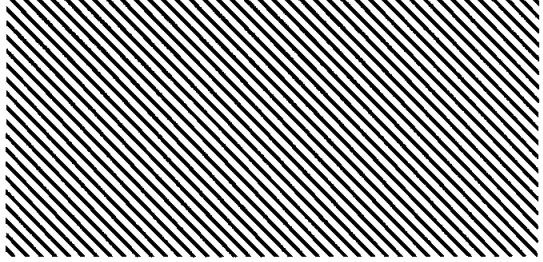
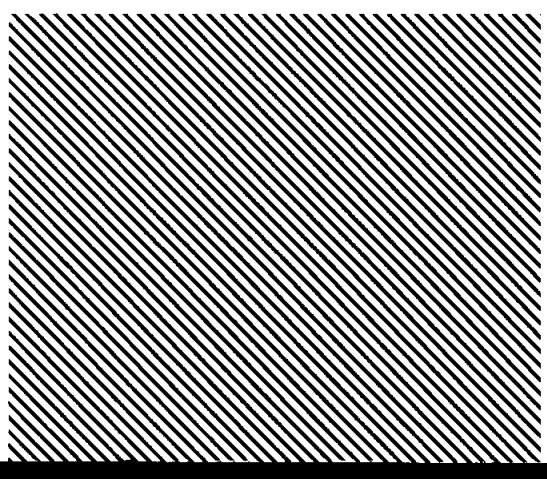
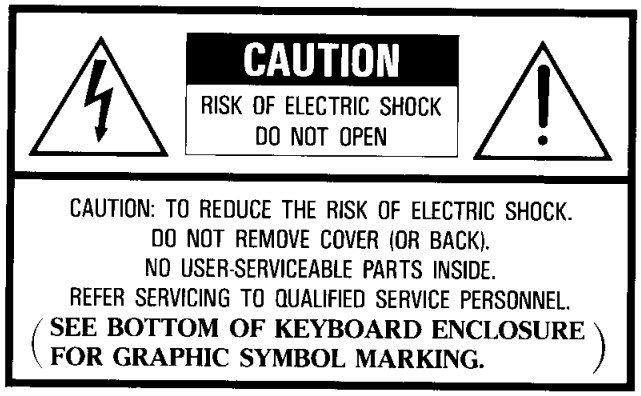


YAMAHA ELECTONE®

HE-8
HE-6

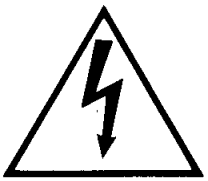
USER'S GUIDE
BEDIENUNGSANLEITUNG
MODE D' EMPLOI
MANUAL DE INSTRUCCIONES





Explanation of Graphical Symbols

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



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

IMPORTANT SAFETY AND INSTALLATION INSTRUCTIONS

INFORMATION RELATING TO POSSIBLE PERSONAL INJURY, ELECTRIC SHOCK, AND FIRE HAZARD POSSIBILITIES HAS BEEN INCLUDED IN THIS LIST.

WARNING—When using electronic products, basic precautions should always be followed, including the following:

1. Read all Safety and Installation Instructions, Supplemental Marking and Special Message Section data, and assembly instructions (where applicable) BEFORE using your Yamaha electronic product. Check unit weight specifications before you attempt to move this instrument!

2. Main Power Supply Verification: Your Yamaha electronic product has been manufactured specifically for the main supply voltage used in your area. If you should move, or if any doubt exists, please contact your dealer for instructions. The main supply voltage required by your electronic product is printed on the name plate. For name plate location see graphic in Special Message Section.

3. This product may be equipped with a polarized line plug (one blade wider than the other). If you are unable to insert the plug into the outlet, contact an electrician to have your obsolete outlet replaced. Do NOT defeat the safety purpose of the plug. Yamaha products not having polarized plugs incorporate construction methods and designs that do not require line plug polarization.

4. **WARNING**—Do NOT place objects on your electronic product's power cord or place the unit in a position where anyone could trip over, walk over, or roll anything over cords of any kind. Do NOT allow your electronic product or its bench to rest on or be installed over cords of any type. Improper installations of this type create the possibility of a fire hazard and/or personal injury.

5. Environment: Your electronic product should be installed away from heat sources such as a radiator, heat registers and/or other products that produce heat. Additionally, the unit should not be located in a position that exposes the cabinet to direct sunlight, or air currents having high humidity or heat levels.

6. Your Yamaha electronic product should be placed so that its location or position does not interfere with its proper ventilation.

7. Some Yamaha electronic products may have benches that are either a part of the product or supplied as an optional accessory. Some of these benches are designed to be dealer assembled. Please make sure that the bench is stable before using it. The bench supplied by Yamaha was designed for seating only. No other uses are recommended.

8. Some Yamaha electronic products can be made to operate with or without the side panels or other components that constitute a stand. These products should be used only with the components supplied or a cart or stand that is recommended by the manufacturer.

9. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.

10. Do not use your Yamaha electronic product near water or in wet environments. For example, near a swimming pool, spa, or in a wet basement.

11. Care should be taken so that objects do not fall, and liquids are not spilled, into the enclosure through openings.

12. Your Yamaha electronic product should be serviced by a qualified service person when:

a. The power-supply cord or plug has been damaged: or
b. Objects have fallen, or liquid has been spilled into the product: or
c. The product has been exposed to rain: or
d. The product does not operate, exhibits a marked change in performance: or
e. The product has been dropped, or the enclosure of the product has been damaged.

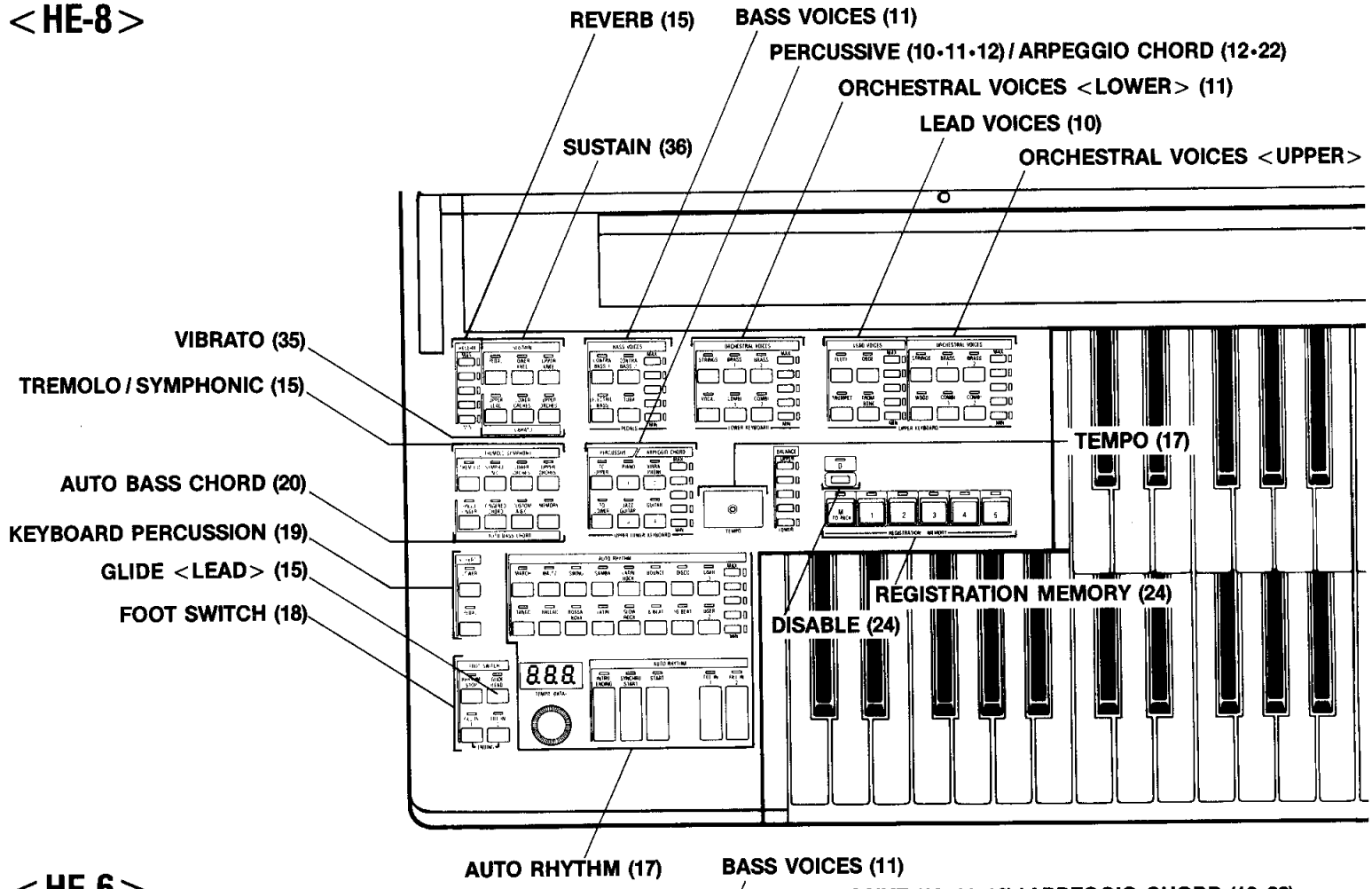
13. When not in use, always turn your Yamaha electronic product "OFF". The power-supply cord of the product should be unplugged from the outlet when it is to be left unused for a long period of time. Notes: In this case, some units may lose some user programmed data. Factory programmed memories will not be affected.

14. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

15. Electromagnetic Interference (RFI).This series of Yamaha electronic products utilizes digital (high frequency pulse) technology that may adversely affect Radio/TV reception or the operation of other devices that utilize digital technology. Please read FCC Information (Page 39) for additional information.

PLEASE KEEP THIS MANUAL FOR FUTURE REFERENCE!

<HE-8>


REVERB (15)
BASS VOICES (11)
PERCUSSIVE (10•11•12) / ARPEGGIO CHORD (12•22)
ORCHESTRAL VOICES <LOWER> (11)
LEAD VOICES (10)
SUSTAIN (36)
ORCHESTRAL VOICES <UPPER>
VIBRATO (35)
TREMOLO / SYMPHONIC (15)
TEMPO (17)
AUTO BASS CHORD (20)
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GLIDE <LEAD> (15)
REGISTRATION MEMORY (24)
FOOT SWITCH (18)
DISABLE (24)
AUTO RHYTHM (17)

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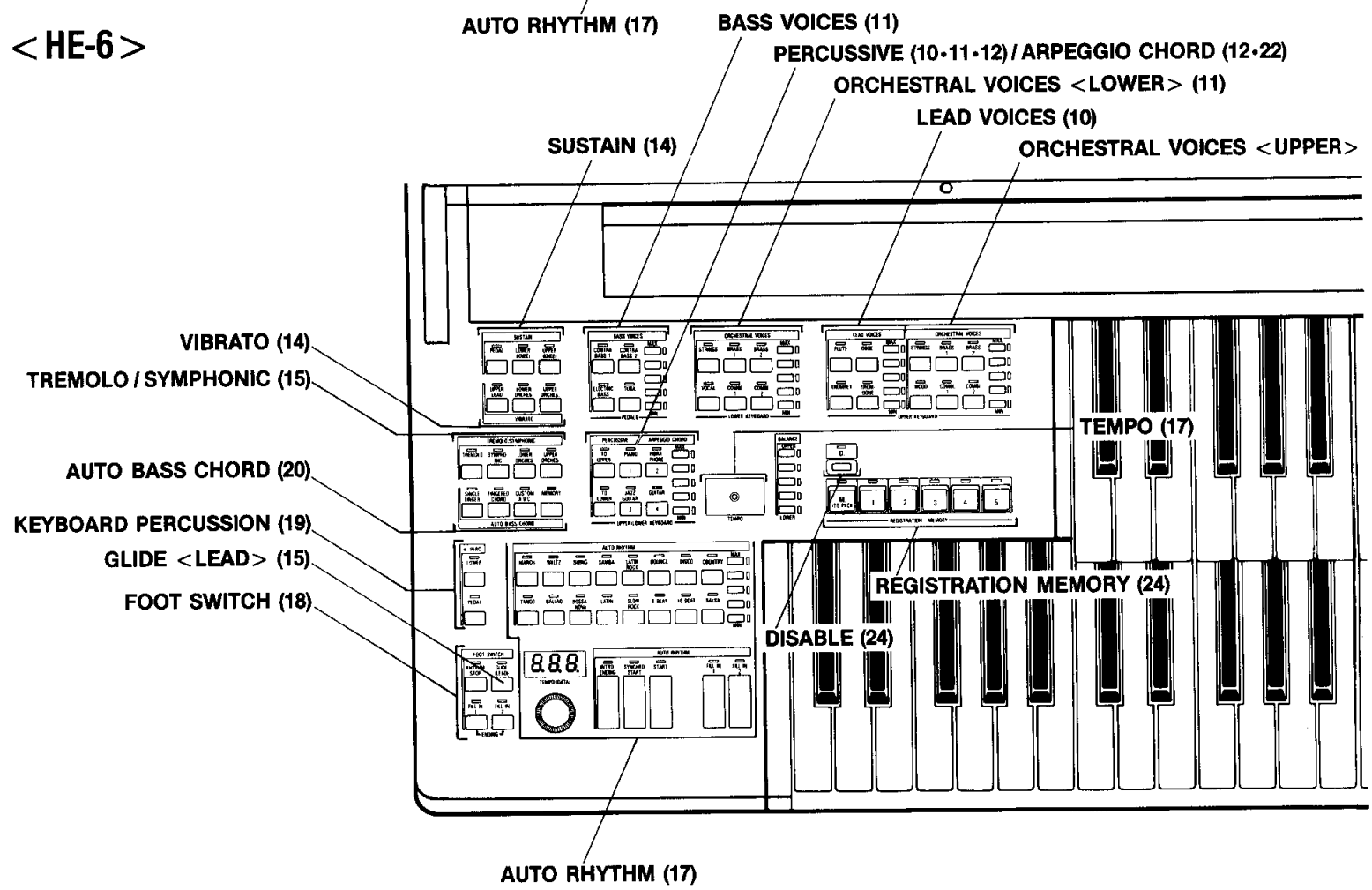
BASS VOICES (11)
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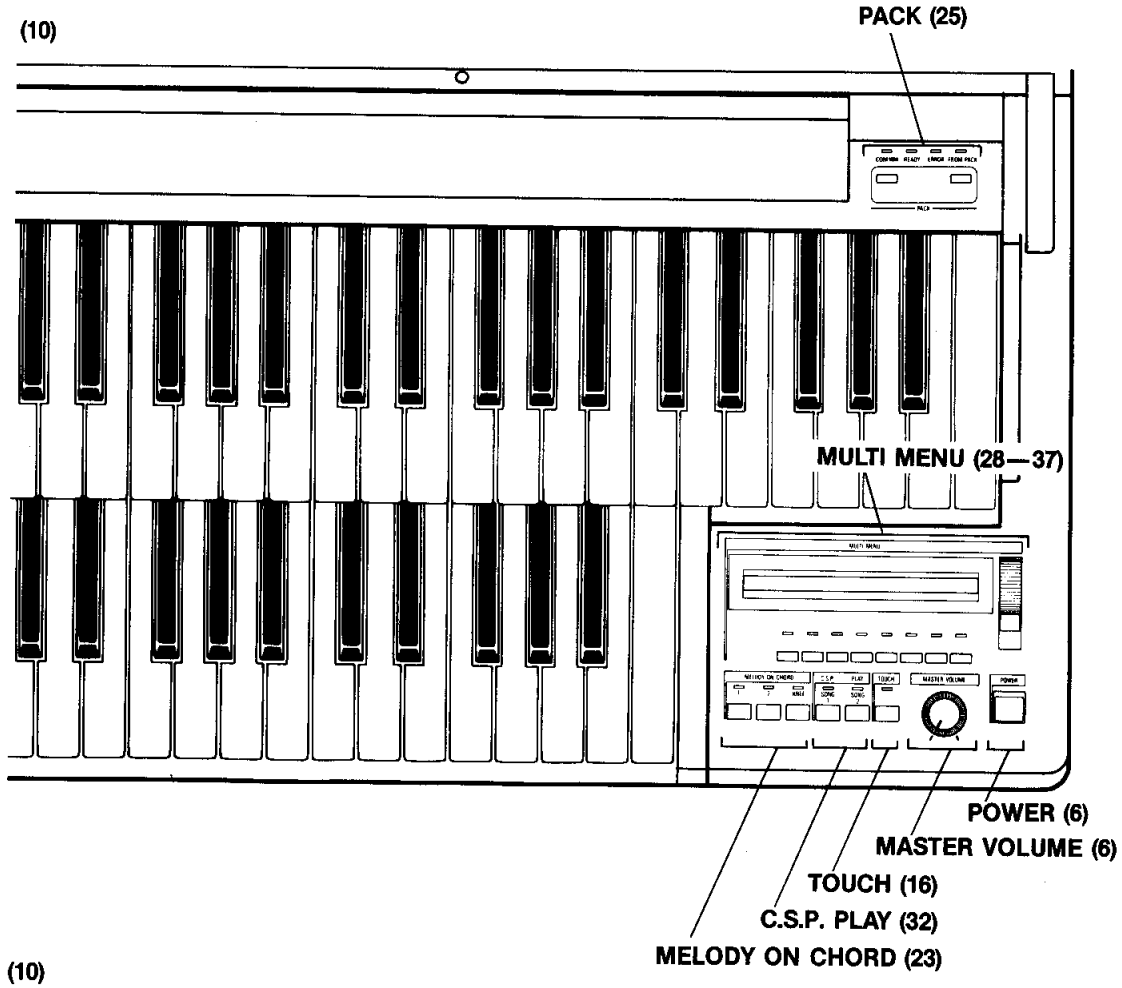
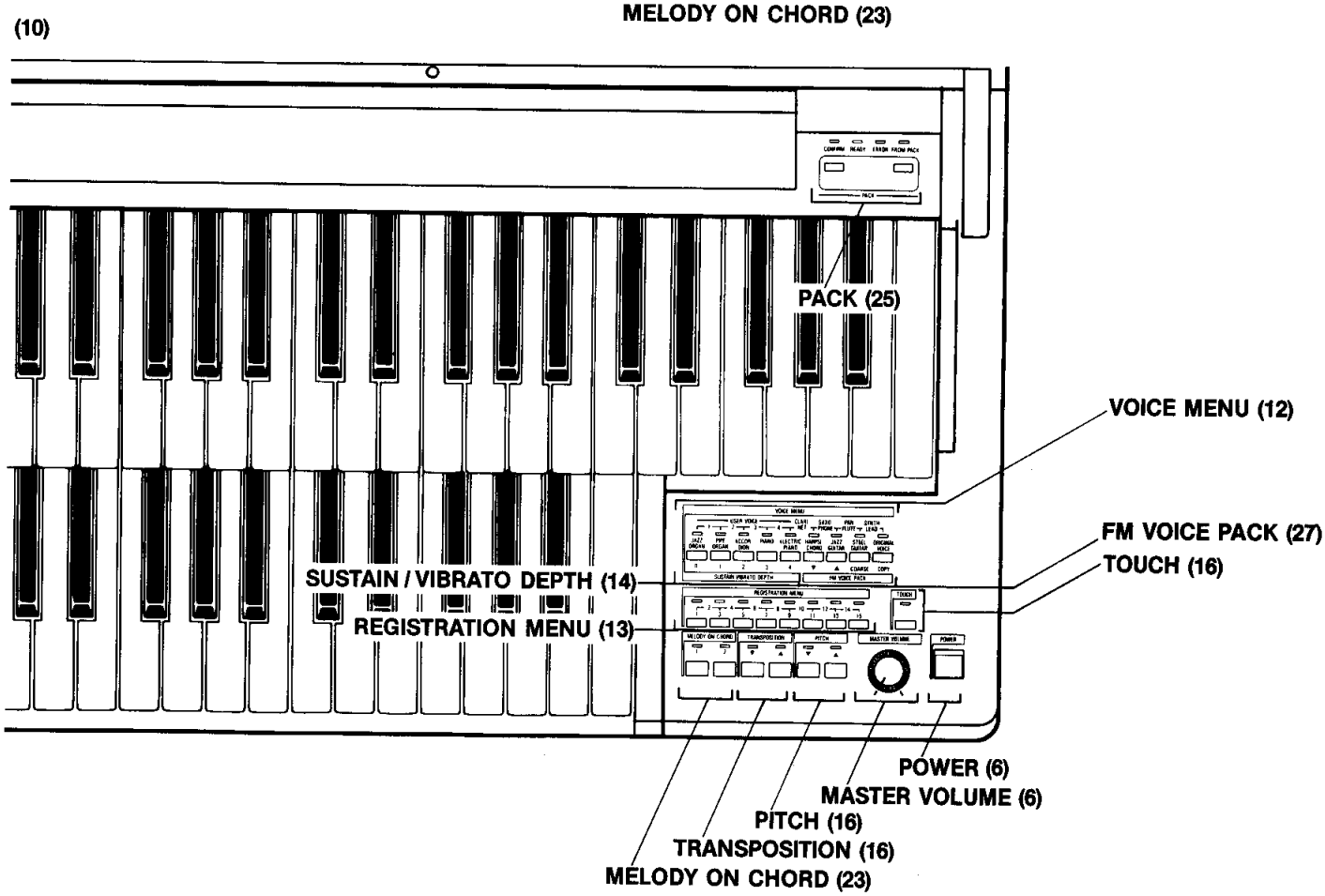
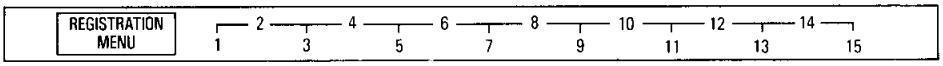
The figures within parenthesis indicate the page numbers.
Die Zahlen in Klammern zeigen die Seitennummern an.
Los números entre paréntesis indican los números de página.
Les chiffres entre les parethèses indiquent les numéros des pages.





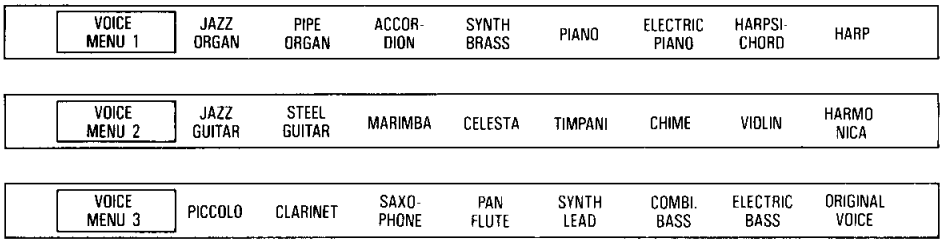
MULTI-MENU <HE-8>

REGISTRATION MENU (28)



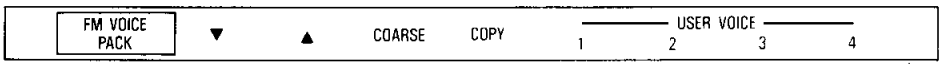
- Allows registrations of various musical genres to be called to the control panel by a one-touch operation.
- Ermöglicht den Abruf der Registrierung verschiedener Musikstile zum Bedienfeld auf einfachen Tastendruck.
- Il permet de rappeler divers registres musicaux sur le panneau de commande par simple enclenchement d'une touche.
- Permite registrar varios géneros musicales a fin de invocarlos al panel de control presionando un botón.

VOICE MENU (29)



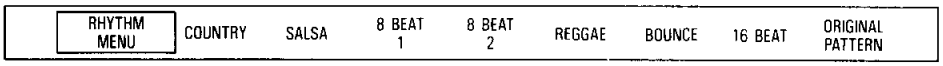
- Lets you assign a voice to a grey button of the voice sections.
- Ermöglicht die Zuordnung einer Stimme zu einer grauen Taste der Stimmensektionen.
- Permet d'assigner une voix à une touche grise des sections des voix.
- Permite asignar una voz a u botón gris de las secciones de voces.

FM VOICE PACK (30)



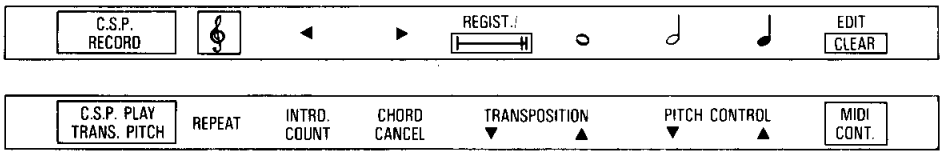
- Transfers the voice data of the FM Voice Pack (optional) to the Electone.
- Überträgt die Stimmendaten des FM Voice Packs (Sonderzubehör) zum Electone.
- Il transfère les données de voix de l'accumultateur de voix FM, disponible en option, sur l'Electone.
- Transfiere los datos de voces del cartucho de voces de FM (opcional) al Electone.

RHYTHM MENU (31)



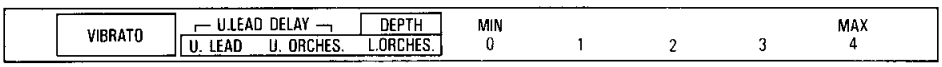
- Lets you assign a rhythm pattern to a grey button in the panel's RHYTHM section.
- Ermöglicht die Zuordnung einer Stimme zu einer grauen Taste der RHYTHM-Sektion des Bedienfelds.
- Il permet d'assigner un motif rythmique à une touche grise de la section rythmique (RHYTHM) du panneau de commande.
- Le permite asignar un patrón rítmico a un botón gris de la sección RHYTHM del panel.

C.S.P. (32)
TRANSPOSITION (37)
PITCH CONTROL (37)
MIDI CONTROL (43)



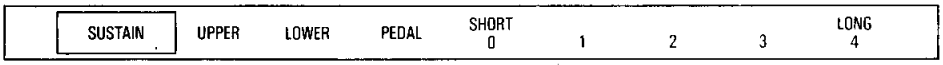
- You can pre-program the data of an accompaniment sequence using C.S.P., change the overall key of the Electone using TRANSPOSITION, finely adjust the pitch using PITCH CONTROL, or exchange data with an external MIDI-compatible device using MIDI CONTROL.
- Sie können die Daten einer Begleitfolge im C.S.P. vorprogrammieren, die Gesamttonart des Electone über TRANSPOSITION ändern, die Tonhöhe über PITCH CONTROL feinstimmen oder Daten mit einem externen, MIDI-kompatiblen Gerät über MIDI CONTROL austauschen.
- Il est possible de pré-programmer les données d'une séquence d'accompagnement par la fonction C.S.P., de changer la clé de l'ensemble de l'Electone par la fonction de transposition et, enfin, de régler le registre par le réglage de registre (PITCH), ou d'échanger des données avec un dispositif compatible MIDI par le réglage MIDI (MIDI CONTROL).
- Usted podrá programar los datos de una secuencia de acompañamiento empleando el programador de secuencias de acordes, cambiar el tono global del Electone empleando la función de transposición, ajustar con precisión el diapasón empleando el control de diapasón, o intercambiar datos con un dispositivo externo compatible con MIDI empleando el control de MIDI.

