5. Adding Rhythm

The Auto Rhythm feature automatically produces various rhythm patterns.
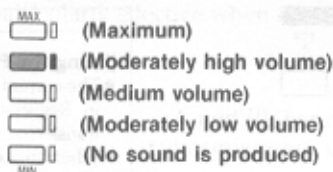
AUTO RHYTHM

1 Choose a rhythm pattern.

If you will not be using the USER patterns 1 and 2 on the right side, make sure that their buttons are turned off. If a USER button is on, the selected pattern will not be sounded.

2 Set the volume level.

The volume can be set to one of five levels.

- ▥▯ (Maximum)
- ▨▮ (Moderately high volume)
- ▭▯ (Medium volume)
- ▭▯ (Moderately low volume)
- ▭▯ (No sound is produced)
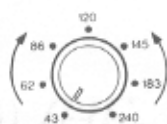
3 Set the tempo.

When the TEMPO control is turned clockwise, the displayed value increases and the tempo speeds up (maximum: 240).

When turned counter clockwise, the displayed value decreases and the tempo slows down (minimum: 40).

[HE-4]

The selected tempo will be indicated on the display. (Note that the displayed value corresponds to the metronome value.)

[HE-3]

Use the TEMPO Control to set the tempo of a rhythm.

The numbers indicated around the TEMPO Control represent tempo as the number of quarter notes struck in one minute. As these correspond to the metronome values, they can be used as a guide when setting the rhythm's tempo.

4 Turn the rhythm on.

INTRO ENDING SYNCHRO START START

SYNCHRO START
If you press this button instead of the START button, the rhythm will wait for you to press either a lower or pedal keyboard note and then will begin from the first beat. This feature is handy when you plan to play the accompaniment using the Auto Bass Chord or Arpeggio Chord feature.
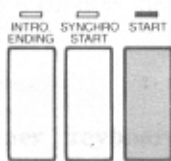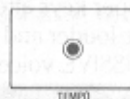
START
When this button is turned on, the rhythm starts immediately. To stop the rhythm, press this button again.

[TEMPO Lamp]
This lamp flashes in time with the tempo that has been set by the TEMPO Control.

- **Once the rhythm has been started:**
  The lamp will flash at the first beat (downbeat) of each measure. Check this lamp when you wish to start your performance in time with the rhythm.

- **When the SYNCHRO START button is on but the rhythm has not been started yet:**
  The lamp will flash at every beat. Before starting your performance, use this lamp as a silent visual metronome. (The lamp also functions in a similar manner while the rhythm is stopped by the Foot Switch.)

[User Patterns]
For the two grey buttons labelled USER 1 and USER 2 on the right side of AUTO RHYTHM section, the below preset rhythm patterns are provided.

User Pattern No.	1	2
Rhythm Pattern Name	JAZZ WALTZ	16-BEAT 1

When PACK data is transferred to the Electone, however, USER patterns 1 and 2 may be replaced by other rhythm patterns. (➡page 23)

[Using a User Pattern]
If a USER pattern is chosen, any Fill In and Intro/Ending patterns as well as Arpeggio Chord (or Auto Bass Chord) patterns being used for your performance will be synchronized with the preset pattern corresponding to the currently lit lamp. Therefore, if you wish to produce an automatic performance using a User pattern, set the preset pattern as follows:

User Pattern 1 (JAZZ WALTZ)

User Pattern 2 (16-BEAT 1)

[Additional Information]
- Since Synchro Start enables the rhythm and accompaniment to be started at the same time, it is very convenient when playing accompaniment using Auto Bass Chord. (➡page 16)

FILL IN

1 **Start the rhythm.**

2 **Press the FILL IN button when you want to add this feature.**
FILL IN provides a variation to the basic rhythm pattern. At the time you press the button, the Fill In pattern will play until the end of that measure, and the rhythm will automatically return to the original pattern at the start of the next measure.

[Additional Information]
- Should you desire a longer Fill In pattern, hold down the FILL IN button.
- If you press the FILL IN button before starting the rhythm, the Fill In pattern will act as an intro.

USER FILL IN

Nothing is registered in this button. In the initial setting where nothing is registered, pressing this button while the rhythm is in progress will have the same effect as producing a break since no rhythm (or ARPEGGIO CHORD/AUTO BASS CHORD) sound will be generated. However, when the PACK feature is used to transfer the HS-5 data, the transferred User Fill In patterns are registered.
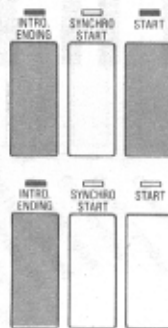
INTRO./ENDING

1 **Press the INTRO./ENDING button and then press the START button.**
You will now hear a one measure rhythm introduction.

