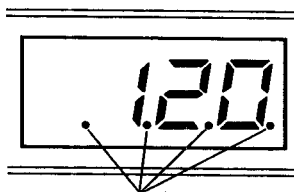
- When the rhythm is playing, the beat is shown by dots on the display.

KN200



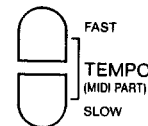
Lights at the beginning of each measure      Lights for each beat of each measure

KN400



Respective indicator lights on the corresponding beat

- **TEMPO** adjusts how fast or slow the rhythm is played.

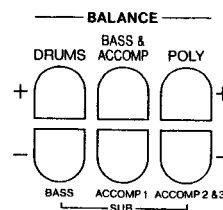


- Keep a button pressed to change the tempo continuously. When both buttons are pressed at the same time, the tempo is set at  $\text{♩} = 120$ .
- The tempo is shown on the display.

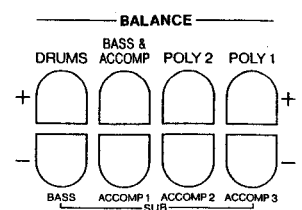
- The **DRUMS** buttons in the **BALANCE** section allow you to adjust the loudness of the drums to be in perfect balance with the other sounds.

- If the **SYNCHRO & BREAK** button is pressed on when the rhythm is stopped, the first-beat indicator flashes with each beat, indicating the synchro-start standby status.

KN200



KN400

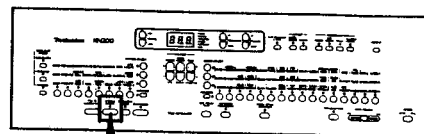
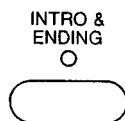


### Intro & ending

This feature lets you begin the rhythm with an introduction or stop the rhythm with an ending pattern.

■ **This is how to start a song with INTRO.**

1. Select a rhythm on the **RHYTHM SELECT** matrix.
2. Press the **INTRO & ENDING** button to turn it on.

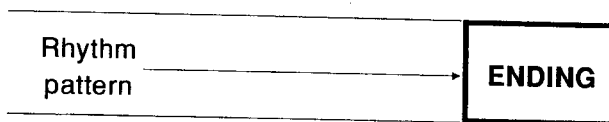


(KN200)

■ **ENDING**

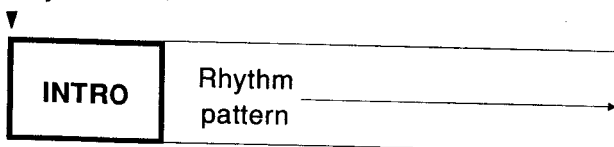
When the rhythm is on and the **INTRO & ENDING** button is pressed (at the end of a song for example), an ending pattern is produced, and then the rhythm stops.

- An ending pattern can also be inserted in the **AUTO PLAY CHORD**. (Refer to page 14.)
- If you accidentally press the **INTRO & ENDING** button in the middle of the tune, you can press the **FILL IN** button to continue the rhythm performance.



3. Press the **START/STOP** button to start the rhythm.
  - When the intro is finished, the **INTRO & ENDING** indicator goes out.
  - A rhythm with an intro can also be started with the synchro-start function.
  - An intro pattern can also be inserted in the **AUTO PLAY CHORD**. (Refer to page 14.)

Rhythm start

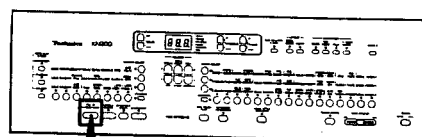
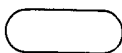


### Fill In

Insert a fill-in pattern during the rhythm performance.

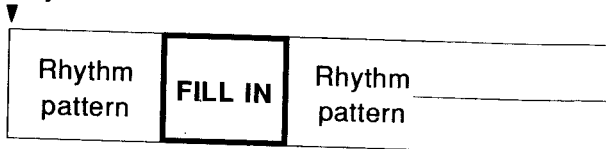
1. Select a rhythm on the **RHYTHM SELECT** matrix.
2. Start the rhythm.
3. Press the **FILL IN** button.
  - When the **FILL IN** button is pressed, a fill-in pattern is heard immediately.
  - A fill-in pattern can also be inserted in the **AUTO PLAY CHORD**. (Refer to page 14.)

