



PSR-D1



Owner's Manual



SPECIAL MESSAGE SECTION (U.S.A.)

This product utilizes batteries or an external power supply (adapter). DO NOT connect this product to any power supply or adapter other than one described in the manual, on the name plate, or specifically recommended by Yamaha.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.

SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for long periods 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. **IMPORTANT:** The louder the sound, the shorter the time period before damage occurs.

NOTICE:

Service charges incurred due to lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.

ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

Battery Notice:

This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, do not mix old batteries with new, or with batteries of a different type. Batteries **MUST** be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

Warning:

Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

Disposal Notice:

Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

NAME PLATE LOCATION:

The name plate is located on the bottom of the product. The model number, serial number, power requirements, etc., are located on this plate. You should record the model number, serial number, and the date of purchase in the spaces provided below and retain this manual as a permanent record of your purchase.

Model _____

Serial No. _____

Purchase Date _____

PLEASE KEEP THIS MANUAL

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

* Please keep these precautions in a safe place for future reference.



WARNING

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

- Do not open the instrument or attempt to disassemble the internal parts or modify them in any way. The instrument contains no user-serviceable parts. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.
- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place containers on it containing liquids which might spill into any openings.
- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.
- Use the specified adaptor (PA-5B, PA-5C or an equivalent recommended by Yamaha) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Before cleaning the instrument, always remove the electric plug from the outlet. Never insert or remove an electric plug with wet hands.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.



CAUTION

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:

- Do not place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.
- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- Unplug the AC power adaptor when not using the instrument, or during electrical storms.
- Always make sure all batteries are inserted in conformity with the +/- polarity markings. Failure to do so might result in overheating, fire, or battery fluid leakage.
- Always replace all batteries at the same time. Do not use new batteries together with old ones. Also, do not mix battery types, such as alkaline batteries with manganese batteries, or batteries from different makers, or different types of batteries from the same maker, since this can cause overheating, fire, or battery fluid leakage.
- Do not dispose of batteries in fire.
- Do not attempt to recharge batteries that are not intended to be charged.
- If the instrument is not to be in use for a long time, remove the batteries from it, in order to prevent possible fluid leakage from the battery.
- Keep batteries away from children.
- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration or damage to the internal components.
- Do not use the instrument near other electrical products such as televisions, radios, or speakers, since this might cause interference which can affect proper operation of the other products.
- Do not place the instrument in an unstable position where it might accidentally fall over.
- Before moving the instrument, remove all connected adaptor and other cables.
- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths. Also, do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Use only the stand/rack specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.
- Do not operate the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

■ SAVING USER DATA

- Save all data to an external device such as the Yamaha MIDI Data Filer MDF3, in order to help prevent the loss of important data due to a malfunction or user operating error.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

Make sure to discard used batteries according to local regulations.

* The illustrations and LCD screens as shown in this owner's manual are for instructional purposes only, and may be different from the ones on your instrument.

Congratulations on your purchase of the Yamaha DJX!

You now own a portable keyboard that combines advanced functions, great sound and exceptional ease-of-use in a highly compact package. Its outstanding features also make it a remarkably expressive and versatile instrument.

Read this Owner's Manual carefully while playing your new DJX in order to take full advantage of its various features.

Main Features

Real-time Controls

The DJX is equipped with an amazing set of real-time performance controls, that let you “tweak” the sound of various instrument parts — as you play!

- **Control Knobs**
These five knobs let make various dynamic changes to the voices and patterns.
- **ASSIGN knob**
Included in the control knobs is a special ASSIGN knob that can be assigned to control any one of a variety of functions.
- **RIBBON CONTROLLER**
This expressive control can also be assigned to control any one of a variety of functions.
- **Part Select (PART CONTROL)**
Use this to select the Part you want to use with the control knobs or RIBBON CONTROLLER.
- **Part On/Off (PART CONTROL)**
This function lets you alternately mute and un-mute specific instrument parts of the pattern as it's playing.
- **PITCH BEND wheel**
Use this to raise and lower the pitch of the voice as you play.

Digital Sampling

This function lets you record your own sounds to be played from the keyboard. Up to twelve different samples can be recorded. Simple editing functions, such as setting the end point and looping, are also provided.

Other powerful features include:

- Exceptionally realistic and dynamic sounds with 284 voices, utilizing digital recordings of actual instruments.
- Dual voice and Split voice modes that let you layer two voices together or assign two voices to separate sections of the keyboard
- Four high-quality effects — Reverb, Chorus, DSP, and Arpeggiator — each with a variety of different types.
- 100 pattern styles, each with different Lead In/Out and Beat A/B sections. All styles also have their own four Break Out patterns. The DJX also gives you convenient control over pattern Styles — including BPM (Tempo) and independent Pattern Volume.
- Powerful song recording operations for recording and playing back complete compositions (three User songs are available). Up to six tracks can be recorded to a song, including a special chord track for style pattern.
- Performance Setup, for automatically calling up an appropriate voice for playing with the selected style. Plus, there are 16 User Performance Setup memory spaces that let you save your custom panel settings for instant recall.
- Touch response for maximum expressive level control over the voices.
- Convenient footswitch control over various functions — including sustain, start/stop, and more.
- GM (General MIDI) compatibility and full GM voice set.
- Large custom LCD gives you easy, at-a-glance confirmation of all important settings, as well as chord and note indications.
- Comprehensive MIDI functions that let you integrate the DJX into a MIDI music system, for sequence recording and other advanced applications.
- Built-in, high-quality stereo amplifier/speaker system.

Contents

PANEL CONTROLS AND TERMINALS 6

- Front Panel 6
- Rear Panel 7

SETTING UP 8

- POWER REQUIREMENTS 8
- TURNING ON THE POWER 8
- ACCESSORY JACKS 9

Quick Guide 10

- Step 1 The DJX — Take it for a spin! 10
- Step 2 Using the Keyboard 12
- Step 3 Demo Song/Voice/Style ... 14
- Step 4 Digital Sampling 16
- Step 5 Function Parameters 18
- Step 6 Assigning Various Controls to the ASSIGN Knob, RIBBON CONTROLLER, and Footswitch 20

PANEL DISPLAY INDICATIONS 22

PLAYING VOICES — THE VOICE MODE 24

PLAYING A VOICE — MAIN VOICE ... 25

- About Panel Voices and GM Voices 26
- Drum Kit Voice Chart (voices 141 - 155) 26
- Function Parameters — Main Voice .. 27

TRANPOSE AND TUNING 28

- Transpose 28
- Tuning 29

PLAYING TWO VOICES —

DUAL VOICE 29

- Function Parameters — Dual Voice ... 30

PLAYING TWO VOICES —

SPLIT VOICE 31

- Function Parameters — Split Voice 32

ADDITIONAL VOICE FUNCTIONS — VOICE SET, TOUCH SENSITIVITY, AND PITCH BEND RANGE 33

- Function Parameters — Voice Set, Touch Sensitivity and Pitch Bend Range 33

EFFECTS 34

REVERB 34

CHORUS 35

DSP 36

ARPEGGIATOR 37

- Function Parameters — Effects 37
- Effect Types 38

SONG PLAYBACK — THE SONG MODE 40

SELECTING AND PLAYING A SONG ... 40

CHANGING THE BPM (TEMPO) 41

ABOUT THE BEAT DISPLAY 42

ADJUSTING THE SONG VOLUME 43

PATTERNS — THE STYLE MODE 44

SELECTING A STYLE AND PLAYING THE PATTERN 44

PATTERN CONTROLS 47

PATTERN SECTIONS (BEAT A, BEAT B AND BREAK OUTS) 48

CHANGING THE BPM (TEMPO) 48

ADJUSTING THE PATTERN VOLUME 49

FINGERING 50

BEAT REVERSE 52

PART ON/OFF 52

- About the Parts 53

SETTING THE PATTERN SPLIT POINT ... 54

- Function Parameter — Pattern Split Point 55

PERFORMANCE SETUP 56

PERFORMANCE SETUP — USER 56

- Recording a User Performance Setup 56
- Recalling a User Performance Setup 57
- Selecting a User Bank 57

PERFORMANCE SETUP — PRESET 58

- Selecting a Preset Performance Setup 58

THE KNOBS 59

USING THE KNOBS 59

- About CUTOFF and RESONANCE 62
- About GROOVE 62

ASSIGN KNOB 63

- ASSIGN Knob Parameters 64

RIBBON CONTROLLER 66

USING THE RIBBON CONTROLLER 66

- RIBBON CONTROLLER Parameters ... 67
- How the RIBBON CONTROLLER works 68

DIGITAL SAMPLING 69

ABOUT DIGITAL SAMPLING 69

RECORDING A SAMPLE AND PLAYING IT 70

- Guidelines for sampling 71
- Trigger Level 71
- Sampling memory capacity 73
- Deleting a sample 74
- Recording additional samples 74

SAMPLE EDITING 75

- Setting the End Point 75
- Creating Loops 78
- About the resolution settings 79

SONG RECORDING 80

RECORDING A USER SONG — REALTIME RECORDING 81

- Additional Operations 84

RECORDING A USER SONG — STEP RECORDING 85

- Recording Notes 86
- Additional Operations 88
- Replacing a Note or Rest 89
- Entering Velocity Curves 90
- Velocity Curve Chart 90

CLEARING A SONG 91

MIDI FUNCTIONS 92

WHAT IS MIDI? 92

- Channel Messages 93
- System Messages 93

CONNECTING TO A PERSONAL COMPUTER 94

- MIDI Terminals 94

FUNCTION PARAMETERS — MIDI 95

USING BULK DUMP SEND/ SAMPLING SEND TO SAVE DATA 97

- Saving Bulk Data/Sampling Data 97
- Loading Bulk Data/Sampling Data 99

USING INITIAL SETUP SEND WITH A SEQUENCER 100

- Sending Initial Setup Data 100

TROUBLESHOOTING 102

DATA BACKUP & INITIALIZATION 103

VOICE LIST 104

DRUM KIT LIST 108

STYLE LIST 111

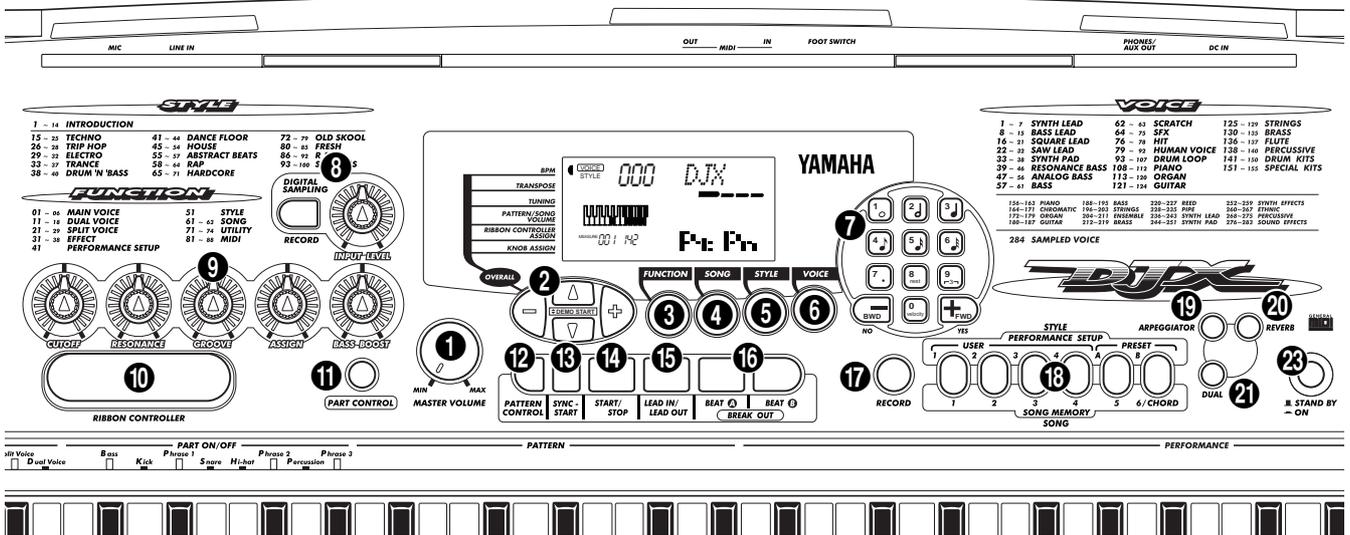
MIDI IMPLEMENTATION CHART 112

SPECIFICATIONS 115

INDEX 116

PANEL CONTROLS AND TERMINALS

Front Panel



1 MASTER VOLUME dial

This determines the overall volume of the DJX.

2 OVERALL, DEMO START buttons (▲, ▼, +, -)

These are for selecting the various “overall” functions and setting their values. (See page 22.) They are also used to play the Demo songs. (See pages 14, 40.) In the Digital Sampling function, these are used to select and set the sample editing parameters. (See page 75.)

3 FUNCTION button

This selects the Function mode. (See page 18.)

4 SONG button

This selects the Song mode. (See page 40.)

5 STYLE button

This selects the Style mode. (See pages 15, 44.)

6 VOICE button

This selects the Voice mode. (See pages 14, 25.)

7 Numeric keypad, +/- buttons

These are for selecting songs, voices, and styles. (See pages 40, 25, and 44.) They are also used for making various settings, such as:

- Selecting and changing the Function parameters (page 18)
- Setting note values and other settings for the Step Record function (page 86)

8 DIGITAL SAMPLING section — RECORD button and INPUT LEVEL knob

These two controls are used for the Digital Sampling functions. (See page 69.)

9 Knobs — CUTOFF, RESONANCE, GROOVE, ASSIGN, BASS BOOST

These controls allow you to make expressive, dynamic, real-time changes to various aspects of the voices and styles. (See page 59.)

10 RIBBON CONTROLLER

This assignable control allows you to make expressive, dynamic, real-time changes to various aspects of the voices and styles. (See page 66.)

11 PART CONTROL button

This turns the Part Control function on and off. (See page 59.)

12 PATTERN CONTROL button

When the Style mode is selected, this alternately enables or disables keyboard control over the pattern chords. (See page 45.)

13 SYNC-START button

This turns the Sync-Start function on and off. (See page 46.)

14 START/STOP button

When the Style mode is selected, this alternately starts and stops the pattern. (See pages 45, 47.) In the Song mode, this alternately starts and stops song playback. (See page 41.)

15 LEAD IN/LEAD OUT button

When the Style mode is selected, this is used to control the Lead In and Lead Out functions. (See pages 46, 47.)

16 BEAT A/B (BREAK OUT) buttons

When the Style mode is selected, these are used to change pattern sections and control the Break Out function. (See page 48.)

17 RECORD button

This is used for selecting and enabling the recording functions: Song (pages 82, 85) and Performance Setup (page 56).