2 **When you are almost finished with a song, press the INTRO./ENDING button.**
At the moment this button is pressed, an ending pattern (two measures maximum) is played. As soon as the ending pattern is completed, the rhythm will stop automatically.

[Additional Information]
- INTRO./ENDING can be used even when Synchro Start has been used to start the rhythm.

FOOT SWITCH [HE-4]

Please note that the function of the FOOT SWITCH on the HE-3 model is limited to starting/stopping the rhythm.

**1** **Choose a function by pressing one of the FOOT SWITCH selectors, then start the rhythm.**

[Features Controlled by the Foot Switch]

RHYTHM STOP	Press the Foot Switch to stop the rhythm, and press it again to start the rhythm.
FILL IN	The FILL IN pattern is sounded when the Foot Switch is pressed.
USER FILL IN	The USER FILL IN pattern is sounded when the Foot Switch is pressed.
ENDING	When the Foot Switch is pressed, the rhythm switches to the Ending pattern after which the rhythm is stopped.

*For information on the Glide effect, see page 10.

2 **Press the Foot Switch toward the left.**
During your performance, use your toes to press the Foot Switch on the left side of the Expression Pedal toward the left. This allows you to control the function selected by the Foot Switch selector.
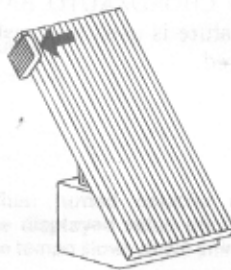
[The RHYTHM STOP feature of the Foot Switch]
When the rhythm is stopped by pressing the Foot Switch, the RHYTHM STOP lamp begins flashing and the rhythm is stopped. When the rhythm is restarted by pressing the Foot Switch once more, the lamp resumes its former lit status. In addition, if you turn on the INTRO/ENDING button after stopping the rhythm by the Foot Switch, then press the Foot Switch once more, you can produce a one-measure introduction.

6. Producing the Sounds of Percussion Instruments

34 different types of percussion instrument sounds are available, such as drums and cymbals.

KEYBOARD PERCUSSION

1 Set KEYBOARD PERCUSSION to ON.

Set both the LOWER and PEDAL buttons to ON. It is also permitted to set only one of these buttons to ON.
LOWER: Setting this button to ON enables percussion sounds to be sounded using the lower keyboard.
PEDAL: Setting this button to ON enables percussion sounds to be sounded using the pedal keyboard.
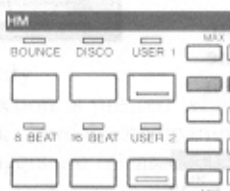
2 Set the volume.

The volume of the percussion sounds can be controlled using the VOLUME of the Rhythm section. Set the volume to the desired level.

### 3 Press keys on the lower and pedal keyboards.

Regarding the correspondence between the keys of the lower and pedal keyboards with the percussion sounds, see the graphic images below the keys of the lower keyboard.

[Forming an Ensemble with Other Voices]
If voices have been set for the lower and pedal keyboards, they will be sounded together with the percussion sounds. If you wish to sound only the percussion sounds, set each of the voices to OFF.

[Touch Control] [HE-4]
The volume of the percussion sounds can be finely controlled by your Initial Touch on the keys of the lower keyboard. This Initial Touch feature function operates regardless of the ON/OFF status of the panel TOUCH button.
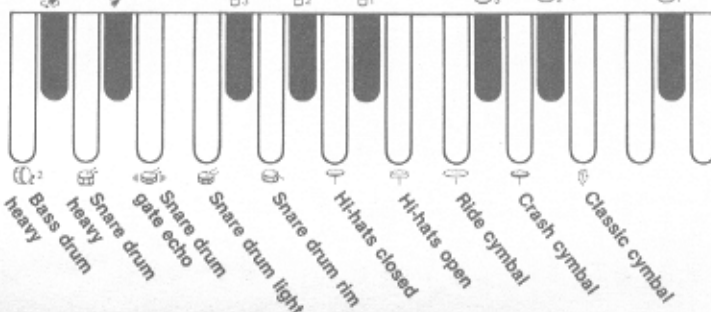
[Caution]
● Rhythms are not user-programmable.
● The percussions sounds are pre-assigned to certain keys as shown below. These key assignments can not be altered.
● Keys that simultaneously produce two notes of the same percussion sound at a time can be used to create "rolling" effects.