FILL IN  
(SEQUENCER RESET)



(KN200)

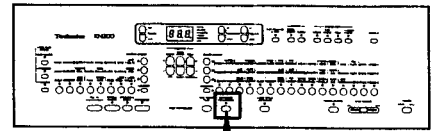
Rhythm start



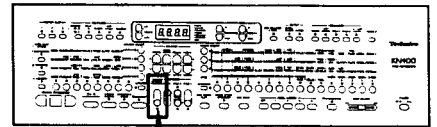
# Keyboard Percussion

Press the **KEYBOARD PERCUSSION** button on to turn your keyboard into a whole band of percussive instruments and other special sounds.

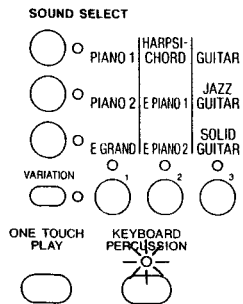
KN200



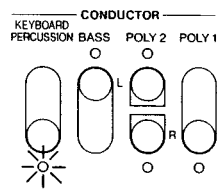
KN400



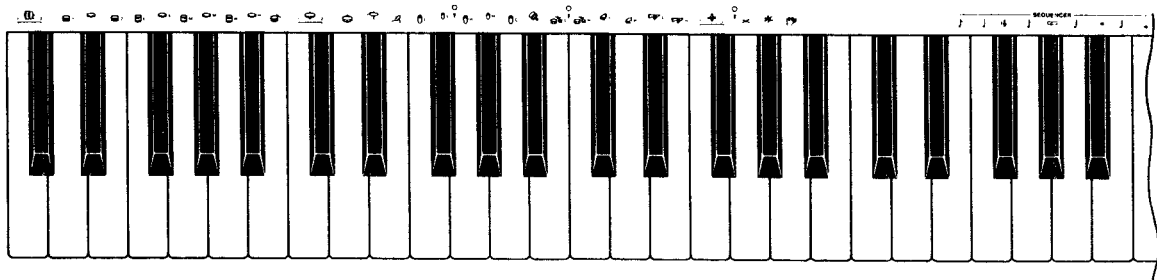
KN200



KN400

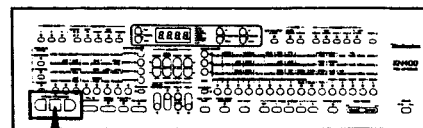


Percussive instrument sounds are produced by the keyboard keys as shown here. (For further explanation, refer to the Reference Guide.)

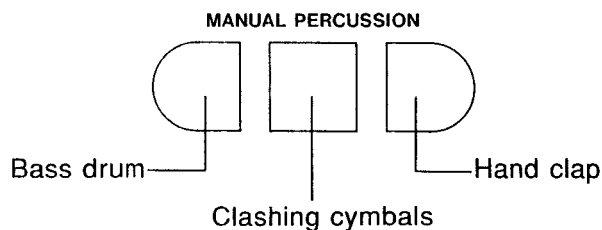


- The **KEYBOARD PERCUSSION** volume is adjusted with the **DRUMS BALANCE** adjustment. (Refer to page 5.)
- Up to four instruments can sound at the same time.
- When the **KEYBOARD PERCUSSION** button is on, the **POLY**, **BASS** and **ACCOMP** sounds are not available.
- If the **KEYBOARD PERCUSSION** is used while the automatic rhythm is playing, the rhythm pattern changes to a hi-hat and bass drum sound. To return to the normal rhythm sound, press the **KEYBOARD PERCUSSION** button to turn it off.
- KN400: The Touch Response feature also functions for the **KEYBOARD PERCUSSION** sounds.

# Manual Percussion (KN400)



The sounds of percussive instruments are produced when the **MANUAL PERCUSSION** buttons are pressed.



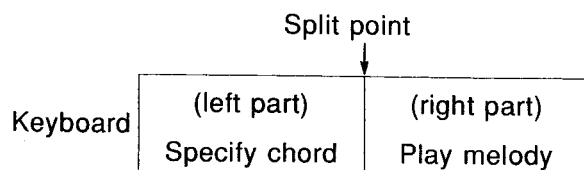
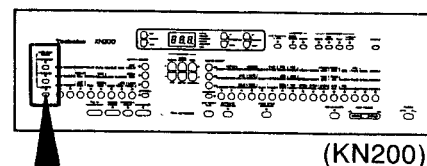
A percussive sound from the **KEYBOARD PERCUSSION** can be stored in each of the **MANUAL PERCUSSION** buttons.