VIBRATO (35)



- Adjusts the way in which the Vibrato effect is applied.
- Regelt die Erzeugung des Vibrato-Effekts.
- Règle la manière dont l'effet de vibrato est appliqué.
- Ajusta la forma de aplicación del efecto de vibrato.

SUSTAIN (36)



- Adjusts the way in which the Sustain effect is applied.
- Regelt die Erzeugung des Sustain-Effekts.
- Règle la manière dont l'effet de soutien est appliqué.
- Ajusta la forma de aplicación del efecto de sostenido.

ARPEGGIO CHORD (12•22)

- Provides a sparkling background accompaniment.
- Liefert eine sprudelnde Hintergrundbegleitung.
- Fournissent un accompagnement vivant.
- Proporciona un acompañamiento de fondo chispeante.

AUTO BASS CHORD (20)

- Bass and chord accompaniments can be automatically produced by merely pressing keys on the lower keyboard.
- Baß- und Akkordbegleitungen können durch einfaches Anschlagen von Tasten des unteren Keyboards automatisch erzeugt werden.
- Des accompagnements avec des basses et des accords peuvent être automatiquement produits, simplement en enfonçant les touches du clavier inférieur.
- Simplemente pulsando las teclas del teclado inferior será posible producir automáticamente acompañamientos de acordes y bajos.

AUTO RHYTHM (17)

- Automatically produces a rhythm consisting of a variety of percussion instruments.
- Erzeugt automatisch einen aus verschiedenen Perkussionsinstrumenten bestehenden Rhythmus.
- Il produit automatiquement un rythme composé de différents instruments de percussion.
- Produce automáticamente un ritmo compuesto por gran variedad de instrumentos de percusión.

BASS VOICES (11)

- Selects the voice of the pedal keyboard and sets its volume.
- Wählt die Stimme der Fußregistereinheit und stellt deren Lautstärke ein.
- Permet de choisir la voix de la pédale d'expression et règle son intensité sonore.
- Selecciona la voz del teclado de pedales y establece su volumen.

C.S.P. PLAY (32)

- Used to pre-program and playback an accompaniment sequence. (HE-8 only)
- Dient zur Vorprogrammierung und Wiedergabe einer Begleitfolge. (nur HE-8)
- Utitlisée pour pré-programmer et reproduire une séquence d'accompagnement. (HE-8 uniquement)
- Se emplea para programar y reproducir una secuencia de acompañamiento. (HE-8 solamente)

DISABLE (24)

- Gives you the versatility of changing the sound, while ensuring musical continuity.
- Ermöglicht die Klangveränderung bei fortlaufender Musik für gesteigerte Vielseitigkeit.
- Elle permet de changer de son tout en garantissant la continuité musicale.
- Le ofrece la versatilidad de cambiar el sonido, a la vez que asegura continuidad musical.

FOOT SWITCH (18)

- Selects the function to be controlled by the Foot Switch, which is located on the left side of the Expression Pedal.
- Wählt die durch den Fußschalter (an der linken Seite des Expressionspedals) zu regelnde Funktion.
- Situé à la gauche de la pédale d'expression, il choisit la fonction à contrôler par l'interrupteur au pied.
- Seleccionan la función controlada por el interruptor de pedal, que se encuentra a la izquierda del pedal de expresión.

GLIDE <LEAD> (15)

- An effect that temporarily lowers the pitch of the voice of the LEAD VOICES section by a half step, then gradually restores its normal pitch.
- Ein Effekt, der die Tonhöhe der LEAD VOICE-Stimme temporär um einen Halbtonschritt erniedrigt und anschließend wieder auf die normale Tonlage anhebt.
- Un effet qui abaisse temporairement d'un demi-intervalle le registre de la voix de la section des voix principales (LEAD VOICES), puis qui rétablit petit à petit le registre normal.
- Efecto que disminuye temporalmente medio paso el tono de la voz de la sección LEAD VOICES, y después vuelve gradualmente al tono normal.

KEYBOARD PERCUSSION (19)

- Produces the sounds of various percussion instruments when you press the corresponding keys on the keyboard to which the instruments are assigned.
- Erzeugt den Klang verschiedener Perkussionsinstrumente durch Anschlag der entsprechenden Taste des Keyboards, dem das jeweilige Instrument zugeordnet wurde.
- Produit les sons de divers instruments de percussion, lorsqu'on enfonce les touches correspondantes sur le clavier auxquelles les instruments sont assignés.
- Produce los sonidos de varios instrumentos de percusión al pulsar las teclas correspondientes del teclado en las que están asignados los instrumentos.

LEAD VOICES (10)

- Selects the voice of a solo instrument, such as Flute or Oboe, for the upper keyboard and sets its volume.
- Wählt die Stimme eines Soloinstruments, wie z.B. Flöte oder Oboe für das obere Keyboard und stellt dessen Lautstärke ein.
- Choisit une voix pour un solo d'instrument, tel qu'une flûte ou un hautbois, pour le clavier supérieur et règle son intensité sonore.
- Selecciona la voz de un instrumento solista, como flauta u oboe, para el teclado superior y establece su volumen.

MASTER VOLUME (6)

- Controls the overall volume of the Electone.
- Regelt die Gesamtlautstärke des Electone.
- Contrôle l'intensité sonore générale de l'Electone.
- Controla el volumen global del Electone.

MELODY ON CHORD (23)

- Automatically adds a harmony to the melody played on the upper keyboard.
- Fügt der auf dem oberen Keyboard gespielten Melodie eine Harmonielinie hinzu.
- Ajoute automatiquement une harmonie à la mélodie jouée sur le clavier supérieur.
- Añade automáticamente armonía a la melodía tocada con el teclado superior.

MULTI-MENU (28—37)

- Is built in with various features which let you quickly set a registration, call various voices or rhythms that are not available at the panel, and so on.
- Eingebaut mit verschiedenen Funktionen zum schnellen Einstellen einer Registrierung sowie Abruf verschiedener Stimmen oder Rhythmuspattern, die am Bedienfeld nicht verfügbar sind usw.
- Cette section contient diverses fonctions qui permettent de poser rapidement un registre, d'appeler des voix ou des rythmes divers qui ne sont pas disponibles à partir du panneau de commande.
- Incorpora varias funciones que le permitirán ajustar rápidamente un registro, invocar varias voces o ritmos no dispnibles en el panel, etc.

ORCHESTRAL VOICES <LOWER KEYBOARD> (11)

- Selects a voice mainly used in orchestras, such as Strings or Brass, for the lower keyboard and sets its volume.
- Wählt eine vorwiegend in Orchestern verwendete Stimme, wie z.B. ein Saiten- oder Blasinstrument, für das untere Keyboard und stellt dessen Lautstärke ein.
- Permet de choisir une voix principalement utilisée dans les orchestres, comme les cordes ou les cuivres, pour le clavier inférieur et règle son intensité sonore.
- Selecciona una voz principalmente empleada en orquestas, como cuerdas o cobres, para el teclado inferior y establece su volumen.

ORCHESTRAL VOICES <UPPER KEYBOARD> (10)

- Selects a voice mainly used in orchestras, such as Strings or Brass, for the upper keyboard and sets its volume.
- Wählt eine vorwiegend in Orchestern verwendete Stimme, wie z.B. ein Saiten- oder Blasinstrument, für das obere Keyboard und stellt dessen Lautstärke ein.
- Permet de choisir une voix principalement utilisée dans les orchestres, comme les cordes ou les cuivres, pour le clavier supérieur et règle son intensité sonore.
- Selecciona una voz principalmente empleada en orquestas, como cuerdas o cobres, para el teclado inferior y establece su volumen.

PACK (25)

- Transfers the Electone's data to a RAM Pack, transfers the RAM Pack data back to the Electone, or transfers the data of an optional ROM Pack (such as an FM Voice Pack) to the Electone.
- Überträgt die Daten des Electone auf das RAM Pack, bzw. überträgt die RAM Pack-Daten zurück zum Electone, oder überträgt die Daten eines als Sonderzubehör erhältlichen ROM Packs (wie z.B. ein FM Voice Pack) zum Electone.
- Transfère les données de l'Electone sur un accumulateur mémoire RAM, transfère les données de l'accu mémoire RAM sur l'Electone, ou transfère les données d'un accu mémoire ROM (comme un accumulateur de voix FM) sur l'Electone.
- Transfiere datos del Electone a un cartucho de RAM, datos del cartucho de RAM al Electone, o datos de un cartucho de ROM opcional (como FM VOICE PACK) al Electone.

PERCUSSIVE (10•11•12)

- Selects a percussive-type voice, such as Piano or Guitar, for the upper or lower keyboard and sets its volume.
- Wählt eine Stimme perkussiver Natur, wie z.B. Piano oder Gitarre, für das obere oder untere Keyboard und stellt deren Lautstärke ein.
- Choisit une voix de type de percussion, telle que le piano ou la guitare, pour les claviers inférieur et supérieur et règle son intensité sonore.
- Selecciona una voz de tipo percusivo, como piano o guitarra, para el teclado superior o el inferior, y establece su volumen.

POWER (6)

- The Electone's POWER switch.
- Netzschalter des Electone.
- Interrupteur d'alimentation de l'Electone.
- Interruptor de alimentación del Electone.

REGISTRATION MEMORY (24)

- Allows the control panel settings to be memorized and also enables five Basic Registrations to be called.
- Ermöglicht die Speicherung der Bedienfeldeinstellungen sowie den Abruf von fünf Grundregistrierungen.
- Permet de mémoriser les réglages du panneau de commande et de rappeler cinq registres fondamentaux.
- Permite memorizar los ajustes del panel de control y también invocar cinco registros básicos.

REVERB (15)

- An effect that adds reverberation to the notes. (HE-8 only)
- Ein Effekt, der den Noten einen Nachhall hinzufügt. (nur HE-8)
- Un effet qui ajoute une réverbération aux notes jouées. (HE-8 uniquement)
- Efecto que añade reverberación a las notas. (HE-8 solamente)

SUSTAIN (HE-8➡36, HE-6➡14)

- An effect that allows the notes to gradually fade out after the keys are released.
- Ein Effekt, bei dem die Noten nach Freigabe der Tasten allmählich ausklingen.
- Un effet qui permet aux notes de s'évanouir graduellement, après que les doigts ont quitté les touches.
- Efecto que permite que las notas se desvanezcan gradualmente después de haber soltado las teclas.

TOUCH (16)

- Lets you change a voice according to your pressure on the keys.
- Ermöglicht die Beeinflussung einer Stimme entsprechend der Tastenanschlagstärke.
- Permet de modifier une voix en fonction de la pression exercée sur les touches.
- Permite cambiar una voz de acuerdo con la presión aplicada a las teclas.

TREMOLO/SYMPHONIC (15)

- Adds an expansive reverberation to the voices of the ORCHESTRAL VOICES section.
- Fügt den Orchesterstimmen der ORCHESTRAL VOICES-Sektion einen erweiterden Nachklang hinzu.
- Ajoute une réverbération plus ample aux voix de la section des voix orchestrales (ORCHESTRAL VOICES).
- Añade reverberación expansiva a las voces de la sección ORCHESTRAL VOICES.

VIBRATO (HE-8➡35, HE-6➡14)

- Adds a vibrating effect on the pitch to the voices.
- Fügt der Tonhöhe der Noten einen vibrierenden Effekt hinzu.
- Ajoute un effet vibratoire au registre des notes.
- Añade un efecto de vibración al tono de las notas.

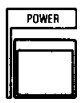
First, Let's Produce Some Sounds
Lassen Sie uns jetzt einige Klänge erzeugen
Essayer de produire quelques sons
En primer lugar, produzcamos algunos sonidos

1

- **First of all, make sure that the plug is firmly inserted in the wall power outlet.**
- **Stellen Sie zunächst sicher, daß der Netzstecker fest in die Steckdose eingesteckt ist.**
- **Avant tout, confirmer que la fiche du cordon d'alimentation est bien branchée dans la prise secteur.**
- **En primer lugar, asegúrese de que el enchufe esté firmemente insertado en la toma de la red.**

2

- **Turn the Electone "On" by pressing the POWER switch.**
- **Schalten Sie das Electone durch Drücken des Netzschalters (POWER) ein.**
- **Mettre l'Electone sous tension par une poussée sur l'interrupteur POWER.**
- **Conecte la alimentación del Electone presionando (ON) el interruptor de alimetanción (POWER).**



3

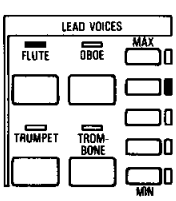
- **Set the MASTER VOLUME control.**
  This control lets you adjust the overall volume of your instrument. For now, place it in about a 2:00 position.
- **Stellen Sie die Hauptlautstärke (MASTER VOLUME) ein.**
  Dieser Regler erlaubt es Ihnen, die Gesamtlautstärke Ihres Instrumentes einzustellen. Vorläufig stellen Sie sie erst einmal auf 2:00 ein.
- **Régler la commande MASTER VOLUME.**
  Cette commande permet d'ajuster le volume d'ensemble de l'instrument. Pour l'instant, la laisser à la position 2:00 environ.
- **Ajuste el control MASTER VOLUME.**
  Este control le permitirá ajustar el volumen general de su instrumento. Por el momento, póngalo aproximadamente en la posición 2:00.

4

- **Place your right foot on the EXPRESSION PEDAL, which controls the overall volume while playing, for increased musical expression.**
  Push forward with your toes to make it louder, and back with your heel to make it softer.
- **Setzen Sie Ihren rechten Fuß auf den Fußschweller (EXPRESSION PEDAL), der die Gesamtlautstärke regelt, um damit Ihre musikalischen Ausdrucksmöglichkeiten zu erweitern.**
  Drücken Sie ihn mit den Zehen nach vorne um die Lautstärke zu erhöhen und mit der Hacke zurück, um sie zu senken.
- **Placer le pied droit sur la pédale EXPRESSION PEDAL qui commande le volume d'ensemble pendant l'interprétation, afin d'accentuer l'expression musicale.**
  Pousser la pédale en avant avec la pointe du pied pour accentuer le volume ou pousser en arrière avec le talon pour le réduire.
- **Coloque su pie derecho sobre el pedal de expresión (EXPRESSION PEDAL), que controla el volumen general durante la ejecución, para aumentar la expresión musical.**
  Píselo hacia los dedos para aumentar el volumen, y hacia el talón para disminuirlo.

5

- **Next, set the LEAD VOICES section as shown in the illustration below.**
- **Danach die Sektion LEAD VOICES wie in der Abbildung unten gezeigt einstellen.**
- **Ensuite, régler la section LEAD VOICES comme illustré ci-dessous.**
- **A continuación, ajuste la sección LEAD VOICES como se muestra en la ilustración.**



6

- **Now, play any keys on the upper keyboard.**
- **Jetzt können Tasten auf dem oberen Keyboard gespielt werden.**
- **A présent, jouer sur le clavier supérieur.**
- **Ahora, toque teclas del teclado superior.**

*As the next step, let's use the Basic Registrations to actually play some songs.

*Als nächsten Schritt wollen wir die Basis-Registraturen zum Spielen einiger Titel einsetzen.

*Comme étape suivante, utiliser les registres de base pour exécuter quelques mélodies.

*Como paso siguiente, empleemos los registros básicos para tocar algunas canciones.

Registrations for Beginners
Registrierungen für Anfänger
Enregistrements pour débutants
Registros para principiantes

*By pressing a button, you can call to your Electone one of five Basic Registrations (live sets of voices) which are perfect for practicing your playing.

*Durch einfachen Tastendruck kann Ihr Electone auf eine von fünf grundlegenden Registrierungen (fünf Stimmensätze) eingestellt werden, die ideal zum Üben geeignet sind.

*En appuyant sur une touche, vous pouvez appeler, sur votre Electone, cinq enregistrements de base, c'est-à-dire, cinq jeux de voix, idéaux pour vous aider à vous exercer.

*Presionando un botón, podrá invocar a su Electone uno de los cinco registros básicos (cinco juegos de voces) que serán perfectos para practicar con los teclados.

1

•First, set the POWER switch to OFF. Next, set the POWER switch back to ON while depressing the red Memory [M.] button.

•Zuerst mit dem Netzschalter POWER ausschalten. Dann den Netzschalter wieder auf Ein stellen, und dabei die rote Speichertaste (M.) gedrückt halten.

•Avant tout, commuter l'interrupteur POWER sur arrêt (OFF). Ensuite, commuterle de nouveau sur marche (ON) tout en appuyant sur la touche de mémoire rouge (M).

•En primer lugar, ponga el interruptor POWER en OFF. A continuación, póngalo en ON manteniendo pulsado el botón rojo de memoria (M.).

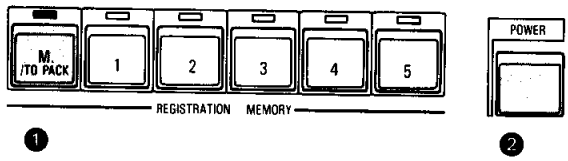
•While depressing the red Memory button of the REGISTRATION MEMORY section, set the POWER switch to ON.
CAUTION: After setting the POWER swtich to ON, keep the [M.] button continuously depressed for about one to two seconds.

•Die rote Speichertaste der Sektion REGISTRATION MEMORY gedrückt halten und dabei den Netzschalter einschalten.
VORSICHT: Nach dem Einschalten des Netzschalters, die Taste (M.) ca. 1 oder 2 Sekunden lang gedrückt halten.

•Tout en maintenant la touche de mémoire rouge (M.) de la section REGISTRATION MEMORY enfoncée, commuter l'interrupteur POWER sur marche (ON).
ATTENTION: Après avoir commuté l'interrupteur POWER sur marche, maintenir la touche (M.) enfoncée pendant une à deux secondes.

•Manteniendo pulsado el botón rojo de memoria de la sección REGISTRATION MEMORY, ponga el interruptor POWER en ON.

PRECAUCIÓN: Después de poner el interruptor POWER en ON, mantenga el botón (M.) continuamente presionado durante aproximadamente uno a dos segundos.



2

•Press one numeric button from 1 to 5.

•Eine Zifferntaste von 1 bis 5 drücken.

•Appuyer sur une touche numérique de 1 à 5.

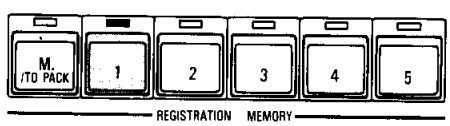
•Presione un botón numérico de 1 a 5.

•The lamp of the pressed button will light up, and the corresponding Basic Registration will automatically be set the Electone.

•Das Lämpchen der gedrückten Taste leuchtet auf, und die entsprechende grundlegende Registrierung wird automatisch auf dem Electone eingestellt.

•Le témoin de la touche enclenchée s'allume et l'enregistrement de base correspondant est automatiquement appelé sur l'Electone.

•La lámpara del botón presionado se encenderá, y el registro básico correspondiente se ajustará en el Electone.



3

•Now, try playing the keyboards.

•Jetzt kann auf den Keyboards gespielt werden.

•A présent, essayer de jouer sur les claviers.

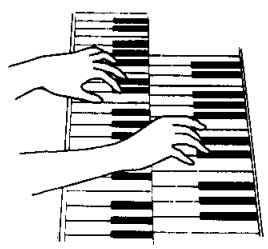
•A continuación, pruebe a tocar con los teclados.

•The voices of the Basic Registration will be respectively sounded from the upper, lower, and pedal keyboards. Try pressing the numeric button of another Basic Registration so that other voices will be sounded.

•Die Stimmen der grundlegenden Registrierungen erklingen vom oberen Keyboard, unteren Keyboard und Fußregister. Durch Drücken der Zifferntaste einer anderen grundlegenden Registrierung erklingen andere Stimmen.

•Les voix de l'enregistrement de base vont retentir respectivement du clavier supérieur, du clavier inférieur et du clavier à pédales. Appuyer sur une autre touche numérique d'un enregistrement de base différent pour faire retentir ses voix.

•Las voces del registro básico sonarán respectivamente en los teclados superior, inferior, y de pedales. Pruebe a presionar el botón numérico de otro registro básico a fin de ver cómo suenan otras voces.



[Voices of the Basic Registrations]

	1	2	3	4	5
Sound	String Ensemble	Brass Ensemble	Flute/Piano Ensemble	Cosmic Sound	Synthesizer Sound
Upper Keyboard	Strings	Brass	Flute	Cosmic	Synth Brass
Lower Keyboard	Strings	Brass	Piano	Cosmic	Synth Brass
Pedal Keyboard	Contra Bass	Tuba	Contra Bass	Cosmic	Synth Bass

[Ändern einer abgerufenen, grundlegenden Registrierung]

	1	2	3	4	5
Sound	Saitenensemble	Blechbläserensemble	Flöte/Piano Ensemble	Cosmic Sound	Synthesizer Sound
Oberes Keyboard	Saiten	Blechbläser	Flöte	Cosmic	Synth Brass
Unteres Keyboard	Saiten	Blechbläser	Piano	Cosmic	Synth Brass
Fußregister	Contrabaß	Posaune	Contrabaß	Cosmic	Synth Baß

[Voix de l'enregistrement de base]

	1	2	3	4	5
Son	Ensemble cordes	Ensemble cuivres	Ensemble flûte/piano	Son comisque	Son synthétiseur
Clavier supérieur	Cordes	Cuivres	Flûte	Cosmique	Cuivres synthétiques
Clavier inférieur	Cordes	Cuivres	Piano	Cosmique	Cuivres synthétiques
Clavier à pédales	Contrebasse	Tuba	Contrebasse	Cosmique	Cuivres synthétiques

[Voces de los registros básicos]

	1	2	3	4	5
Sonido	Conjunto de cuerdas	Conjunto de cobres	Flauta/conjunto de pianos	Sonido cósmico	Sonido de sintetizador
Teclado superior	Cuerdas	Cobres	Flauta	Cósmico	Cobres de sintetizador
Teclado inferior	Cuerdas	Cobres	Piano	Cósmico	Cobres de sintetizador
Teclado de pedales	Contrabajo	Tuba	Contrabajo	Cósmico	Cobres de sintetizador

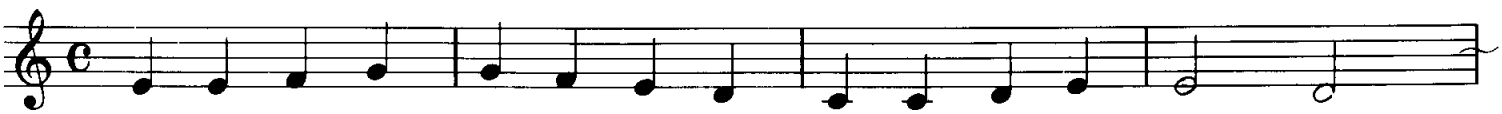
Let's play some songs!
Jetzt wollen wir einige Lieder spielen!
Jouons quelques airs!
¡Toquemos algunas canciones!

Hymn of Joy

*Play this on the upper keyboard.
*Dieses spielen wir auf dem oberen Keyboard.
*Jouez cet air sur le clavier supérieur.
*Toque esto con el teclado superior.

Composed by L. V. Beethoven
Komponiert von Ludwig van Beethoven
Composé par L. V. Beethoven
Compuesto por L. V. Beethoven

M. 1 2 3 4 5



Twinkle, Twinkle, Little Star

*Play this on the lower keyboard.
*Dieses spielen wir auf dem unteren Keyboard.
*Jouez cet air sur le clavier inférieur.
*Toque esto con el teclado inferior.

French folk song
Französisches Folkslied
Chanson populaire francaise
Canción folklórica francesa

M. 1 2 3 4 5

CONTENTS

INHALTSVERZEICHNIS

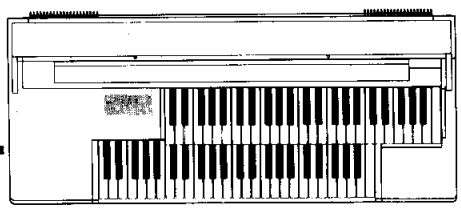
TABLE DES MATIERES

ÍNDICE

1. Setting the Voices at the Panel

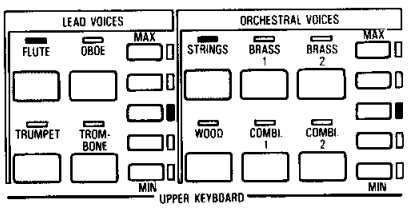
There are three voice sections for the upper keyboard, two voice sections for the lower keyboard, and one voice section for the pedal keyboard. Voices of the VOICE MENUs can also be called to these voice sections.

UPPER KEYBOARD VOICE SECTIONS



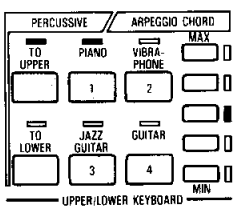
ORCHESTRAL VOICES, LEAD VOICES, PERCUSSIVE

1 Choose one voice each from ORCHESTRAL VOICES and LEAD VOICES.



ORCHESTRAL VOICES: This voice section mainly recreates the major instrumental sounds of an orchestra, such as STRINGS and BRASS.
LEAD VOICES: This section contains solo instruments, such as FLUTE and OBOE. Even if you simultaneously press two or more keys, only the highest note will be sounded.

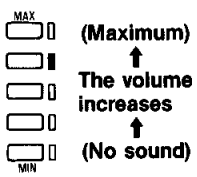
2 To use a PERCUSSIVE voice, turn on the TO UPPER button then turn on the button of the desired voice.



For details on switching between PERCUSSIVE and ARPEGGIO CHORD, see page 12.
PERCUSSIVE: This section contains percussive sounds, such as PIANO and GUITAR.

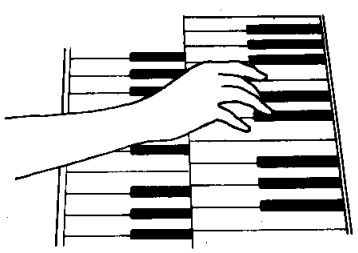
3 Set the volume.

Set the VOLUME to the desired level for each section. Five volume levels can be selected—the top one (MAX) being full volume and the bottom one (MIN) being OFF.