Allocation

Lower Keyboard

Pedal Keyboard

15
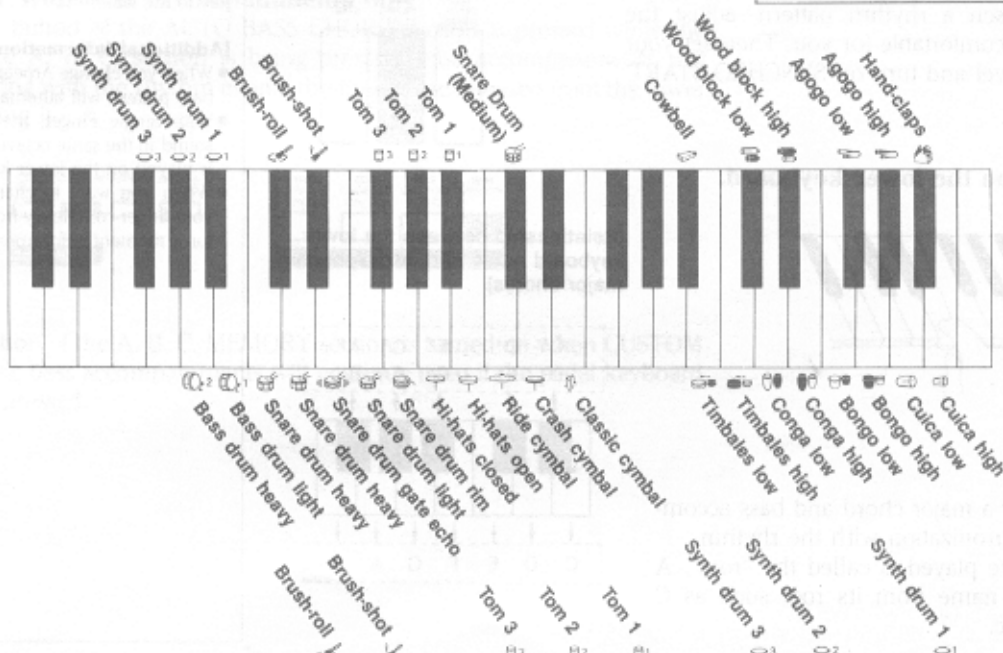
7. Having Fun with Automatic Accompaniment

This function automatically produces chord and bass accompaniment. There are three different ways (SINGLE FINGER, FINGERED CHORD, CUSTOM A.B.C.) that you can use this feature, and we're sure that you'll find one just right for you.
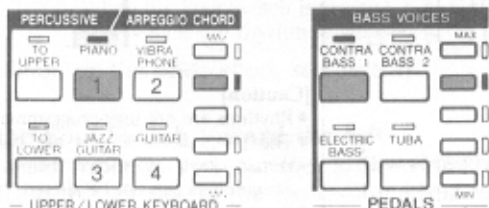
AUTO BASS CHORD

SINGLE FINGER

This mode provides the fastest and easiest means to obtain many different chords (and bass) by using just one, two, or three fingers.

1 Press the button labeled SINGLE FINGER.

2 Choose an Arpeggio Chord pattern for the lower keyboard, choose a voice from the BASS VOICES for the pedal keyboard, then set their respective volume levels.
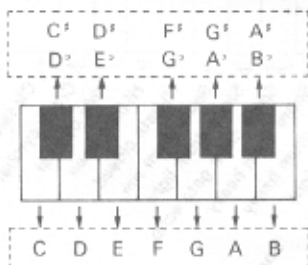
[HE-4]

3 Select a rhythm. (➡page 12)
Once you've chosen a rhythm pattern, adjust the tempo to a speed comfortable for you. Then set your desired volume level and turn on SYNCHRO START.
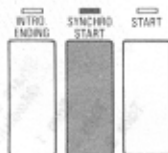
4 Press a key on the lower keyboard.

You will now hear a major chord and bass accompaniment in synchronization with the rhythm. The note you have played is called the "root". A chord derives its name from its root such as C major, F major, etc.

[Relationship between the lower keyboard notes and corresponding major chords]

C♯ D♯ F♯ G♯ A♯
D♭ E♭ G♭ A♭ B♭

C D E F G A B

[Playing Chords in Single Finger Mode]

Sample Chords in the Key of C

Major chords: (C)
Press the root (name) of the chord.

Minor chords: (Cm)
Simultaneously press the root as well as any black key to the left of it.

7th chords: (C₇)
Simultaneously press the root as well as any white key to the left of it.

Minor 7th chords: (Cm₇)
Simultaneously press the root as well as any black key and any white key to the left of it.

[Additional Information]
● When you change Arpeggio Chord patterns, the bass pattern will automatically be changed.
● With Single Finger, the chord produced will sound in the same octave regardless of where it is played on the lower keyboard.
● When you want to change chords, please lift your finger completely from the lower keyboard for a moment before pressing the next key.

MEMORY

If the MEMORY button is turned on, the auto accompaniment will continue to sound simply by pressing the lower keyboard when a chord change takes place.