18 PERFORMANCE SETUP / SONG MEMORY buttons

When the Style mode is selected, these are used to select the Performance Setup registrations (pages 57, 58). When the Song mode is selected, these are used to select specific tracks (pages 82, 86).

19 ARPEGGIATOR button

This turns the Arpeggiator effect on and off. (See page 37.)

20 REVERB button

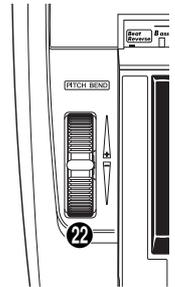
This turns the Reverb effect on and off. (See page 34.)

21 DUAL button

This turns the Dual mode on and off. (See page 29.)

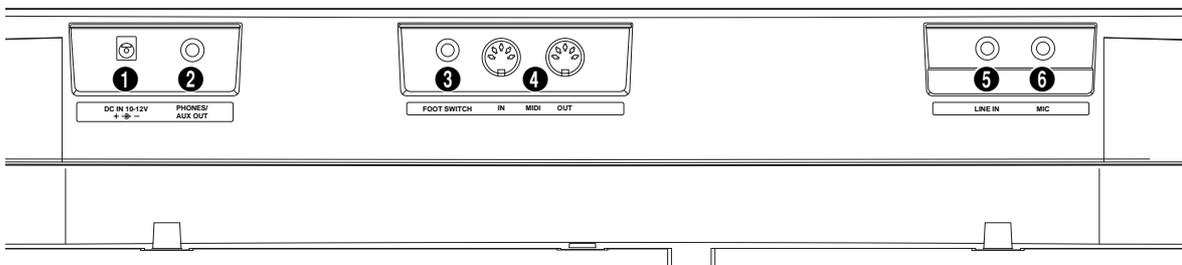
22 PITCH BEND wheel

This is used for raising or lowering the pitch of the voices as you play. It affects only the voices played in the PERFORMANCE section of the keyboard. The pitch range of the wheel can also be set (see page 33).



23 STAND BY/ON switch

Rear Panel



1 DC IN 10-12V jack

This is for connection to a PA-5B/5C AC power adaptor. (See page 8.)

2 PHONES/AUX OUT jack

This is for connection to a set of stereo headphones or to an external amplifier/speaker system. (See page 9.)

3 FOOT SWITCH jack

This is for connection to an optional FC4 or FC5 Footswitch. The footswitch is generally used to control sustain, but it can conveniently be set to control one of a variety of functions instead. (See pages 9, 21.)

4 MIDI IN, OUT terminals

These are for connection to other MIDI instruments and devices. (See page 94.)

5 LINE IN jack

This is used with the Digital Sampling functions, and is for connection to and recording of an external audio source (line level), such as a CD player or cassette deck. (See pages 9, 70.) (Connector: mono, 1/4" phone jack.)

6 MIC jack

This is used with the Digital Sampling functions, and is for connection to a microphone for recording acoustic audio. (See pages 9, 70.) (Connector: mono, 1/4" phone jack.)

SETTING UP

This section contains information about setting up your DJX for playing. Make sure to read this section carefully before using the instrument.

POWER REQUIREMENTS

Although the DJX will run either from an optional AC adaptor or batteries, Yamaha recommends use of the more environmentally safe AC adaptor. Follow the instructions below according to the power source you intend to use.

CAUTION

Never interrupt the power supply (e.g. remove the batteries or unplug the AC adaptor) during any DJX record operation! Doing so can result in a loss of data.

Using an AC Power Adaptor

To connect your DJX to a wall socket, you will need the optionally available Yamaha PA-5B/5C Power Adaptor. Use of other AC adaptors could result in damage to the instrument, so be sure to ask for the right kind. Connect one end of the adaptor to the DC IN 10-12V jack on the rear panel of your DJX, and the other end to a suitable electrical outlet.

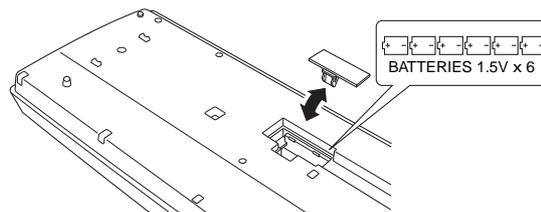
WARNING

- Use **ONLY** a Yamaha PA-5B/5C AC Power Adaptor (or other adaptor specifically recommended by Yamaha) to power your instrument from the AC mains. The use of other adaptors may result in irreparable damage to both the adaptor and the DJX.
- Unplug the AC Power Adaptor when not using the DJX, or during electrical storms.

Using Batteries

■ Inserting Batteries

Turn the instrument upside-down and remove the battery compartment lid. Insert six 1.5-volt size "D" (SUM-1, R-20 or equivalent) batteries as shown in the illustration, making sure that the positive and negative terminals are properly aligned, and replace the lid.



■ When the Batteries Run Down

When the batteries run low and the battery voltage drops below a certain level, the DJX may not sound or function properly. As soon as this happens, replace them with a complete set of six new batteries.

CAUTION

- Never mix old and new batteries or different types of batteries (e.g., alkaline and manganese).
- To prevent possible damage from battery leakage, remove the batteries from the instrument if it is not to be used for a long time.

TURNING ON THE POWER

With the AC power adaptor connected or with batteries installed, simply press the power switch until it locks in the ON position. When the instrument is not in use, be sure to turn the power off. (Press the switch again so that it pops up.)



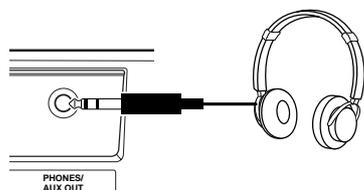
CAUTION

Even when the switch is in the "STAND BY" position, electricity is still flowing to the instrument at the minimum level. When you are not using the DJX for a long time, make sure you unplug the AC power adaptor from the wall AC outlet, and/or remove the batteries from the instrument.

ACCESSORY JACKS

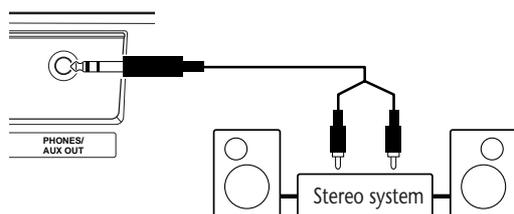
■ Using Headphones

For private practicing and playing without disturbing others, connect a set of stereo headphones to the rear panel PHONES/AUX OUT jack. Sound from the built-in speaker system is automatically cut off when you insert a headphone plug into this jack.



■ Connecting a Keyboard Amplifier or Stereo System

Though the DJX is equipped with a built-in speaker system, you can also play it through an external amplifier/speaker system. First, make sure the DJX and any external devices are turned off, then connect one end of a stereo audio cable to the LINE IN or AUX IN jack(s) of the other device and the other end to the rear panel PHONES/AUX OUT jack on the DJX.



CAUTION ⚠

To prevent damage to the speakers, set the volume of the external devices at the minimum setting before connecting them. Failure to observe these cautions may result in electric shock or equipment damage.

■ Using a Footswitch

This feature lets you use an optional footswitch (Yamaha FC4 or FC5) to control a variety of functions. (See page 21.)

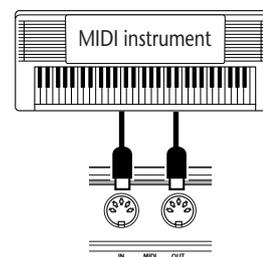


NOTE

- Make sure that the footswitch plug is properly connected to the FOOT SWITCH jack before turning on the power.
- Do not press the footswitch while turning the power on. Doing this changes the recognized polarity of the footswitch, resulting in reversed footswitch operation.

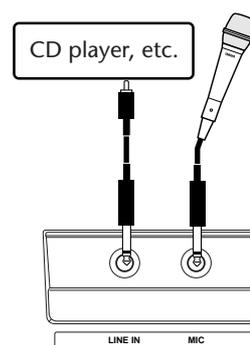
■ Using the MIDI Terminals

The DJX also features MIDI terminals, allowing you to interface the DJX with other MIDI instruments and devices. (For more information, see page 94.)



■ Using the MIC and LINE IN jacks

These are for recording an external audio source in the Digital Sampling functions (page 70). The MIC jack is for connection to a microphone for recording vocals and acoustic instruments. The LINE IN jack is for connecting to and recording a line level signal, such as that of a CD player or cassette deck.



CAUTION ⚠

Never connect a line level signal (CD player, cassette deck, electronic instrument, etc.) into the MIC input jack! Doing this could damage the DJX and its Digital Sampling functions.

Quick Guide

Unless you enjoy reading manuals, you're probably eager to start playing your new DJX right now. If so, this next section is for you!

Sure, the DJX is ready to play right out of the box — but we urge you to take the time to read this short, easy-to-understand section. If you've never even touched an electronic keyboard before, following the steps in this section will make you a master of the DJX in virtually no time at all! Plus, it will give you the tools to explore and use the advanced functions in your music.

Enjoy!

Step 1 The DJX – Take it for a spin!

Can't wait to get going? Here's all you need to lay down the beat and start jamming on your new DJX! Just follow the numbers...

Give it some juice...

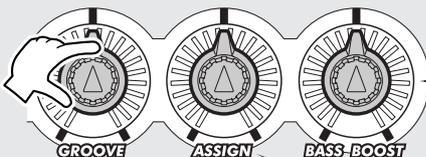
- 1 Plug in the adaptor, and turn on the power.



Work out on the knobs!

- 3 These three knobs give you dynamic, real-time control over the pattern. Try 'em out!

• Want to find out more? See page 59.



GROOVE knob

Change the "feel" or timing of the pattern. Turn this to give it some swing, make it laid-back... or just play it straight.

ASSIGN knob

You call the shots with this knob... Assign it to control dynamics, tempo/pitch, or any one of a variety of functions!

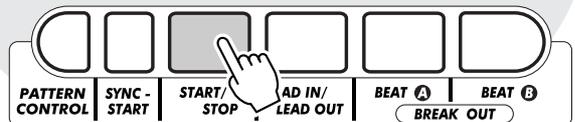
BASS BOOST knob

Pump up the bass of the entire DJX sound with this knob!

Start it up!

- 2 Start the pattern by pressing the START/STOP button. You can also start the pattern by pressing any one of the keys in the PATTERN section of the keyboard.

• Want to find out more? See page 45.



Cut loose on the ribbon!

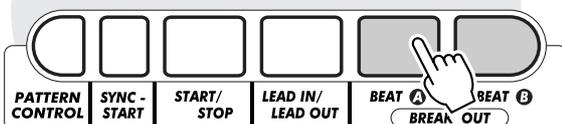
- 4 Slide your finger along the RIBBON CONTROLLER and hear how the sound changes. There are tons of things you can assign to this, too!

• Want to find out more? See page 66.



Mix up the beats!

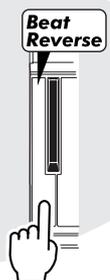
- 5 Play around with the BEAT A and BEAT B buttons, and get the rhythm to flow.

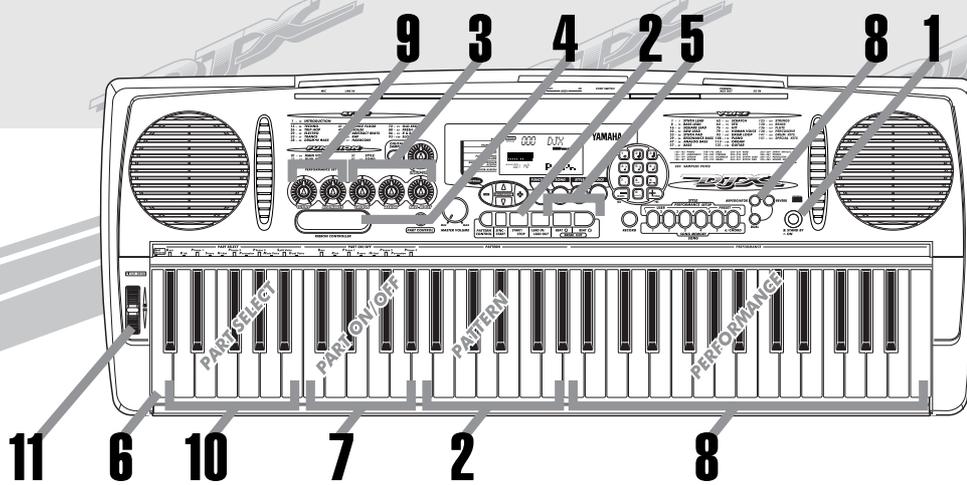


Shake it up and turn it 'round!

- 6 A special Beat Reverse key lets you break up the beat and hit the top of the measure. Play the key repeatedly and stutter the rhythm a bit!

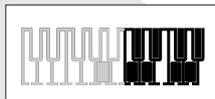
• Want to find out more? See page 52.



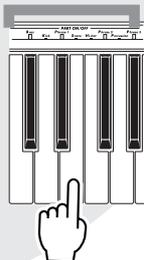


Drop Parts out, fly Parts in!

7 With the PART ON/OFF keys, you're an instant maestro of mix. Check the name of the Part (instrument) over each key, then press it to turn the Part off and on. The Parts that are currently turned on are shown by darkened keys in the display.



— PART ON/OFF —

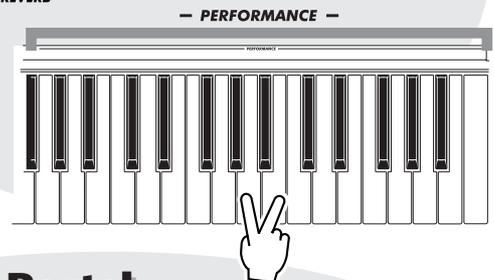
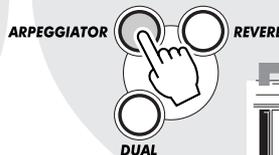


• Want to find out more? See page 52.

Arpeggiator magic!

8 First, press the ARPEGGIATOR button to turn the function on. Then, hold down two or three keys at the same time in the PERFORMANCE section of the keyboard, and let the Arpeggiator work its magic!

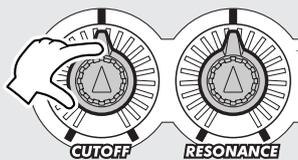
• Want to find out more? See page 37.



Tweak the voice — while you play!

9 Turn the two voice-related knobs for some wild effects, while you play the voice from the PERFORMANCE section of the keyboard.

• Want to find out more? See page 59.



RESONANCE knob

Set this to determine how much the CUTOFF knob affects the sound. Turn it to the right for maximum filter effect, and to the left for more subtle filter changes.

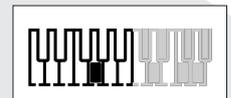
CUTOFF knob

Just like on vintage analog synthesizers, this knob lets you sweep the cutoff frequency of the filter as you play the keyboard. Turn it to the right to “open up” the filter for a brighter sound, and turn it to the left to “shut down” the filter.