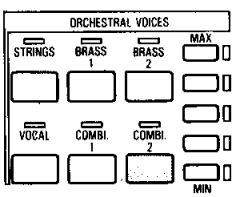
4 Press the Expression Pedal then try playing the upper keyboard.

The voices you have selected will be heard. Try choosing the other voices and compare the sounds.



[Number of Concurrently Sounded Notes]
UPPER ORCHESTRAL VOICES: When multiple keys are pressed at the same time, up to seven notes can be played. (If AUTO BASS CHORD is in use, up to six notes can be played.)
LEAD VOICES: When multiple keys are pressed at the same time, only the highest note will be played.
PERCUSSIVE: When multiple keys are pressed at the same time, up to seven notes can be played. (A PERCUSSIVE voice cannot be simultaneously used at both the upper and lower keyboards.)

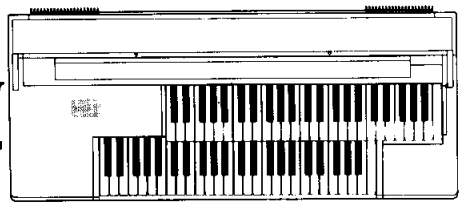
[The Grey Buttons]
The ORCHESTRAL VOICES, LEAD VOICES, and PERCUSSIVE sections are each provided with a grey button, which can be used to select a voice displayed on the panel or assigned with a voice from the VOICE MENUs. (For HE-8, see page 29; for HE-6, see page 12)



[To Cancel the Sound of a Voice Section]
If you do not need the sound from a particular Voice section, set the volume level of that section to its bottom position (MIN).

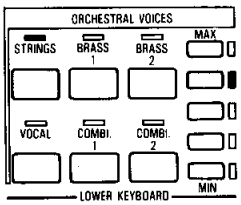
[BALANCE]
This feature is convenient when you want to adjust the relative balance between the volume of the upper and lower keyboards without changing your registration.
When the BALANCE button is set to UPPER, the volume of the upper keyboard becomes greater than that of the lower keyboard. When it is set to LOWER, the volume of lower keyboard becomes greater than that of the upper keyboard.

LOWER KEYBOARD VOICE SECTION



ORCHESTRAL VOICES, PERCUSSIVE

1 Choose one voice from ORCHESTRAL VOICES, then set its volume.
To use a PERCUSSIVE voice, turn on the TO LOWER button then turn on the button of the desired voice. After choosing a voice, set its volume level.

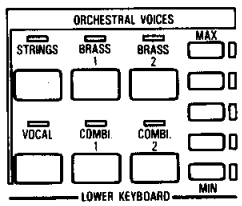


For details on switching between PERCUSSIVE and ARPEGGIO CHORD, see page 12.
ORCHESTRAL VOICES: This voice section mainly recreates the major instrumental sounds of an orchestra, such as STRINGS and BRASS.
PERCUSSIVE: This section contains percussive sounds, such as PIANO and GUITAR.

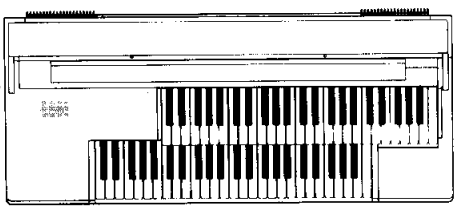
2 Press the Expression Pedal, then try playing the lower keyboard.
The voice you have selected will be heard. Try choosing the other voices and compare the sounds.

[Number of Concurrently Sounded Notes]
LOWER ORCHESTRAL VOICES: When multiple keys are pressed at the same time, up to seven notes can be played. (If AUTO BASS CHORD is in use, up to four notes can be played.)
PERCUSSIVE: When multiple keys are pressed at the same time, up to seven notes can be played. (PERCUSSIVE voices cannot be simultaneously used at the upper and lower keyboards.)

[The Grey Buttons]
The ORCHESTRAL VOICES and PERCUSSIVE sections are each provided with a grey button, which can be used to choose a voice displayed on the panel or assigned with a voice from the VOICE MENUs. (For HE-8, see page 29; for HE-6, see page 12)

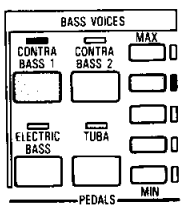


PEDAL KEYBOARD VOICE SECTION



BASS VOICES

1 Choose one voice from BASS VOICES, then set its volume.

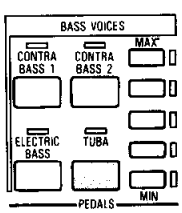


BASS VOICES: This section consists of the sounds of the electric bass and traditional organ bass. In order to hear your pedal sounds, please be sure that "Single Finger" and "Fingered Chord" (Auto Bass Chord section) are "Off".

2 Play the pedal keyboard.
Your selected voice will be heard. Try choosing the other BASS voice and compare the sounds.

[Number of Concurrently Sounded Notes]
BASS VOICES: When multiple keys are pressed at the same time, only the highest note will be sounded.

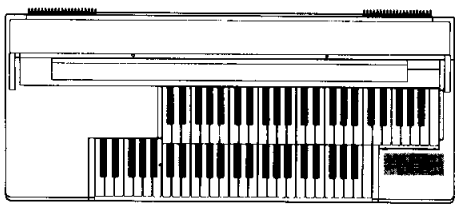
[The Grey Buttons]
The BASS VOICES section is provided with a grey button, which can be used to choose a voice displayed on the panel or assigned with a voice from the VOICE MENUs. (For HE-8, see page 29; for HE-6, see page 12)



[While AUTO BASS CHORD is in Use]
While the SINGLE FINGER or FINGERED CHORD mode of AUTO BASS CHORD is ON, the AUTO BASS CHORD feature is designed so that notes of the pedal keyboard will automatically be sounded by merely playing the lower keyboard (note that any keys actually pressed on the pedal keyboard will not be sounded.) (➡page 20)

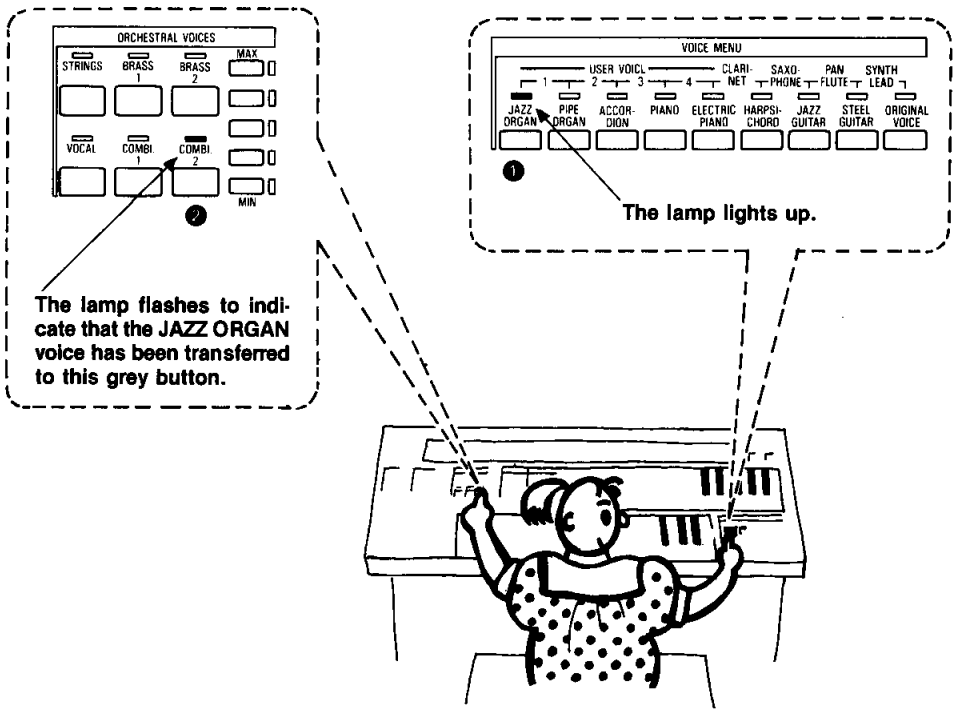
VOICE MENU (HE-6)

➡For information on the HE-8 VOICE MENU, see page 29.



The voices on the VOICE MENUs (12 preset voices and four user-defined voices) can be assigned to any grey button in any voice section.

[The operation is so simple!]
While depressing the button of the desired voice on the VOICE MENU ❶, press the grey button in the voice section where you wish to transfer the sound ❷.



To choose a voice at the top row of a VOICE MENU, simultaneously press the two adjacent buttons below. Both lamps will light up and the upper voice will be transferred. (To choose CLARINET, for example, press the ELECTRIC PIANO and HARPSICHORD buttons at the same time.)

[ORIGINAL VOICE]
When the ORIGINAL VOICE button is pressed while depressing the grey button, you can cancel the sound transferred to that button and return to its displayed voice.

[To Transfer a VOICE MENU Voice to the PERCUSSIVE Section]
Before transferring the VOICE MENU voice to the grey button in the PERCUSSIVE section, be sure to turn on the TO UPPER or TO LOWER button.

[Checking the Transferred Voices]
When you press the grey button in a voice section, the lamp of the VOICE MENU voice that was transferred to that grey button lights up, so you can check which voice was transferred.
If no voice from the VOICE MENU has been transferred to that grey button, the lamp of the ORIGINAL VOICE button lights up.

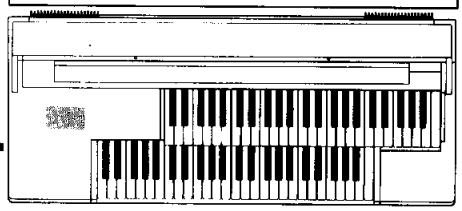
[Additional Information]
- The same voice can be transferred to multiple grey buttons.
- When a VOICE MENU sound has been transferred to LEAD or BASS VOICES, it automatically becomes a "monophonic" voices, meaning that only one note at a time can be played.

[USER VOICE]
The voices below are preset as the USER VOICEs:

USER VOICE No.	1	2	3	4
Voice Name	SYNTH BRASS	CELESTA	VIOLIN	ELEC. BASS

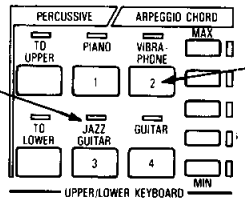
When PACK data is transferred to the Electone, however, USER VOICEs 1 to 4 may be replaced by other voices. (➡page 25)

PERCUSSIVE/ARPEGGIO CHORD



In the PERCUSSIVE/ARPEGGIO CHORD section, the same buttons are used to either to choose the PERCUSSIVE voice to be used at the upper or lower keyboard, or to choose the ARPEGGIO CHORD accompaniment pattern. (The Percussive and Arpeggio Chord features cannot both be used at the same time.)

The voice names above the buttons represent PERCUSSIVE voices, and are not used by the ARPEGGIO CHORD feature.



These numbers represent ARPEGGIO CHORD patterns, and are not used by the PERCUSSIVE feature.

When either TO UPPER or TO LOWER is on: A percussive voice can be sounded from the corresponding Keyboard. (➡pages 10, 11)
When both TO UPPER and TO LOWER are off: An Arpeggio chord pattern can be sounded from the lower Keyboard. (➡page 22)

[Switching Between PERCUSSIVE and ARPEGGIO CHORD]
When you switch from the PERCUSSIVE feature to the ARPEGGIO CHORD feature, the lamps which had been lit for the ARPEGGIO CHORD feature before the PERCUSSIVE feature was selected will light up again. (The lamp status similarly changes when switching from the ARPEGGIO CHORD feature to the PERCUSSIVE feature.)

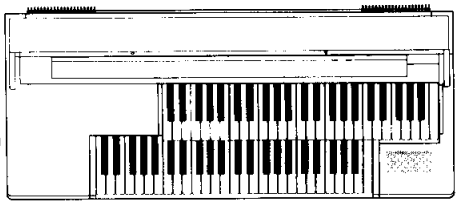
[Additional Information]
- A PERCUSSIVE voice cannot simultaneously be sounded from both the upper and lower keyboards.

2. Call a Registration by a One-Touch Operation

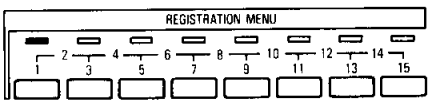
The registrations of various musical genres can be called to the Electone's panel by a one-touch operation.

REGISTRATION MENU (HE-6)

➡For details on the HE-8 REGISTRATION MENU, see page 28.



1 Press one of the buttons in REGISTRATION MENU.



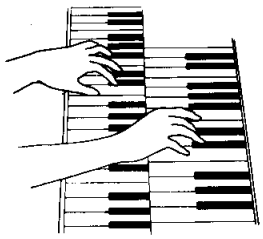
That registration will now be set up on the control panel (including voices on each keyboard, volumes, rhythm selection, effects and A.B.C.)

[Altering a Preprogrammed Registration]
When using the REGISTRATION MENU, any registration may be altered to any extent by simply changing the selected controls. In fact, you may want to store the "altered" Registration as new registrations in the Registration Memory.

[Additional Information]
- The REGISTRATION MENU not only uses the sounds normally available on the control panel, but in some cases, the sounds from the VOICE MENUs that have been transferred to the "grey" buttons. (➡page 12)

2 ...and you're ready to play!

Start the auto rhythm, and start playing.
To choose a registration at the top row of REGISTRATION MENU, simultaneously press the two adjacent buttons below. Both lamps will light up and the registration of the upper number will be set at the panel. (To choose 8, for example, press the 7 and 9 buttons at the same time.)



[The preset sounds]

REGISTRATION MENU	Music Style	Rhythm used
1	March/Polka	MARCH
2	Pipe organ	(8 BEAT 1)
3	Woodwind ensemble	MARCH
4	Jazz organ	BALLAD
5	Jazz combo 1	SWING
6	Jazz combo 2	BOSSANOVA
7	Big band 1	SWING
8	Big band 2	BALLAD

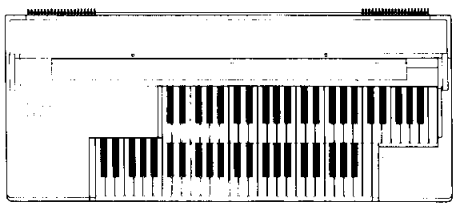
REGISTRATION MENU	Music Style	Rhythm used
9	Country	COUNTRY
10	String ensemble	WALTZ
11	Pops ensemble 1	8 BEAT
12	Pops ensemble 2	SALSA
13	Pops ensemble 3	SAMBA
14	Contemporary 1	16 BEAT
15	Contemporary 2	DISCO

3. Using Effects for an Even Richer Sound

You can add a gradual fade-out effect or greater expansiveness to a voice by using such effects as Vibrato, Sustain, Tremolo, and Symphonic.

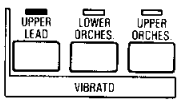
VIBRATO (HE-6)

➡For information on the Vibrato effect of HE-8, see page 35.



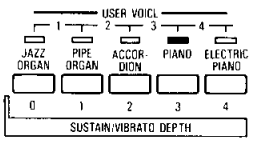
You can control how the Vibrato effect will be applied to the LEAD and ORCHESTRAL VOICES sections.

1 Let's try changing the Vibrato effect for the Lead Voice. First, choose the Lead Voice. Next, turn on the UPPER LEAD button in the VIBRATO section. Any number of VIBRATO buttons can be turned on.

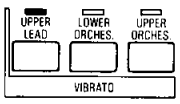


2 Set the Vibrato Depth. While depressing one button out of SUSTAIN/VIBRATO DEPTH 0 to 4 ❶, press the UPPER LEAD button in the VIBRATO section ❷.

The UPPER LEAD lamp ❷ flashes to indicate that the Vibrato Depth has been set to the value indicated at ❶. Select 0 to cancel the Vibrato effect, or 4 to obtain the maximum Vibrato Depth.



❶



❷

3 Try playing the upper keyboard.

The Vibrato effect is applied according to the selected depth. The Vibrato effect for an Orchestral Voice of the upper and lower keyboards can also be set using the same procedure.

[The Vibrato Data You Set Will be Memorized]
You can obtain the set Vibrato effect at any time by turning on the panel VIBRATO button corresponding to the desired voice section.

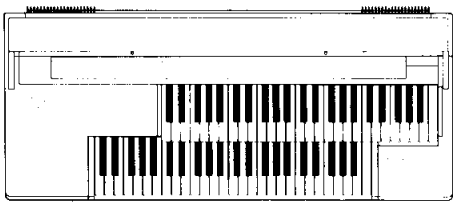
[Checking the Vibrato Depth]
While a VIBRATO button is depressed, the lamp of one of the SUSTAIN/VIBRATO DEPTH buttons will light up. The lit lamp indicates the Vibrato Depth setting for the VIBRATO button being pressed.

[Regarding the Vibrato Effect]
The Vibrato effect will be applied to certain voices.

[Saving Up Your Vibrato Data]
The Vibrato data that you have set by the SUSTAIN/VIBRATO DEPTH buttons will be saved (for at least one week) even if you turn off the Electone's POWER switch or turn off the panel's VIBRATO buttons.

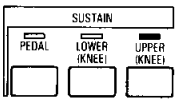
SUSTAIN (HE-6)

➡For information on the Sustain effect of HE-8, see page 36.



You can control how the Sustain effect will be applied to the various keyboards.

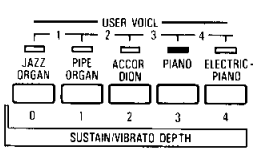
1 Let's try changing the Sustain effect for the upper keyboard. First, choose a voice from ORCHESTRAL VOICE (UPPER KEYBOARD). Next, turn on the UPPER (KNEE) button in the SUSTAIN section.



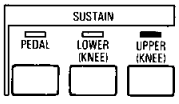
The Sustain effect can be simultaneously applied to any keyboards. (It cannot, however, be applied to the Lead Voice.)

2 Set the Sustain Length. While depressing one button out of SUSTAIN/VIBRATO DEPTH 0 to 4 ❶, press the UPPER (KNEE) button in the SUSTAIN section ❷.

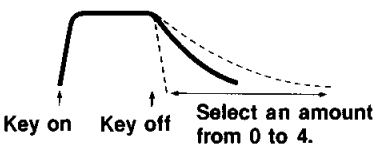
The UPPER (KNEE) lamp ❷ flashes to indicate that the Sustain Length has been set to the value indicated at ❶.



❶



❷



3 Try playing the upper keyboard.

When you release the keys, a gradually fading Sustain effect of the selected length is applied to each note. The Sustain effect for the lower and pedal keyboards can also be set in the same way.

[The Sustain Length]
The higher the number of the SUSTAIN/VIBRATO DEPTH button you select, the longer the notes are sustained after you release the keys.

[Control by the Knee Lever]
Instead of using the SUSTAIN buttons, you can also control the ON/OFF status of the Sustain effect for the upper and lower keyboards by using the Knee Lever (located underneath the manual keyboard unit). This feature is convenient when, for example, you wish to apply the Sustain effect only during specific parts of a performance.
(Vertical position)
The Sustain effect will not be applied.
(Press rightward)
As long as the lever is being pressed, notes of the keyboard for which a panel SUSTAIN button is turned on will be sustained.
(Folded up)
The Sustain effect is constantly applied to any keyboard for which a panel SUSTAIN button is turned on.

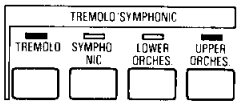
[Checking the Sustain Length]
While a SUSTAIN button is depressed, the lamp of one of the SUSTAIN/VIBRATO DEPTH buttons will light up. The lit lamp indicates the Sustain Length setting for the SUSTAIN button being pressed.

TREMOLO/SYMPHONIC

The Tremolo/Symphonic effect can be applied to the ORCHESTRAL VOICES of the upper and lower keyboards.

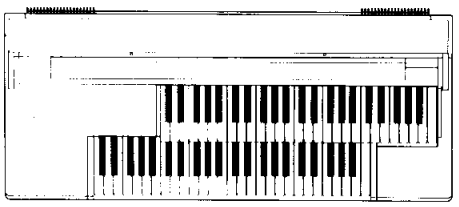
1 Choose an ORCHESTRAL VOICE for the upper or lower keyboard.

2 Turn on the UPPER ORCHES. or LOWER ORCHES. button of the TREMOLO/SYMPHONIC section.

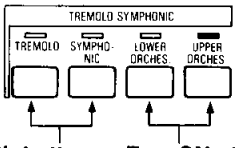


3 Turn on the TREMOLO or SYMPHONIC button, then try playing the corresponding keyboard.

TREMOLO: The notes are provided with a trembling, expansive sound. TREMOLO is particularly effective when applied to Combination voices.
SYMPHONIC: A rich sound is created which resembles the performance of a symphony. SYMPHONIC is particularly effective when applied to a STRINGS or VOCAL voice.



[The CHORUS Effect]
By turning off both the TREMOLO and SYMPHONIC buttons, you can add a Chorus effect which is a slower version of the TREMOLO effect.



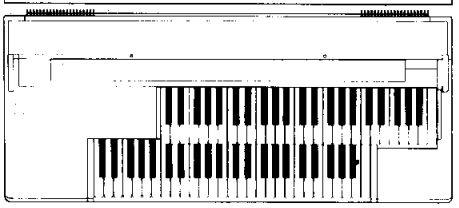
Both buttons are OFF. **Turn ON at least one button.**

[Additional Information]
The Tremolo and Symphonic effects are electronically interlocked and cannot be used simultaneously at the same voice section.

REVERB (HE-8 only)

REVERB adds a somewhat echo-like effect to the sound, giving the impression of a performance in a concert hall.

Press a REVERB button to set the length of reverberation.
The Reverb Length can be set to one of five levels. Press the top button (MAX) for the longest reverberation, or press the bottom button (MIN) to cancel the Reverb effect.

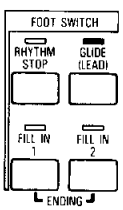


[The Applicable Range of REVERB]
The Reverb effect can be added to any voice in any voice section and to any Arpeggio Chord voice. It cannot be applied to the sounds of the rhythm or Keyboard Percussion.

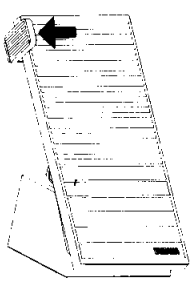
GLIDE (LEAD)

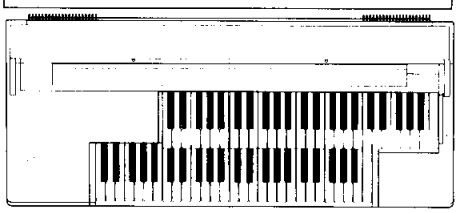
This effect lets you temporarily lower the pitch of the Lead Voice by a half step, then gradually restore its normal pitch. (It is controlled by the Foot Switch)

1 Choose the Lead Voice, then turn on the GLIDE (LEAD) selector at the FOOT SWITCH section.
This sets the Foot Switch so that it controls the ON/OFF status of the Glide effect.



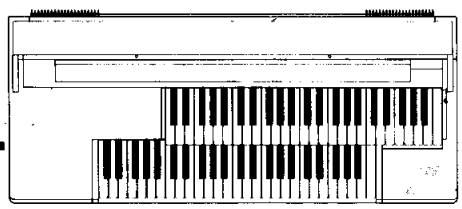
2 While you play the upper keyboard to produce the Lead Voice sound, press the Foot Switch to the left.
When you press the Foot Switch, the pitch of the Lead Voice is lowered by a half step; when you release the Foot Switch, its normal pitch is gradually restored. (Use of the Glide effect enables you to expressively recreate the sliding techniques used for a trombone, violin (fiddle), or guitar.)





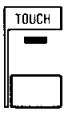
[The Glide Effect]
- While the Glide effect is being applied, the Vibrato effect which has been set for the LEAD VOICES becomes inactive.
- The Glide effect can also be applied to any VOICE MENU voice which has been transferred to a grey button in the LEAD VOICES section.

TOUCH



While this button is on, the volume and timbre of notes played on the upper and lower keyboards can be subtly changed according to the pressure with which you press the keys.

1 Turn on the TOUCH button.



2 Try playing the upper and lower keyboards while varying the amount of pressure you apply to the keys.

Initial Touch: The sound is controlled according to the pressure (velocity) at which the upper or lower keys are initially pressed. The harder you initially strike the keys, the louder and brighter the voice will sound.

After Touch: The sound is controlled by subsequent pressure applied on the upper keys after they are initially pressed. The farther you subsequently press the keys, the louder and brighter the voice will sound. (After Touch cannot be used to control PERCUSSIVE voices or percussive-type BASS VOICES.)

[Using the Touch Feature]

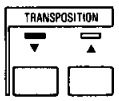
- While using the Keyboard Percussion feature, the volume of the percussion instruments can be controlled by your Initial Touch when pressing keys on the lower keyboard regardless of the ON/OFF status of the panel TOUCH button.
- The Touch feature can also be used with any VOICE MENU voice which has been transferred to a grey button in any voice section.
- The way in which the voices are controlled by the Touch feature will vary with the voice.

TRANSPOSITION (HE-6)

➡For information on the Transposition feature of HE-8, see page 37.

This feature lets you raise or lower the key of the entire Electone by a half-octave in half-step units.

1 Press the ▼ or ▲ button to change the key.



▼ button: Lowers the key a half-step each time it is pressed. In case the Normal Key is "C" and the Transposition function has not been used, the keys that can be achieved with each press of the ▼ button are as follows: (Maximum of six steps)

Normal Key	▼×1	▼×2	▼×3	▼×4	▼×5	▼×6
C	B	B♭(A♯)	A	A♭(G♯)	G	G♭(F♯)

▲ button: Raises the key a half-step each time it is pressed. In case the Normal Key is "C", the keys that can be achieved with each press of the ▲ button are as follows: (Maximum of six steps)

Normal Key	▲×1	▲×2	▲×3	▲×4	▲×5	▲×6
C	C♯ (D♭)	D	D♯ (E♭)	E	F	F♯ (G♭)

2 Press the ▼ and ▲ buttons simultaneously to return to Normal Key.

Both lamps will go off, indicating that the Normal Key has been restored.

NOTE: You can also restore the Normal Key by switching the POWER switch to OFF and then to ON.

[Regarding the Use of Transposition]

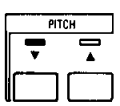
- The Transposition setting cannot be memorized in REGISTRATION MEMORY. When you wish to change the key during a song, press the ▼ or ▲ button at the moment you wish to change keys to achieve your desired key.
- The currently set Transposition data can be transferred to a RAM Pack for storage.
- When the ▼ or ▲ button is pressed, its lamp will not always light up. If the currently set key is lower than Normal Key, the ▼ button will remain lit; if it is higher than Normal key, the ▲ button will remain lit. Therefore, the lamp of the ▼ button may remain lit even if you press the ▲ button.