1 Using MEMORY with both chordal and bass accompaniments

When the MEMORY button of the AUTO BASS CHORD section is pressed while simultaneously holding down the LOWER and PEDAL buttons of the A. B. C. MEMORY Section, chordal and bass accompaniments will continue to sound along with the rhythm even if the fingers are released from the lower keyboard after pressing it.

2 Using MEMORY with chordal accompaniments only

When the MEMORY button of the AUTO BASS CHORD section is pressed while the LOWER button of the A. B. C. MEMORY section is held down, chordal accompaniments will continue to sound along with the rhythm even if the fingers are released from the lower keyboard after pressing it.

3 Using MEMORY with bass accompaniments only

When the MEMORY button of the AUTO BASS CHORD section is pressed while the PEDAL button of the A. B. C. section is being pressed, bass accompaniments will continue to sound along with the rhythm even if the fingers are released from the lower keyboard after pressing it.

When the PEDAL button of the A. B. C. MEMORY section is turned on when CUSTOM A. B. C. is selected, the bass accompaniments will continue even if the pedal keyboard is released after it is pressed.

FINGERED CHORD

By simply pressing chords on the lower chord, this feature permits you to automatically produce the bass accompaniment most suited to the pressed chords.
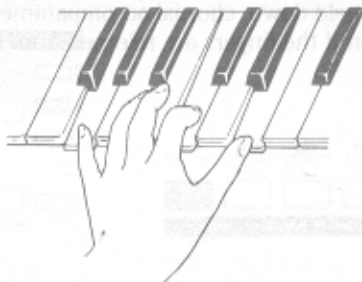
1 Press the button labeled FINGERED CHORD.

2 Choose an accompaniment pattern from ARPEGGIO CHORD for the lower keyboard, choose a voice from BASS VOICES for the pedal keyboard, then set their respective volume levels.

3 Select a rhythm. (→page 12)
Once you've chosen a rhythm pattern, adjust the tempo to a comfortable speed and set your desired volume. If you use SYNCHRO START, the automatic accompaniment and rhythm will start when you play a chord on the lower keyboard.

4 Play a chord on the lower keyboard.
You will now hear a chord and bass accompaniment in synchronization with the rhythm. The chord you play forms the basis for the automatic accompaniment. You can also add Memory, if you like.

[CUSTOM A.B.C.]
Custom A.B.C. allows you to play a chord and a pedal, and it will automatically create accompaniment patterns for you!

1) Press the button labeled CUSTOM A.B.C.

2) Choose instruments for the lower keyboard (including Arpeggio Chord if you like) and the pedal keyboard. Set all volumes to the level of your choice.

3) Select a rhythm.

4) Play a chord on the lower keyboard and press one note on the pedal keyboard.

You will now hear a chord and bass accompaniment in synchronization with the rhythm. Since the note pressed on the pedal keyboard can be any note (i.e., it does not have to be the "root" of the chord played on the lower keyboard), more sophisticated automatic accompaniments become available to you.

[Additional Information]
● When Auto Bass Chord is used without the auto rhythm, your Electone will still provide the chords and bass, but the background will be stationary (not "animated").
Note: Arpeggio Chords will not work without rhythm.
● Some of the chords available in the Fingered Chord mode are as follows: major, minor, 7th, minor 7th, major 7th, dim, aug, aug7, dominant 7th, 7sus4, 6th, min7-5, major-5, 7-5, and min6.
● The unit is designed so that the bass sound will not be produced while the USER FILL IN is ON.

Chords that can be Detected in Fingered Chord or Custom A.B.C. Mode
While using Fingered Chord or Custom A.B.C., the 15 chord types below can be detected to produce a bass accompaniment that is based on the detected chords. (For the illustration below, the chord types are indicated using chord names having C as the root.)

C　　Cm　　C7　　Cm7　　Cmaj7

Cm maj7　　Caug(+5)　　Caug7(7+5)　　Cdim　　C7sus4

Cm7−5　　C−5　　C7−5　　C6　　Cm6

8. Choosing an Accompaniment Pattern

You can choose an accompaniment pattern by pressing an ARPEGGIO CHORD button from 1 to 4.

ARPEGGIO CHORD (HE-4)

1 Turn off both the TO UPPER and TO LOWER buttons in the PERCUSSIVE/ ARPEGGIO CHORD section.

For details on switching between PERCUSSIVE and ARPEGGIO CHORD, see page 8.

2 Choose an accompaniment pattern, then set its volume level.

Patterns 1 and 2
Press one of these buttons to choose a rhythmic chord accompaniment that is synchronized with the rhythm.

Patterns 3 and 4
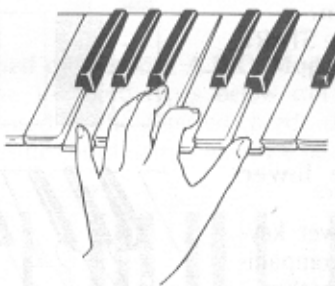Press one of these buttons to choose an arpeggio chord accompaniment that is synchronized with the rhythm.