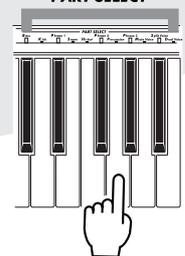
Pick your own Parts!

10 You can select different Parts to be controlled with the voice-related knobs (in step 9 above) by pressing one of the PART SELECT keys. The selected Part is shown as a darkened key in the display.

• Want to find out more? See page 60.



— PART SELECT —

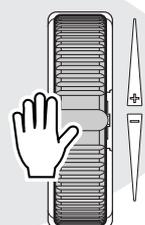


Play the wheel!

11 The highly expressive PITCH BEND wheel rounds out the DJX's set of amazing power tools! Play the keyboard, and bend the pitch up by moving the wheel up with your left thumb. Bring the pitch down by moving the wheel down. Let go of the wheel, and the pitch naturally snaps back to normal!

• Want to find out more? See page 7.

PITCH BEND



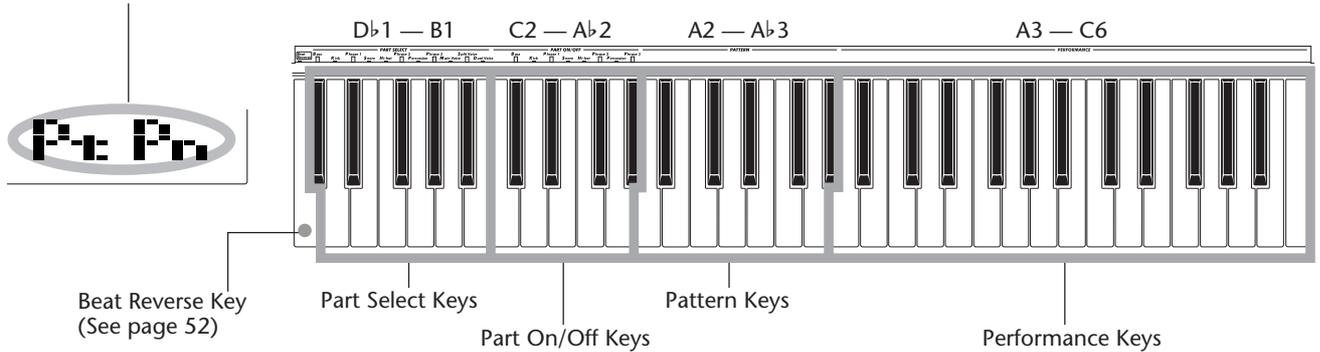
Step 2 Using the Keyboard

Using the DJX's Multi-function Keyboard

The keyboard of the DJX is far different (and more powerful!) than any you've ever seen. Let's take a look...

Each time you turn on the DJX, the keyboard is "split" into the following functions:

Indicates Part Control and Pattern Control are both on.



What do these keys do?

Part Select

These keys let you select specific Parts for control with the knobs and the RIBBON CONTROLLER. (See page 60.)

Part On/Off

These keys let you mute/unmute specific Parts of a pattern before or during playback. (See page 52.)

Pattern

These keys let you instantly change the chords of the pattern. (See page 50.)

Performance

These keys are for normal playing of the selected voice (or voices).

Special DJX Demo Voice

A special DJX Demo voice (#000) is automatically selected each time you turn on the power. This voice has a huge variety of sounds, with each key playing a different sound — percussion, drum loops, scratch, special FX, human voice and many others!

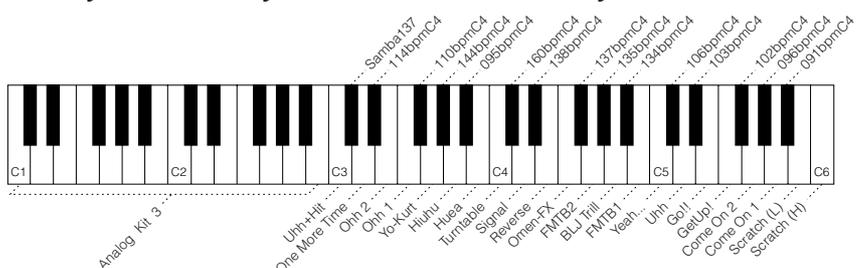
To hear the DJX Demo voice properly across the entire keyboard, make sure that Part Control, Pattern Control and Sync-Start are off. (See page 13.)

1 Enter the Voice mode.

2 Select voice #000.



3 Play different keys and listen to the variety of sounds.



Step 4

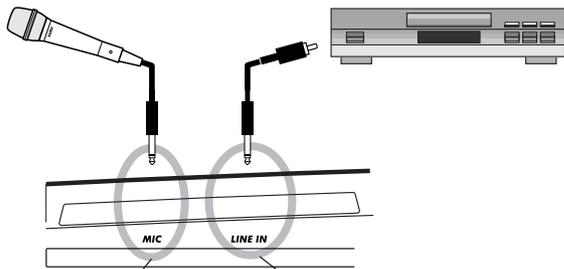
Digital Sampling

Join the sampling revolution!

Yes, Digital Sampling is built into your new DJX — and it's truly easy to use. Try it out!

1 Set up the DJX for sampling.

Connect in one of the two ways shown below.

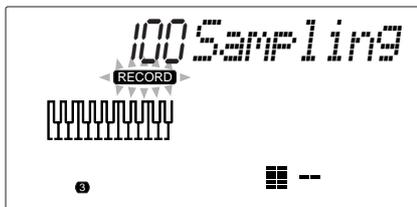
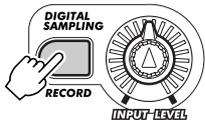


If you're using a microphone, plug it into the MIC jack on the rear panel.

If you're using a CD player, plug it into the LINE IN jack on the rear panel. (DON'T plug it into the MIC jack! This could damage the DJX!)

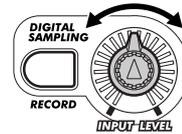
2 Enter the Sampling mode.

Press the RECORD button in the DIGITAL SAMPLING section.

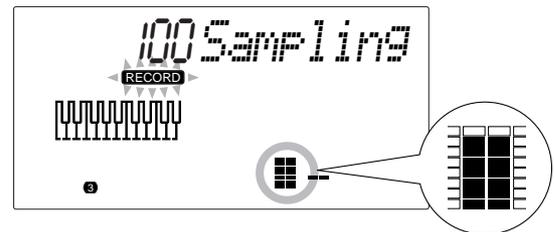


3 Set the sampling level.

Turn the INPUT LEVEL knob (while singing into the microphone or playing the CD).

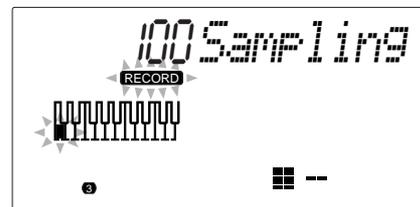
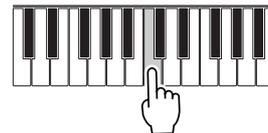


Make sure the "level meter" in the display doesn't go above this level:



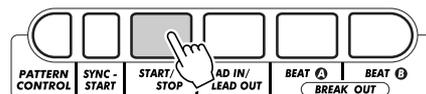
4 Press a key on the keyboard.

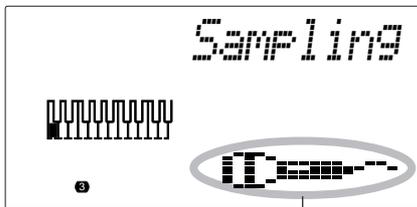
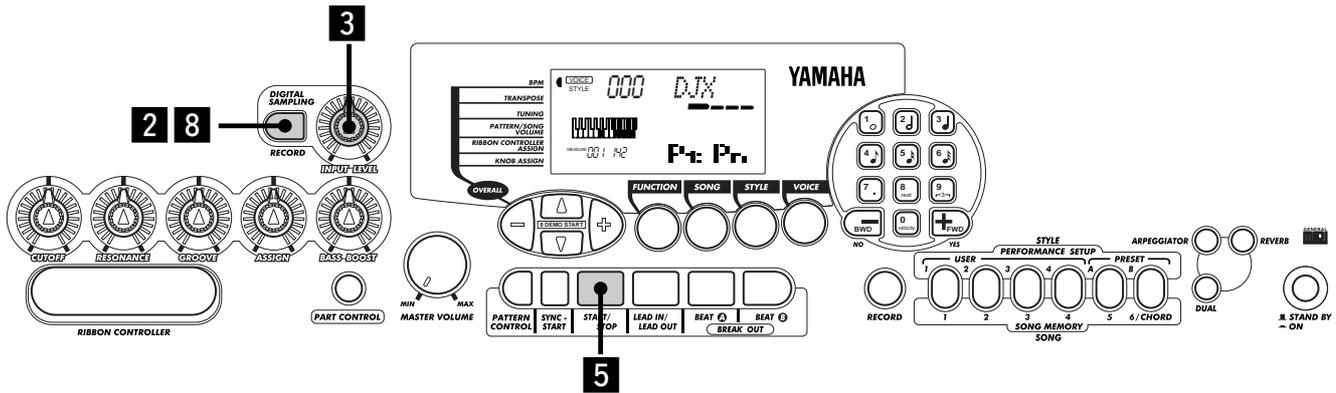
Press middle C (C3) for this example. The sound you record will be assigned to this key.



5 Set sampling to standby.

Press the START/STOP button.

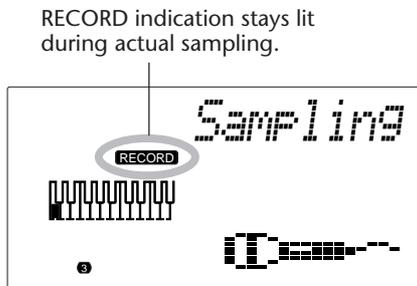




Microphone icon indicates sample recording.

6 Start recording.

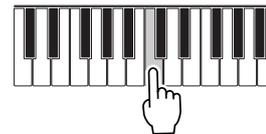
Sing into the microphone or play the CD. Sampling starts when the DJX receives the signal. Sampling also automatically stops after about three seconds.



RECORD indication stays lit during actual sampling.

7 Play the sample from the keyboard.

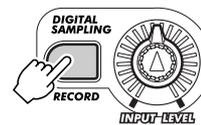
Try pressing and holding various keys on the keyboard and listen to your new sample.



8 Exit from the Sampling mode.

Press the RECORD (DIGITAL SAMPLING) button again.

Voice #284 ("Sampled") is automatically selected for playing.

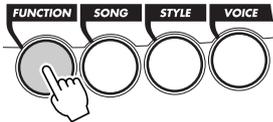


Want to find out more? See page 69.

Using the Function parameters

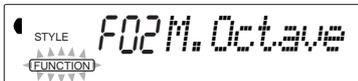
The DJX has a variety of settings in the Function parameters. These give you detailed control over many of the DJX's features. Here's how to use them:

- 1 Press the FUNCTION button.



- 2 Select a Function number.

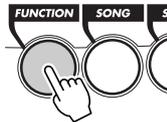
For a list of functions, see page 19.



The Function number can be selected while the "FUNCTION" indication is flashing.



Enter the Function number on the numeric keypad.



Press the FUNCTION button; each press advances through the numbers. Hold down the button to continuously advance through the numbers.

IMPORTANT

- Since the "FUNCTION" indication flashes for only a couple of seconds, make sure to select the parameter quickly after step 1 above.

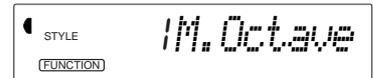
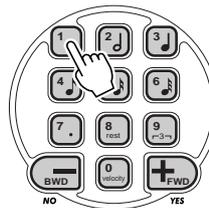
- 3 After "FUNCTION" in the display stops flashing, change the value or setting. After a couple of seconds, the "FUNCTION" indication stops flashing and remains lit. At

the same time, the Function number ("F02" in the example above) changes automatically to the current value of the Function parameter.



Current value of the selected Function parameter.

- 4 Use the numeric keypad to change the value or setting. For on/off settings, use the +/- buttons.



Restoring the Default Value

If you've changed the parameter setting, you can instantly restore the default setting by pressing both +/- buttons simultaneously.

Negative values

To directly enter negative values (for those parameters that have negative values), simultaneously hold down the - button and press the desired number button.

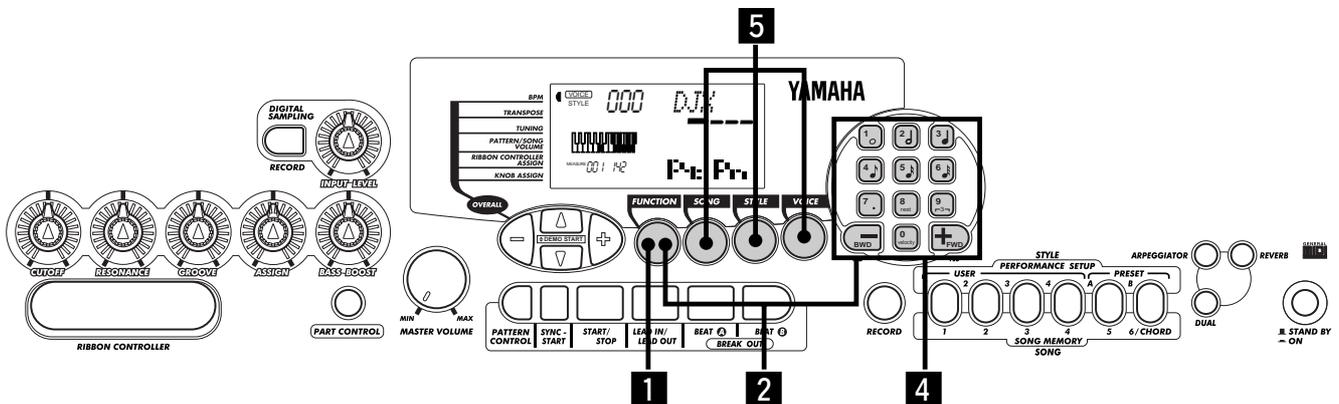
- 5 Exit the Function mode.