PITCH (HE-6)

➡For information on the Pitch feature of HE-8, see page 37.

Use this feature to finely adjust the pitch of the entire Electone.

1 Press the ▲ or ▼ button to change the pitch.



▼ button: Each time this button is pressed, the pitch is slightly lowered. (When A_3 equals 440 Hz, the pitch can be lowered by four steps maximum at approximately 0.3 Hz per step.)

▲ button: Each time this button is pressed, the pitch is slightly raised. (When A_3 equals 440 Hz, the pitch can be raised by 15 steps maximum at approximately 0.3 Hz per step.)

2 To restore Normal Pitch, simultaneously press the ▲ and ▼ buttons.

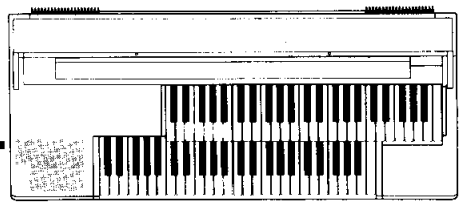
Both lamps will go off to indicate that the normal pitch has been restored. (The Normal Pitch will also be restored if the POWER switch is turned off.)

[Using the PITCH Feature]

- The current Pitch setting will not be memorized in Registration Memory and also cannot be transferred to a RAM Pack for storage.
- When the ▲ or ▼ button is pressed, the lamp of the pressed button may not always light. If the currently set pitch is below normal pitch, the lamp of the ▼ button will remain lit; if it is above normal pitch, the lamp of the ▲ button will remain lit. Even if the ▼ button is pressed, therefore, the lamp of the ▲ button may remain lit in certain cases.

4. Adding Rhythm

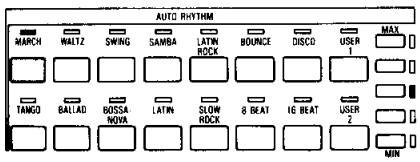
The Auto Rhythm feature automatically produces various rhythm patterns.



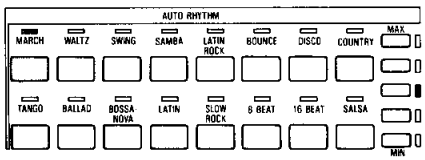
AUTO RHYTHM

1 Choose a rhythm pattern.

With HE-8, 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.



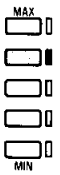
[HE-8]



[HE-6]

2 Set the volume level.

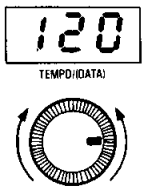
The volume can be set to one of five levels.



(Maximum)
(Moderately high volume)
(Medium volume)
(Moderately low volume)
(No sound is produced)

3 Set the tempo.

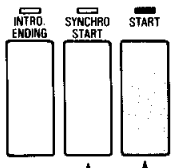
When the TEMPO control is turned to the right, the displayed value increases and the tempo speeds up (maximum: 240).



When turned to the left, the displayed value decreases and the tempo slows down (minimum: 40)

The tempo you set appears on the TEMPO display. (The displayed values correspond to the numbers of a metronome.)

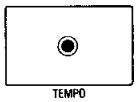
4 Turn the rhythm on.



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 is located between the PERCUSSIVE/ ARPEGGIO CHORD section and the BALANCE section. It flashes in time with the tempo that has been set by the TEMPO Control.



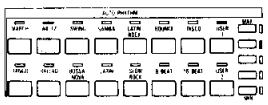
- **Once the rhythm has been started:** The lamp will flash at the first beat (downbeat) of each measure. Check this lamp when you wish to start your performance in time with the rhythm.
- **When the SYNCHRO START button is on but the rhythm has not been started yet:** The lamp will flash at every fourth quarter note. 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] (HE-8 only)
For the two grey buttons labelled USER 1 and USER 2 on the right side of the HE-8's AUTO RHYTHM section, the below preset rhythm patterns are provided.

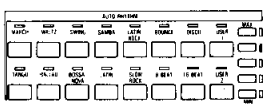
User Pattern No.	1	2
Rhythm Pattern Name	WALTZ VARIATION	16-BEAT 1

When PACK data is transferred to the Electone, however, USER patterns 1 and 2 may be replaced by other rhythm patterns. (➡page 25)

[Using a User Pattern] (HE-8 only)
If a USER pattern is chosen on HE-8, 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 (WALTZ VARIATION)



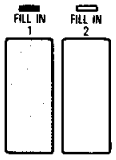
User Pattern 2 (16-BEAT 1)

[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 20)

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.

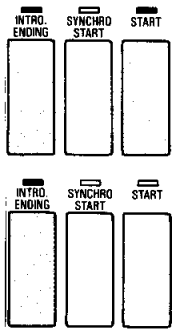


[Additional Information]
- Should you desire a longer Fill In pattern, hold down the FILL IN button.
- If you press the FILL IN button before starting the rhythm, the Fill In pattern will act as an intro.

INTRO./ENDING

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

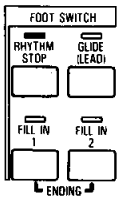
2 When you are almost finished with a song, press the INTRO./ENDING button.
At the moment this button is pressed, an ending pattern (two measures maximum) is played. As soon as the ending pattern is completed, the rhythm will stop automatically.



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

FOOT SWITCH

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

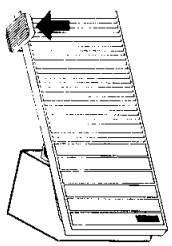


[Features Controlled by the Foot Switch]

RHYTHM STOP	Press the Foot Switch to stop the rhythm, and press it again to start the rhythm.
FILL IN 1	The FILL IN 1 pattern is sounded when the Foot Switch is pressed.
FILL IN 2	The FILL IN 2 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 15.

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.

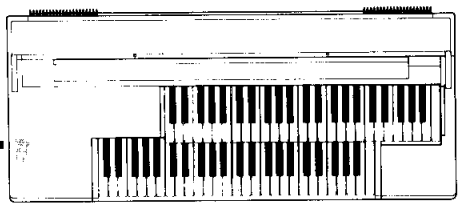


[The RHYTHM STOP feature of the Foot Switch]
When the rhythm is stopped by pressing the Foot Switch, the RHYTHM STOP lamp begins flashing and the rhythm is stopped. When the rhythm is restarted by pressing the Foot Switch once more, the lamp resumes its former lit status. In addition, if you turn on 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.

5. Producing the Sounds of Percussion Instruments

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

KEYBOARD PERCUSSION

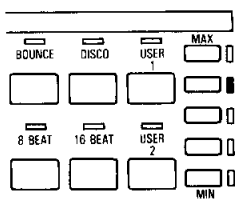


1 Set KEYBOARD PERCUSSION to ON.

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.



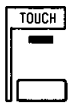
[HE-8]

3 Press keys on the lower and pedal keyboards.

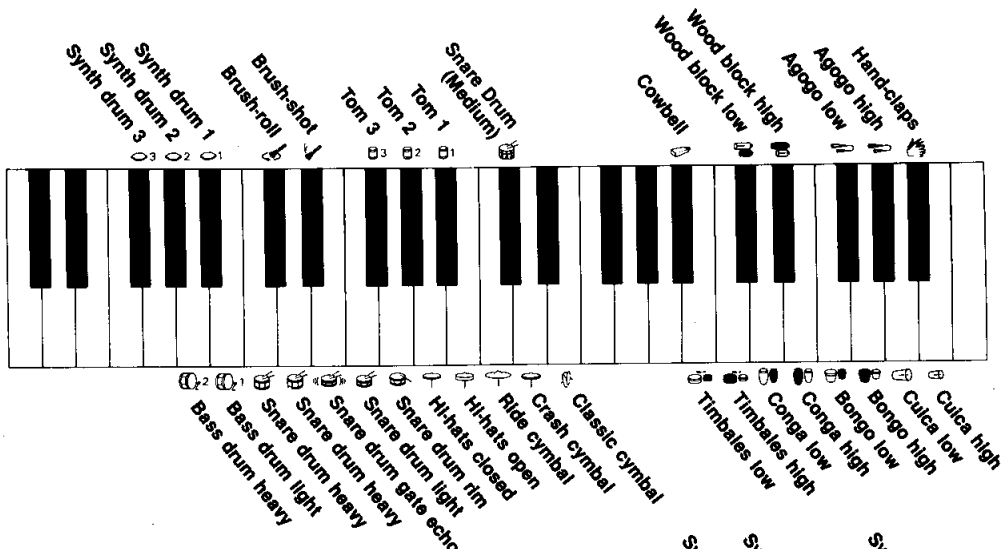
Regarding the correspondence between the keys of the lower and pedal keyboards with the percussion sounds, see the graphic images below the keys of the lower keyboard.

[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.

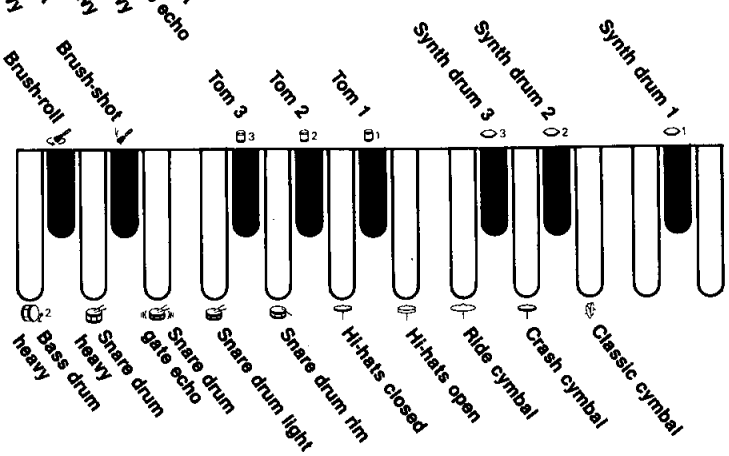
[Touch Control]
The volume of the percussion sounds can be finely controlled by your Initial Touch on the keys of the lower keyboard. This Initial Touch feature function operates regardless of the ON/OFF status of the panel TOUCH button.



[Relationship between the Lower Keyboard and Percussion]

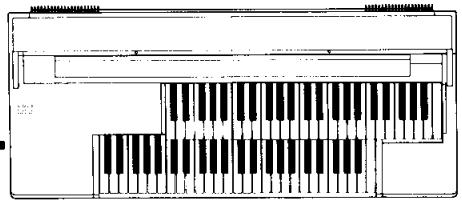


[Relationship between the Pedal Keyboard and Percussion]



6. 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.

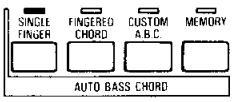


AUTO BASS CHORD

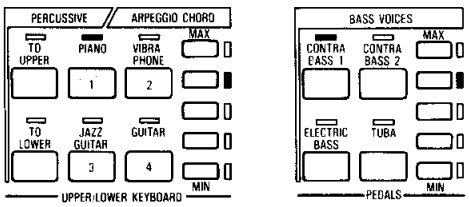
SINGLE FINGER

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.

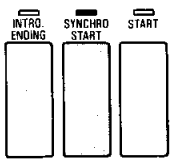


2 Choose an Arpeggio Chord pattern for the lower keyboard, choose a voice from the BASS VOICES for the pedal keyboard, then set their respective volume levels.

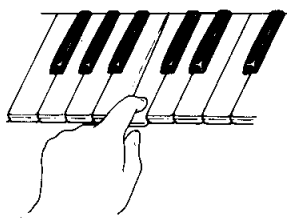


3 Select a rhythm. (➡page 17)

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.

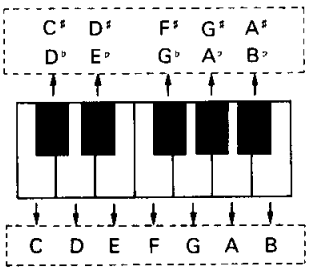


4 Press a key on the lower keyboard.



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]



[Playing Chords in Single Finger Mode]

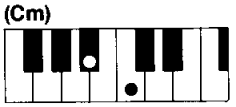
Sample Chords in the Key of C

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

(C)

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

(Cm)



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

(C_7)

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

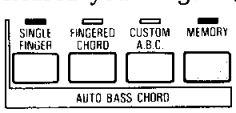
(Cm_7)

[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

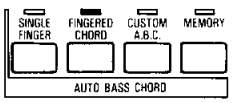
By turning on the MEMORY button, you can obtain a continuous automatic performance even after you have released your fingers (or foot) from the lower (or pedal) keyboard.



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.

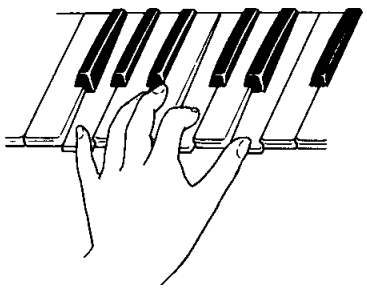
1 Press the button labeled FINGERED CHORD.



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.

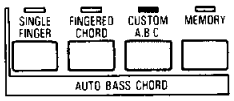
3 Select a rhythm. (➡page 17)
Once you've chosen a rhythm pattern, adjust the tempo to a comfortable speed and set your desired volume. If you use SYNCHRO START, the automatic accompaniment and rhythm will start when you play a chord on the lower keyboard.

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.

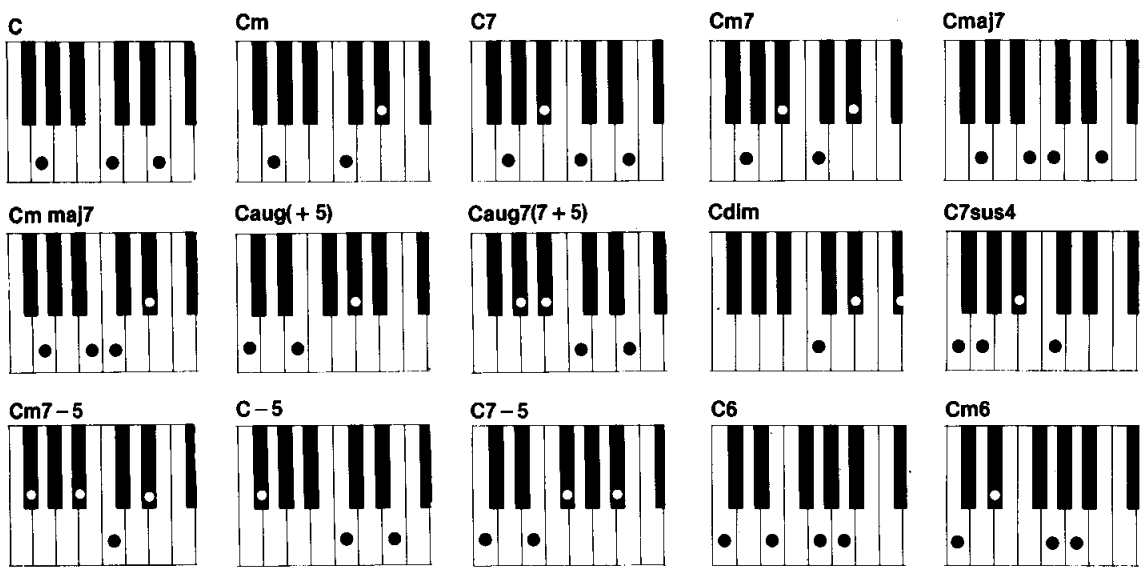
3) Select a rhythm.

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. (➡page 22.)
- 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.
- When using Custom A.B.C., the MEMORY button will be used to memorize only the bass accompaniment.

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.)



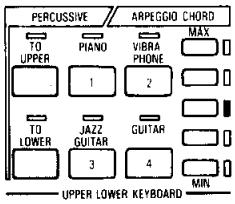
7. Choosing an Accompaniment Pattern

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

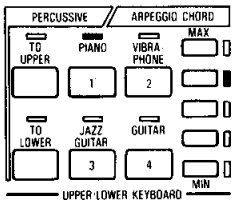
ARPEGGIO CHORD

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 12.



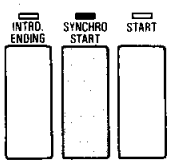
2 Choose an accompaniment pattern, then set its volume level.



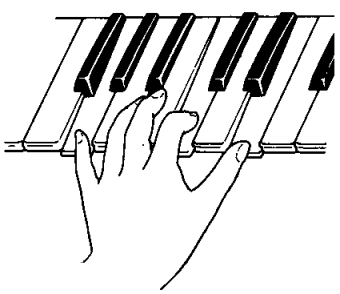
Patterns 1 and 2
Press one of these buttons to choose a rhythmic chord accompaniment that is synchronized with the rhythm.

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 selector is turned on, the Arpeggio Chord pattern will continue sounding even after you release the keys of the lower keyboard. (➡page 20.)

[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.

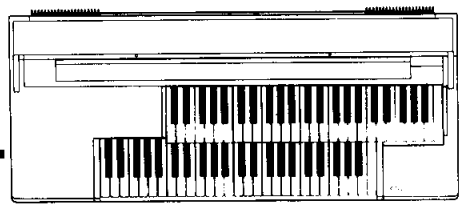
[Pattern Variation by Chord Type]
The Arpeggio Chord pattern will change according to the type of chord you press on the lower keyboard.

[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] (HE-8 only)
With HE-8, 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. (➡page 17)

8. Harmonizing the Melody

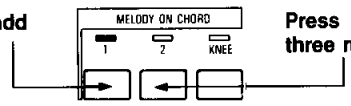
With this function, single note melodies are transformed into beautiful harmonies automatically, enhancing your playing even further.



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.

[HE-8]

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 10)

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 11)

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!

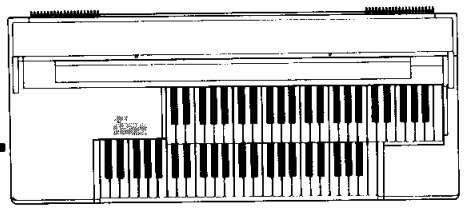
[Control by the Knee Lever] (HE-8 only)
When the KNEE button is on, the ON/OFF status of Melody On Chord can be controlled by the Knee Lever (located underneath the manual keyboard unit). When the KNEE button is on and the Knee Lever is in the vertical position, the Melody On Chord feature becomes inactive. 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.

9. 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

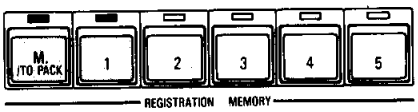
1 By using the control panel, set up your desired registration.

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.
- The pattern selection and volume level of ARPEGGIO CHORD.
- ON/OFF status of the KEYBOARD PERCUSSION buttons.
- AUTO BASS CHORD.
- MELODY ON CHORD.
- ON/OFF status of TOUCH.

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

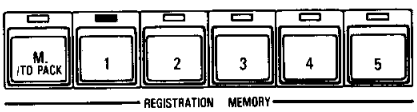
The lamp above the numbered button you pressed will flash briefly, indicating that this registration has been memorized here. Store your other favorite registrations in the same way, utilizing the remaining numbered buttons.



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 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] (HE-8 only)

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 (WALTZ VARIATION 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 25)

[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]

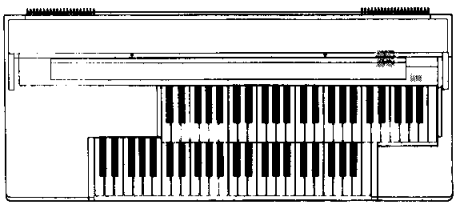
Even if the Electone is turned off, the data of Registration Memory will be stored by an internal back-up battery (for at least one week). If you leave the Electone turned off for longer than a week, however, the contents of the backed-up Registration Memory will be replaced by the data of the Basic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

10. Transferring Information to a Pack

It is possible for the information of Registration Memory and of C.S.P. (➡page 32/HE-8 only) 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)

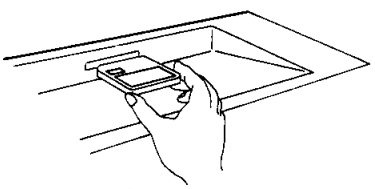
1 Memorize the desired information into Registration Memory (➡page 24) or C.S.P. (➡page 32/HE-8 only)

The following types of data can be transferred to a RAM Pack:

- All data of Registration Memory (➡page 24)
- All data of USER VOICES (➡pages 12, 29)
- All data of USER rhythm patterns (HE-8 only) (➡page 31)
- All data of C.S.P. (➡page 32)
- Transposition data (➡page 37)

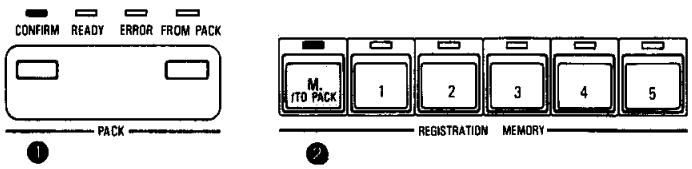
2 Insert a RAM Pack (RP-3) into the Electone.

With the label of the RAM Pack facing upward, 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.

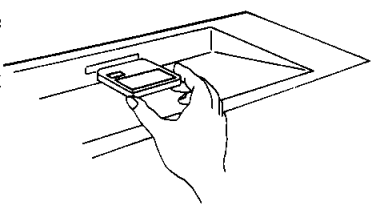
The TO PACK lamp will light up, begin flashing, and then go off, indicating that the Electone's data has been transferred to the RAM Pack. After the TO PACK lamp goes off, the RAM Pack may be removed.



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

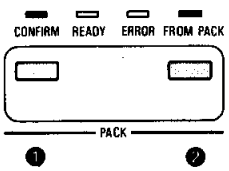
1 Insert the RAM Pack, which contains the transferred information, into the Electone.

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.

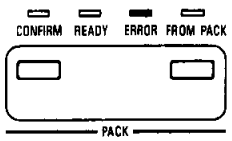


[MEMORY PROTECT]

If you wish to prevent the information that was transferred to the RAM Pack from being erased, set the MEMORY PROTECT switch of the RAM Pack to "ON". Even if you later unintentionally attempt a TO PACK operation, the information previously memorized into the RAM Pack will be protected without the new information being memorized. (The FROM PACK operation, however, can be executed.) Furthermore, if you wish to memorize new data onto the RAM Pack at a later time, just return the MEMORY PROTECT switch to "OFF".

[If the ERROR lamp flashes]

In the following cases, the red ERROR lamp will flash for about one second and the alarm will sound three times. Please check that you are using the proper operating procedures.



- When an unused RAM Pack is first inserted into the Electone. (In this case, press the CONFIRM button then perform the TO PACK operation.)
- When the Pack is not completely inserted.
- When a TO PACK operation is attempted while the MEMORY PROTECT switch of the RAM Pack is set to "ON".
- When the information memorized in the RAM Pack is for an Electone of a different model or for an Electone that is not of the HS Series.

[Precautions on RAM Pack Use]

- When a TO PACK operation is performed, the previously stored information in that RAM Pack is erased and written over with the new information. When the FROM PACK operation is performed, the previously stored information in the Electone is erased and written over with the information from the RAM Pack.
- When transferring information memorized in a RAM Pack back to an Electone, be sure that an Electone of the same model is being used (unless you are transferring the data of an HS Series Electone).

[Power-ON Reset Operation]

After replacing the User Voices and Registration Memory at HE-8/HE-6 and/or the User patterns of HE-8 with the data from HS Electone by performing a FROM PACK operation, you can restore the preset data of HE-8 or HE-6 by performing the operation below:

1. Turn off the POWER switch.
2. While depressing either the leftmost button on the HE-8 MULTI-MENU or the leftmost JAZZ ORGAN button on the HE-6 VOICE MENU, turn the POWER switch back on.

Please note that this operation will restore the preset data of the Registration Memory, User Voices, and User Patterns. If you wish to save this data, transfer it to a RAM Pack before performing the Power-ON Reset operation.

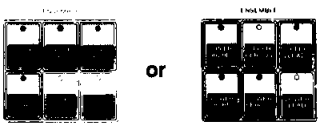
Exchanging Data with HS Electone Using a RAM Pack

The HE-8 and HE-6 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 and of the rhythm USER PATTERNS 1 and 2 can be transferred.)

HS-5 Data➡HE-8/HE-6

HE-8 and HE-6 do not have an ENSEMBLE section. Before memorizing a registration at HS-5, therefore, be sure to set its ENSEMBLE section as shown below.

☐ is ON
☐ is OFF



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

▶ 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-8 or HE-6, the ARPEGGIO CHORD feature of HE-8 or HE-6 will be turned on.

HE-8/HE-6 Data➡HS-5

HS-5 does not have a Disable (D.) button. Before memorizing a registration to the Registration Memory of HE-8 or HE-6, therefore, be sure to turn off the Disable (D.) button.

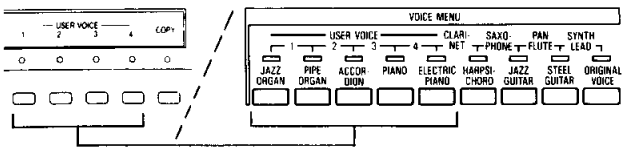
▶ At HS-5, the panel registration will be set as if the Disable (D.) button were off.

▶ When the data of HE-8 or HE-6 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-8 or HE-6. (The data transferred from HE-8/HE-6 to HS-5 differs from the data transferred from HS-5 to HE-8/HE-6.)

User Voices and User Patterns

User Voices of HS-5 can be used by HE-8 and HE-6

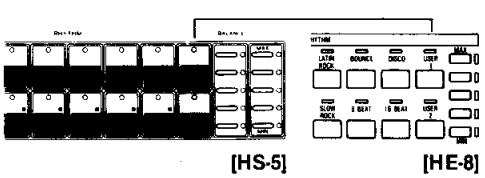
Although USER VOICES 1 to 4 in the VOICE MENU of HE-8 and HE-6 contain preset voices (➡page 12, 29), User voices which have been edited and memorized using the Voice Edit functions at HS-5 can be transferred via a RAM Pack and used by HE-8 and HE-6. In addition, by using the Voice Edit functions to edit voices on the HS-5 VOICE MENU and memorizing them as User voices at HS-5, such voices can also be used by HE-8 and HE-6.



[HS-5] [HE-6]

User Patterns of HS-5 can be used by HE-8

Although the USER patterns (USER 1 and USER 2) of HE-8 contain preset patterns (➡page 17), 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-8. 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-8.



[HS-5] [HE-8]

[VOICE MENU Voices that are Assigned to Grey Buttons]

Any VOICE MENU voice which does not exist on HE-8 or HE-6 and has been assigned to a grey button at HS-5 will not be transferred to HE-8 or HE-6. (However, COMBI. 1, PIPE ORGAN 1, and ELECTRIC PIANO 1 of HS-5 will be respectively transferred to HE-8 and HE-6 as JAZZ ORGAN, PIPE ORGAN, and ELECTRIC PIANO.)