3 Turn on the SYNCHRO START button.
You can also start the rhythm by pressing the START button instead of the SYNCHRO START button.

4 Try pressing some chords on the lower keyboard.
By simply holding down chords on the lower keyboard, you can automatically obtain an accompaniment pattern that is synchronized with the rhythm.

[Arpeggio Chord Patterns and Voices]
The ARPEGGIO CHORD 1, 2, 3, and 4 patterns have been designed to provide the most suitable accompaniment patterns for each rhythm pattern. In addition, each Arpeggio Chord pattern has been preset with a voice that fits the style of its corresponding rhythm pattern.

[Relationship between ARPEGGIO CHORD and AUTO RHYTHM]
The accompaniment patterns of ARPEGGIO CHORD are designed to synchronize with the rhythm, so be sure always use this feature together with AUTO RHYTHM.

[Using ARPEGGIO CHORD Together with AUTO BASS CHORD]
The combined use of ARPEGGIO CHORD and AUTO BASS CHORD lets you create an accompaniment synchronized with the rhythm with greater ease. And if the A.B.C. MEMORY lower is turned on, the Arpeggio Chord pattern will continue sounding even after you release the keys of the lower keyboard. (→page 16.)

[Relationship between ARPEGGIO CHORD and the Bass Pattern]
When ARPEGGIO CHORD is used together with AUTO BASS CHORD, changing the Arpeggio Chord pattern will also cause the Bass pattern to change.

[Pattern Variation by a Fill In or Ending Pattern]
The Arpeggio Chord pattern also changes while a Fill In or Ending pattern of the rhythm is being sounded.
Neither will the Arpeggio Chord sound be produced when the USER FILL IN is ON.

[Pattern Variation by Chord Type]
The Arpeggio Chord pattern will change according to the type of chord you press on the lower keyboard.

[When You Wish to Cancel the Arpeggio Chord Sound]
If you wish to play the accompaniment on the lower keyboard yourself without the Arpeggio Chord sound, set the Arpeggio Chord volume to 0 (the lowest button).

[Rhythm User Patterns and the Arpeggio Chord Pattern]
The Arpeggio Chord patterns are designed not to synchronize with the User rhythm patterns. If a User rhythm pattern has been selected, the Arpeggio Chord pattern will synchronize with the preset User pattern corresponding to the currently lit lamp.

19

ARPEGGIO CHORD (HE-3)

1 Choose an accompaniment pattern, then set its volume level.

Patterns 1 and 2
Press one of these buttons to choose a rhythmic chord accompaniment that is synchronized with the rhythm.

Patterns 3 and 4
Press one of these buttons to choose an arpeggio chord accompaniment that is synchronized with the rhythm.

2 Turn on the SYNCHRO START button.
You can also start the rhythm by pressing the START button instead of the SYNCHRO START button.

3 Try pressing some chords on the lower keyboard.
By simply holding down chords on the lower keyboard, you can automatically obtain an accompaniment pattern that is synchronized with the rhythm.

[Arpeggio Chord Patterns and Voices]
The ARPEGGIO CHORD 1, 2, 3, and 4 patterns have been designed to provide the most suitable accompaniment patterns for each rhythm pattern. In addition, each Arpeggio Chord pattern has been preset with a voice that fits the style of its corresponding rhythm pattern.

[Relationship between ARPEGGIO CHORD and AUTO RHYTHM]
The accompaniment patterns of ARPEGGIO CHORD are designed to synchronize with the rhythm, so be sure always use this feature together with AUTO RHYTHM.

[Using ARPEGGIO CHORD Together with AUTO BASS CHORD]
The combined use of ARPEGGIO CHORD and AUTO BASS CHORD lets you create an accompaniment synchronized with the rhythm with greater ease. And if the A.B.C. MEMORY lower is turned on, the Arpeggio Chord pattern will continue sounding even after you release the keys of the lower keyboard. (➡ page 16.)

[Relationship between ARPEGGIO CHORD and the Bass Pattern]
When ARPEGGIO CHORD is used together with AUTO BASS CHORD, changing the Arpeggio Chord pattern will also cause the Bass pattern to change.

[Pattern Variation by a Fill In or Ending Pattern]
The Arpeggio Chord pattern also changes while a Fill In or Ending pattern of the rhythm is being sounded.
Neither will the Arpeggio Chord sound be produced when the USER FILL IN is ON.

[Pattern Variation by Chord Type]
The Arpeggio Chord pattern will change according to the type of chord you press on the lower keyboard.

[When You Wish to Cancel the Arpeggio Chord Sound]
If you wish to play the accompaniment on the lower keyboard yourself without the Arpeggio Chord sound, set the Arpeggio Chord volume to 0 (the lowest button).