Once you've made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

Function Parameters List

Function		page
F01	M. Volume	Main Voice Volume 27
F02	M. Octave	Main Voice Octave 27
F03	M. Pan	Main Voice Pan 27
F04	M. RevLvl	Main Voice Reverb Send Level 27
F05	M. ChoLvl	Main Voice Chorus Send Level 27
F06	M. DspLvl	Main Voice DSP Effect Send Level 27
F11	D. Volume	Dual Voice Volume 30
F12	D. Octave	Dual Voice Octave 30
F13	D. Pan	Dual Voice Pan 30
F14	D. RevLvl	Dual Voice Reverb Send Level 30
F15	D. ChoLvl	Dual Voice Chorus Send Level 30
F16	D. DspLvl	Dual Voice DSP Effect Send Level 30
F17	D. Voice	Dual Voice 30
F18	Dual	Dual On/Off 30
F21	S. Volume	Split Voice Volume 32
F22	S. Octave	Split Voice Octave 32
F23	S. Pan	Split Voice Pan 32
F24	S. RevLvl	Split Voice Reverb Send Level 32
F25	S. ChoLvl	Split Voice Chorus Send Level 32
F26	S. DspLvl	Split Voice DSP Effect Send Level 32
F27	S. Voice	Split Voice 32
F28	Split	Split On/Off 32
F29	SplitPnt	Split Point 32
F31	Reverb	Reverb On/Off 38

Function		page
F32	RevType	Reverb Type 38
F33	Chorus	Chorus On/Off 38
F34	ChoType	Chorus Type 38
F35	Dsp	DSP On/Off 38
F36	DspType	DSP Type 38
F37	Arpegator	Arpeggiator On/Off 38
F38	ArpegType	Arpeggiator Type 38
F41	UserBank	Performance Setup User Bank 57
F51	PtrnSPnt	Pattern Split Point 55
F61	USng1Clr	User Song 1 Clear 91
F62	USng2Clr	User Song 2 Clear 91
F63	USng3Clr	User Song 3 Clear 91
F71	FootSw	Footswitch 21
F72	VoiceSet	Voice Set 33
F73	TouchSns	Touch Sensitivity 33
F74	PBRange	Pitch Bend Range 33
F81	RemoteCh	Remote Channel 95
F82	KbdOut	Keyboard Out 95
F83	PtrnOut	Pattern Out 95
F84	Local	Local On/Off 96
F85	ExtClock	External Clock 96
F86	BulkSend	Bulk Data Send 96,97
F87	InitSend	Initial Data Send 96,100
F88	Smp1Send	Sampling Send 96,97



Step 6

Assigning Various Controls to the ASSIGN Knob,

ASSIGN Knob and RIBBON CONTROLLER – Changing the Assignment

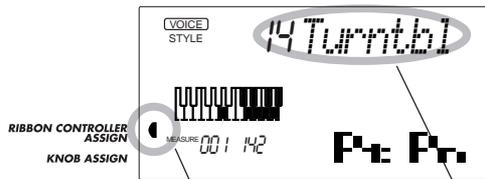


1 Press the OVERALL ▲ or ▼ button repeatedly until the dark bar at the left of the display is directly opposite “KNOB ASSIGN” or “RIBBON CONTROLLER ASSIGN.”

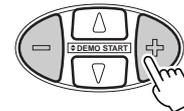
2 Change the assignment for the selected controller by using the OVERALL +/- buttons.



For more information on the ASSIGN knob and RIBBON CONTROLLER, see pages 63, 66.



Currently selected controller.



Currently assigned control or function.

ASSIGN Knob/RIBBON CONTROLLER Function List

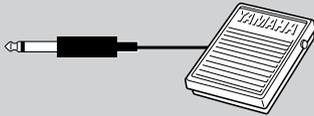
Function Name	Display Name	Description
Cutoff Frequency *	Cutoff	This is the same parameter as controlled by the CUTOFF knob (page 61).
Resonance *	Resonanc	This is the same parameter as controlled by the RESONANCE knob (page 61).
Reverb Send Level	RevLevel	This determines the depth of the Reverb effect. (See page 34.) Turning the knob also automatically turns on Reverb, if it was originally turned off.
Chorus Send Level	ChoLevel	This determines the depth of the Chorus effect. (See page 35.)
DSP Send Level	DspLevel	This determines the depth of the DSP effect. (See page 36.)
Modulation	Mod	This creates a vibrato-like pitch wavering effect.
Attack Time	Attack	This determines the “attack” of the sound — or, in other words, how long it takes for the sound to reach full volume when a note is played. For certain percussive sounds, this may have little or no audible effect.
Release Time	Release	This determines how long the sound sustains after a note is released. For certain percussive sounds, this may have little or no audible effect.
Pan	Pan	This determines the position of the sound in the stereo image (left, center, or right).
Volume	Volume	This determines the volume (level) of the sound.
Groove * **	Groove	This is the same parameter as controlled by the GROOVE knob (page 61).
Dynamics **	Dynamics	This makes both subtle and dramatic changes in the Pattern by altering the level of the individual notes. This affects the entire Pattern.
Dynamics Strength **	Strength	This determines the amount or strength of the level change in the Dynamics parameter (#09, above). This affects the entire Pattern.
Turntable **	Turntbl	This determines both the tempo and the pitch of the entire DJX sound, affecting all Parts of the Pattern and all voices.
Arpeggiator Speed ***	ArpSpeed	This determines the speed of the Arpeggiator function. (See page 37.)

* These functions can be assigned only to the RIBBON CONTROLLER.

** These functions are effective regardless of the Part Select setting. (See page 60.)

*** These Function parameters are effective only for the Main voice, regardless of the Part Select settings.

Footswitch Control – Changing the Assignment



The DJX has a footswitch feature that can be used to control a variety of functions and operations. By using your foot to conveniently control these functions, you free your hands to concentrate on your performance.

Assignment of the footswitch is done from Function parameter #71. (For instructions on using the Function parameters, see page 18.) The default setting for the footswitch is #13 Tap.

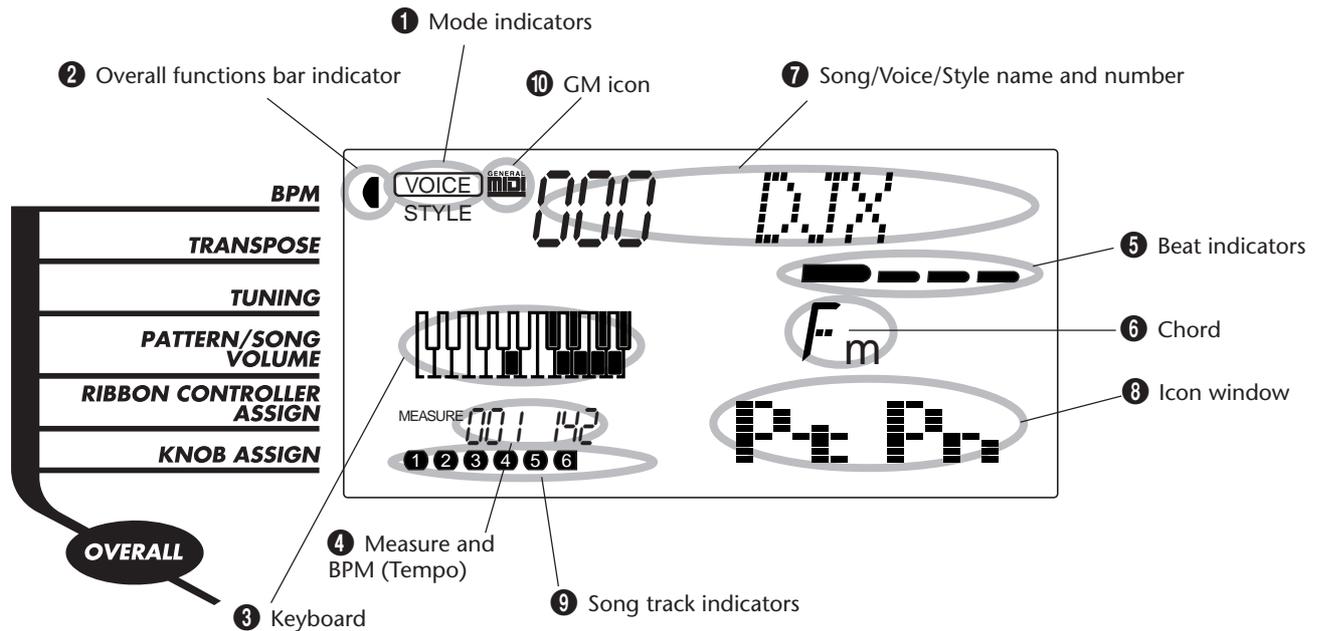


Footswitch Function List

Function Name	Display Name	Description
Sustain	Sustain	Damper pedal or sustain operation. Pressing the footswitch applies a natural sustain to the keyboard-played voice.
Arpeggiator Hold	ArpgHold	When the Arpeggiator effect (page 37) is turned on, this lets you use the footswitch to keep the Arpeggiator cycling, even when you take your fingers from the keyboard or play different notes. Press and hold the footswitch for as long as you want the Arpeggiator effect to be active.
Start/Stop	StartStp	When the Song mode or Style mode is active, this provides the same function as the START/STOP button (see pages 41, 45). Each press of the footswitch alternately starts and stops song or pattern playback.
Lead In/Lead Out	Ld InOut	When the Style mode is active, this provides the same function as the LEAD IN/LEAD OUT button (see pages 46, 47). Pressing the footswitch twice while the Pattern is playing back causes the Lead Out section to gradually slow down (page 47).
Beat A	Beat A	When the Style mode is active, this provides the same function as the BEAT A (BREAK OUT) button (see page 48).
Beat B	Beat B	When the Style mode is active, this provides the same function as the BEAT B (BREAK OUT) button (see page 48).
Arpeggiator On/Off	Arpgator	When the Style mode is active, this provides the same function as the ARPEGGIATOR button (and the Arpeggiator On/Off parameter, #37). (See page 37.)
Dual On/Off	Dual	This provides the same function as the DUAL button (and the Dual On/Off parameter, #18). (See page 29.)
Split On/Off	Split	This provides the same function as the Split On/Off parameter, #28. (See page 31.)
Reverb On/Off	Reverb	This provides the same function as the REVERB button (and the Reverb On/Off parameter, #31). (See page 34.)
Chorus On/Off	Chorus	This provides the same function as the Chorus On/Off parameter, #33. (See page 35.)
DSP On/Off	Dsp	This provides the same function as the DSP On/Off parameter, #35. (See page 36.)
Tap	Tap	This useful function lets you use the footswitch to tap out the BPM (Tempo) and automatically start a selected song or pattern at that tapped speed. Simply tap (press/release) the footswitch (four times for a 4/4 time signature), and the song or pattern starts automatically at the BPM you tapped. The BPM can also be changed during playback by tapping the footswitch twice at the desired tempo.

PANEL DISPLAY INDICATIONS

The DJX features a large multi-function display that shows all important settings for the instrument. The section below briefly explains the various icons and indications in the display.



1 Mode indicators

These indicate the currently selected mode — Voice, Style, Song, or Function — with the mode name encircled in a rounded rectangle. When “STYLE” or “SONG” appear without the rectangle, the corresponding mode is active in the background.

In the first example, the Style mode is selected.



In the second example, the Voice mode has been selected, but the Style mode is still active in the background. (This means that the style controls are active and can be used to play the currently selected style.)



2 Overall functions bar indicator

The DJX has five Overall functions or controls. The currently selected function is indicated by a dark bar that appears next to its name (printed on the panel).

3 Keyboard

When Part Control (page 59) is turned on, this indicates the status of the PART SELECT and PART ON/OFF keys. The lower octave in the display corresponds to the PART SELECT keys; the selected Part’s key is dark. The upper octave in the display corresponds to the PART ON/OFF keys; dark keys indicate the corresponding Part is on.

4 Measure and BPM (Tempo)

These show the current measure during playback of a song or style, and the currently set BPM (Tempo) value for the song or style.

5 Beat indicators

These dark bars (one large, three small) flash in sequence and in time with the song or style. The large bar indicates the first beat of the measure. (See page 42.)

6 Chord

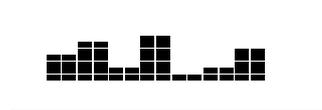
When a user song (with chords) is being played back, this indicates the current chord root and type. It also indicates chords played in the PATTERN section of the keyboard when the Style mode and Pattern Control are on.

7 Song/Voice/Style name and number

This portion of the display indicates the name and number of the currently selected song, voice, or style. It also displays the name and current value or setting of the Overall functions and the Function parameters, as well as other important operation messages.

8 Icon window

Depending on the mode or function selected, this displays various symbols (icons) and other messages to provide convenient, at-a-glance information about the DJX operation. For example, when a song or pattern is playing, this displays the level of each instrumental track.



9 Song track indicators

In song recording and playback, these indicate the status of the tracks. (See pages 82, 86.)

10 GM icon

This appears when a GM (General MIDI) voice is selected. (See page 26.)

GENERAL MIDI GM System Level 1

“GM System Level 1” is an addition to the MIDI standard which ensures that any GM-compatible music data can be accurately played by any GM-compatible tone generator, regardless of manufacturer. The GM mark is affixed to all software and hardware products that support GM System Level 1. The DJX supports GM System Level 1.

PLAYING VOICES – THE VOICE MODE

The Voice mode features 270 authentic voices (including 128 General MIDI voices), plus 15 special drum kits — all of which have been created with Yamaha’s sophisticated AWM (Advanced Wave Memory) tone generation system. The Voice mode gives you many powerful and versatile tools for playing and enhancing these Voices.

The voices are divided into various instrument categories, all of which are printed on the panel for convenience. For a complete list of the available voices, see page 104.

The Voice mode is actually divided into three separate modes: Main, Dual and Split. In the **Main Voice** mode (see page 25), you can play a single voice over the entire range of the keyboard. The **Dual Voice** mode (page 29) allows you to “layer” two different voices together for rich, complex sounds. The **Split Voice** mode (page 31) lets you set up two different voices for playing from separate sections of the keyboard.

The DJX includes special Drum Kit voices — #141 - #155 — that let you play various drum and percussion sounds from the keyboard. (Refer to the Drum Kit Voice chart on page 26.) Symbols are also printed above the keyboard, conveniently indicating which sounds are played from which keys.

The DJX also has a special “Sampled” voice #284, to which your own original samples can be recorded. (See page 69.)

FAST ▶▶ **▶TRACK**

- 1** *Select the Voice mode. (Press the VOICE button.)*
- 2** *Select a voice (with the numeric keypad).*

You can also select a Dual voice and/or a Split voice:

Dual voice

- 1** *Turn on the Dual voice. (Press the DUAL button.)*
- 2** *Select the Dual voice (from the Function mode).*

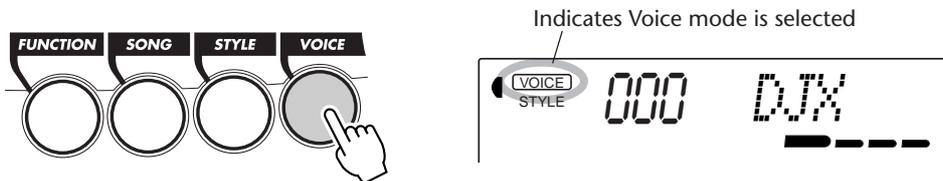
Split voice

- 1** *Turn on the Split voice (from the Function mode).*
- 2** *Select the Split voice (Function mode).*

PLAYING A VOICE – MAIN VOICE

1 Select the Voice mode.

Press the VOICE button.