[The Vibrato Effect]

During a data transfer from HS-5 to HE-8/HE-6, the Delay and Speed settings of User Vibrato for a Lead Voice at HS-5 will be transferred to HE-8 or HE-6. After the Vibrato data of HS-5 is transferred to HE-8 or HE-6, if you wish to restore the preset Vibrato effect at HE-8 or HE-6, press the UPPER LEAD button in the HE-8 or HE-6 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-8 or HE-6 as follows: (Please note the differences indicated by the asterisk.)

(HS-5)	(HE-8 or HE-6)
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)

[Data that is Only Transferred but not Used]

- Although the following data of HS-5 cannot be used by HE-8 and HE-6 for performances, it will be transferred into the memory of HE-8 or HE-6: 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-8 or HE-6 as a result of transferring data from HS-5 to HE-8/HE-6 can later be returned to HS-5 by transferring the HE-8/HE-6 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-8 or HE-6.

[Auto Bass Chord]

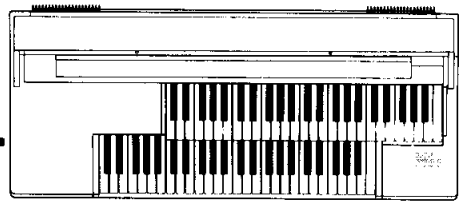
In case of transferring data from HS-5 to HE-8/HE-6, the LOWER and PEDAL data of the MEMORY feature on the HS-5 MULTI-MENU will not be transferred.

11. Using Various Voices from a Pack

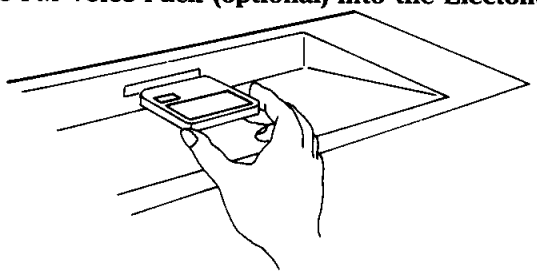
By copying the data of an FM Voice Pack (optional) to the Electone, you can expand the range of voices which can be used at HE-6.

FM VOICE PACK (HE-6)

➡For details on the FM Voice Pack of HE-8, see page 30.



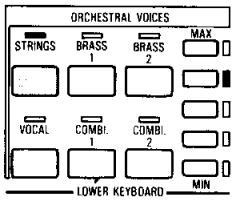
1 Insert the FM Voice Pack (optional) into the Electone.



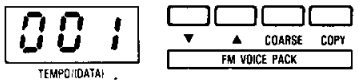
Gently but firmly insert the optional FM Voice Pack with its label facing upward. The green READY lamp will light up and "SEL" (meaning "SELECT") will appear on the display.

2 Press one of the voice buttons at the panel.

This step determines the voice button and voice section you wish to use for checking the sound of the Pack voice to be copied. Set the volume level for the selected section. Although the FM Voice Pack contains the data of multiple voices, this step allows you to copy the data of one voice.



3 Choose the number of the Pack voice you wish to copy.



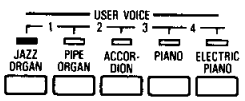
Look at the voice list provided with the FM Voice Pack and check the number of the Pack voice (Nos. 1 to 128) you wish to copy. Next, press the DATA button until the desired number appears on the right side of the TEMPO display.

▲	Each time this button is pressed, the displayed number is increased by one.
▼	Each time this button is pressed, the displayed number is decreased by one.
COARSE	If you press the ▲ or ▼ button while pressing this button, the displayed number will increase or decrease by 10.

4 Listen to the selected Pack voice and decide if you wish to actually copy that voice to the Electone.

When you press keys on the keyboard corresponding to the voice button you pressed in Step 2, the selected Pack voice will be sounded. Listen to its sound to make sure you want to copy it to the Electone.

5 While pressing the COPY button, press a numeric button in the USER VOICE section to copy the selected Pack voice.



If necessary, repeat Steps 2 through 5 to select and copy other voices in the FM Voice Pack to other USER VOICE buttons.

[How to Sound a Copied FM Voice Pack Voice]

Before a copied FM Voice Pack voice can be sounded, it must be assigned to a grey button in a voice section at the Electone's panel. While pressing the USER VOICE button to which the Pack voice was copied, press a grey voice button. The grey button's lamp will light up to indicate that the Pack voice has been assigned to it. To sound the assigned Pack voice, turn on the that grey button, set its volume level, then play the corresponding keyboard.

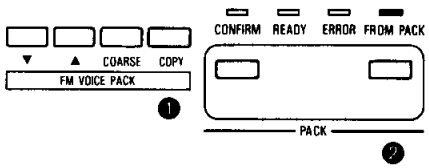
[Transferring the FM Voice Pack Data to a RAM Pack]

After you have copied voice data of an FM Voice Pack to USER VOICE buttons at the Electone, you can perform a TO PACK operation to transfer that User voice data to a RAM Pack.

[Partial Copying of Voice Data from or to a RAM Pack]

After you have transferred Registration Memory data to a RAM Pack, you can later copy only the User voice data back to the Electone.

With the RAM Pack inserted in the Electone, press the COPY button ❶ while pressing the FROM PACK button ❷. Only the User voice data will be copied back to the Electone.



And if you press the TO PACK button while pressing the COPY button, only the User Voice data can be copied to the RAM Pack.

[Receiving Voice Data via MIDI]

Besides copying the voice data of an FM Voice Pack and assigning it to USER VOICE, it is also possible to create voice data using an external input device, such as a personal computer, and to receive that data at the Electone. The voice data received at the Electone will be directly assigned to the USER VOICE buttons.

[Additional Information]

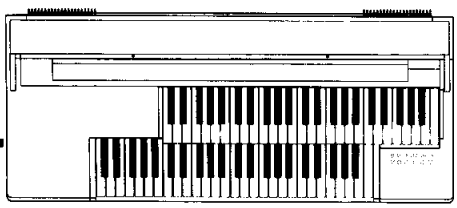
When you are choosing a voice number, if 128 appears on the TEMPO display and you press either the ▲ button or the coarse and ▲ buttons, an alarm will sound and voice number will remain at 128. Similarly, if 1 is displayed and you press either ▼ button or the COARSE and ▼ buttons, the voice number will remain at 1.

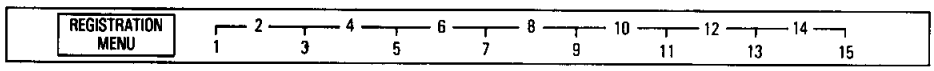
1. Call a Registration by a One-Touch Operation

This menu page offers 15 preprogrammed registrations that can be used directly from the MULTI-MENU, all available at the touch of a button.

REGISTRATION MENU (HE-8)

➡For details on the HE-6 REGISTRATION MENU, see page 13.

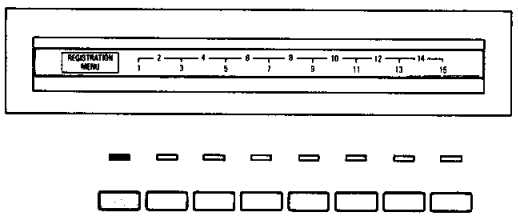




[Altering a Preprogrammed Registration]
When using the REGISTRATION MENU, any registration may be altered to any extent by simply changing the selected controls. In fact, you may want to store the "altered" Registration as new registrations in the Registration Memory.

[Additional Information]
- The REGISTRATION MENU not only uses the sounds normally available on the control panel, but in some cases, the sounds from the VOICE MENUs that have been transferred to the "grey" buttons. (➡page 29)

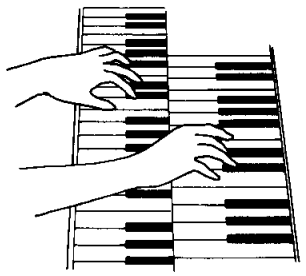
1 Press one of the buttons in REGISTRATION MENU.



That registration will now be set up on the control panel (including voices on each keyboard, volumes, rhythm selection, effects and A.B.C.)

2 ...and you're ready to play!

Start the auto rhythm, and start playing.
To choose a registration at the top row of REGISTRATION MENU, simultaneously press the two adjacent buttons below. Both lamps will light up and the registration of the upper number will be set at the panel. (To choose 8, for example, press the 7 and 9 buttons at the same time.)



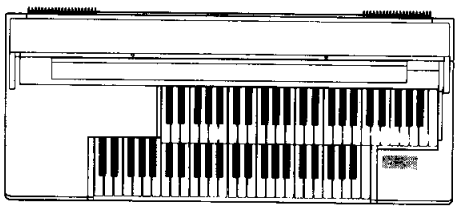
[The preset sounds]

REGISTRATION MENU	Music Style	Rhythm used
1	March/Polka	MARCH
2	Pipe organ	(8 BEAT 1)
3	Woodwind ensemble	MARCH
4	Jazz organ	BALLAD
5	Jazz combo 1	SWING
6	Jazz combo 2	BOSSANOVA
7	Big band 1	SWING
8	Big band 2	BALLAD

REGISTRATION MENU	Music Style	Rhythm used
9	Country	COUNTRY
10	String ensemble	WALTZ
11	Pops ensemble 1	8 BEAT
12	Pops ensemble 2	SALSA
13	Pops ensemble 3	SAMBA
14	Contemporary 1	16 BEAT
15	Contemporary 2	DISCO

2. Calling VOICE MENU Voices to the Panel

The voices on the VOICE MENUs (23 preset voices and 4 User voices) can be assigned to any grey button in any voice section for use.



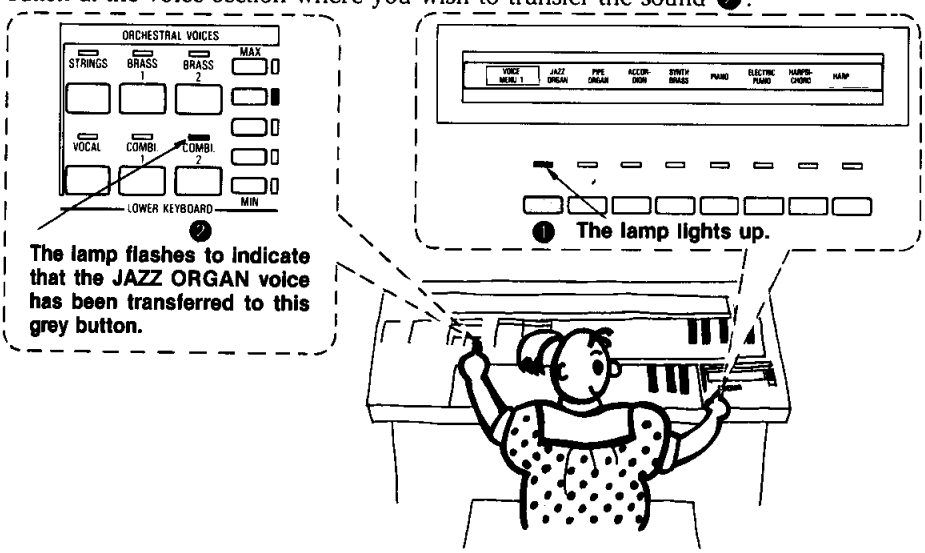
VOICE MENU (HE-8)

➡For details on the HE-6 VOICE MENU:, see page 12.

VOICE MENU 1	JAZZ ORGAN	PIPE ORGAN	ACCOR-DION	SYNTH BRASS	PIANO	ELECTRIC PIANO	HARPSI-CHORD	HARP
VOICE MENU 2	JAZZ GUITAR	STEEL GUITAR	MARIMBA	CELESTA	TIMPANI	CHIME	VIOLIN	HARMO-NICA
VOICE MENU 3	PICCOLO	CLARINET	SAXO-PHONE	PAN FLUTE	SYNTH LEAD	COMBI. BASS	ELECTRIC BASS	ORIGINAL VOICE

How to Assign a Voice

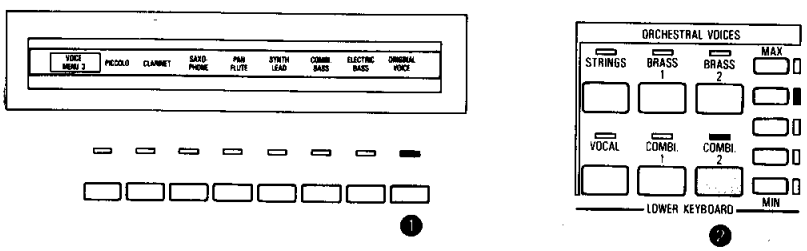
While pressing the button of the desired voice on the VOICE MENU ❶, press the grey button at the voice section where you wish to transfer the sound ❷.



How to Restore a Panel Voice

While pressing the ORIGINAL VOICE button ❶, press the grey button at which you wish to restore the panel voice ❷.

When the above step is performed, the assigned voice will be cancelled and the voice displayed above that grey button (COMBI. 2) will be restored.



[To Transfer a VOICE MENU Voice to the PERCUSSIVE Section]

Before transferring the VOICE MENU voice to the grey button in the PERCUSSIVE section, be sure to turn on the TO UPPER or TO LOWER button.

[Checking the Transferred Voices]

When you press the grey button in a voice section, the lamp of the VOICE MENU voice that was transferred to that grey button lights up, so you can check which voice was transferred.

If no voice from the VOICE MENU has been transferred to that grey button, the lamp of the ORIGINAL VOICE button lights up.

[The USER VOICE Section]

The number buttons 1-4 of the USER VOICE section are preset with four types of COSMIC voices (image sounds).

- Each of the preset voices can be used after being assigned to a grey button in one of the panel voice sections, using a procedure similar to that for assigning a voice from the VOICE MENUs.
- When PACK data is transferred to the Electone, however, USER VOICEs 1 to 4 may be replaced by other voices. (➡page 26)

[Additional Information]

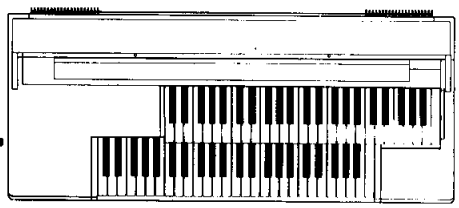
- The voices transferred to grey buttons can be memorized in the C.S.P. and REGISTRATION MEMORY.
- The voices transferred to the grey buttons can be stored for at least a week without being erased even if the power is turned off.
- When VOICE MENU settings have been transferred to LEAD or BASS VOICES, they automatically become "monophonic" voices, meaning that only one note at a time can be played.
- The 23 voices can all be transferred to any desired voice section. Note, however, that due to differences in the preprogrammed vibrato effect for each voice, the sound of a transferred voice may give a somewhat different impression than intended when assigned to certain voice sections. In such a case, the original characteristics of that voice can be obtained by changing the Vibrato setting. (➡page 35)
- The same voice can also be transferred to the grey buttons in more than one section.

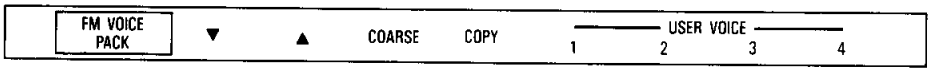
3. Using Various Voices from a Pack

By copying the data of an FM Voice Pack (optional) to the Electone, you can expand the range of voices which can be used at HE-8.

FM VOICE PACK (HE-8)

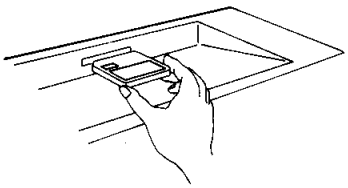
➡For details on the FM Voice Pack of HE-6, see page 27.





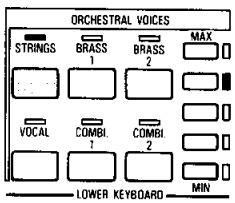
1 Turn to the FM Voice Pack page in the MULTI-MENU, then insert the FM Voice Pack (optional) into the Electone.

Gently but firmly insert the optional FM Voice Pack with its label facing upward. The green READY lamp will light up and "SEL" (meaning "SELECT") will appear on the display.



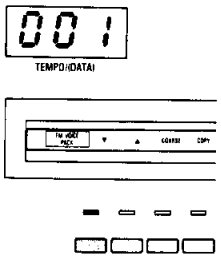
2 Press one of the voice buttons at the panel.

This step determines the voice button and voice section you wish to use for checking the sound of the Pack voice to be copied. Set the volume level for the selected section. Although the FM Voice Pack contains the data of multiple voices, this step allows you to copy the data of one voice.



3 Choose the number of the Pack voice you wish to copy.

Look at the voice list provided with the FM Voice Pack and check the number of the Pack voice (Nos. 1 to 128) you wish to copy. Next, press the DATA button until the desired number appears on the right side of the TEMPO display.



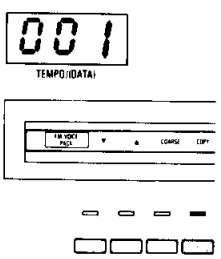
▲	Each time this button is pressed, the displayed number is increased by one.
▼	Each time this button is pressed, the displayed number is decreased by one.
COARSE	If you press the ▲ or ▼ button while pressing this button, the displayed number will increase or decrease by 10.

4 Listen to the selected Pack voice and decide if you wish to actually copy that voice to the Electone.

When you press keys on the keyboard corresponding to the voice button you pressed in Step 2, the selected Pack voice will be sounded. Listen to its sound to make sure you want to copy it to the Electone.

5 While pressing the COPY button, press a numeric button in the USER VOICE section to copy the selected Pack voice.

If necessary, repeat Steps 2 through 5 to select and copy other voices in the FM Voice Pack to other USER VOICE buttons.



[How to Sound a Copied FM Voice Pack Voice]

Before a copied FM Voice Pack voice can be sounded, it must be assigned to a grey voice button at the Electone's panel. While pressing the USER VOICE button to which the Pack voice was copied, press a grey voice button. The grey button's lamp will light up to indicate that the Pack voice has been assigned to it. To sound the assigned Pack voice, turn on that grey button, set its volume level, then play the corresponding keyboard.

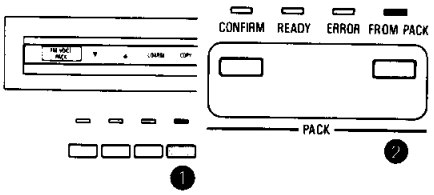
[Transferring the FM Voice Pack Data to a RAM Pack]

After you have copied voice data of an FM Voice Pack to USER VOICE buttons at the Electone, you can perform a TO PACK operation to transfer that User voice data to a RAM Pack.

[Partial Copying of Voice Data from or to a RAM Pack]

After you have transferred Registration Memory data to a RAM Pack, you can later copy only the User voice data back to the Electone.

With the RAM Pack inserted in the Electone, press the COPY button ❶ while pressing the FROM PACK button ❷. Only the User voice data will be copied back to the Electone.



And if you press the TO PACK button while pressing the COPY button, only the User Voice data can be copied to the RAM Pack.

[Receiving Voice Data via MIDI]

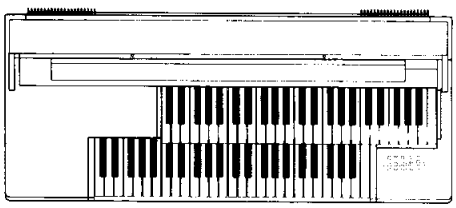
Besides copying the voice data of an FM Voice Pack and assigning it to USER VOICE, it is also possible to create voice data using an external input device, such as a personal computer, and to receive that data at the Electone. The voice data received at the Electone will be directly assigned to the USER VOICE buttons.

[Additional Information]

When you are choosing a voice number, if 128 appears on the TEMPO display and you press either the ▲ button or the coarse and ▲ buttons, an alarm will sound and voice number will remain at 128. Similarly, if 1 is displayed and you press either ▼ button or the COARSE and ▼ buttons, the voice number will remain at 1.

4. Calling RHYTHM MENU Patterns to the Panel

Various rhythm patterns can be transferred to any grey button in the RHYTHM section.

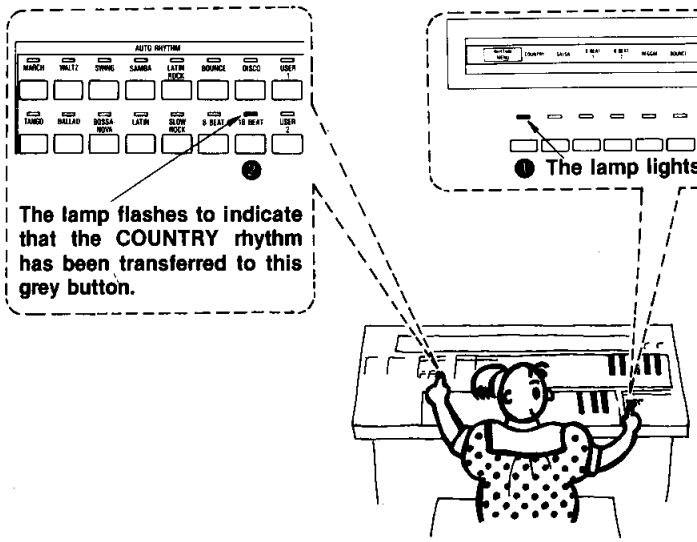


RHYTHM MENU (HE-8 only)

RHYTHM MENU	COUNTRY	SALSA	8 BEAT 1	8 BEAT 2	REGGAE	BOUNCE	16 BEAT	ORIGINAL PATTERN

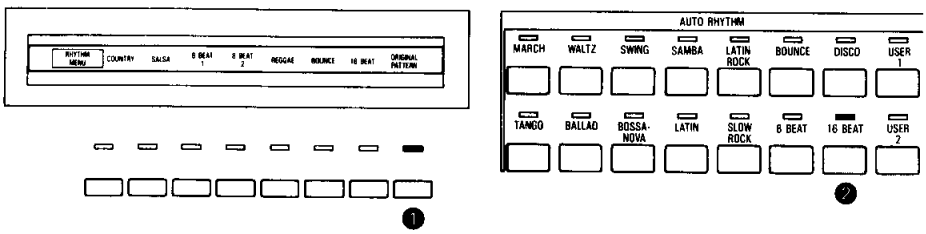
How to Assign a Pattern

While pressing the button of the desired pattern on the RHYTHM MENU ❶, press the grey button at the RHYTHM section ❷.



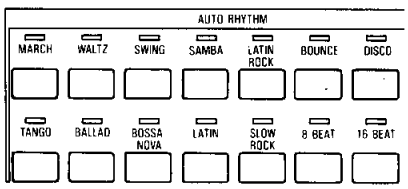
How to Restore a Panel Pattern

While pressing the ORIGINAL PATTERN button ❶, press the grey button at which you wish to restore the panel pattern ❷.



The grey button's lamp will flash to indicate that the original panel pattern has been restored.

[Checking the Pattern Assigned to a Grey Button]



To check which pattern has been assigned to a grey button, just press the grey button.
When a RHYTHM MENU pattern has been assigned: As long as the grey button is pressed, the lamp of the assigned pattern from among 7 Rhythm patterns of the RHYTHM MENU will remain lit.
When a RHYTHM MENU pattern has not been assigned: As long as the grey button is pressed, the ORIGINAL PATTERN lamp on the right will remain lit.

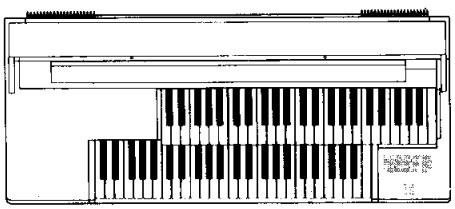
[Memorization of the Assigned Data]
The data describing which patterns are assigned to the grey buttons can be memorized in REGISTRATION MEMORY. Try assigning various patterns of RHYTHM MENU to different numeric buttons of REGISTRATION MEMORY, being sure to memorize each registration. Since the registration can be changed by pressing a single button, you can also conveniently change the Rhythm patterns assigned to the grey buttons. (➡page 17)

[Regarding the Use of the RHYTHM MENU]
- Upon setting a RHYTHM MENU pattern which has been assigned to a grey button, FILL IN 1, FILL IN 2, APREGGIO CHORD, and the Bass pattern of AUTO BASS CHORD will each produce the pattern most suited to that Rhythm pattern.
- The data describing the assignment of RHYTHM MENU patterns to the grey buttons will be backed up (for at least one week) even during Power OFF status.

5. Programming the Accompaniment

This feature allows you to easily memorize chord progressions as well as registrations one at a time by simply pressing certain buttons.

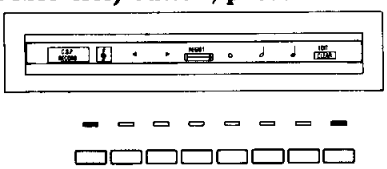
CHORD SEQUENCE PROGRAMMER (HE-8 only)



How to Record a Sequence

1 Memorize each of the Registrations required for your performance.
Memorize each of the Registrations that you wish to use in your performance into REGISTRATION MEMORY.

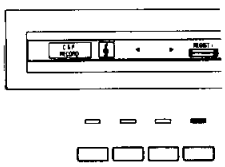
2 Turn to the MULTI-MENU page marked C.S.P. RECORD, then while pressing the 𝄞 (treble clef) button, press the EDIT/CLEAR button.



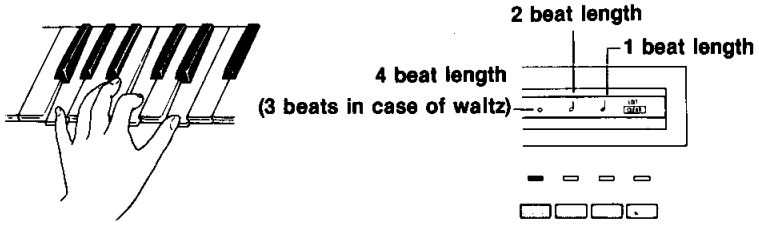
The two SONG buttons will start to flash.

3 Select one of the SONG buttons.
While these buttons are flashing, press one of them. The corresponding lamp for the song you have selected and the EDIT/CLEAR lamp will stay illuminated.

4 Call the registration that you wish to use at the start of your performance, then press the REGIST./ ▭ button.
Press the numeric REGISTRATION MEMORY button of the registration you wish to program first, then press the REGIST. button. This Registration No. will be programmed at the beginning of the Sequence data.



5 While playing the first chord, press a duration button.



If you wish, you can use the Single Finger feature from the AUTO BASS CHORD section, thereby enabling you to memorize the chords by using one, two, or three fingers. (➡page 20)
When a duration button is pressed, you will hear a "beep", indicating that the chord has been stored in memory. Continue programming the remaining chords in this same manner.