1. Press the **KEYBOARD PERCUSSION** button to turn it on.
2. While keeping one of the **MANUAL PERCUSSION** buttons pressed, select the desired percussive sound by pressing the appropriate key on the keyboard for about 2 seconds.
  - When you hear the percussive sound of the pressed key, it means the sound has been stored in the **MANUAL PERCUSSION** button.
  - Two more percussive sounds can be stored in the remaining two **MANUAL PERCUSSION** buttons.
  - The **MANUAL PERCUSSION** button sounds can be played whether the **KEYBOARD PERCUSSION** button is on or off.
  - The **MANUAL PERCUSSION** volume is adjusted with the **DRUMS BALANCE** adjustment. (Refer to page 5.)

# Auto Play Chord

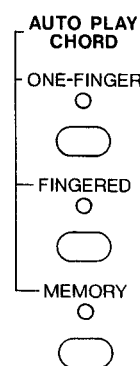
Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches the selected rhythm.

When an **AUTO PLAY CHORD** mode is selected, the keyboard automatically divides into left and right sections. The left keyboard is used to specify the chords, the right keyboard to play the melody.



## Playing chords

Choose from two ways of playing chords—the one-finger mode and the fingered mode—with the **ONE-FINGER** and **FINGERED** buttons.



### ■ ONE-FINGER mode

In the one-finger mode, a chord is played by specifying its root note.

1. Press the **ONE-FINGER** button of the **AUTO PLAY CHORD** to turn it on.
2. KN400: Press the **ACCOMP PART** buttons to turn them on.
3. Select a rhythm with the buttons in the **RHYTHM SELECT** matrix.

4. Press the **START/STOP** button to start the rhythm playing.
5. Press a key on the left keyboard to specify the root note. The major chord (**ACCOMP** part) and bass note corresponding to this root note are automatically played in an accompaniment pattern.

Minor, seventh and minor seventh chords are also easily produced.

minor chord	seventh chord	minor seventh chord
Play the root note plus a black key to the left of it.	Play the root note plus a white key to the left of it.	Play the root note plus a black key and a white key to the left of it.
Example: Cm 	Example: C7 	Example: Cm7 

- KN400: In the **ONE-FINGER** mode, the **POLY 2 L** button and the **BASS** button of the **CONDUCTOR** turn off automatically and cannot be selected.

### ■ FINGERED mode

In the fingered mode, the chord is specified by playing it on the left part of the keyboard.

1. Press the **FINGERED** button of the **AUTO PLAY CHORD** to turn it on.
2. KN400: Press an **ACCOMP PART** button to turn it on.
3. Select a rhythm with the buttons in the **RHYTHM SELECT** matrix.
  - You may turn the **VARIATION** button on, if desired. The accompaniment pattern may change, depending on the selected rhythm variation.
4. Press the **START/STOP** button to start the rhythm playing.

#### Notes:

- If the **FINGERED** or **ONE-FINGER** button of the **AUTO PLAY CHORD** is on, the number of sounds which are produced simultaneously by the right keyboard decreases.
  - KN200: **POLY** ..... 4 notes
  - KN400: **POLY 1** ..... 4 notes or  
**POLY 2** ..... 4 notes

5. When you play a chord on the left keyboard, the chord (**ACCOMP** part) and its corresponding bass note are automatically played in an accompaniment pattern.
  - KN400: When the **POLY 2 L** is selected, the **POLY 2** is also heard.
  - The keyboard can distinguish the following played chords for each key: C, C7, CM7, Caug, Cm, Cm7, Cdim7, Cm7<sup>b5</sup>, CmM7, C7sus4. If a chord other than these is played, the chord in this group which is most closely related is used.
  - When a chord is specified with the rhythm stopped, the specified **ACCOMP** and **BASS** sounds are produced, but no rhythm pattern is produced.

- KN400: When the **ACCOMP PART 2** and/or **ACCOMP PART 3** button is on, **POLY 1** and **POLY 2** cannot be selected at the same time. (See "ACCOMP PART on/off" on page 17.)
- KN400: If **BASS** only was selected in the **CONDUCTOR** section, when the keyboard automatically splits the right keyboard produces **POLY 1** sounds.