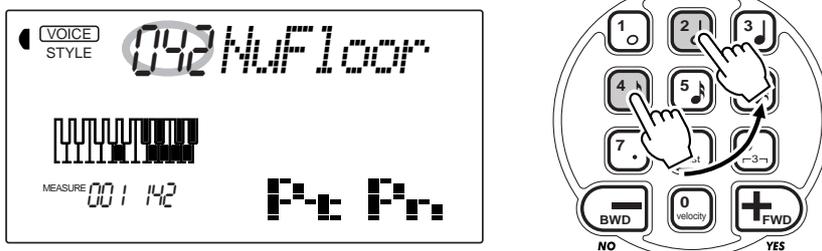
2 Select the desired voice number.

Use the numeric keypad. The basic categories of voices and their numbers are shown at the right side of the panel. A complete list of the available voices is given on page 104.

There are three ways to select voices: 1) directly entering the voice number with the numeric keypad, 2) using the +/- keys to step up and down through the voices, or 3) pressing the VOICE button to advance through the voice numbers.

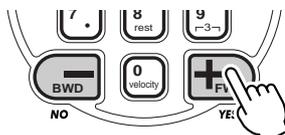
Using the numeric keypad

Enter the digits of the voice number as indicated on the panel. For example, to select voice #42, press "4" on the numeric keypad, then "2."



Using the +/- keys

Press the + key to select the next voice number, and press the - key to select the previous voice. Holding down either key continuously scrolls up or down through the numbers. The +/- keys have a "wrap around" feature. For example, pressing the + key from voice #284 returns to voice #000.



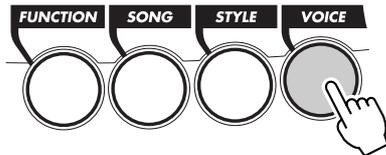
NOTE

All two-digit voice numbers can be selected without entering an initial "0." However, when selecting voice numbers 0 - 28, the DJX pauses briefly before actually calling up the voice. (This pause allows for entering three-digit voice numbers, such as "235." Entering the numbers "2" then "9" immediately calls up voice #29, since there are no voices #290 or higher.)

If you want to immediately call up voices #0 - #28, enter one or two zeros before the number; for example, select voice #9 by pressing "0," "0," then "9." Pressing only "0" does not change the voice.

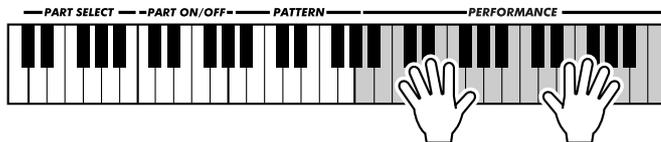
Using the VOICE button

Press the VOICE button to select the next voice number. (This functions exactly the same as the + button.)



3 Play the selected voice.

To change to another voice, repeat step 2 above.



NOTE

Each voice is automatically called up with the most suitable octave range setting. Thus, playing middle C with one voice may sound higher or lower than another voice at the same key.

HOT TIPS

When you select a voice, the DJX also automatically calls up various settings that are appropriate for the voice. [This is true when Voice Set (Function #72, page 33) is set to on — the default setting.]

About Panel Voices and GM Voices

Keep in mind that the DJX has two separate sets of voices: Panel voices and GM (General MIDI) Voices. The GM Voices can also be used for optimum playback of GM-compatible song data. This means that any GM song data (played from a sequencer or other MIDI device) will sound just as the composer or programmer intended. When a GM voice is selected, the General MIDI icon appears at the top left of the display.



Drum Kit Voice Chart (voices 141 - 155)

When one of the 15 panel Drum Kit voices are selected you can play different drums and percussion instruments on the keyboard.



No.	Name	LCD
DRUM KITS		
141	Standard Kit 1	Std.Kit1
142	Standard Kit 2	Std.Kit2
143	Room Kit	Room Kit
144	Rock Kit	Rock Kit
145	Electronic Kit 1	ElctKit1
146	Analog Kit 1	AnlgKit1
147	Dance Kit	DanceKit
148	Jazz Kit	Jazz Kit
149	Brush Kit	BrushKit
150	Symphony Kit	SymphKit
SPECIAL KITS		
151	Analog Kit 2	AnlgKit2
152	Analog Kit 3	AnlgKit3
153	Electronic Kit 2	ElctKit2
154	B900 Kit	B900 Kit
155	DJX Kit	DJX Kit

Function Parameters — Main Voice

The Function parameters provide additional settings for the Main voice. These settings are especially useful when using a second voice in the Dual or Split modes, since they let you change or enhance the sound of the Main voice separate from the Dual or Split voice. These settings include:

- Volume
- Octave
- Pan
- Reverb Send Level
- Chorus Send Level
- DSP Effect Send Level

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

NOTE

These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).

Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F01	Main Voice Volume	M.Volume	0 — 127	This determines the volume of the Main voice, letting you create an optimum mix with the Dual or Split voice.
F02	Main Voice Octave	M.Octave	-2 — 2 (octaves)	This determines the octave range for the Main voice. Use this to set the most suitable range for the Main voice when using the Split mode, or use it to create an octave layer in the Dual mode.
F03	Main Voice Pan	M.Pan	-7 (full left) — 0 (center) — 7 (full right)	This determines the pan position of the Main voice in the stereo image.
F04	Main Voice Reverb Send Level	M.RevLvl	0 — 127	This determines how much of the Main voice's signal is sent to the Reverb effect. (See page 34.) Higher values result in a louder Reverb effect.
F05	Main Voice Chorus Send Level	M.ChoLvl	0 — 127	This determines how much of the Main voice's signal is sent to the Chorus effect. (See page 35.) Higher values result in a louder Chorus effect.
F06	Main Voice DSP Effect Send Level	M.DspLvl	0 — 127	This determines how much of the Main voice's signal is sent to the DSP effect. (See page 36.) Higher values result in a louder DSP effect.

TRANPOSE AND TUNING

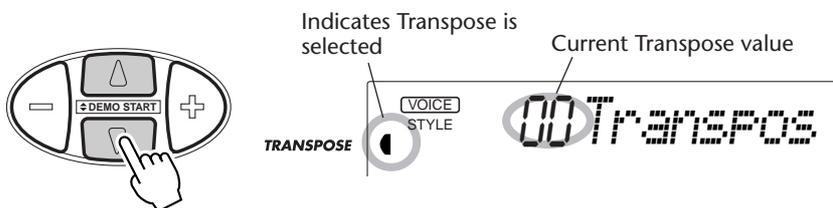
You can also adjust the tuning and change the transposition (key) of the entire DJX sound with the Transpose and Tuning functions.

Transpose

Transpose determines the key of both the main voice and the pattern of the selected style. It also determines the pitch of the songs. This allows you to easily match the pitch of the DJX to other instruments or singers, or play in a different key without changing your fingering. The Transpose settings can be adjusted over a range of ± 12 semitones (± 1 octave).

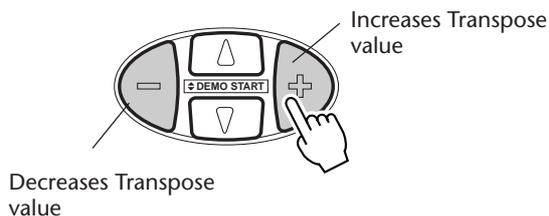
1 Select the Transpose function in the Overall menu.

Press one of the OVERALL $\blacktriangle/\blacktriangledown$ buttons, repeatedly if necessary, until “Transpos” appears in the display.



2 Change the value.

Use the OVERALL +/- buttons to increase or decrease the Transpose value. Holding down either button continuously increases or decreases the value.



NOTE

The Transpose and Tuning settings have no effect on the Drum Kit voices (#141 - #155).

HOT TIPS

Restoring the Default Transpose Value

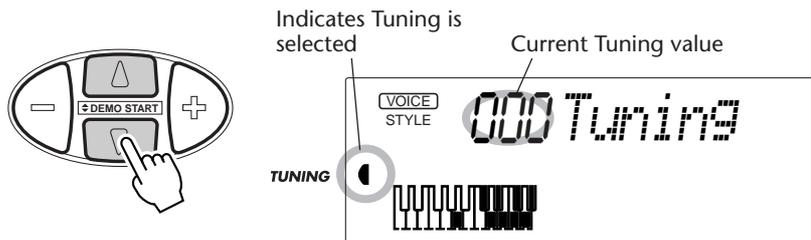
If you've changed the Transpose setting, you can instantly restore the default setting of "00" by pressing both OVERALL +/- buttons simultaneously (when Transpose is selected in the Overall menu).

Tuning

Tuning determines the fine pitch setting of both the main voice and the pattern of the selected style. It also determines the pitch of the songs. This allows you to accurately match the tuning with that of other instruments. The Tuning settings can be adjusted over a range of ± 100 (approx. ± 1 semitone).

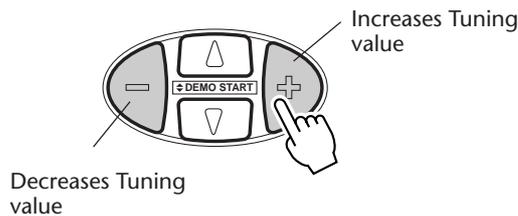
1 Select the Tuning function in the Overall menu.

Press one of the OVERALL $\blacktriangle/\blacktriangledown$ buttons, repeatedly if necessary, until “Tuning” appears in the display.



2 Change the value.

Use the OVERALL +/- buttons to increase or decrease the Tuning value. Holding down either button continuously increases or decreases the value.



HOT TIPS

Restoring the Default Tuning Value

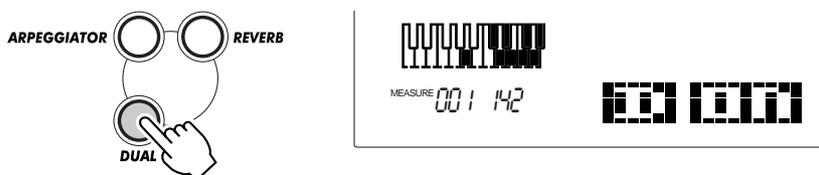
If you've changed the Tuning setting, you can instantly restore the default setting of “00” by pressing both OVERALL +/- buttons simultaneously (when Tuning is selected in the Overall menu).

PLAYING TWO VOICES – DUAL VOICE

The Dual Voice mode lets you create richly textured sounds by “layering” two different voices together — one voice being the Main voice selected in the normal way (page 25), and the other a Dual voice selected as described below.

1 Turn on the Dual Voice mode.

Press the DUAL button.



When you play the keyboard, both the currently selected Main and Dual voices will be heard.

To turn the Dual mode off, press the DUAL button again.



HOT TIPS

The Dual Voice mode can also be turned on and off with a connected footswitch. (See page 21.)

2 Select the desired Dual voice and make other settings for the voice (if desired) in the Function mode.

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

3 Exit the Function mode.

Once you’ve made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

IMPORTANT

- For the Dual voice to be heard properly, make sure to:
 - * Select a different voice (#17, Dual Voice).
 - * Set the volume to an appropriate level (#11, Dual Volume).

NOTE

These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).

Function Parameters — Dual Voice

The Function parameters provide all settings for the Dual voice. Like the similar settings in the Main Voice mode, these settings let you change or enhance the sound of the Dual voice separate from the Main voice. These settings include:

- Volume
- Octave
- Pan
- Reverb Send Level
- Chorus Send Level
- DSP Effect Send Level
- Dual Voice
- Dual On/Off

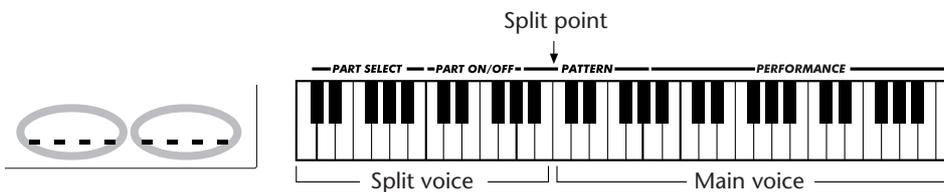
Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F11	Dual Voice Volume	D.Volume	0 — 127	This determines the volume of the Dual voice, letting you create an optimum mix with the Main voice.
F12	Dual Voice Octave	D.Octave	-2 — 2 (octaves)	This determines the octave range for the Dual voice. Use this to create an octave layer with the Main voice.
F13	Dual Voice Pan	D.Pan	-7 (full left) — 0 (center) — 7 (full right)	This determines the pan position of the Dual voice in the stereo image. For a spacious sounding effect, set this value at or near -7, and set the Main Voice Pan (page 27) at the opposite positive value.
F14	Dual Voice Reverb Send Level	D.RevLvl	0 — 127	This determines how much of the Dual voice’s signal is sent to the Reverb effect. (See page 34.) Higher values result in a louder Reverb effect for the Dual voice.
F15	Dual Voice Chorus Send Level	D.ChoLvl	0 — 127	This determines how much of the Dual voice’s signal is sent to the Chorus effect. (See page 35.) Higher values result in a louder Chorus effect for the Dual voice.
F16	Dual Voice DSP Effect Send Level	D.DspLvl	0 — 127	This determines how much of the Dual voice’s signal is sent to the DSP effect. (See page 36.) Higher values result in a louder DSP effect for the Dual voice.
F17	Dual Voice	D.Voice	0 — 284	This determines the Dual voice. (See list on page 104.)
F18	Dual On/Off	Dual	on, off	This turns the Dual Voice mode on/off. (This is the same function as that of the DUAL button. It can also be controlled by a connected footswitch; see page 21.)

PLAYING TWO VOICES – SPLIT VOICE

In the Split Voice mode, you can assign two different Voices to opposite parts of the PERFORMANCE section of the keyboard, and play one Voice with your left hand while your right plays another. For example, you could play bass with the left hand and play piano with the right. The right-hand (or upper) Voice is selected in the Main Voice mode (page 25), and the left-hand (or lower) Voice is selected in the Split Voice mode, as described below.

Where the Split voice is actually played on the keyboard depends on the Part Control and Pattern Control on/off settings. When both of these are off, the entire keyboard can be used for the Main and Split voices. (For details, see page 13.)



1 Turn the Split voice on in the Function parameters (#28).

To do this, press the FUNCTION button, then use the numeric keypad to select parameter number 28. After "FUNCTION" stops flashing, use the +/- buttons to change the setting. (For details, see page 18.)

2 Make other settings for the Split voice (if desired) in the Function mode.

3 Exit the Function mode.

Once you've made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

IMPORTANT

- For the Split voice to be heard properly, make sure to:
 - * Turn the following functions off: Part Control (page 59) and Pattern Control (page 45).
 - * Set the volume to an appropriate level (#21, Split Volume).
 - * Set the octave to a musically appropriate setting (#22 Split Octave). For example, a bass voice might best be played with a "-1" setting, while a strings voice might sound best at "1."
 - * Set the desired Split Point (#29). For most purposes, however, the default Split Point of "071" (Main voice starts at middle C) is suitable. (See the "Parameters" list below for details.)