6 If you wish to add a Fill In pattern at any point, press the REGIST./ ▭ button while pressing the FILL IN button.
The Intro./Ending patterns can also be preprogrammed. See [Intro./Ending Program] on the next page.

[Registration Data Which Can be Programmed]
Besides programming chords, the C.S.P. can also be used to program the data describing the Registration sequence.
- The C.S.P. can be programmed with the data indicating which numeric buttons of REGISTRATION MEMORY were pressed as well as the ON data of the Fill In, Intro, and Ending patterns.
- The C.S.P. cannot be programmed with the actual data stored in REGISTRATION MEMORY and/or the data of any changes made in the registration settings at the panel.
- Unless the contents of REGISTRATION MEMORY are exactly the same during programming and playback, the programmed registrations will sound differently during playback. If you wish to play back the same registrations that you programmed, be sure to transfer the data to a RAM Pack after you finish programming.

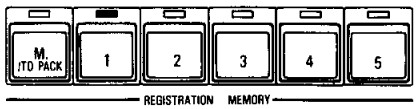
[Memory Capacity]
Each of the SONG buttons can store up to about 120 events such as chords, Fill In, etc., in its memory. When this memory is completely full, a warning sound (3 beeps) will be heard.

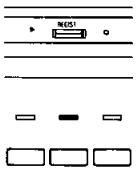
[To program Chordless Measures]
If you wish to program a measure without chords, simply press a duration button without playing any notes on the lower keyboard.

[Additional Information]
- In case C.S.P. data has been registered at the SONG 1 or SONG 2 button, such data will be completely erased by simultaneously pressing the Treble Clef and EDIT/CLEAR buttons.
- Prior to programming, make sure that the SONG 1 and 2 buttons are off before pressing the Treble Clef and EDIT/CLEAR buttons.

7 If registration changes are desired during programming, while pressing the appropriate numbered button in the Registration Memory section, press the REGIST./ ▭ button.

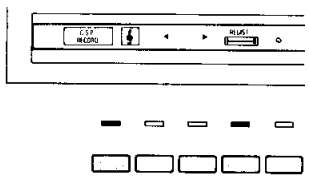
From this point on, the new registration will be used.





8 When you have completed the chord sequence, end the program by holding down the treble clef button then pressing the REGIST./ ▭ button.

A double bar symbol will be input at the end of the program to indicate the end of the Sequence data.



9 Turn off the EDIT/CLEAR button.

Try programming another sequence to the other SONG button by repeating Steps 1 through 9.

[Intro./Ending Program]

Intro.: At the beginning of the program, while pressing the INTRO./ENDING button, press the REGIST./ ▭ button. Next, press the (○) button to ensure that no chords are heard during this one-measure introduction.

Ending: At the beginning of the second measure from the end of the song, while pressing the INTRO./ENDING button, press the REGIST. button, thereby programming a two-measure ending.

[Additional Information]

- Before turning off the EDIT/CLEAR, you may want to check what you have programmed and make any corrections that you feel are necessary.
- Even if you don't use the ending symbol, it will automatically be added at the end of a song when the EDIT/CLEAR button is turned off.
- If you make a mistake in registration during programming, press the (◀) button and then enter the correct registration.

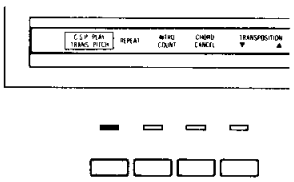
How to Play Back a Sequence

1 Turn on one of the SONG buttons.

You can also turn on both the SONG 1 and SONG 2 buttons to produce continuous playback.

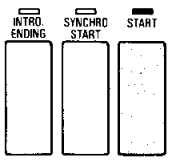
2 Turn to the C.S.P. Play Mode page in the MULTI-MENU. If you wish, you can now select either the REPEAT or INTRO. COUNT functions.

REPEAT provides a continuous playback of the sequence until it is stopped. INTRO. COUNT provides one measure of "metronome" (count-off) before the actual playback of the sequence starts.



3 Start playback by turning on the auto rhythm.

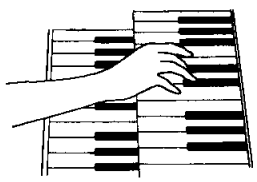
Adjust the rhythm tempo and press the START switch. Playback will commence.



4 You may now play the melody while the lower keyboard and pedal keyboard accompaniment are being played back automatically as programmed.

You may now play a melody on the upper keyboard along with this accompaniment. The registrations will also change automatically as programmed.

When playback has been completed, the auto rhythm will stop (unless REPEAT is on).



[Chord Cancel]

This button cancels the playback of the chord and bass accompaniment. In this way you can play the song manually, and use any registration changes programmed in the sequence. You might say that you have a "Registration Sequence Programmer" too!

[Protecting C.S.P. Data]

The memorized data will be retained in the C.S.P. memory for at least one week even if the power is turned off.

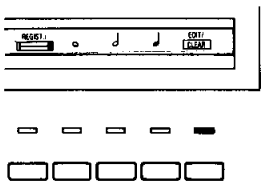
If you wish to store these sequences for a longer period of time, you can use a RAM pack for this purpose. (➡page 25)

[Additional Information]

- The C.S.P. Play Song buttons will operate at any time regardless of the position of the MULTI-MENU.
- You can also manually change registrations during C.S.P. playback from the control panel without affecting the contents of C.S.P. memory.
- If you transfer C.S.P. data from HS-Electone by a FROM PACK operation, the 𝄋, 𝄇, and *D.S.* data can also be played back but they cannot be edited.

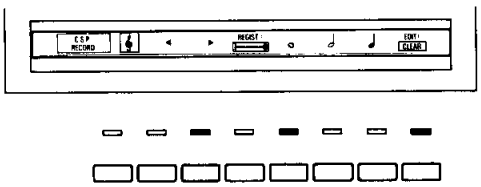
Making Changes/Corrections in the Sequence

1 Press the EDIT/CLEAR button.
When the EDIT/CLEAR button is pressed, the two SONG buttons will begin flashing.



2 Press one of the flashing SONG buttons.
Press the SONG button which has been programmed with the data you wish to edit. The pressed SONG button will light up to indicate that its data can be edited. (As soon as EDIT mode is entered, the lamp of the first registration in the Sequence data and the REGIST. lamp will light up. If no Sequence data has been programmed, only the REGIST. button will light up.)

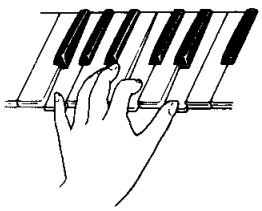
3 Check each item, one at a time, using the (▶) data pointer shift button.

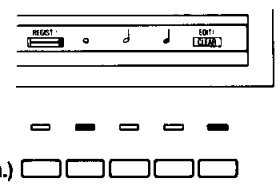


(One of these lamps will light up, indicating what has been memorized.)

Every time the (▶) button is pressed, the data pointer will advance to the next item. The information stored at each item is indicated by sounds and lamps in the following manner:
Chords: The memorized chord will be heard and the corresponding duration button will light up.
Fill In, Intro./Ending or Altered Registration: The REGIST. lamp lights up, no sound is heard, and the FILL IN or INTRO./ENDING lamp will be illuminated.
If registrations have been changed, the REGIST. lamp lights up and the control panel is changed to the new registration.

4 If you detect any errors or wish to make any changes, make them in the following way.





(For example, if you want to change a chord and its duration.)

When making Changes/Corrections, move the data pointer to the point where you wish to make the change and do the following:
Chord correction: While playing the correct chord, press a duration button.
Duration correction: While playing the same chord, press the correct duration button.
Inserting Fill In, Intro./Ending or Registrations: First move the data pointer to the next data point after the desired position of insertion. Next, turn on FILL IN or INTRO./ENDING then press the REGIST. button. Also, changing to a different numbered button in the Registration Memory then pressing the REGIST. button allows a new registration to be inserted.

5 Turn off the EDIT/CLEAR button.

[Various Ways of Using the Data Pointer Shift buttons]
There are four different ways you can use the data pointer shift buttons. They are shown in the following table:

▶	Advances to the next item (one at a time).
◀	Moves back to the preceding item (one at a time).
𝄞 ▶	Immediately advances to the last item in the sequence.
𝄞 ◀	Immediately moves back to the first item in the sequence.

[Checking with the rhythm ON]
While EDIT/CLEAR is on, when the rhythm is started, the programmed accompaniment will be played exactly as it would during normal playback. However, in this mode it is possible to stop the auto rhythm at any time during playback to correct any errors found.

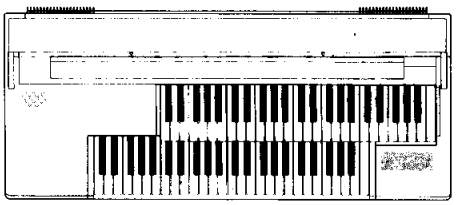
[Additional Information]
- When you want to check or correct items after the EDIT/CLEAR button has been turned off, you must turn on the EDIT function. IMPORTANT! If the [𝄞] and EDIT/CLEAR buttons are pressed at the same time, all of the memorized information will be erased.
- During the EDIT process, the original length of a song can only be altered by adding chords after the very last bit of data in the program.
- If you transfer C.S.P. data from HS Electone by a FROM PACK operation, SONG data containing 𝄋 , 𝄌 , and *D.S.* cannot be edited.

6. Changing the Vibrato or Sustain Effect

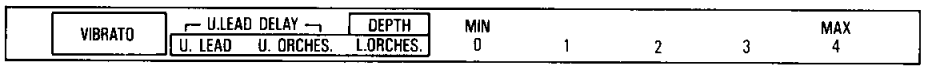
You can control how the Vibrato or Sustain effect will be applied.

VIBRATO (HE-8)

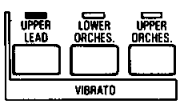
➡For information on the Vibrato effect of HE-6, see page 14.



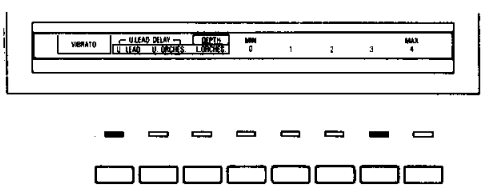
A Vibrato effect, where appropriate, is already incorporated into the LEAD VOICES and ORCHESTRAL VOICES of the upper keyboard. However, you can alter the degree of the Vibrato effect to suit your personal taste, and this change can also be stored in memory.



1 On the control panel, turn on the VIBRATO UPPER LEAD button, then select a LEAD VOICE.

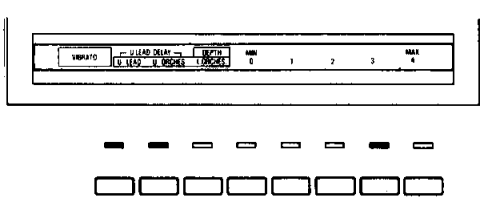


2 In the MULTI-MENU, press the U.LEAD DEPTH button, then select the level of Vibrato Depth you prefer.



While actually playing a note, press one of the 5 degrees buttons. The larger the number, the stronger the vibrato effect obtained. If you choose the 0 button, no Vibrato effect will be added.

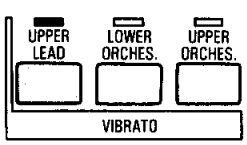
3 Simultaneously press the U.LEAD and U.ORCHESTRAL buttons, then set your desired U.LEAD Delay level.



Similarly, you may choose from a total of 5 buttons. The larger the number, the longer it will take for Vibrato to be added after pressing a key on the upper keyboard.

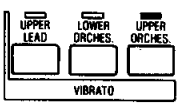
4 Turn this UPPER LEAD button on, whenever you wish to add your customized Vibrato.

Your memorized Vibrato settings can be added to the Lead Voices at any time by simply turning this button on.

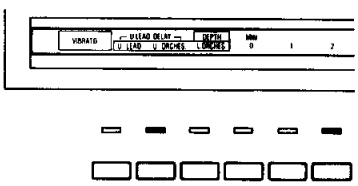


[Memorizing the Vibrato Effect for the Upper ORCHESTRAL VOICES]

1) On the control panel, turn on the VIBRATO UPPER ORCHES. button, then select a voice from ORCHESTRAL VOICES on the upper keyboard.



2) Turn on the U. ORCHESTRAL DEPTH button, then select the level of Vibrato Depth you prefer.



3) By turning on the VIBRATO UPPER ORCHES. button on the control panel, your customized Vibrato effect will be obtained.

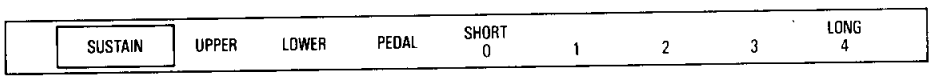
[Additional Information]

- A customized Vibrato setting will be memorized into the C.S.P. or Registration Memory.
- The Vibrato setting will be stored for at least a week without being erased, even if the power is turned off.

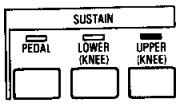
SUSTAIN (HE-8)

➡For information on the Sustain effect of HE-6, see page 14.

This MULTI-MENU page permits you to memorize a Sustain effect for each keyboard.

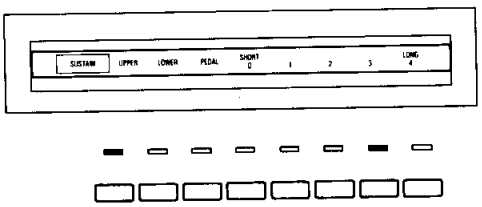


1 Turn on the SUSTAIN UPPER (KNEE) button, then select a voice from ORCHESTRAL VOICES on the upper keyboard.

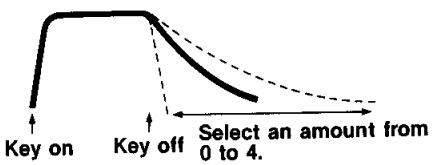


The Sustain effect can be simultaneously added to multiple keyboards (but it cannot be added to LEAD VOICES).

2 In the MULTI-MENU, press the UPPER button then set the Sustain length of your choice.



While actually pressing and releasing a note, choose one of these 5 buttons. The larger the number, the longer the note will sustain (or "linger") after a key is released.

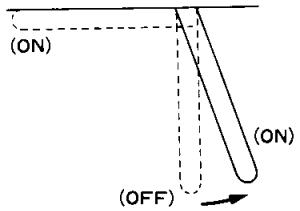


3 Turn the UPPER (KNEE) button on, whenever you wish to add your desired sustain level to the upper keyboard.

Your memorized sustain settings can be added to the upper ORCHESTRAL VOICES section at any time by simply turning this button on. (The Sustain effect for BASS VOICES or LOWER ORCHESTRAL VOICES can also be set in the same way.)

[Control by the Knee Lever]

Instead of using the SUSTAIN buttons, you can also control the ON/OFF status of the Sustain effect for the upper and lower keyboards by using the Knee Lever (located underneath the manual keyboard unit). This feature is convenient when, for example, you wish to apply the Sustain effect only during specific parts of a performance.



(Vertical position)
The Sustain effect will not be applied.

(Press rightward)
As long as the lever is being pressed, notes of the keyboard for which a panel SUSTAIN button is turned on will be sustained.

(Folded up)
The Sustain effect is constantly applied to any keyboard for which a panel SUSTAIN button is turned on.

[Additional Information]

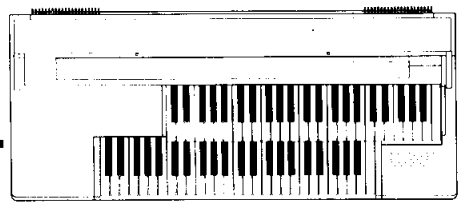
- Customized Sustain settings will be memorized into the C.S.P. or Registration Memory.
- The Sustain setting will be stored for at least a week without being erased, even if the power is turned off.

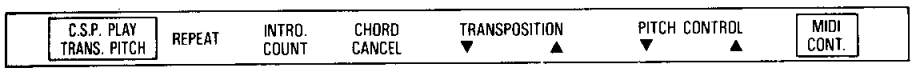
7. Transposing

The key of the entire Electone can be raised or lowered a half-octave at maximum in half-step units.

TRANSPOSITION (HE-8)

➡For information on the Transposition feature of HE-6, see page 16.





1 Press the ▼ or ▲ button to change the key.

▼ button: Lowers the key a half-step each time it is pressed. In case the Normal Key is "C" and the Transposition function has not been used, the keys that can be achieved with each press of the ▼ button are as follows: (Maximum of six steps)

Normal Key	▼×1	▼×2	▼×3	▼×4	▼×5	▼×6
C	B	B♭ (A♯)	A	A♭ (G♯)	G	G♭ (F♯)

▲ button: Raises the key a half-step each time it is pressed. In case the Normal Key is "C", the keys that can be achieved with each press of the ▲ button are as follows: (Maximum of six steps)

Normal Key	▲×1	▲×2	▲×3	▲×4	▲×5	▲×6
C	C♯ (D♭)	D	D♯ (E♭)	E	F	F♯ (G♭)

2 Press the ▼ and ▲ buttons simultaneously to return to Normal Key.

Both lamps will go off, indicating that the Normal Key has been restored.

NOTE: You can also restore the Normal Key by switching the POWER switch to OFF and then to ON.

[Regarding the Use of Transposition]

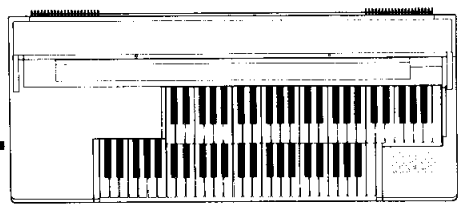
- The Transposition setting cannot be memorized in REGISTRATION MEMORY. When you wish to change the key during a song, press the ▼ or ▲ button at the moment you wish to change keys to achieve your desired key.
- The currently set Transposition data can be transferred to a RAM Pack for storage.
- When the ▼ or ▲ button is pressed, its lamp will not always light up. If the currently set key is lower than Normal Key, the ▼ button will remain lit; if it is higher than Normal key, the ▲ button will remain lit. Therefore, the lamp of the ▼ button may remain lit even if you press the ▲ button.
- When a chord progression has been programmed using C.S.P., the key in which the chords have actually been programmed will remain unchanged even if you use Transposition to change the chord during the song. During C.S.P. playback, however, the key can be changed using Transposition.

8. Pitch Control

The pitch of the entire Electone can be finely adjusted.

PITCH CONTROL (HE-8)

➡For information on the Pitch feature of HE-6, see page 16.



1 Press the ▼ or ▲ button to change the pitch.

▼ button: Slightly lowers the pitch each time it is pressed. (When A = 440 Hz, one step is about 0.3 Hz with a maximum of four steps.)

▲ button: Slightly raises the pitch each time it is pressed. (When A = 440 Hz, one step is about 0.3 Hz with a maximum of 15 steps.)

2 Press the ▼ or ▲ buttons simultaneously to return to the normal pitch.

Both lamps will go off, indicating that the Normal Pitch has been restored.

NOTE: You can also restore the Normal Pitch by switching the POWER switch to OFF and then to ON.

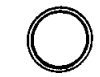
[Regarding the Use of Pitch Control]

- The Pitch Control setting is designed not to be memorized in REGISTRATION MEMORY.
- When the ▼ or ▲ button is pressed, its lamp will not always light up. If the currently set pitch is lower than Normal Pitch, the ▼ button will remain lit; if it is higher than Normal Pitch, the ▲ button will remain lit. Therefore, the lamp of the ▼ button may remain lit even if you press the ▲ button.

Accessory Jacks

● **HEADPHONE Jack**

This jack is used to connect headphones (optional). When headphones are connected, there will be no sound from the Electone's speakers. This allows you to play your Electone at any time without disturbing others.



IMPORTANT: Do not use this jack for any purpose other than headphones!

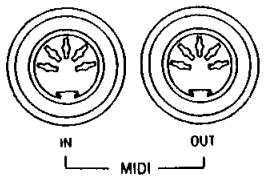
● **AUX. OUT Jack**

This jack is used to produce a more powerful sound by connecting an external amplifier or other devices. If this jack is connected to the LINE IN jack of a tape recorder, direct recording is also possible. (Nominal Impedance: 470Ω)

● **EXP. IN Jack**

This jack accepts a monaural signal from a synthesizer or similar accessory. The volume of the equipment connected here will be controlled by the Electone Expression Pedal.

● **MIDI IN/OUT Jacks**



The MIDI (Musical Instrument Digital Interface) terminals conform to the MIDI standard for digital electronic instruments. These jacks enable you to connect your Electone to a computer or other MIDI compatible electronic instruments for data communication.

WARNING: The connection or disconnection of any accessory (other than headphones) while the Electone is ON can result in extensive damage to the Electone and/or the accessory. Damage caused by the improper connection/disconnection of accessories is not covered by the manufacturer's warranty.

Electromagnetic Interference

"Interference" can be a two way street; something you are operating can interfere with others or, something someone else has may interfere with something of yours.
Naturally, it is also possible that two or more of your own electronic (electric) devices may interfere with each other. Your Electone has been designed to minimize all these possibilities and meets all applicable standards worldwide.

Electromagnetic interference with your Electone can show itself in variety of ways. You may hear speech, music, "beeps", static, or a buzzing sounds. Yamaha Electones are designed to reject RF (radio frequency) signals that are many times the levels found in any normal environment. If, however, you are in the immediate proximity of a very high power transmitter, some interference may still occur. If this should happen, please try to identify the radio (TV) station and record the time of day that the interference occurs. Station identification is essential in order that the offending frequencies can be established and the authorized (legal) operating power level of the transmitter causing the interference can be verified. If the interference continues, please follow the suggested corrective measures provided later in this section.

If the interference is in the form of occasional buzzing or static, it is highly probable that the cause can be traced to the turning on or off of some household appliance. The offending appliance can also be outside your own residence. Usually a "time" pattern (i.e., evenings only, etc.) will be involved. Noises of this type rarely orginate in the Electone itself. If the condition continues, please contact your local authorized Yamaha Electone dealer for assistance.

Main power line disturbances and electrical storms (lightning) can also be the source of static interference. Generally speaking, problems generated by these two sources will also be present in your other audio or video equipment. Lightning can also be very destructive. The following special warning also applies to virtually all electronic products.

IMPORTANT NOTICE

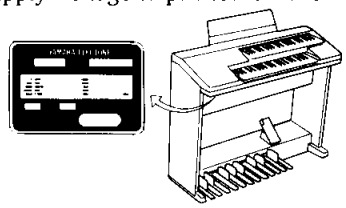
Modern electronic products, (i.e., computers, video games, electronic organs, etc.), contain components that, under normal conditions, extend the service free life of the products they make up to an almost unbelievable period of time. This is especially true when you consider the vast number of equivalent components incorporated within one given part. These "parts," called "integrated circuits," are however, subject to destruction by high voltage discharges, such as a close proximity lightning strike. This can occur even if the unit is turned off.

IN PERIODS OF ELECTRICAL STORM PROBABILITY, IT IS ADVISABLE THAT YOU DISCONNECT ANY ELECTRONIC DEVICE NOT ACTUALLY IN USE FROM ITS WALL SOCKET.

Installation and Maintenance

●Installation

1. **WARNING:** Do not allow your Electone or its bench to rest on or be installed over power cords of any type. An electrical shock and/or fire hazard could possibly result from this type of improper installation.
2. **WARNING:** Do not place objects on your Electone power cord or place it in a position where anyone could trip over, walk on or roll anything over it. An improper installation of this type creates a personal injury/fire hazard possibility.
3. **Main Power Supply Verification:** Your Electone has been manufactured specifically for the main supply voltages used in your area. if you should move, or if any doubt exists, please consult your local authorized Electone dealer for instructions. The main supply voltage is printed on the name plate.



4. **Environment:** Your Electone should not be installed in a position that exposes the cabinet to direct sunlight or air currents having high humidity or heat levels. This type of installation can cause contact oxidation, case joint separation, and cabinet finish problems.
5. **Electromagnetic Interference (RFI):** Your Electone has been type tested and found to comply with all applicable regulations. However, if it is installed in the immediate proximity of other electronic devices, some form of interference may occur.

CANADA

THIS APPARATUS COMPLIES WITH THE "CLASS B" LIMITS FOR RADIO NOISE EMISSIONS SET OUT IN RADIO INTERFERENCE REGULATIONS.

• This applies only to products distributed by Yamaha Canada Music Ltd.

●Maintenance

1. **SERVICE:** Your Electone contains no user serviceable components. Refer all service to qualified service technicians only.
2. **BENCH STRUCTURAL INTEGRITY:** If any motion or an "unsteady" sensation is noted in the bench, please check its structural integrity immediately. Discontinue use until any and all discrepancies are resolved.
3. **CLEANING/CARE**
   - A) **GENERAL:** DO NOT use chemically harsh (i.e., alcohol, paint thinners, etc.) or abrasive cleaners on any portion of your Electone.
   - B) **KEYS/CONTROL PANEL:** When cleaning the keys and control panels of your Electone, please use a soft absorbent-type cloth that has been dampened with a very mild solution of liquid soap and lukewarm water.
   - C) **CABINET/BENCH:** Clean the cabinet portions of your Electone with a slightly dampened cloth containing a neutral cleaning agent. The cleaning agent selected should not contain a high wax content or any other substance that would have a tendency to form a "build-up" on the cabinet.
4. **Vinyl Products:** Do not set vinyl items, (i.e., headphones vinyl doilies, etc.) on the finished surfaces of your Electone or use polyvinyl material to cover the unit for any extended period of time. A chemical reaction many occur between the finish chemical and those contained in the polyvinyl products, resulting in a permanent marring of the finish.

IMPORTANT NOTICE: This product has been tested and approved by independent safety testing laboratories in order that you may be sure that when it is properly installed and used in its normal and customary manner, all foreseeable risks have been eliminated. DO NOT modify this unit or commission others to do so unless specifically authorized by the manufacturer. Product performance and/or safety standards may be diminished. Claims filed under the expressed warranty terms may be denied if the unit is/has been modified. The warranty of title (patent infringement, etc.) will not be defended by the manufacturer in the area(s) that relate to the modification. Implied warranties may also be affected.

FCC Information (USA)

While the following statements are provided to comply with FCC Regulations in the United States, the corrective measures listed are applicable worldwide.

The digital series of Yamaha Electones™ use frequencies that appear in the radio frequency range, and if installed in the immediate proximity of some types of audio or video devices within three meters (approximately ten feet), interference may occur.