[Rhythm User Patterns and the Arpeggio Chord Pattern]
The Arpeggio Chord patterns are designed not to synchronize with the User rhythm patterns. If a User rhythm pattern has been selected, the Arpeggio Chord pattern will synchronize with the preset User pattern corresponding to the currently lit lamp.

9. Harmonizing the Melody (HE-4)

With this function, single note melodies are transformed into beautiful harmonies automatically, enhancing your playing even further.

MELODY ON CHORD

1 Press one or two of the MELODY ON CHORD buttons.

Press "1" to automatically add two notes to your melody.

Press "2" to automatically add three notes to your melody.

Press both buttons 1 and 2 simultaneously to add three notes somewhat distanced from the melody line.

2 Select an instrument to play the melody. (➜ page 6)

Select the sound you want to use to perform your melody from among the voices available on the upper keyboard, and set the volume level. (The UPPER ORCHESTRAL and PERCUSSIVE voices of the upper keyboard will be sounded as the harmony voices. Make sure to set the volume of the upper keyboard ORCHESTRAL VOICES section and PERCUSSIVE voices section to a level at which each voice can be heard.)

3 Select a voice for the lower keyboard. (➜ page 7)

Once you've chosen one, remember to set your volume level.

4 Play a chord on the lower keyboard and the melody on the upper keyboard.

Harmonies will be automatically added to the melody, and your playing will sound more professional than ever!

[Control by the Knee Lever]

When the KNEE button is on, the ON/OFF status of Melody On Chord can be controlled by the Knee Lever (located underneath the manual keyboard unit). When the KNEE button is on and the Knee Lever is in the vertical position, the Melody On Chord feature becomes inactive. When you wish to turn on Melody On Chord, press the Knee Lever toward the right. The Melody On Chord feature will be active as long as the Knee Lever is pressed toward the right.

[Use This Feature with Auto Bass Chord, Too!]

MELODY ON CHORD 1 and 2 can also be used with A.B.C. For example, if you use Single Finger, the chords automatically produced will be added as harmonies to the melody. If Memory and Auto Rhythm are in use, the harmonies will continue even after you have lifted your fingers from the lower keyboard.

[Additional Information]
- The automatically added harmony sound is derived from chords played on the lower keyboard. Therefore, no harmony will result when you play only the upper keyboard.
- When a melody is played on the lower range of the upper keyboard, harmony sounds will sometimes not be produced.

10. Memorizing Your Favorite Registrations

This feature lets you store some of your favorite sounds in memory and have them conveniently accessible at the touch of a button.

REGISTRATION MEMORY

How to Memorize a registration

1 **By using the control panel, set up your desired registration.**

The following types of data can be memorized in Registration Memory:
- Voice selection, volume level, and Balance for each keyboard.
- The assignment of VOICE MENU voices to the grey buttons.
- ON/OFF status of SUSTAIN, VIBRATO, TREMOLO/SYMPHONIC.
- The Sustain Length and Vibrato Depth set by SUSTAIN/VIBRATO DEPTH.
- The pattern selection and volume level of RHYTHM.
- The tempo of the rhythm.
- The selected function of the Foot Switch. [HE-4 only]
- The pattern selection and volume level of ARPEGGIO CHORD.
- ON/OFF status of the KEYBOARD PERCUSSION buttons.
- AUTO BASS CHORD.
- MELODY ON CHORD. [HE-4 only]
- ON/OFF status of TOUCH. [HE-4 only]

2 **While pressing the red M. (Memory) button, press the numbered button (1, 2, 3, 4, 5) where you wish to store this registration.**

The lamp above the numbered button you pressed will flash briefly, indicating that this registration has been memorized here. Store your other favorite registrations in the same way, utilizing the remaining numbered buttons.

How to Recall a Registration From Memory

1 **Press one of the numbered buttons.**
As soon as a numbered button is pressed, the registration that was placed in memory will instantly be set up on the control panel.

2 **Another registration can be recalled by pressing the appropriate numbered button.**
Whenever you press a different numbered button, the control panel setting will instantly change. You can easily see what settings have been memorized.

DISABLE

If you turn on this button before calling a memorized registration to the Electone panel, the current panel settings for the rhythm and automatic accompaniment will remain valid. Even if you choose a different registration by pressing a numeric button from 1 to 5, therefore, the settings of AUTO RHYTHM, ARPEGGIO CHORD, AUTO BASS CHORD, and MELODY ON CHORD (HE-4 only) will remain unchanged. This feature is convenient when you only wish to change the voices and effects of a registration while ensuring rhythmic continuity.