NOTE

These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).

Function Parameters — Split Voice

The Function parameters provide all settings for the Split voice. Like the similar settings in the Main Voice mode, these settings let you change or enhance the sound of the Split voice separate from the Main voice. These settings include:

- *Volume*
- *Octave*
- *Pan*
- *Reverb Send Level*
- *Chorus Send Level*
- *DSP Effect Send Level*
- *Split Voice*
- *Split On/Off*
- *Split Point*

Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F21	Split Voice Volume	S.Volume	0 — 127	This determines the volume of the Split voice, letting you create an optimum mix with the Main voice.
F22	Split Voice Octave	S.Octave	-2 — 2 (octaves)	This determines the octave range for the Split voice. Use this to set the most suitable range for the Split (lower) voice.
F23	Split Voice Pan	S.Pan	-7 (full left) — 0 (center) — 7 (full right)	This determines the pan position of the Split voice in the stereo image. For a spacious sounding effect, set this value at or near -7, and set the Main Voice Pan (page 27) at the opposite positive value.
F24	Split Voice Reverb Send Level	S.RevLvl	0 — 127	This determines how much of the Split voice's signal is sent to the Reverb effect. (See page 34.) Higher values result in a louder Reverb effect for the Split voice.
F25	Split Voice Chorus Send Level	S.ChoLvl	0 — 127	This determines how much of the Split voice's signal is sent to the Chorus effect. (See page 35.) Higher values result in a louder Chorus effect for the Split voice.
F26	Split Voice DSP Effect Send Level	S.DspLvl	0 — 127	This determines how much of the Split voice's signal is sent to the DSP effect. (See page 36.) Higher values result in a louder DSP effect for the Split voice.
F27	Split Voice	S.Voice	0 — 284	This determines the Split voice. (See list on page 104.)
F28	Split On/Off	Split	on, off	This turns the Split Voice mode on/off. This can also be controlled by a connected footswitch. (See page 21.)
F29	Split Point	SplitPnt	000 — 127	This determines the highest key for the Split voice and sets the Split "point" — in other words, the key that separates the Split (lower) and Main (upper) voices. (The Split voice sounds up to and including the Split Point key.) The default Split Point is 071 (B3). The value can also be set directly by pressing the desired key while this parameter is selected. While this is being set, the keyboard does not produce any sound. After setting this, make sure to select a different parameter or exit the Function mode before playing the keyboard.

NOTE

- The Split Point setting is related to and affected by the Pattern Split Point setting. (See page 54.)
- In order to use the entire keyboard for the Split and Main voices, turn the following functions off: Part Control (page 59) and Pattern Control (page 45).

ADDITIONAL VOICE FUNCTIONS – VOICE SET, TOUCH SENSITIVITY, AND PITCH BEND RANGE

Voice Set, Touch Sensitivity, and Pitch Bend Range are three important voice-related parameters, and are found in the Function parameters.

When Voice Set (described in greater detail below) is set to on, you can automatically call up a variety of voice-related settings that best suit the selected voice.

Touch Sensitivity (also described below) gives you dynamic, expressive control over the voices by letting you set how the volume of the DJX responds to your playing strength.

Pitch Bend Range lets you set the amount of pitch change when using the PITCH BEND wheel. (See page 7.)

Function Parameters — Voice Set, Touch Sensitivity and Pitch Bend Range

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number.

After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting.

(For details, see page 18.)

Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F72	Voice Set	VoiceSet	off, on	<p>When this is set to on, selecting a voice also automatically calls up special voice-related parameters and values that best suit the voice. The parameters included in Voice Set are:</p> <ul style="list-style-type: none"> • Main Voice — Volume, Octave, Pan • Dual Voice — Number, Volume, Octave, Pan, Reverb Send Level, Chorus Send Level, DSP Send Level • Arpeggiator — Type, On/Off <p>Use the panel ARPEGGIATOR and DUAL buttons to turn the respective functions on or off.</p>
F73	Touch Sensitivity	TouchSns	1 — 3	<p>A setting of “1” results in limited touch response; this setting produces a relatively narrow dynamic range, no matter how lightly or strongly you play the keys. “2” lets you play over a normal dynamic range (soft to loud), while “3” is designed for playing very soft passages, giving you slightly more detailed control in the soft volume range.</p>
F74	Pitch Bend Range	PBRange	1 — 12 (semitones)	<p>This determines the amount that pitch is raised or lowered when using the PITCH BEND wheel. At the minimum setting, moving the PITCH BEND wheel up or down changes the pitch by a maximum of 1 semitone or half-step in either direction. At the maximum setting of 12, pitch is changed over a range of \pm one octave (12 semitones). The PITCH BEND wheel affects only the voices played in the PERFORMANCE section of the keyboard.</p>

EFFECTS

The DJX is equipped with a wide variety of effects that can be used to enhance the sound of the voices. Four general categories of effects are provided — Reverb, Chorus, DSP, and Arpeggiator — and each category has many effect types to choose from.

Application of the effects is also exceptionally flexible. All four effects can be used simultaneously, and the degree of the Reverb, Chorus, and DSP effects can be adjusted independently for each of the voices: Main, Dual, and Split.

FAST TRACK

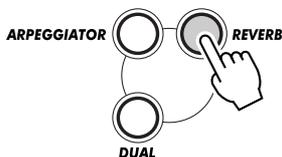
- 1 Turn on the effect.
- 2 Set the effect type (Function mode).
- 3 Set the effect send level for the desired voices — Main, Dual, Split (Function mode). (Not necessary for Arpeggiator.)

REVERB

The Reverb effect reproduces the natural ambient “wash” of sound that occurs when an instrument is played in a room or concert hall. A total of eight different Reverb types simulating various different performance environments are available.

1 Turn on the Reverb effect.

Press the REVERB button.



Indicates that Reverb is on

2 Set the desired Reverb Type (#32) in the Function mode.

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

For a list of the Reverb Types, see page 39.

HOT TIPS

Reverb can also be turned on and off with a connected footswitch (page 21), or from Function parameter #31 (page 38).

NOTE

- The panel REVERB on/off button affects only the keyboard played voices. If you want to turn off the Reverb effect for the overall DJX sound (including accompaniment and songs), set the Reverb Type (#9, page 39) to “off.”
- These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).
- Three additional Reverb Types are available when controlling the DJX from a MIDI device. (For details, see page 114.)

3 Set the Reverb Send Level for the desired voice(s).

The Main, Dual, and Split voices can each be set to have different amounts of Reverb. Use the corresponding Reverb Send Level parameters in the Function mode (Main: #04, Dual: #14, Split: #24) to control this. (See pages 27, 30, 32.)

4 Exit the Function mode.

Once you've made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

NOTE

If the Reverb Send Level is set to a value near or at "000," the Reverb effect may not be heard.

CHORUS

The Chorus effect lets you enhance the sound of a voice with through the use of pitch modulation. Two basic types are provided: Chorus and Flanger. Chorus produces a thicker, warmer, and more animated sound, whereas Flanger creates a swirling, metallic effect. A total of four Chorus types are available.

1 Turn on the Chorus effect (#33) and set the Chorus Type (#34) in the Function mode.

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After "FUNCTION" stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

For a list of the Chorus Types, see page 39.

2 Set the Chorus Send Level for the desired voice(s).

The Main, Dual, and Split voices can each be set to have different amounts of Chorus. Use the corresponding Chorus Send Level parameters in the Function mode (Main: #05, Dual: #15, Split: #25) to control this. (See pages 27, 30, 32.)

3 Exit the Function mode.

Once you've made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

HOT TIPS

The Chorus effect can also be turned on and off with a connected footswitch. (See page 21.)

NOTE

- The Chorus effect is applied only to the keyboard-played voices.
- These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).
- Three additional Chorus Types are available when controlling the DJX from a MIDI device. (For details, see page 114.)

NOTE

If the Chorus Send Level is set to a value near or at "000," the Chorus effect may not be heard.

DSP

The DSP effect section provides many reverb and chorus effects, plus a wealth of other useful and dynamic effects for enhancing and changing the sound of the voices. Included among these miscellaneous effects are reverse gate reverb, phaser, rotary speaker, tremolo, echo, delay, distortion, equalization, and wah. A total of thirty-three DSP types are available.

1 Turn on the DSP effect (#35) and set the DSP Type (#36) in the Function mode.

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After "FUNCTION" stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

For a list of the DSP Types, see page 39.

2 Set the DSP Send Level for the desired voice(s).

The Main, Dual, and Split voices can each be set to have different amounts of DSP. Use the corresponding DSP Send Level parameters in the Function mode (Main: #06, Dual: #16, Split: #26) to control this. (See pages 27, 30, 32.)

3 Exit the Function mode.

Once you've made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

HOT TIPS

The DSP effect can also be turned on and off with a connected footswitch. (See page 21.)

NOTE

- The DSP effect is applied only to the keyboard-played voices.
- These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).
- Eighteen additional DSP Types are available when controlling the DJX from a MIDI device. (For details, see page 114.)

NOTE

If the DSP Send Level is set to a value near or at "000," the DSP effect may not be heard.

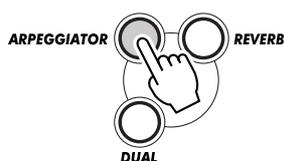
ARPEGGIATOR

The Arpeggiator effect lets you automatically create a variety of patterns and arpeggios in the Main voice, simply by holding one or more keys in the PERFORMANCE section of the keyboard. A total of sixteen different Arpeggiator types are available.

The speed of the Arpeggiator depends on the BPM setting (page 41). The speed can also be controlled as you play with the ASSIGN knob or RIBBON CONTROLLER (when either of those controls are set to “Arpeggiator Speed”; see pages 64 and 67).

1 Turn on the Arpeggiator effect.

Press the ARPEGGIATOR button.



Indicates that Arpeggiator is on

2 Set the Arpeggiator Type (#38) in the Function mode.

Selecting and changing the Function parameters:

Press the FUNCTION button, then use the numeric keypad to select the parameter number. After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

For a list of the Arpeggiator Types, see page 38.

3 Exit the Function mode.

Once you’ve made all desired settings, press one of the other mode buttons (SONG, STYLE, or VOICE).

HOT TIPS

- The DJX also has an Arpeggiator Hold function that lets you use a connected footswitch to keep the Arpeggiator cycling, even when you take your hands from the keyboard. (See page 21.)
- The Arpeggiator effect can also be turned on and off with a connected footswitch (page 21), or from Function parameter #37 (page 38).

NOTE

- These settings are not saved when you turn off the power. If you wish to save them, save them to a User bank in the Performance Setup feature (page 56).
- If keys are being held when the Arpeggiator is turned on, the Arpeggiator effect begins only when another key is pressed. If keys are being held when the Arpeggiator is turned off, the Arpeggiator effect continues until all keys are released.

Function Parameters — Effects

The Effect Function parameters provide all effect-related settings (with the exception of the Send parameters in the Main, Dual, and Split sections). These settings include:

- Reverb On/Off
- Reverb Type
- Chorus On/Off
- Chorus Type
- DSP On/Off
- DSP Type
- Arpeggiator On/Off
- Arpeggiator Type

Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F31	Reverb On/Off	Reverb	on, off	This turns the Reverb effect on/off. (This is the same function as that of the REVERB button. It can also be controlled by a connected footswitch; see page 21.)
F32	Reverb Type	RevType	(See "Reverb Type" list below.)	(See "Reverb Type" list below.)
F33	Chorus On/Off	Chorus	on, off	This turns the Chorus effect on/off. This can also be controlled by a connected footswitch. (See page 21.)
F34	Chorus Type	ChoType	(See "Chorus Type" list below.)	(See "Chorus Type" list below.)
F35	DSP On/Off	Dsp	on, off	This turns the DSP effect on/off. This can also be controlled by a connected footswitch. (See page 21.)
F36	DSP Type	DspType	(See "DSP Type" list below.)	(See "DSP Type" list below.)
F37	Arpeggiator On/Off	Arpgator	on, off	This turns the Arpeggiator effect on/off. (This is the same function as that of the ARPEGGIATOR button. It can also be controlled by a connected footswitch; see page 21.)
F38	Arpeggiator Type	ArpgType	(See "Arpeggiator Type" list below.)	(See "Arpeggiator Type" list below.)

■ Effect Types

Arpeggiator Types

No.	Name	LCD Display	Description
1	Techno-A	Techno-A	Typical Eurobeat techno pattern.
2	Techno-B	Techno-B	Typical UK techno pattern.
3	Techno-C	Techno-C	Typical Japanese techno pattern.
4	Techno-D	Techno-D	Typical German techno pattern.
5	Dance/House	DAHouse	Syncopated dance or house music pattern.
6	Syncopation	Syncopa	Syncopated pattern with extreme octave jumps.
7	BaseLine	BaseLine	Arpeggio pattern especially suited for bass. (Best with just one or two notes.)
8	Echo	Echo	Two-measure pattern with echo effect.
9	Techno echo	TekkEcho	Techno pattern with echo effect.
10	Sweep	Sweep	Two-measure pattern with extreme octave jumps.
11	Pulse	Pulse	Two-measure pattern with extreme octave jumps; works well with one note held in lower octave (for bass pulse).
12	Up	Up	Arpeggio pattern of ascending notes (for all notes held).
13	Down	Down	Arpeggio pattern of descending notes (for all notes held).
14	Up & Down (A)	UpDownA	Arpeggio pattern (version A) of ascending and descending notes (for all notes held).
15	Up & Down (B)	UpDownB	Arpeggio pattern (version B) of ascending and descending notes (for all notes held).
16	Random	Random	Random arpeggio pattern (for all notes held).

Reverb Types

No.	Reverb Type	Display Name	Description
1	Hall 1	Hall1	Concert hall reverb.
2	Hall 2	Hall2	
3	Room 1	Room1	Small room reverb.
4	Room 2	Room2	
5	Stage 1	Stage1	Reverb for solo instruments.
6	Stage 2	Stage2	
7	Plate 1	Plate1	Simulated steel plate reverb.
8	Plate 2	Plate2	
9	Off	Off	No effect.

Chorus Types

No.	Chorus Type	Display Name	Description
1	Chorus 1	Chorus1	Conventional chorus program with rich, warm chorusing.
2	Chorus 2	Chorus2	
3	Flanger 1	Flanger1	Pronounced three-phase modulation with a slight metallic sound.
4	Flanger 2	Flanger2	
5	Off	Off	No effect.