This series of Yamaha Electones™ has been type-tested and found to comply with the specifications set for a class B computer in accordance with those specifications listed in sub-part J, part 15 of the FCC rules. These rules are designed to provide a reasonable measure of protection against such interference. However, this does not guarantee that interference will not occur.

If your Electone™ should be suspected of causing interference with other electronic devices, verification can be made by turning your Electone™ off and on. If the interference continues when your Electone™ is off, the Electone™ is not the source of the interference. If your Electone™ does appear to be the source of the interference, you should try to correct the situation by using one or more of the following measures:

- Relocate either the Electone™ or the electronic device that is being affected by the interference.
- Utilize power outlets for the Electone™ and the device being affected that are on different branch (circuit breaker or fuse) circuits, or install AC line filters.
- In the case of radio-TV interference, relocate the antenna or if the antenna lead-in is 300 ohm ribbon lead, change the lead-in to coaxial type cable.

If these corrective measures do not produce satisfactory results, please contact an authorized Yamaha Electone™ dealer for suggestions and/or corrective measures. If you can not locate an authorized Yamaha Electone™ dealer in your general area, please contact the Electone™ Service Department, YAMAHA CORPORATION OF AMERICA, U.S.A., 6600 Orangethorpe Ave., Buena Park, CA 90620.

If for any reason, you should need additional information relating to radio or TV interference, you may find a booklet prepared by the Federal Communications Commission Helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet, Stock #004-000-00345-4, is available from the US. Government Printing Office, Washington DC. 20402.

Troubleshooting

Please note that the appearance of any of the following phenomena does not indicate a mechanical failure of the Electone.

Phenomenon	Cause and Solution
A crackling sound is sometimes heard.	Noise may be produced when either an electrical appliance is turned ON/OFF or an electric power tool, such as a drill, is used in the proximity of the Electone. In such case, plug the Electone into an electrical outlet located as far as possible from the device that seems to be the source of the problem.
Interference from radio, TV, wireless radios, etc.	This is caused by the proximity of a high-power broadcasting station or amateur ham radio station.
Noise is produced in a radio, TV, etc.	Noise may be produced in such equipment if the Electone is located nearby. Use such equipment at a location as far as possible from the Electone.
The Electone sounds cause surrounding objects to resonate.	Because the Electone produces many sustained sounds, resonance may be caused in surrounding objects, such as cabinets or glass windows. If it becomes a problem, relocate the resonating objects or lower the Electone's volume.
The volume of the selected voice varies with the position played on the keyboard.	Because the intrinsic nature of electronic music instruments in general is to change timbre, it is extremely difficult to eliminate changes in the volume of a voice at different keyboard positions. This Electone is designed and adjusted to eliminate any performance-related problems. Its volume and timbre also vary widely according to the installation site and system configuration of the Electone, the position of the audience, etc.
Pitch sounds high for the pedal keyboard and low for the upper and lower keyboards.	The pitch may seem particularly off when compared to the pitch of a piano. Because the harmonic structure of a piano is very complex, the tuning of high and low notes must be performed by listening to its harmonic overtones rather than to the actual sound. In contrast, an Electone is tuned according to the actual sound, so the pitch of an Electone and a piano are inherently different.
The sound of the notes is broken or seems to include noise.	This effect occurs mainly with the voices of wind instruments, and is deliberately provided to recreate the characteristic sounds of the actual instruments. It provides instrument sounds with realistic features, such as reed vibration or the breath noises for BRASS.
Only one sound is heard when two notes are simultaneously played on the pedal keyboard, or when a LEAD voice is used by itself.	For practical performance reasons, this Electone has been designed so that one note can be played at a time on the pedal keyboard or LEAD VOICES. If multiple keys are pressed only the highest note will be sounded (high-note priority). (➡page 10)
Only seven notes are heard when eight notes are simultaneously played on the upper or lower keyboard.	A maximum of seven notes can be simultaneously sounded on the upper or lower keyboard.
The pedal keyboard voice isn't sounded even though the volume is properly set.	SINGLE FINGER or FINGERED CHORD mode of AUTO BASS CHORD is active. Turn off the SINGLE FINGER or FINGERED button at the panel.
A Percussive voice is selected but is not sounded at the keyboard.	Both the TO UPPER and TO LOWER buttons of the PERCUSSIVE section may be turned off. Or you may have turned on the TO UPPER (TO LOWER) button but played the lower (upper) keyboard. Be sure to turn on the Percussive button for the keyboard you wish to play. (➡page 12)
The volume of the upper keyboard is too loud in comparison with the volume of the lower keyboard (or vice versa).	The BALANCE button is set too far toward the UPPER (LOWER) side. During usual performances, set Balance to the center level. (➡page 10)
A voice other than the displayed panel voice is sounded.	A VOICE MENU voice was assigned to the grey button with the lit lamp. To cancel the assignment and restore the panel voice, press the grey button while pressing the ORIGINAL VOICE button at the extreme right of the VOICE MENU. (➡pages 12 and 29)
When sounding a VOICE MENU User voice that was assigned to a grey button, the resulting voice is not what you expected.	USER VOICEs 1 to 4 contain preset voices. If you perform a FROM PACK operation to transfer data from an HS Series Electone to your Electone, however, the preset User voices may be replaced by the User voices memorized in the Pack. If you wish to restore the preset User voices, turn off the POWER switch then turn it back on while pressing either the rightmost button on the HE-8 MULTI-MENU or the leftmost JAZZ ORGAN button on the HE-6 VOICE MENU. (➡page 26)
Basic Registrations cannot be called to REGISTRATION MEMORY.	The MEMORY button was released after turning ON the POWER switch. To properly call the Basic Registrations, turn ON the POWER switch while pressing the MEMORY button, then continue depressing the MEMORY button for 1-2 seconds.

Phenomenon	Cause and Solution
The Sustain or Vibrato effect is turned on at the panel, but the effect is not produced at all.	The effect has been improperly set. Change the setting of the effect by either turning to the corresponding page in the MULTI-MENU on HE-8 or using the SUSTAIN/VIBRATO DEPTH buttons on HE-6.
The Touch feature does not work.	The TOUCH button at the right side of the panel is off. Turn on the TOUCH button.
A rhythm pattern other than the displayed panel pattern is sounded.	A rhythm USER button is on. If you do not plan to use the User patterns, turn off the USER 1 and USER 2 buttons.
When attempting to sound the USER 1 or 2 pattern, a different pattern is sounded. (HE-8)	The panel patterns were replaced by other patterns when you transferred data from an HS Series Electone by a FROM PACK operation. If you wish to restore the preset User patterns, turn off the POWER switch then turn it back on while pressing the leftmost button on the MULTI-MENU. (➡page 26)
The ARPEGGIO CHORD volume is properly set, but the Arpeggio Chord pattern is not sounded.	① The rhythm was not started. Be sure to use ARPEGGIO CHORD together with the rhythm. (➡page 22) ② The TO UPPER or TO LOWER button in the PERCUSSIVE section is on. Turn both buttons off.
The rhythm pattern does not synchronize with the Arpeggio Chord pattern, or it does not synchronize with the Fill In, Intro, and Ending patterns.	A rhythm USER button is on. The preset patterns are not designed to synchronize with User patterns. (See [Using a User Pattern] on page 17.)
When keys on the lower or pedal keyboard are pressed, the sounds of percussion instruments are also sounded.	The KEYBOARD PERCUSSION button is on. If you are not using Keyboard Percussion, turn it off. (➡page 19)
The pitch in SINGLE FINGER mode does not change, even when pressing the higher or lower keys of the keyboard.	SINGLE FINGER mode will only produce the notes within a fixed one-octave interval. If notes having the same letter-name are pressed anywhere on the lower keyboard, the chords that are sounded will share the same pitch. (➡page 20)
The harmony notes are not provided by MELODY ON CHORD even through the upper and lower keyboards are being played at the same.	The voice to be used for the harmony line has .not been set. Choose a voice from UPPER ORCHESTRAL VOICES and set its volume. If the melody is played in the bass range of the upper keyboard, the harmony notes may not be sounded. (➡page 23)
Certain functions cannot be memorized in REGISTRATION MEMORY.	REGISTRATION MEMORY is designed not to memorize AUTO RHYTHM data of the START, SYNCHRO START, FILL IN, and INTRO/ENDING buttons, as well as the data of functions, such as PITCH. (➡page 24)
The Sustain or Vibrato effect is set, but the desired effect is not produced.	Check your operating procedure. When setting an effect, the panel's SUSTAIN or VIBRATO button must also be on. (For HE-8, see pages 35-36; for HE-6, see page 14)
Certain functions that were memorized in REGISTRATION MEMORY were not programmed into C.S.P. (HE-8)	The rhythm's tempo or the AUTO BASS CHORD setting can be memorized to REGISTRATION MEMORY, but not to C.S.P. (➡page 32)
When a REGISTRATION MENU button was pressed to set a registration, the VOLUME lamps at two panel voice sections lit up.	Because the volume settings of a panel registration that you set from the REGISTRATION MENU are very finely balanced among the pertinent voice sections, two lamps will light up in certain cases.
Chords, Fill In patterns or Intro./Ending patterns cannot be programmed to C.S.P. (HE-8)	To program a chord, press a Duration button while pressing the proper keys on the lower keyboard. To program a Fill In or Intro./Ending pattern, press the REGIST. button while pressing the pertinent switch. After pressing INTRO and REGIST., be sure to program one chordless measure; after pressing ENDING and REGIST., be sure to program two measures with chords. (➡page 32)
During C.S.P. programming, three warning beeps are sounded. (HE-8)	When the memory capacity of a C.S.P. program is reached, three warning beeps are sounded to indicate that no further programming is possible. (➡page 32)
During C.S.P. playback, the accompaniment sounds are not produced. (HE-8)	CHORD CANCEL is ON. If you wish to play back the accompaniment sounds, set CHORD CANCEL to OFF. (➡page 32)
Inserting a new RAM Pack causes the ERROR lamp to light.	If an unformatted RAM Pack is inserted in the Electone, the Error lamp will flash several times. In that status, press the CONFIRM button to format the RAM Pack, then perform the TO PACK operation. (➡page 25)
A TO PACK operation is performed, but the ERROR lamp lights.	Check how the Pack was inserted as well as your To Pack operating procedure, then repeat the operation. Also, if the RAM Pack's Memory Protect switch is ON, data will not be transferred even if a TO PACK operation is performed. (➡page 25)
The Electone panel does not function normally or the content of the memorized data has changed.	This happens very rarely. In case an abnormal voltage is input to the Electone due to an electrical storm or other reason, the Electone may malfunction and/or the contents of its memorized data may change. If this happens, turn off the POWER switch then turn it back on while pressing either the rightmost button on the HE-8 MULTI-MENU or the leftmost JAZZ ORGAN button on the HE-6 VOICE MENU.

SPECIFICATIONS

		HE-8	HE-6
KEYBOARD	UPPER KEYBOARD	49 keys C2-C6 (4 oct.)	
	LOWER KEYBOARD	49 keys C1-C5 (4 oct.)	
	PEDAL KEYBOARD	20 keys C0-G1 (1 1/2 oct.)	
TOUCH RESPONSE	INITIAL TOUCH	UPPER, LOWER	
	AFTER TOUCH	UPPER	
VOICE SECTIONS	UPPER ORCHESTRAL	STRINGS, BRASS 1, BRASS 2, WOOD, COMBI. 1, COMBI. 2, VOLUME	
	LEAD	FLUTE, OBOE, TRUMPET, TROMBONE, VOLUME	
	LOWER ORCHESTRAL	STRINGS, BRASS 1, BRASS 2, VOCAL, COMBI. 1, COMBI. 2, VOLUME	
	PERCUSSIVE	PIANO, VIBRAPHONE, JAZZ GUITAR, GUITAR, TO UPPER, TO LOWER, VOLUME	
	BASS VOICES	CONTRABASS 1, CONTRABASS 2, ELECTRIC BASS, TUBA, VOLUME	
	VOICE MENU	(➡MULTI-MENU)	JAZZ ORGAN, PIPE ORGAN, ACCORDION, PIANO, ELECTRIC PIANO, HARPSICHORD, JAZZ GUITAR, STEEL GUITAR, CLARINET, SAXOPHONE, PAN FLUTE, SYNTH LEAD, USER VOICE 1•2•3•4, ORIGINAL VOICE
	Registrations For Beginners	○	○
EFFECTS/ CONTROLS	VIBRATO	UPPER ORCHES., LOWER ORCHES., UPPER LEAD	
	SUSTAIN	UPPER (KNEE), LOWER (KNEE), PEDAL	
	SUSTAIN/VIBRATO DEPTH	(➡MULTI-MENU)	0, 1, 2, 3, 4
	REVERB	○	—
	TREMOLO/SYMPHONIC	TREMOLO, SYMPHONIC, (CHORUS), UPPER ORCHES., LOWER ORCHES.	
	TOUCH	○	○
	GLIDE (LEAD)	○ (FOOT SWITCH)	○ (FOOT SWITCH)
	TRANSPOSITION	(➡MULTI-MENU)	▲, ▼
	PITCH	(➡MULTI-MENU)	▲, ▼
RHYTHM	RHYTHM PATTERNS	MARCH, WALTZ, SWING, SAMBA, LATIN ROCK, BOUNCE, DISCO, TANGO, BALLAD, BOSSANOVA, LATIN, SLOW ROCK, 8 BEAT, 16 BEAT, USER 1, USER 2	MARCH, WALTZ, SWING, SAMBA, LATIN ROCK, BOUNCE, DISCO, COUNTRY, TANGO, BALLAD, BOSSANOVA, LATIN, SLOW ROCK, 8 BEAT, 16 BEAT, SALSA
	RHYTHM CONTROLS	VOLUME, BALANCE, TEMPO, TEMPO DISPLAY, TEMPO LAMP, START, SYNCHRO START, INTRO. ENDING, FILL IN 1, FILL IN 2, FOOT SWITCH (RHYTHM STOP, FILL IN 1, FILL IN 2, ENDING)	
KEYBOARD PERCUSSION		LOWER, PEDAL	
AUTO BASS CHORD		SINGLE FINGER, FINGERED CHORD, CUSTOM A.B.C., MEMORY	
ARPEGGIO CHORD		1, 2, 3, 4, VOLUME	
MELODY ON CHORD		1, 2, KNEE	1, 2
REGISTRATION MEMORY		MEMORY/TO PACK, 1, 2, 3, 4, 5, DISABLE	
REGISTRATION MENU		(➡MULTI MENU)	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15
PACK		CONFIRM, TO PACK, FROM PACK, READY, ERROR	
C.S.P. PLAY		SONG 1, SONG 2	—
FM VOICE PACK		(➡MULTI-MENU)	▲, ▼, COARSE, COPY
MULTI-MENU (HE-8 ONLY)	REGISTRATION MENU	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15	
	VOICE MENU 1	JAZZ ORGAN, PIPE ORGAN, ACCORDION, SYNTH BRASS, PIANO, ELECTRIC PIANO, HARPSICHORD, HARP	
	VOICE MENU 2	JAZZ GUITAR, STEEL GUITAR, MARIMBA, CELESTA, TIMPANI, CHIME, VIOLIN, HARMONICA	
	VOICE MENU 3	PICCOLO, CLARINET, SAXOPHONE, PAN FLUTE, SYNTH LEAD, COMBI. BASS, ELECTRIC BASS, ORIGINAL VOICE	
	FM VOICE PACK	▲, ▼, COARSE, COPY, USER VOICE 1•2•3•4	
	RHYTHM MENU	COUNTRY, SALSA, 8 BEAT 1, 8 BEAT 2, REGGAE, BOUNCE, 16 BEAT, ORIGINAL PATTERN	
	C.S.P. RECORD	[𝄞], ◀, ▶, REGIST./[▭], 𝅝, 𝅗𝅥, ♩, EDIT/CLEAR	
	C.S.P. PLAY, TRANS., PITCH	C.S.P. PLAY = REPEAT•INTRO. COUNT•CHORD CANCEL, TRANSPOSITION = ▲, ▼, PITCH CONTROL = ▲, ▼, MIDI CONT.	
	VIBRATO	U. LEAD DELAY = U. LEAD, DEPTH = U. LEAD• U. ORCHES.•L. ORCHES., 0, 1, 2, 3, 4	
	SUSTAIN	UPPER, LOWER, PEDAL, 0, 1, 2, 3, 4	
MAIN CONTROLS		MASTER VOLUME, POWER, KNEE LEVER, FOOT SWITCH, EXPRESSION PEDAL	
CONNECTORS		HEADPHONES, AUX. OUT, EXP. IN, MIDI IN/OUT	
AMPLIFIERS (RMS)		30 W	
SPEAKERS		20 cm (8″)×1, 5 cm (2″)×1	18 cm (7″)×1, 5 cm (2″)×1
DIMENSIONS (W×D×H)		108.3×48.5×85.6 cm ($42^{3}/_{5}$″×19″×$33^{4}/_{5}$″)	
WEIGHT		47.5 kg (104.6 lbs)	

*Specifications and descriptions in this User's Guide are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. As specifications, equipment or options may not be the same in every locale, please check with Yamaha dealer.

How to use MIDI

The HE Electone is provided with MIDI terminals, so you can have full access to musical enjoyment that is only possible with the most advanced electronic musical instruments. "MIDI" (Music Instrument Digital Interface) is a worldwide standard that allows electronic music instruments and devices to "communicate."

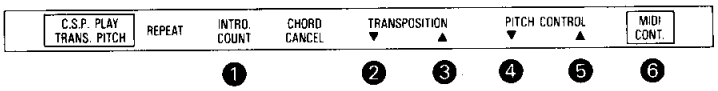
Main Data that Can be Transmitted/Received

- Transmission/reception of Performance data:
  Upper keyboard: Channel 1
  Lower keyboard: Channel 2
  Pedal keyboard: Channel 3
- Transmission/reception of the control data for the Expression Pedal and SUSTAIN.
- Transmission/reception of only the data indicating the selection of Registration Nos. in REGISTRATION MEMORY and REGISTRATION MENU (HE-8).
- Transmission/reception of After Touch data (upper keyboard only).
- Transmission/reception of the control data (Exclusive Messages) for the FILL IN, INTRO/ENDING, and FOOT SWITCH using the message format below:
  F0H, 43H, 70H, 70H, 40H, nnH, xxH, F7H
  In the above format, "nnH" and "xxH" signify the following:
  nnH 45H: Foot Switch 48H: Fill In
  4BH: Intro/Ending 4CH: User Fill In
  xxH 7FH: ON 00H: OFF

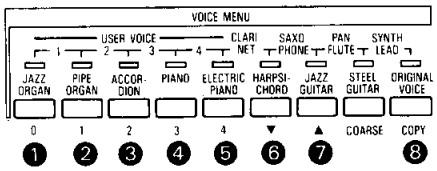
Changing the MIDI Modes

The MIDI modes can be changed by using either the Multi- Menu buttons on HE-8 or the VOICE MENU buttons on HE-6.

(HE-8)



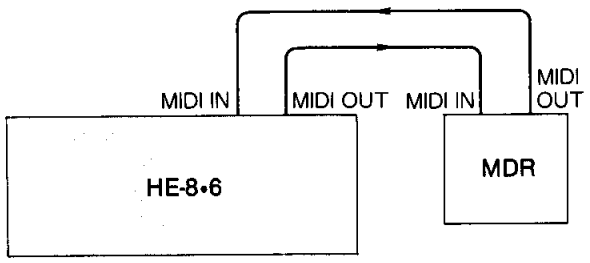
(HE-6)



Item	Changing the Mode		Resetting the Mode		Remarks
	HE-8	HE-6	HE-8	HE-6	
RHYTHM SYNC mode (INTERNAL SYNC➡ EXTERNAL SYNC)	Press TRANSPOSITION ▼ ❷ while pressing MIDI CONT. ❻.	Press JAZZ ORGAN ❶ while pressing ORIGINAL VOICE ❽.	Press TRANSPOSITION ▼ ❷ while pressing MIDI CONT. ❻.	Press PIPE ORGAN ❷ while pressing ORIGINAL VOICE ❽.	In EXTERNAL SYNC mode, the Electone can receive signals from a rhythm machine or an instrument with Rhythm functions.
Receive Channel No. for the Lead Voice (CH 1➡CH 4)	Press TRANSPOSITION ▲ ❸ while pressing MIDI CONT. ❻.	Press ACCORDION ❸ while pressing ORIGINAL VOICE ❽.	Press TRANSPOSITION ▲ ❸ while pressing MIDI CONT. ❻.	Press PIANO ❹ while pressing ORIGINAL VOICE ❽.	Select CH 4 when you wish to record and play back the Lead voice performance on a separate channel at MDR.
Expression Pedal Control (Local➡ External Control)	Press PITCH CONTROL ▼ ❹ while pressing MIDI CONT. ❻.		Press PITCH CONTROL ▼ ❹ while pressing MIDI CONT. ❻.		If External Control is selected, the Expression Pedal can be controlled by an external device.
Transmit Channel Nos. of the upper and lower keyboards Upper keyboard: CH 1➡CH 4 Lower keyboard: CH 2➡CH 5	Press PITCH CONTROL ▲ ❺ while pressing MIDI CONT. ❻.	Press ELECTRIC PIANO ❺ while pressing ORIGINAL VOICE ❽.	Press PITCH CONTROL ▲ ❺ while pressing MIDI CONT. ❻.	Press HARPSI-CHORD ❻ while pressing ORIGINAL VOICE ❽.	When recording to MDR, etc., changing the Channles Nos. lets you create a multi-part recording with specific voice sections (LEAD VOICES, ARPEGGIO CHORD, etc.) on separate channels.
Transmit Bulk data	Press INTRO. COUNT ❶ while pressing MIDI CONT. ❻.	Press JAZZ GUITAR ❼ while pressing ORIGINAL VOICE ❽.			Transmits Bulk data to a MIDI recorder other than MDR.

Sample MIDI Application

With this sample connection, your performances and registrations at HE-8 or HE-6 can be recorded and played back by an MDR (Music Disk Recorder)



Glossary for the HE Electones

(The numerals within parentheses indicate the page in this User's Guide where the term is discussed.)

A

A.B.C. [AUTO BASS CHORD] (➡page 20)
A feature that automatically produces a chord and bass accompaniment on the lower and pedal keyboards.

AFTER TOUCH (➡page 16)
A type of touch control which controls the quality of sound according to the amount of subsequent pressure on a key after being pressed. When the TOUCH button is on, After Touch can be used to control the volume level and timbre of an upper keyboard voice.

ARPEGGIO CHORD (➡page 22)
A feature that automatically produces a strumming chord accompaniment synchronized with the rhythm or a melodious arpeggio accompaniment, by merely pressing the keys of the lower keyboard.

AUTO RHYTHM (➡page 17)
This feature automatically produces a diversity of rhythm patterns using various percussion instruments.

AUX. OUT Jack (➡page 38)
This jack is used to output the Electone's audio signals to an external device, such as an amplifier/speaker system.

AWM [Advanced Wave Memory]
A method of tone generation which memorizes the waveforms of actual musical instruments in the form of digital data for use in generating tones for electronic musical instruments. The rhythm sounds and certain voices of the HE Electones are produced by an AWM Tone Generator.

B

BALANCE (➡page 10)
A button which balances the volume levels of the upper and lower keyboards.

BALLAD
This is a swing rhythm pattern with an added afterbeat, making it suitable for slow, pop ballads.

BASSOON
Also called the fagotto, this is the woodwind instrument which has the lowest bass range.

BASS VOICES (➡page 11)
This monophonic voice section provides a total of four BASS voices for use with the pedal keyboard.

BOUNCE
One of the typical jazz rhythms which are used in Big Band sounds, etc.

BRASS
Refers to the family of brass wind instruments which are or formerly were made of brass and which produce sound by blowing directly by mouth or by a reed. It is provided as two variations in each ORCHESTRAL VOICES section.

C

CHORUS (➡page 15)
This adds a trembling effect to a voice. The trembling effect added by CHORUS is slower than that added by the TREMOLO effect.

CHORD CANCEL (➡page 32)
Setting this button to ON before C.S.P. playback will cancel the playback of the accompaniment by the lower and pedal keyboards. (HE-8)

COMBI.
For Electones, COMBInation refers to an organ voice that consists of a combination of notes in different pitches.

CONFIRM (➡page 25)
Use this button when transferring data to or from a RAM Pack. To transfer Electone data to a RAM Pack, press the TO PACK button while pressing CONFIRM. To transfer the Pack back to the Electone, press the FROM PACK button while pressing CONFIRM.

C.S.P. [CHORD SEQUENCE PROGRAMMER] (➡page 32)
This feature lets you preprogram and play back the playback sequence of chords and registrations. (HE-8)

C.S.P. PLAY (➡page 32)
Turn this button on to play back a chord sequence programmed to C.S.P. The SONG 1 and SONG 2 buttons can each be programmed with one sequence. (HE-8)

CUSTOM A.B.C. (➡page 20)
One of the buttons used to select the AUTO BASS CHORD mode. When this mode is selected, the chords pressed on the lower keyboard and the keys pressed on the pedal keyboard are separately detected to produce a combined automatic bass accompaniment.

D

D. (Disable) Button
Gives you the versatility to change the sound while ensuring rhythmic continuity.

DISCO
This rhythm pattern is good for disco music, and features a simple beat with a strong accent.

Duration Buttons [𝅝 , 𝅗𝅥 , ♩] (➡page 32)
These buttons specify the length of chord data during C.S.P. programming. To program a chord, press a Duration button while pressing a chord on the lower keyboard.

E

EDIT/CLEAR (➡page 32)
This button is used while programming accompaniment to C.S.P. or editing the programmed data. (HE-8)

8 BEAT
A basic rock rhythm which is provided as two types of rhythm patterns.

ENDING (➡page 17)
If the INTRO./ENDING button is pressed at the end of a song, an Ending rhythm pattern is produced then the rhythm is automatically stopped.

ERROR (➡page 25)
When a data error occurs due to the improper use of a Pack or other reasons, this lamp flashes.

EXP. IN Jack (➡page 38)
The jack used to input audio signals from an external musical instrument, such as a synthesizer or rhythm machine, so that its volume can be controlled by the Expression Pedal.

Expression Pedal
This pedal lets you control the volume while playing so you can express an enhanced intensity or softness through the notes you play.

F

FILL IN (➡page 17)
A Fill In pattern provides a variation of the currently selected rhythm pattern. When pressing the FILL IN 1 or 2 button of AUTO RHYTHM, the rhythm will be temporarily switched to a preset Fill In pattern.

FINGERED CHORD (➡page 20)
One of the buttons used to select the AUTO BASS CHORD mode. When this button is ON, the chords pressed on the lower keyboard will be detected to automatically produce a bass and chord accompaniment.