[The Memory Area for User Rhythm Patterns]
For each Registration Memory button 1 to 5, there is a memory area reserved for storing two User patterns (USER 1 and 2). The same two User patterns (JAZZ WALTZ and 16-BEAT 1) are stored for all five buttons.
- When PACK data is transferred to the Electone, however, USER patterns 1 and 2 may be replaced by other rhythm patterns. (→page 23)

[The Memorization Operation and Button Lamps]
Though the lamp of one of Registration Memory buttons 1-5 is always lit, the memorization operation for registration data can be performed regardless of the ON/OFF status of the lamps.
When memorizing a registration to a lit button: The new registration is stored at the lit button. The pertinent lamp will flash during the memorization process, then return to its lit status.
When memorizing a registration to an unlit button: A new registration is stored at that unlit button which already contains registration data, but the memory contents of the lit button remains unchanged. The lamp of the unlit button will flash only during the memorization process, then return to its unlit status.

[Changing the Registration that You Called to the Panel]
After calling a registration by pressing a numeric button 1 to 5, you can partially change the current registration by changing the panel settings. In this case, however, the actual Registration data memorized for that numeric button will not be changed.

[Storing the Data Memorized in Registration Memory]
The data memorized in Registration Memory can be stored for later use by transferring it to a RAM Pack.

[The M. (Memory) Button]
In addition to being used to memorize registrations, the red M. (Memory) button is also used when transferring the Electone's data to a RAM Pack, and so on.

[Back-Up of Registration Memory Data]
Even if the Electone is turned off, the data of Registration Memory will be stored by an internal back-up battery (for at least one week). If you leave the Electone turned off for longer than a week, however, the contents of the backed-up Registration Memory will be replaced by the data of the Basic Registrations.

[Back-Up of the Current Panel Settings After the Power is Turned Off]
Besides the contents of Registration Memory, the panel registration that is currently set when the Electone is turned off will also be stored by the internal back-up battery. When you later turn the Electone back on, the most recent panel registration will be called back to the panel.

11. Transferring Information to a Pack

It is possible for the information of Registration Memory that has been memorized into the Electone to be transferred to a RAM Pack (optional). Also, the information transferred to a RAM Pack can be transferred back to the Electone.

PACK

How to Transfer Information to a RAM Pack (TO PACK)

1 **Memorize the desired information into Registration Memory (➡page 22)**
The following types of data can be transferred to a RAM Pack:
● All data of Registration Memory (➡page 22)
● All data of USER VOICES (➡page 8)
● All data of USER rhythm patterns and USER FILL IN patterns (➡page 31)

2 **Insert a RAM Pack (RP-3) into the Electone.**
With the label of the RAM Pack facing left-hand side, securely insert the RAM Pack into the insertion slot. The green READY lamp will light up to indicate that the TO PACK operation can be performed.

3 **While depressing the CONFIRM button ❶, press the TO PACK button ❷ of Registration Memory.**
The TO PACK lamp will light up, begin flashing, and then go off, indicating that the Electone's data has been transferred to the RAM Pack. After the TO PACK lamp goes off, the RAM Pack may be removed.

How to Return Information from the RAM Pack (FROM PACK)

1 **Insert the RAM Pack, which contains the transferred information, into the Electone.**
The green READY lamp will light up to indicate that the FROM PACK operation can be performed.

2 **While depressing the CONFIRM button ❶, press the FROM PACK button ❷.**
The FROM PACK lamp will light up, begin flashing, and then go off, indicating that the RAM Pack's data has been transferred to the Electone. After the FROM PACK lamp goes off, the RAM Pack may be removed.

Exchanging Data with HS Electone Using a RAM Pack

The HE-4 and HE-3 can exchange data with an HS Electone by using a RAM Pack. In such case, however, be sure to heed the following precautions. (The procedures below are described using the example of the HS-5 Electone. When transferring data with other models in the HS Series, however, the data of USER VOICES 1-4, of the rhythm USER PATTERNS 1 and 2 and rhythm User Fill In patterns can be transferred.)

HS-5 Data➡HE-4/HE-3

HE-4 and HE-3 do not have an EN-SEMBLE section. Before memorizing a registration at HS-5, therefore, be sure to set its ENSEMBLE section as shown right.

■ is ON

□ is OFF

or
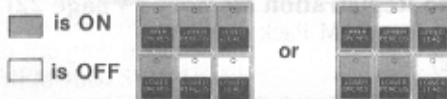
Select the ON/OFF status of each voice section by setting the volume level.

▶ For HE-4 the ENSEMBLE section can be used only to set the ON/OFF status of the PERCUSSIVE voice. In addition, if both the UPPER PERCUSSIVE and LOWER PERCUSSIVE are turned off at the time the RAM Pack data is transferred to HE-4, the ARPEGGIO CHORD feature of HE-4 will be turned on.