DSP Types

No.	DSP Type	Display Name	Description
1	Hall 1	Hall1	Concert hall reverb.
2	Hall 2	Hall2	
3	Room 1	Room1	Small room reverb.
4	Room 2	Room2	
5	Stage 1	Stage1	Reverb for solo instruments.
6	Stage 2	Stage2	
7	Plate 1	Plate1	Simulated steel plate reverb.
8	Plate 2	Plate2	
9	Early Reflection 1	ER1	Early reflections only.
10	Early Reflection 2	ER2	
11	Gate Reverb	Gate1	Gated reverb effect, in which the reverberation is quickly cut off for special effects.
12	Reverse Gate	Gate2	Similar to Gate Reverb, but with a reverse increase in reverb.
13	Chorus 1	Chorus1	Conventional chorus effect with rich, warm chorusing.
14	Chorus 2	Chorus2	
15	Flanger 1	Flanger1	Pronounced three-phase modulation with slight metallic sound.
16	Flanger 2	Flanger2	
17	Symphonic	Symphony	Exceptionally rich & deep chorusing.
18	Phaser	Phaser	Pronounced, metallic modulation with periodic phase change.
19	Rotary Speaker 1	Rotary1	Rotary speaker simulation.
20	Rotary Speaker 2	Rotary2	
21	Tremolo 1	Tremolo1	Rich Tremolo effect with both volume and pitch modulation.
22	Tremolo 2	Tremolo2	
23	Guitar Tremolo	Tremolo3	Simulated electric guitar tremolo.
24	Auto Pan	AutoPan	Several panning effects that automatically shift the sound position (left, right, front, back).
25	Auto Wah	AutoWah	Repeating filter sweep "wah" effect.
26	Delay Left - Center - Right	DelayLCR	Three independent delays, for the left, right and center stereo positions.
27	Delay Left - Right	DelayLR	Initial delay for each stereo channel, and two separate feedback delays.
28	Echo	Echo	Stereo delay, with independent feedback level settings for each channel.
29	Cross Delay	CrossDly	Complex effect that sends the delayed repeats "bouncing" between the left and right channels.
30	Distortion Hard	D Hard	Hard-edge distortion.
31	Distortion Soft	D Soft	Soft, warm distortion.
32	EQ Disco	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.
33	EQ Telephone	EQ Tel	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.
34	Off	Off	No effect.

SONG PLAYBACK – THE SONG MODE

The Song mode features six songs — three demo songs that have been created using the rich and dynamic sounds of the DJX, and three User songs to which you can record your own performance.

The demo songs are generally for your listening enjoyment; however, you can also play along with them on the keyboard.

The User songs are “empty” and cannot be played until something has been recorded to them. (For instructions on recording your own songs, see page 80.)

Song Playback Display

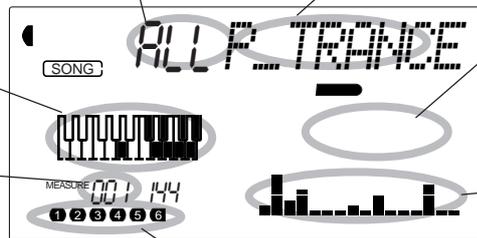
When Part Control is turned on, this indicates the status of the PART SELECT and PART ON/OFF keys. (See page 60.)

Current measure number

Song number; “All” indicates that all songs will playback in order.

Song name

When playing User songs (with recorded Chord track), this displays the name of the current chord.



“Level meters” show performance data recorded to each track.

Indicates the tracks currently playing back. (These can be alternately muted and sounded during playback by pressing the corresponding SONG MEMORY buttons.)

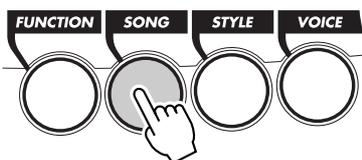
FAST ▶▶ ▶TRACK

- 1 **Select the Song mode.** (Press the SONG button.)
- 2 **Select a song** (with the numeric keypad).
- 3 **Start (and stop) song playback** (with the START/STOP button).

SELECTING AND PLAYING A SONG

1 Select the Song mode.

Press the SONG button.



Indicates Song mode is selected

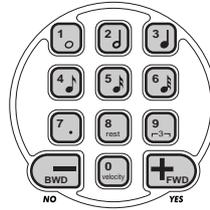
Song name and number



2 Select the desired song number.

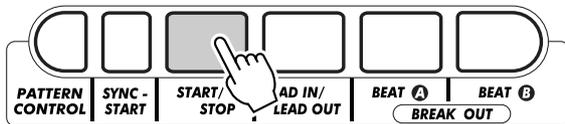
Use the numeric keypad.

Song numbers can be selected in the same way as with the voices (see page 25). You can use the numeric keypad to directly enter the song number, use the +/- keys to step up and down through the songs, or press the SONG button to advance through the song numbers.



3 Start the selected song.

Press the START/STOP button. As the song plays back, the measure number and chords are shown in the display.



4 If you want to change to another song, repeat step 2 above.

5 Stop the song.

Press the START/STOP button. If playback was started by pressing the START/STOP button, the selected song stops automatically.

HOT TIPS

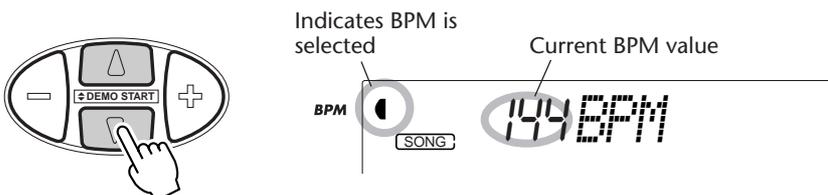
- You can play along with the song using the currently selected voice, or even select a different voice for playing along. Simply call up the Voice mode while the song is playing back and select the desired voice.
- Start/stop can also be controlled by using a connected footswitch. (See page 21.)

CHANGING THE BPM (TEMPO)

The BPM (Tempo) of song (and pattern) playback can be adjusted over a range of 32 - 280 bpm (beats per minute).

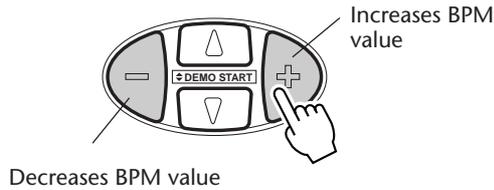
1 Select the BPM function in the Overall menu.

Press one of the OVERALL ▲/▼ buttons, repeatedly if necessary, until "BPM" appears in the display.



2 Change the value.

Use the OVERALL +/- buttons to increase or decrease the BPM value. Holding down either button continuously increases or decreases the value.



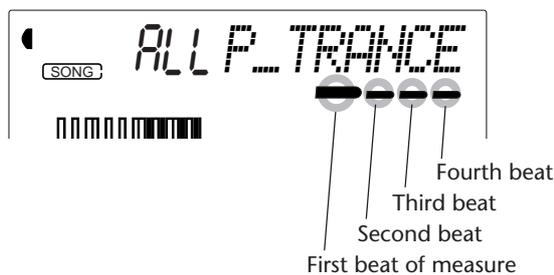
Restoring the Default BPM Value

Each song and style has been given a default or standard BPM. If you've changed the BPM, you can restore the original default setting by pressing both OVERALL +/- buttons simultaneously (when BPM is selected in the Overall menu).

Also, the BPM (Tempo) of a song or style returns to the default setting when selecting a different song or style. (The set BPM remains, however, when switching styles during playback.) When you turn on the power of the DJX, the BPM (Tempo) is automatically set to 142 bpm.

ABOUT THE BEAT DISPLAY

This section of the display provides a convenient, easy-to-understand indication of the rhythm for song and style playback. The dark bars below the name section in the display flash in time with the beat. The first dark bar indicates the first beat of the measure, and the other bars flash in sequence to indicate subsequent beats.

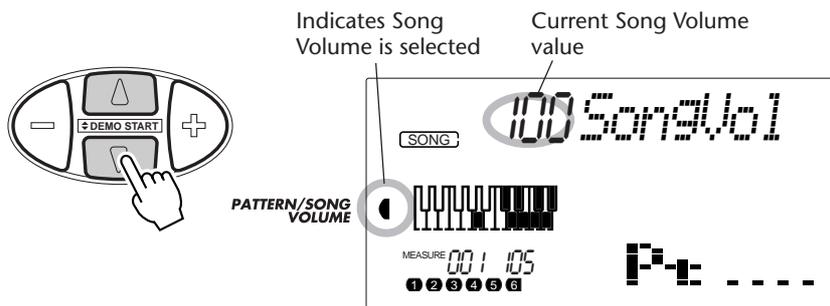


ADJUSTING THE SONG VOLUME

The playback volume of the song can be adjusted. This volume control affects only the song volume. The volume range is 000 - 127.

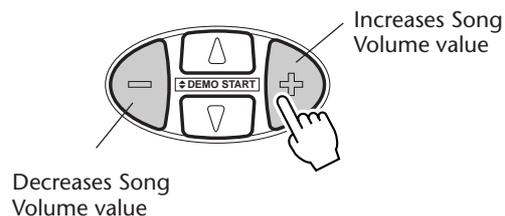
1 Select the Song Volume function in the Overall menu.

Press one of the OVERALL ▲/▼ buttons, repeatedly if necessary, until “SongVol” appears in the display.



2 Change the value.

Use the OVERALL +/- buttons to increase or decrease the Song Volume value. Holding down either button continuously increases or decreases the value.



Restoring the Default Value

To restore the default Song Volume value (100), press both OVERALL +/- buttons simultaneously (when Song Volume is selected in the Overall menu).

NOTE

Song Volume cannot be changed unless the Song mode is active. (This function becomes Pattern Volume when the Style mode is active.)

PATTERNS – THE STYLE MODE

The Style mode provides a wealth of exciting, dynamic patterns — including rhythms, beats, and instrumental parts — covering virtually the entire spectrum of dance and contemporary music!

A total of 100 different styles are available, in a variety of dance music genres. Each style is made up of separate “sections” — Lead In, Beat A and B (with Break Outs), and Lead Out — letting you call up different sections as you perform. Each style also has its own “companion” voice selection — so that when you select a style, the best matching voice for that style is automatically called up.

The pattern features that are built into the styles give you the excitement of full instrumental backing for your performance. They also make it possible to easily control the backing bass, chords, and other phrases — just by playing single notes or chords in the PATTERN section of the keyboard. (See pages 50.)

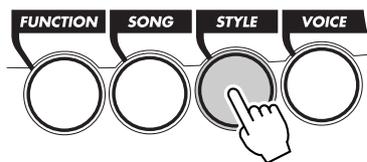
FAST ▶▶ ▶TRACK

- 1 **Select the Style mode.** (Press the STYLE button.)
- 2 **Select a style** (with the numeric keypad).
- 3 **Turn Pattern Control on** (if it isn't on already).
- 4 **Start the pattern.** (Press the START/STOP button or use the Sync-Start function.)
- 5 **Stop the pattern.** (Press one of these buttons: START/STOP, LEAD IN/LEAD OUT, or SYNC-START.)

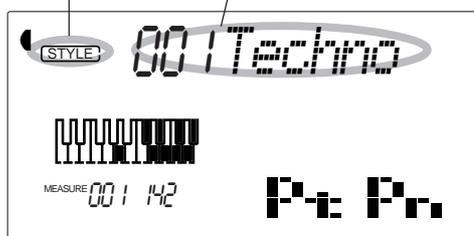
SELECTING A STYLE AND PLAYING THE PATTERN

1 Select the Style mode.

Press the STYLE button.

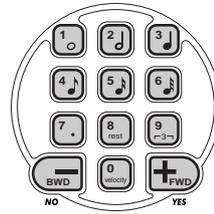


Indicates Style mode is selected Style name and number



2 Select the desired style number.

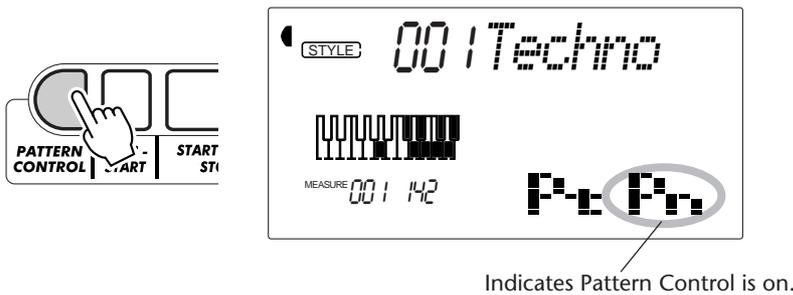
Use the numeric keypad. The basic categories of styles and their numbers are shown at the left of the panel. A complete list of the available styles is given on page 111.



Style numbers can be selected in the same way as with the voices (see page 25). You can use the numeric keypad to directly enter the style number, use the +/- keys to step up and down through the styles, or press the STYLE button to advance through the style numbers.

3 Turn Pattern Control on (if it isn't on already).

If Pattern Control is off ("---" appears in the Pattern Control section of the icon window), press the PATTERN CONTROL button to turn it on.

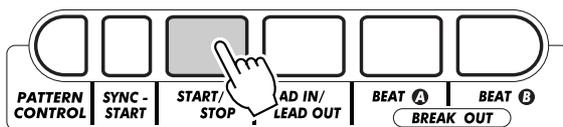


4 Start the pattern.

You can do this in one of the following ways:

Pressing the START/STOP button

The pattern starts playing immediately. The currently selected Beat A or B section will play.



You can select the Beat A or B section by pressing the appropriate button — BEAT A or BEAT B — before pressing the START/STOP button. (The icon section of the display briefly shows the letter of the selected section: "A" or "B.")

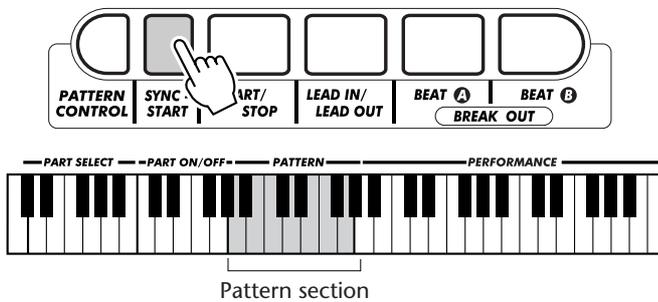


HOT TIPS

Start/stop can also be controlled by using a connected footswitch. (See page 21.)

Using Sync-Start

The DJX also has a Sync-Start function that allows you to start the pattern by simply pressing a key on the keyboard. To use Sync-Start, first press the SYNC-START button (the beat bars below the style name all flash to indicate Sync-Start stand-by), then press any key on the keyboard in the PATTERN section.



NOTE

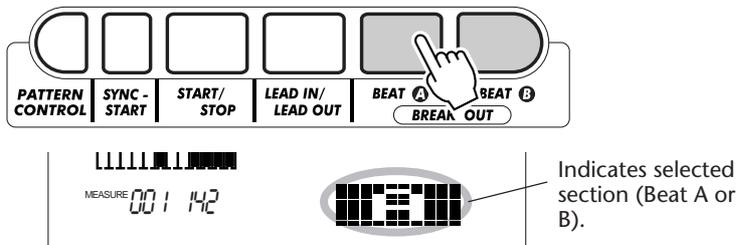
Sync-Start is automatically set to standby when:
 * The power is turned on.
 * Part Control (page 59) is turned on.