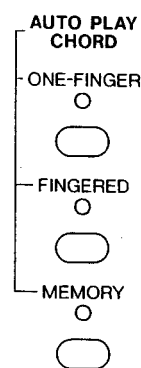
## Memory button

When the **ONE-FINGER** or **FINGERED** button is on

If the **MEMORY** button is on, even if you release the keyboard keys, the chord is memorized and is played repeatedly until you play another chord.

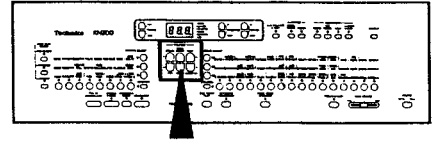
**KN400: When the ONE-FINGER and FINGERED buttons are off**

If the **POLY 2 L** button in the **CONDUCTOR** section is on and the rhythm is started when the **MEMORY** button is on, a walking bass matching the specified chord is produced.





## Adjusting the volume



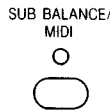
### ■ Total volume

Adjust the total accompaniment volume with the **BASS & ACCOMP** buttons in the **BALANCE** section.

### ■ Setting the volume of each part

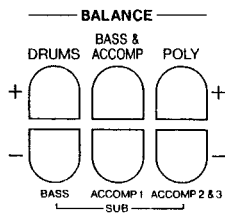
The accompaniment pattern of the **AUTO PLAY CHORD** is composed of four parts: **ACCOMP 1**, **2**, **3** and **BASS**.

1. Press the **SUB BALANCE/MIDI** button one time. Its indicator lights.

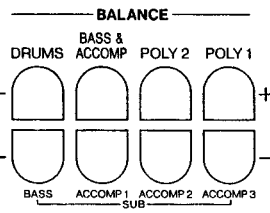


2. Adjust the volume of each part with the corresponding **BALANCE** buttons. The volume for each part can be set independently to one of ten levels.

KN200



KN400

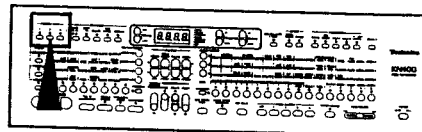
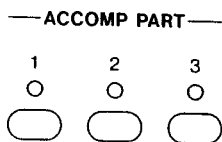


- KN200: The **ACCOMP 2** and **ACCOMP 3** volumes are set together.
- Keep the button pressed to change the volume continuously.
- No sound is produced for a part if its volume is set to 0.

3. Press the **SUB BALANCE/MIDI** button two times to turn it off.

ISO-TONE

### ACCOMP PART on/off (KN400)



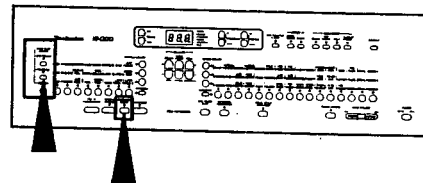
Use the **1**, **2** and **3** buttons in the **ACCOMP PART** section to turn each part on or off independently.

- The accompaniment pattern is not produced if all the **ACCOMP PART** buttons are off.
- The **ACCOMP PART** sounds cannot be selected.
- If the **ACCOMP PART 2** and **3** buttons are both off, the number of notes which can be produced on the right keyboard increases.

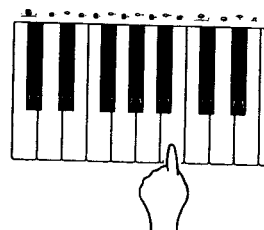
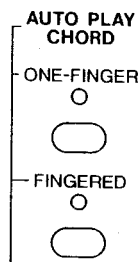
POLY 1	POLY 2
7	—
—	7
4	3

### Break function

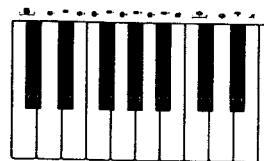
With the break function, the rhythm starts when the left keyboard is played and stops when the fingers are removed from the keys. When the keys are pressed again, the rhythm starts from the first beat.



1. Press the **ONE-FINGER** or **FINGERED** button to turn it on.



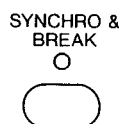
▶ Rhythm start



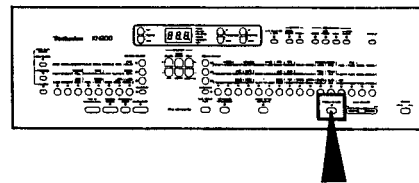
▶ Rhythm stop

- At this time, the **MEMORY** button should be off.

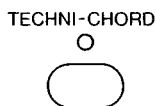
2. Press the **SYNCHRO & BREAK** button to turn it on.