FM [Frequency Modulation]
Yamaha's exclusive method of tone generation which extracts the overtones from a sound then subjects the remaining sound to controlled frequency modulation by digital processing.

Foot Switch (➡page 18)
A switch on the left side of the Expression Pedal. When pressed toward the left, this switch can control the function set by the Foot Switch selectors at the lower left of the panel.

FROM PACK (➡page 25)
This button is used to recall data from a RAM Pack to the Electone. To recall the data, press this button while pressing the CONFIRM button.

G

GLIDE (LEAD) (➡page 15)
This effect lets you lower the pitch of the LEAD voice a half-step then gradually restore its original pitch. It is controlled by the Foot Switch.

H

HARPSICHORD
This is a keyboard instrument that was popular during the 16th to 18th centuries (also called a Cembalo).

HEADPHONES Jack (➡page 38)
An accessory jack used to connect a headphones set.

I

Initial Touch (➡page 16)
A type of touch control which controls the sound by the amount of pressure (velocity) with which the key is pressed. Initial touch can change the volume level and timbre to create a more expressive sound.

INTRO (➡page 18)
An introductory phrase to a song. On the Electone, it is a one-measure rhythm pattern that is automatically produced by turning on the INTRO./ENDING button and starting the rhythm.

INTRO COUNT (➡page 33)
When this button is turned on before C.S.P. playback, a one-measure intro count (using a "metronome") is produced before the playback is actually started. (HE-8)

K

KEYBOARD PERCUSSION (➡page 19)
A feature that lets you press keys on the lower or pedal keyboard to produce the sounds of various percussion instruments.

KNEE (➡page 23)
This button is located to the left of the M.O.C. button. When it is on, the ON/OFF status of Melody On Chord can be controlled by the Knee Lever.

Knee Lever (➡pages 14, 23, 36)
This knee-operated lever allows realtime control of Sustain and Melody On Chord (Melody On Chord can be controlled by Knee Lever only in case of HE-8)

L

LEAD VOICES (➡page 10)
This voice section provides a variety of monophonic voices to be played as the lead part on the upper keyboard.

Lower
Refers to the lower Keyboard of the Electone.

M

MARIMBA
A Latin-American percussion instrument of African origin which consists of wooden strips with tuned resonating pipes below.

MASTER VOLUME (➡page 5)
This knob controls the overall volume of the Electone.

MEMORY (➡pages 24, 20)
(1) The [M.] button of REGISTRATION MEMORY is used to memorize the panel's current registration settings.
(2) The MEMORY button of AUTO BASS CHORD is used to repeat the accompaniment patterns together with the rhythm even after the keys of the lower or pedal keyboard have been released.

MEMORY PROTECT (➡page 25)
A switch provided on RAM Packs to prevent accidental erasure of data. When it is set to ON, no new data can be written to the Pack so the currently stored data cannot be unintentionally erased.

MIDI (➡page 43)
Musical Instrument Digital Interface is a specification defining the exact manner in which digital data is transferred between electronic instruments and devices.

MIDI IN/OUT (➡page 43)
These jacks are used to connect an external MIDI-compatible device to exchange data between that device and the Electone.

M.O.C. [MELODY ON CHORD] (➡page 23)
This feature automatically adds a harmony line while you play the melody line on the upper keyboard.

Monophonic
Capable of producing only one note at a time, even if multiple keys are pressed.

MULTI-MENU (➡page 28)
A rotating panel located to the right of the lower keyboard that offers various features, such as REGISTRATION MENU, VOICE MENUs, etc. (HE-8)

O

ORCHESTRAL VOICES (➡pages 10-11)
This polyphonic voice section has the voices of the major instruments of an orchestra, can simultaneously sound up to seven notes, and is provided for both the upper and lower keyboards.

ORIGINAL PATTERN (➡page 31)
By pressing this button while you press a grey button in the RHYTHM section, you can cancel a RHYTHM MENU pattern that has been assigned to that grey button and thus restore its original preset rhythm pattern.

ORIGINAL VOICE (➡pages 12, 29)
By pressing this button while you press a grey button in a voice section or the ARPEGGIO CHORD section, you can cancel the VOICE MENU voice that has been assigned to that grey button and thus restore its original preset voice.

P

PACK (➡page 25)
The section of the panel at which a RAM Pack is installed and used to transfer data between the RAM Pack and the Electone.

Pedal
Refers to the pedal keyboard of the Electone.

PERCUSSIVE (➡pages 10-11)
This polyphonic voice section has percussive-type voices, can simultaneously sound up to seven notes, and can be set for the upper or lower keyboard.

PITCH (➡page 16)
A feature that permits fine adjustment of the overall pitch of the Electone.

Polyphonic
Capable of simultaneously producing multiple notes.

POWER (➡page 5)
The switch which turns the power supply to the Electone on or off.

R

RAM Pack (➡page 25)
A RAM (Random Access Memory) Pack has a built-in LSI chip capable of reading and writing data, which enables various types of Electone data to be stored in the RAM Pack or recalled from the Pack to the Electone whenever desired.
READY (➡pages 25, 27, 30)
After a RAM or ROM Pack is inserted, this green lamp lights up to indicate that a Pack operation can be performed.
Registration
In Electone terminology, it refers to a collection of settings for creating the total sound most suitable to the song to be played, including the voices, effects, rhythm, etc.
REGIST. Button (➡pages 32, 33)
When programming the C.S.P., this button is used to program a Fill In, Intro, or Ending pattern, REGISTRATION MEMORY data, or the final double bar. (HE-8)
REGISTRATION MEMORY (➡page 24)
This feature lets you memorize the panel's current registration settings which were set using the panel or the MULTI-MENU (HE-8), and call any memorized registration or Basic Registration to the panel.
REGISTRATION MENU (➡pages 13, 28)
This MULTI-MENU feature is preset with 16 different genres of registrations, any of which can be called by the touch of a single button. (HE-8)
REGGAE
Reggae is a musical style of Jamaican origin which has a late upbeat with a unique bounce.
REPEAT (➡page 33)
When this button is turned on prior to C.S.P. playback, the programmed accompaniment will be played back repeatedly. (HE-8)
REVERB (➡page 15)
An effect that adds a reverberation to notes to create an expansive sound similar to performing in a concert hall.
RHYTHM (➡page 17)
The is the general term used to refer to the rhythm-related functions.
RHYTHM MENU (➡page 17)
This MULTI-MENU feature allows additional rhythm patterns to be assigned to the grey buttons in the panel's RHYTHM section. (HE-8)
ROM Pack
The ROM (Read Only Memory) Pack can only used to transfer the ROM Pack data to the Electone but cannot be used to store the Electone's data. The FM Voice Pack is a ROM Pack.
Root (➡page 10)
The root of a chord has the same letter-name as the chord itself. For example, the root of the C chord consisting of C, E, and G is the C note.

S

SALSA
A newer genre of Latin-American music originating in New York, it is also the name of a rhythm pattern.
Segno
A notation symbol (𝄋) which means "Repeat from here after reaching *D.S.* (Dal segno)."
SINGLE FINGER (➡page 20)
One of the buttons used to select the AUTO BASS CHORD mode. When SINGLE FINGER is on, chordal and bass accompaniments can be automatically produced by pressing one, two, or three notes on the lower keyboard.
16 BEAT
A rhythm pattern based on 16th notes which is used in such musical genres as rock, fusion, and jazz.
SPEAKER OUT Jack
Use this jack to output audio signals to the Electone's speakers.
START (➡page 17)
A button in the RHYTHM section which you press to start the rhythm. It is also used during C.S.P. playback.
STEEL DRUM
This is a simple, melodious percussion instrument which is used for calypso music and so on.
STRINGS
Refers to the stringed instruments used in a an orchestra, and is provided as two types of voices in each ORCHESTRAL VOICES section.
SUSTAIN (➡page 15)
This effect allows a gradual fade-out of the sound after the keys are released. With ME-55/ME-35, the Sustain length can be set at the MULTI-MENU.
SWING
A standard rhythm pattern used in jazz music.
SYMPHONIC (➡page 15)
This effect adds an expansive reverberation that resembles the combined playing of multiple instruments.
SYNCHRO START (➡page 17)
When SYNCHRO START is ON, pressing any key of the lower or pedal keyboard will start the rhythm at the same time as the accompaniment.
SYNTH BRASS, SYNTH LEAD (➡page 29)
These voices are provided on the HE-8 VOICE MENU and respectively simulate STRING and LEAD voices created on a synthesizer.

T

TEMPO Control
This knob controls the speed of the rhythm.
TEMPO/(DATA) Display
This display flashes at the first beat of each measure, displays the bar and beat, and also displays other types of data.
TO LOWER (➡page 12)
Press this button to sound a Percussive voice from the lower keyboard.
TO PACK (➡page 25)
This button is used together with the MEMORY button of REGISTRATION MEMORY to transfer the Electone's data to a RAM Pack.
TO UPPER (➡page 12)
Press this button to sound a Percussive voice from the upper keyboard.
TOUCH (➡page 16)
When the TOUCH button is on, the volume and timbre of a voice can be minutely changed in response to your touch on the keys.
TRANSPOSITION (➡page 16)
This feature lets you change the overall key of the Electone in half-step units up to an octave above or below the original key.
TREMOLO (➡page 15)
This adds a trembling effect to a voice to produce a richly expansive sound. The trembling effect added by TREMOLO is faster than that added by the CHORUS effect.

U

Upper
Refers to the upper keyboard of the Electone.
User Pattern [USER 1, 2] (➡page 17)
Contains preset rhythm patterns, which can be replaced with other patterns by copying User rhythm patterns from a Pack. (HE-8)
USER VOICE (➡pages 12, 29)
Contains preset voices, which can be replaced with other voices by copying User voices from a Pack.

V

VIBRAPHONE
This is a percussion instrument consisting of tuned metal bars which are struck by the player using mallets.
Vibrato (➡pages 14, 35)
This effect vibrates the pitch of voices for added appeal. Each of the Electone voices has been preset with the most suitable Vibrato effect, but the preset effect can be changed if you so desire.
VOCAL
A voice that resembles the sound of a human chorus, which is provided in the ORCHESTRAL VOICES section for the lower keyboard.
Voice
This is the generic term for each of the instrument sounds that can be produced by the Electone.
VOICE MENU (➡pages 12, 29)
This feature allows one of a variety of voices to be assigned to the grey button of each voice section.
Voice Section
This refers to any section of the Electone's panel at which voices can be selected, such as ORCHESTRAL VOICES, LEAD VOICES, and BASS VOICES.

W

WOOD
Refers to the woodwind instruments and is provided as a voice in the ORCHESTRAL VOICES section for the upper keyboard.

MIDI Specifications
Technische Betriebsdaten für MIDI
MIDI Specifications
MIDI Especificaciones

■CHANNEL MESSAGES / KANALMELDUNGEN MESSAGES DE CANAL / MENSAJES DE CANALES

Code	Function	Transmitted	Recognized	Remarks
8nH, nnH (Note No.), 00H-7FH	Note OFF	×	CH 1 CH 2 CH 3 (CH 4)* CH 15	UK LK PK LEAD Keyboard Percussion
9nH, nnH (Note No.), 01H-7FH (ON) 00H (OFF)	Note ON/OFF	CH 1 CH 2 CH 3 (CH 4)* (CH 5)* ×	CH 1 CH 2 CH 3 (CH 4)* × CH 15	UK LK PK LEAD Arpeggio Chord Keyboard Percussion
BnH, 01H, 00H-7FH	Modulation Wheel	×	(CH 4)*	LEAD
BnH, 04H, 00H-7FH	2nd Expression Pedal	×	(CH 4)*	LEAD
BFH, 0BH, 00H-7FH	Expression Pedal	CH 16	CH 16	CONTROL
BnH, 40H, 7FH (ON) 00H (OFF)	Sustain ON/OFF	CH 1 CH 2 CH 3	CH 1 CH 2 CH 3	UK LK PK
BnH, 7BH, 00H	All Note OFF	×	CH 1 CH 2 CH 3 (CH 4)* CH 16	UK LK PK LEAD CONTROL
CnH, nnH (REGIST. No.)	Program Change (Registration Memory)	CH 1 CH 2 CH 3 CH 16	CH 1 CH 2 CH 3 CH 16	UK LK PK CONTROL
DnH, 00H-7FH	After Touch	CH 1 × × (CH 4)* (CH 5)*	CH 1 CH 2 CH 3 (CH 4)* ×	UK LK PK LEAD Arpeggio Chord
EnH, (00H-7FH), 00H-7FH	Pitch Bender	×	(CH 4)*	LEAD

*Can be replaced by MIDI CONTROL functions on the MULTI MENU.

■SYSTEM REALTIME MESSAGES / SYSTEM-ECHTZEITMELDUNGEN MESSAGES EN TEMPS REEL DU SYSTEME / MENSAJES EN TIEMPO REAL DEL SISTEMA

Code	Function	Transmitted	Recognized	Remarks
F8H	Clock	○	○*	
FAH	Start	○	○	
FCH	Stop	○	○	
FEH	Active Sensing	○	○	
FFH	Reset	×	○	

*Only in External Synchronous mode.

■SYSTEM EXCLUSIVE MESSAGES / SYSTEM-EXKLUSIVMELDUNGEN MESSAGE EXCLUSIFS DU SYSTEME / MENSAJES EXCLUSIVOS DEL SISTEMA

Code	Messages	Remarks
F0H, 43H, 70H, 70H (Electone), ... F7H	1. Electone common messages	(➡Page 47)
F0H, 43H, 70H, 72H (HS), ... F7H	2. HS Series common messages	(➡Page 48)
F0H, 43H, 70H, 74H (HE), ... F7H	3. HE-8•HE-6 common messages	(➡Page 49)
F0H, 43H, 70H, nnH, (Model)*..... F7H	4. Model-Specific messages	(➡Page 49)
F0H, 43H, 73H, ... F7H	5. Electone/Single Keyboard common messages	(➡Page 49)

1. Electone common messages / Electone-Normalmeldungen
Messages communs de l'Electone / Mensajes comunes de Electone

■BULK DUMP Related Messages

Code	Messages	Transmitted	Recognized
F0H, 43H, 70H, 70H, 00H, ...(data)....., F7H	Bulk Dump data	×	○
01H,	Request-to-Send Voice Parameter data	×	○
02H,	Request-to-Receive Voice Parameter data	×	○
F0H, 43H, 70H, 70H, 10H, F7H	Request-to-Send all RAM data	×	○
11H	Request-to-Send Registration data	×	○
12H	Request-to-Send C.S.P./R.S.P. data	×	*1
13H	Request-to-Send F.M.P. data	×	×
14H	Request-to-Send USER Pattern data	×	○
15H	Request-to-Send USER Pattern data	×	○
16H	Request-to-Send USER Voice data	×	○
F0H, 43H, 70H, 70H, 20H, F7H	Request-to-Receive all RAM data	*2	○
21H	Request-to-Receive Registration data	×	○
22H	Request-to-Receive C.S.P./R.S.P. data	×	*1
23H	Request-to-Receive F.M.P. data	×	×
24H	Request-to-Receive USER Pattern data	×	○
25H	Request-to-Receive USER Pattern data	×	○
26H	Request-to-Receive USER Voice data	×	○
F0H, 43H, 70H, 70H, 30H, F7H	Request-to-Send Model ID data	×	○
F0H, 43H, 70H, 70H, 38H, 7FH, F7H	Bulk Dump Acknowledge	○	×
00H	Unacknowledge	○	×

*1 Recognized only by HE-8.
*2 Can be transmitted using the MIDI CONT. feature.

■CONTROL CHANGE

Code	Messages		Transmitted	Recognized
F0H, 43H, 70H, 70H, 40H, 45H, 7FH, F7H	FOOT SWITCH LEFT	ON	○	○
00H		OFF	○	○
40H, 47H, 7FH, F7H	KNEE LEVER	ON	○	○
00H		OFF	○	○
40H, 48H, 7FH, F7H	FILL IN 1	ON	○	○
00H		OFF	○	○
40H, 49H, 7FH, F7H	FILL IN 2	ON	○	○
00H		OFF	○	○
40H, 4BH, 7FH, F7H	INTRO./ENDING	ON	○	○
00H		OFF	○	○
40H, 4CH, 7FH, F7H	EXT. FILL IN	ON	×	×
00H		OFF	×	×
40H, 50H, TLH, THH, F7H	TEMPO		○	○

■MDR-3・MDR-2P STATUS

Code	Messages		Transmitted	Recognized
F0H, 43H, 70H, 70H, 70H, 01H, F7H	PLAY	Start	×	○
02H		Stop	×	○
03H	RECORD	Start	×	○
04H		Stop	×	○
05H	FF ▶▶	Start	×	○
06H		Stop	×	○
09H	Rhythm Pointer Reset		×	○

■OTHERS

Code	Messages		Transmitted	Recognized
F0H, 43H, 70H, 70H, 71H, 06H, 00H, F7H	EXpression Control	Internal	×	○
7FH, F7H		External	×	○
07H, 30H, F7H	LEAD VOICES Receive CH	1 CH	×	○
33H, F7H		4 CH	×	○
08H, 70H, F7H	UK/LK Send CH	1・2 CH	×	○
71H, F7H		4・5 CH	×	○
F0H, 43H, 70H, 70H, 78H, SC, NC, F7H	Bar signal		○	○

2. HS-Series common messages / Normalmeldungen für HS-Serie
Messages communs de la série HS / Mensajes comunes de la serie HS

Code	Messages	Transmitted	Recognized
F0H, 43H, 70H, 72H, 00H, ...(data)....., F7H	Bulk Dump data	○	○
01H	Request-to-Send Voice Parameter data	×	○
02H	Request-to-Receive Voice Parameter data	×	○
F0H, 43H, 70H, 72H, 10H, F7H	Request-to-Send all RAM data	×	○
11H	Request-to-Send Registration data	×	○
12H	Request-to-Send C.S.P./R.S.P. data	×	*2
13H	Request-to-Send F.M.P. data	×	×
14H	Request-to-Send USER Pattern data	×	○
15H	Request-to-Send USER Pattern data	×	○
16H	Request-to-Send USER Voice data	×	○
F0H, 43H, 70H, 72H, 20H, F7H	Request-to-Receive all RAM data	×	○
21H	Request-to-Receive Registration data	×	○
22H	Request-to-Receive C.S.P./R.S.P. data	×	*2
23H	Request-to-Receive F.M.P. data	×	×
24H	Request-to-Receive USER Pattern data	×	○
25H	Request-to-Receive USER Pattern data	×	○
26H	Request-to-Receive USER Voice data	×	○
F0H, 43H, 70H, 72H, 41H, ...(data)....., F7H	Panel Switch Event data *1	○	○
F0H, 43H, 70H, 72H, 42H, ...(data)....., F7H	Current Registration data	○	○

*1 Refer to the "Table of Switch-Related MIDI Codes."
*2 Recognizable only by HE-8.

•Table of SW MIDI codes [F0H, 43H, 70H, 72H, 41H, nnH (SW code), nnH (SW data), F7H]

	Functions/Switches	SW code	SW data	Remarks
Selector	UPPER ORCHESTRAL VOICES	02H	00H-05H	SW No.
	LOWER ORCHESTRAL VOICES	03H	00H-05H	SW No.
	U/L PERCUSSIVE VOICES	04H	00H-03H	SW No.
	UPPER LEAD VOICES	06H	00H-03H	SW No.
	BASS VOICES	07H	00H-03H	SW No.
	RHYTHM	0BH	00H-0FH	SW No.
Volume	UPPER ORCHESTRAL VOICES	12H	00H-7FH	Volume data
	LOWER ORCHESTRAL VOICES	13H	00H-7FH	Volume data
	U/L PERCUSSIVE VOICES	14H	00H-7FH	Volume data
	UPPER LEAD VOICES	16H	00H-7FH	Volume data
	BASS VOICES	17H	00H-7FH	Volume data
	RHYTHM	1AB	00H-7FH	Volume data
	REVERB	1BH	00H-7FH	Volume data
Balance	MANUAL BALANCE	20H	02H-0AH	Balance data
Ensemble	U/L PERCUSSIVE VOICES	34H	00H-02H	00H=OFF, 01H=UPPER ON, 02H=LOWER ON
Effect	SYMPHONIC	40H	00H-01H	00H=SYMPHONIC ON, 01H=CELESTE ON
	UPPER ORCHES.	41H	00H-01H	00H=OFF, 01H=ON
	LOWER ORCHES.	42H	00H-01H	00H=OFF, 01H=ON
	TREMOLO	43H	00H-01H	00H=TREMOLO ON, 01H=CHORUS ON
Function	A.B.C. Mode	4CH	00H-03H	00H=OFF, 01H=SINGLE FINGER, 02H=FINGERED CODE, 03H=CUSTOM A.B.C.
	M.O.C. Mode	4DH	00H-03H	00H=OFF, 01H=Mode 1, 02H=Mode 2, 03H=Mode 3
	M.O.C. (Knee Control)	4DH	10H-11H	10H=OFF, 11H=ON *
	FOOT SWITCH Function	4EH	00H-05H	00H=OFF, 01H=STOP, 02H=ENDING, 03H=FILL IN 1, 04H=FILL IN 2
			10H-11H	10H=GLIDE (LEAD) OFF, 11H=GLIDE (LEAD) ON
	TOUCH Switch	4FH	00H-01H	00H=OFF, 01H=ON
	SUSTAIN (UPPER)	50H	00H-01H	00H=OFF, 01H=ON
	SUSTAIN (LOWER)	51H	00H-01H	00H=OFF, 01H=ON
	SUSTAIN (PEDAL)	52H	00H-01H	00H=OFF, 01H=ON
	VIBRATO (UPPER LEAD)	53H	00H-01H	00H=OFF, 01H=ON
	VIBRATO (UPPER ORCHES.)	54H	00H-01H	00H=OFF, 01H=ON
	VIBRATO (LOWER ORCHES.)	55H	00H-01H	00H=OFF, 01H=ON
	MEMORY ON	57H	00H-01H	00H=OFF, 01H=ON
	KEYBOARD PERCUSSION LOWER	5BH	00H-01H	00H=OFF, 01H=ON
	KEYBOARD PERCUSSION UPPER	5CH	00H-01H	00H=OFF, 01H=ON
	DISABLE Switch	5FH	00H-01H	00H=OFF, 01H=ON
Sequencer	SONG 1	61H	00H-01H	00H=OFF, 01H=ON *
	SONG 2	62H	00H-01H	00H=OFF, 01H=ON *

*Applicable only to HE-8.

3. HE-8•HE-6 common messages / Normalmeldungen für HE-8•HE-6
Messages communs de du HE-8•HE-6 / Mensajes comunes del HE-8•HE-6

Code	Messages	Transmitted	Recognized
F0H, 43H, 70H, 74H, 00H, ...(data)....., F7H	Bulk Dump data	×	○
02H	Request-to-Send Voice Parameter data	×	○

4. Model-Specific messages / Modell/Einzelmeldungen
Messages spécifiques au modèle / Mensajes de modelo/especificos

Code	Messages	Transmitted	Recognized
F0H, 43H, 70H, nnH, 00H, ...(data)....., F7H	Bulk Dump data	×	○
00H	Model ID data *1	○	×
01H	Request-to-Send Voice Parameter data	×	○
02H	Request-to-Receive Voice Parameter data	×	○
F0H, 43H, 70H, nnH, 10H, F7H	Request-to-Send all RAM data	×	○
11H	Request-to-Send Registration data	×	○
12H	Request-to-Send C.S.P./R.S.P. data	×	*2
13H	Request-to-Send F.M.P. data	×	×
14H	Request-to-Send USER Pattern data	×	○
15H	Request-to-Send USER Pattern data	×	○
16H	Request-to-Send USER Voice data	×	○
F0H, 43H, 70H, nnH, 20H, F7H	Request-to-Receive all RAM data	×	○
21H	Request-to-Receive Registration data	×	○
22H	Request-to-Receive C.S.P./R.S.P. data	×	*2
23H	Request-to-Receive F.M.P. data	×	×
24H	Request-to-Receive USER Pattern data	×	○
25H	Request-to-Receive USER Pattern data	×	○
26H	Request-to-Receive USER Voice data	×	○

*1The above value of "nn" is either 23H to identify HE-6 or 24H to identify HE-8. Otherwise, "nn" can be recognized as a value within the range of 15H to 19H and 21H to 24H.
*2Recognizable only by HE-8.

5. Electone/Single Keyboard common messages / Normalmeldungen für Electone/Einzelkeyboard
Messages communs Electone/clavier simple / Mensajes comunes de Electone/teclado único

Code	Messages	Transmitted	Recognized
F0H, 43H, 73H, 01H, 02H, F7H	Request for Internal Synchronous mode	×	○
03H	Request for External Synchronous mode	×	○

MIDI Implementation Chart / MIDI-Anwendungstabelle
Tableau d'implantation MIDI / Tabla de implementación de MIDI

Date: 1/1, 1989
Version: 1.0

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1	1	UK
		2	2	LK
		3	3	PK
			15	Keyboard Percussion
		16	16	CONTROL
	Changes	4		UK
		5		LK
			4	LEAD
Mode	Default	Mode 3	Mode 3	
	Messages	×	×	
	Altered	**********	×	
Note Number		48-96	36-96	UK
		36-84	36-96	LK
		36-55	36-96	PK
		×	36-96	LEAD
		×	36-96	Arpeggio Chord
		×	36-96	Keyboard Percussion
	True Voice	**********	36-96	UK, LK, PK
Velocity	Note ON	○ 9nH, v=1-127	○ 9nH, v=1-127	
	Note OFF	○ 9nH, v=0	○ 9nH, v=0, 8nH	
After Touch	Key's	×	×	
	Ch's	○ (Only 1 channel)	○	
Pitch Bender		×	○ 0-12 semi *	
Control Change	1	×	○ *	
	4	×	○ *	
	11	○	○ **	Expression pedal
	64	○	○	Sustain
Program Change		0-4, 32-46	0-4, 32-46	Registration Memory
	True #	**********	0-4, 32-46	Registration Menu
System Exclusive		○	○	
System Common	Song Pos	×	×	
	Song Sel	×	×	
	Tune	×	×	
System Real Time	Clock	○	○ **	
	Commands	○	○	(FAH, FCH)
Aux Messages	Local ON/OFF	×	×	
	All Notes OFF	×	○	
	Active Sense	○	○	
	Reset	×	○	
Notes		* Recognize only when the Lead Voice has been separately assigned to Channel 4. ** Recognize only when External mode.		

Mode 1: OMNI ON , POLY Mode 2: OMNI ON , MONO ○: YES
Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO ×: NO

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