HE-4/HE-3 Data➡HS-5

HS-5 does not have a Disable (D.) button. Before memorizing a registration to the Registration Memory of HE-4 or HE-3, therefore, be sure to turn off the Disable (D.) button.

▶ At HS-5, the panel registration will be set as if the Disable (D.) button were off.

▶ When the data of HE-4 or HE-3 is transferred to HS-5, all Registration data except the Disable status will be set at the HS-5 panel exactly as it was memorized at HE-4 or HE-3. (The data transferred from HE-4/HE-3 to HS-5 differs from the data transferred from HS-5 to HE-4/HE-3.)

[VOICE MENU Voices that are Assigned to Grey Buttons]
Any VOICE MENU voice which does not exist on HE-4 or HE-3 and has been assigned to a grey button at HS-5 will not be transferred to HE-4 or HE-3. (However, COMBI. 1, PIPE ORGAN 1, and ELECTRIC PIANO 1 of HS-5 will be respectively transferred to HE-4 and HE-3 as JAZZ ORGAN, PIPE ORGAN, and ELECTRIC PIANO.)

[The Vibrato Effect]
During a data transfer from HS-5 to HE-4/HE-3, the Delay and Depth settings of User Vibrato for a Lead Voice at HS-5 will be transferred to HE-4 or HE-3. After the Vibrato data of HS-5 is transferred to HE-4 or HE-3, if you wish to restore the preset Vibrato effect at HE-4 or HE-3, press the UPPER LEAD button in the HE-4 or HE-3 VIBRATO section while you depress the ORIGINAL VOICE button on its VOICE MENU.

[The Tremolo and Symphonic Effects]
The data will be transferred from HS-5 to HE-4 or HE-3 as follows: (Please note the differences indicated by the asterisk.)

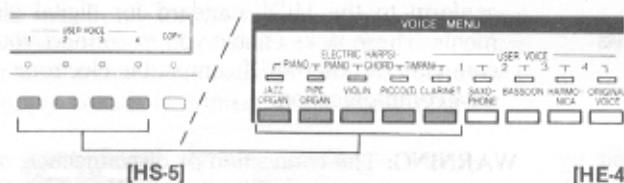| (HS-5)	(HE-4 or HE-3)
Symphonic ON	➡Symphonic ON
*Celeste ON	➡Symphonic ON
Tremolo ON	➡Tremolo ON
Chorus ON	➡Chorus ON (Tremolo and Symphonic OFF)
*Tremolo and Chorus OFF	➡Chorus ON (Tremolo and Symphonic OFF)

Installation and Maintenance

● Installation

User Voices and User Patterns

User Voices of HS-5 can be used by HE-4 and HE-3

Although USER VOICES 1 to 4 in the VOICE MENU of HE-4 and HE-3 contain preset voices (➡page 8), User voices which have been edited and memorized using the Voice Edit functions at HS-5 can be transferred via a RAM Pack and used by HE-4 and HE-3. In addition, by using the Voice Edit functions to edit voices on the HS-5 VOICE MENU and memorizing them as User voices at HS-5, such voices can also be used by HE-4 and HE-3.

[HS-5]   [HE-4]

User Patterns of HS-5 can be used by HE-4 and HE-3

Although the USER patterns (USER 1, USER 2 and USER FILL IN) of HE-4 and HE-3 contain preset patterns (➡page 12), User patterns which have been edited and memorized using the R.P.P. functions at HS-5 can be transferred via a RAM Pack and used by HE-4 and HE-3. In addition, by using the R.P.P. functions to edit rhythm patterns on the HS-5 RHYTHM MENU and memorizing them as User patterns 1 and 2 at HS-5, such rhythm patterns can also be used by HE-4 and HE-3.

[HS-5]   [HE-4]
                         [HE-3]

[Data that is Only Transferred but not Used]

● Although the following data of HS-5 cannot be used by HE-4 and HE-3 for performances, it will be transferred into the memory of HE-4 or HE-3: data of Registration Memory 6 and higher; R.P.P. data of (Registration Memory) 6 and higher; and the data of R.C.P., R.S.P., and F.M.P.

● Therefore, the data memorized at HE-4 or HE-3 as a result of transferring data from HS-5 to HE-4/HE-3 can later be returned to HE-5 by transferring the HE-4/HE-3 data back to HS-5. (Even if a certain type of data used by HS-5 is not present, the HS-5 panel setting corresponding to that data item will be set to "data not present.")

[Auto Rhythm]
Any rhythm patterns assigned to a dotted button at HS-5 will not be transferred to HE-4 or HE-3.

[Auto Bass Chord]
In case of transferring data from HS-5 to HE-4/HE-3, the LOWER and PEDAL data of the MEMORY feature on the HS-5 MULTI-MENU will not be transferred.

25