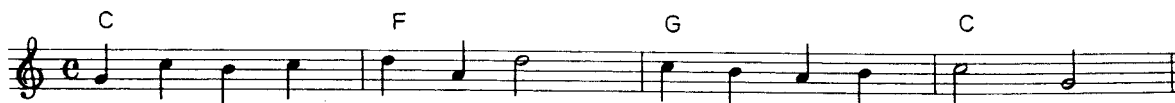
# Techni-chord



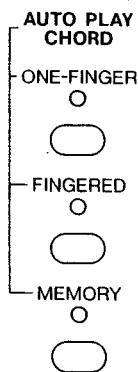
The **TECHNI-CHORD** feature expands the sound of your performance so that for each single note played, a chord is formed when the **AUTO PLAY CHORD** or **SEQUENCER** function is used (refer to page 14 and Vol. 3, page 3).



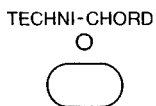
Set up your keyboard to play the example below.



1. Press the **ONE-FINGER** or **FINGERED** button of the **AUTO PLAY CHORD** to turn it on.



2. Press the **TECHNI-CHORD** button to turn it on.



3. KN400: Turn on the **POLY 1** button in the **CONDUCTOR**.

4. Select the **ACCORDION** sound in the **SOUND SELECT** matrix.

5. On the left part of the keyboard, play the note for the chord.

6. On the right part of the keyboard, play the melody. The melody is automatically played in block chords.

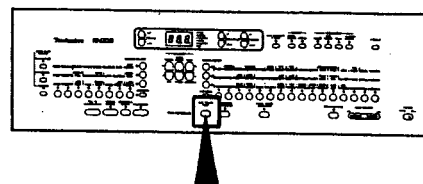
- If the chords for the **ACCOMP** part have been stored in the **SEQUENCER**, the melody can be played on the entire keyboard. (Refer to Vol. 3, page 3.)
- **TECHNI-CHORD** functions only for the **POLY** sounds.
- KN400: Either the **POLY 1** or **POLY 2** in the **CONDUCTOR** can be used for the **TECHNI-CHORD**.
- KN400: The **TECHNI-CHORD** functions if the **POLY 1** is selected for the right part and the **POLY 2 L** is selected for the left part in the **CONDUCTOR** even if the **AUTO PLAY CHORD** is off.

## One Touch Play

With the **ONE TOUCH PLAY** feature, the sounds and effects, etc. matching the selected rhythm are easily set in seconds and you are ready to play immediately.

1. Select the rhythm pattern with the buttons of the **RHYTHM SELECT** matrix.
  - KN400: Do not select a rhythm with the **COMP 1~4** buttons, or else the **ONE TOUCH PLAY** function will not work properly.
2. Press the **ONE TOUCH PLAY** button until the panel settings change.

ONE TOUCH  
PLAY

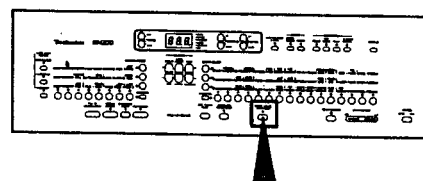


3. The **AUTO PLAY CHORD** and **SYNCHRO & BREAK** functions are automatically turned on. The automatic rhythm begins to play immediately when a key on the left keyboard is pressed.

## Music Style Arranger

The **MUSIC STYLE ARRANGER** is a new feature from Technics which allows you to change registrations very quickly just by pushing the **FILL IN** button. In a normal piece of music at least three registration changes are desirable. The original registration will come back after the **FILL IN** button is pressed three times. This means that you have three registration possibilities every rhythm in your keyboard. The change of registration will take place immediately after the fill-in (one measure).

Additionally you can store registrations in the **PANEL MEMORY** buttons (1~4). Combining the **MUSIC STYLE ARRANGER + PANEL MEMORY** gives you seven instant registrations use while playing.



1. Select a rhythm from the **RHYTHM SELECT** matrix.
2. Press the **MUSIC STYLE ARRANGER** button to turn it on.

MUSIC STYLE  
ARRANGER



- The indicator lights.
  - The **AUTO PLAY CHORD** and **SYNCHRO & BREAK** functions are automatically turned on.
3. Press a key on the left keyboard to start the rhythm.
  4. Each time the **FILL IN** button is pressed, the sounds and effects change.