Starting with a Lead In section

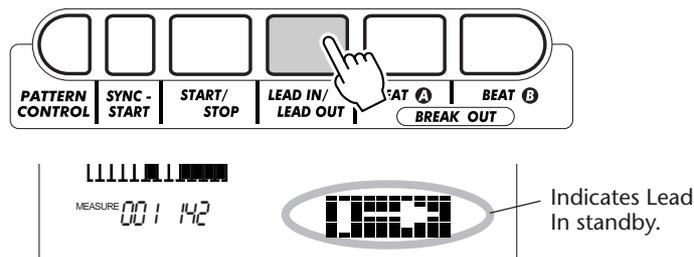
Each style has its own two- or four-measure Lead In section. Many of the Lead In sections also include special chord changes and embellishments to enhance your performance.

To start with a Lead In section:

- 1) Press the BEAT A or BEAT B button — to select which section (A or B) is to follow the Lead In.



- 2) Press the LEAD IN button.



To actually start the Lead In section and pattern, press the START/STOP button.

Once the Lead In section is finished, the icon section of the display briefly shows the letter "A" or "B" to indicate that the selected Beat section is currently playing.

HOT TIPS

Lead In can also be controlled by using a connected footswitch. (See page 21.)

About the Beat Display

The dark bars underneath the style name in the display flash in time with the current tempo during playback (or Sync-Start standby) of the pattern. The flashing bars provide a visual indication of both the tempo and time signature of the pattern. (For more information, see page 42.)

5 Stop the pattern.

You can do this in one of three ways:

Pressing the START/STOP button

The pattern stops playing immediately.

Using a Lead Out section

Press the LEAD IN/LEAD OUT button. The pattern stops after the Lead Out section is finished.

Pressing the SYNC-START button

This immediately stops the pattern and automatically enables Sync-Start, letting you re-start the pattern by simply playing a chord or key in the PATTERN section of the keyboard.

HOT TIPS

- Start/stop and Lead Out can also be controlled by using a connected footswitch. (See page 21.)
- To have the Lead Out section gradually slow down as it is playing, press the LEAD IN/LEAD OUT button twice quickly.

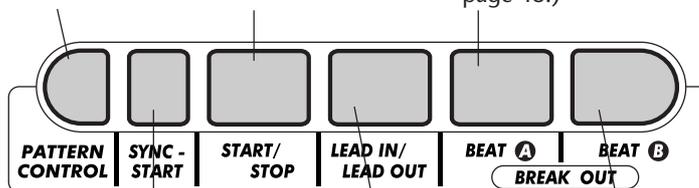
PATTERN CONTROLS

When the Style mode is active, the panel buttons below the display function as Pattern controls.

Pressing this button alternately enables and disables the PATTERN section of the keyboard. When Pattern Control is turned off (disabled), the keyboard cannot be used to change the chords of the pattern.

Pressing this button alternately starts and stops pattern playback.

Pressing this button selects the Beat A section, or adds a Break Out A section. (See page 48.)



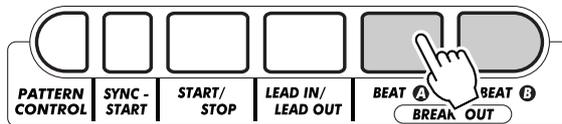
Pressing this button alternately enables and cancels the Sync-Start function. (See page 46.)

This controls the Lead In and Lead Out sections. (See pages 46, 47.)

Pressing this button selects the Beat B section, or adds a Break Out B section. (See page 48.)

PATTERN SECTIONS (BEAT A, BEAT B AND BREAK OUTS)

While the pattern is playing, you can add variation by pressing one of the BEAT A/B (BREAK OUT) buttons. This automatically plays one of four Break Out sections, and smoothly leads into the next section — even if it is the same section.



This appears while the Break Out section is playing.

Each style has four different Break Out sections that play in the following conditions:

- Beat A → Beat A (Break Out “AA”)
- Beat A → Beat B (Break Out “AB”)
- Beat B → Beat A (Break Out “BA”)
- Beat B → Beat B (Break Out “BB”)

HOT TIPS

This function can also be controlled by using a connected footswitch. (See page 21.)

NOTE

If you press the BEAT A or B button, the Break Out will begin immediately, and the newly selected section (A or B) will actually begin playing from the top of the next measure, unless the BEAT A or B button is pressed during the last beat of the measure — in which case the Break Out will begin from the first beat of the next measure.

CHANGING THE BPM (TEMPO)

The BPM (Tempo) of song (and pattern) playback can be adjusted over a range of 32 - 280 bpm (beats per minute). For instructions on changing the BPM (Tempo), see page 41.

NOTE

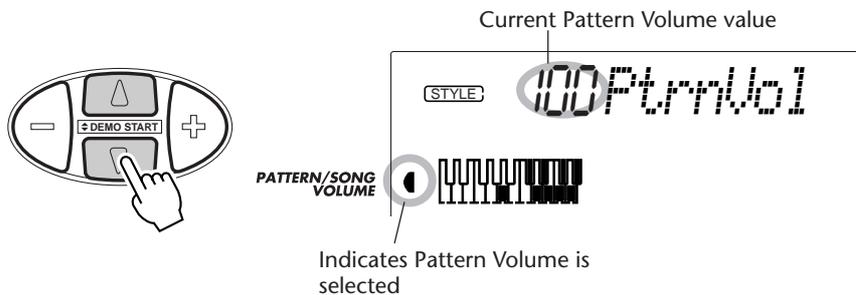
Each style has been given a default or standard BPM (Tempo). (For instructions on restoring the default BPM, see page 42.) When pattern playback is stopped and a different style is selected, the BPM returns to the default setting of the new style. When switching styles during playback, the last BPM setting is maintained. (This allows you to keep the same BPM, even when changing styles.)

ADJUSTING THE PATTERN VOLUME

The playback volume of the pattern can be adjusted. This volume control affects only the pattern volume. The volume range is 000 - 127.

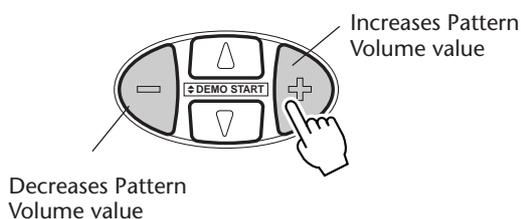
1 Select the Pattern Volume function in the Overall menu.

Press one of the OVERALL ▲/▼ buttons, repeatedly if necessary, until "PtrnVol" appears in the display.



2 Change the value.

Use the OVERALL +/- buttons to increase or decrease the Pattern Volume value. Holding down either button continuously increases or decreases the value.



Restoring the Default Value

To restore the default Pattern Volume value (100), press both OVERALL +/- buttons simultaneously (when Pattern Volume is selected in the Overall menu).

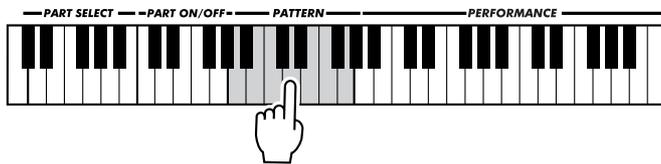
NOTE

Pattern Volume cannot be changed unless the Style mode is active.

FINGERING

When Pattern Control is set to on (page 45), the DJX automatically creates the backing tracks — drums, percussion, bass, chords, hits, and other phrases — and changes the chords of the backing right along with you. All you have to do is play single notes or chords in the PATTERN section of the keyboard — and the DJX follows you!

Naturally, you can play full chords (like those shown in the chart below), and the pattern will change harmonically in response. When you play single notes, the DJX automatically produces chords that are based on the root note you play and are best suited to the selected style.



For example, all single note chords in the Techno style (#001) are minor, all chords for Trip Hop (#002) are minor 7th 11th, etc. This lets you quickly and easily play the most musically useful and stylistically appropriate chord changes — just by pressing a single key!

Using the key of C as an example, the chart below shows the types of chords that can be recognized. When Part Control is turned on, the range of the PATTERN section may be too narrow for proper recognition of all of the following chords in all twelve keys. For best results when playing full chords in the PATTERN section, turn Part Control off. (See page 59.)

Recognized Chords (root note: C)

C 	C(9) 	C6 	C6(9) 	CM7 	CM7(9) 	CM7(#11) 	C(♭5) 	CM7♭5
Csus4 	Caug 	CM7aug 	Cm 	Cm(9) 	Cm6 	Cm7 	Cm7(9) 	Cm7(11)
CmM7 	CmM7(9) 	Cm7♭5 	CmM7♭5 	Cdim 	Cdim7 	C7 	C7(♭9) 	C7(♭13)
C7(9) 	C7(#11) 	C7(13) 	C7(#9) 	C7♭5 	C7aug 	C7sus4 	C1+2+5 	

* Notes enclosed in parentheses are optional; the chords will be recognized without them.

NOTE

- Playing full chords may not change the pattern chord as intended. For example, playing major seventh chords will not change the chords of a pattern that has minor and dominant seventh phrases and lines.
- Chords played in the PATTERN section of the keyboard are also detected and played when the pattern is stopped. In effect, this gives you a “split keyboard,” with bass and chords in the left hand and the normally selected voice in the right.

Chord Name/[Abbreviation]	Normal Voicing	Chord (C)	Display
Major [M]	1 - 3 - 5	C	C
Add ninth [(9)]	1 - 2 - 3 - 5	C(9)	C(9)
Sixth [6]	1 - (3) - 5 - 6	C6	C6
Sixth ninth [6(9)]	1 - 2 - 3 - (5) - 6	C6(9)	C6(9)
Major seventh [M7]	1 - 3 - (5) - 7 or 1 - (3) - 5 - 7	CM7	CM7
Major seventh ninth [M7(9)]	1 - 2 - 3 - (5) - 7	CM7(9)	CM7(9)
Major seventh add sharp eleventh [M7(#11)]	1 - (2) - 3 - #4 - 5 - 7 or 1 - 2 - 3 - #4 - (5) - 7	CM7(#11)	CM7(#11)
Flatted fifth [(b5)]	1 - 3 - b5	C(b5)	Cb5
Major seventh flatted fifth [M7b5]	1 - 3 - b5 - 7	CM7b5	CM7b5
Suspended fourth [sus4]	1 - 4 - 5	Csus4	Csus4
Augmented [aug]	1 - 3 - #5	Caug	Caug
Major seventh augmented [M7aug]	1 - (3) - #5 - 7	CM7aug	CM7aug
Minor [m]	1 - b3 - 5	Cm	Cm
Minor add ninth [m(9)]	1 - 2 - b3 - 5	Cm(9)	Cm(9)
Minor sixth [m6]	1 - b3 - 5 - 6	Cm6	Cm6
Minor seventh [m7]	1 - b3 - (5) - b7	Cm7	Cm7
Minor seventh ninth [m7(9)]	1 - 2 - b3 - (5) - b7	Cm7(9)	Cm7(9)
Minor seventh add eleventh [m7(11)]	1 - (2) - b3 - 4 - 5 - (b7)	Cm7(11)	Cm7(11)
Minor major seventh [mM7]	1 - b3 - (5) - 7	CmM7	CmM7
Minor major seventh ninth [mM7(9)]	1 - 2 - b3 - (5) - 7	CmM7(9)	CmM7(9)
Minor seventh flatted fifth [m7b5]	1 - b3 - b5 - b7	Cm7b5	Cm7b5
Minor major seventh flatted fifth [mM7b5]	1 - b3 - b5 - 7	CmM7b5	CmM7b5
Diminished [dim]	1 - b3 - b5	Cdim	Cdim
Diminished seventh [dim7]	1 - b3 - b5 - 6	Cdim7	Cdim7
Seventh [7]	1 - 3 - (5) - b7 or 1 - (3) - 5 - b7	C7	C7
Seventh flatted ninth [7(b9)]	1 - b2 - 3 - (5) - b7	C7(b9)	C7(b9)
Seventh add flatted thirteenth [7(b13)]	1 - 3 - 5 - b6 - b7	C7(b13)	C7(b13)
Seventh ninth [7(9)]	1 - 2 - 3 - (5) - b7	C7(9)	C7(9)
Seventh add sharp eleventh [7(#11)]	1 - (2) - 3 - #4 - 5 - b7 or 1 - 2 - 3 - #4 - (5) - b7	C7(#11)	C7(#11)
Seventh add thirteenth [7(13)]	1 - 3 - (5) - 6 - b7	C7(13)	C7(13)
Seventh sharp ninth [7(#9)]	1 - #2 - 3 - (5) - b7	C7(#9)	C7(#9)
Seventh flatted fifth [7b5]	1 - 3 - b5 - b7	C7b5	C7b5
Seventh augmented [7aug]	1 - 3 - #5 - b7	C7aug	C7aug
Seventh suspended fourth [7sus4]	1 - 4 - (5) - b7	C7sus4	C7sus4
One plus two plus five [1+2+5]	1 - 2 - 5	C1+2+5	C

NOTE

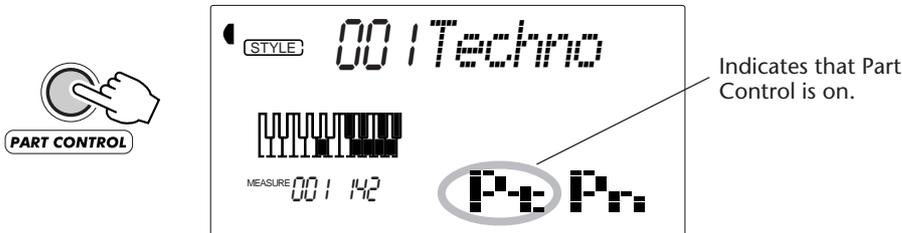
- Notes in parentheses can be omitted.
- If you play any three adjacent keys (including black keys), the chord sound will be cancelled and only the rhythm instruments will continue playing (CHORD CANCEL function).
- Playing two same root keys in the adjacent octaves produces a pattern based only on the root.
- A perfect fifth (1 + 5) produces a pattern based only on the root and fifth, which can be used with both major and minor chords.
- The chord fingerings listed are all in “root” position, but other inversions can be used — with the following exceptions:
 - m7, m7b5, 6, m6, sus4, aug, dim7, 7b5, 6(9), m7(11), 1+2+5.
- Inversion of the 7sus4 chord are not recognized if the 5th is omitted.
- The Pattern will sometimes not change when related chords are played in sequence (e.g. some minor chords followed by the minor seventh).
- Two-note fingerings will produce a chord based on the previously played chord.

BEAT REVERSE

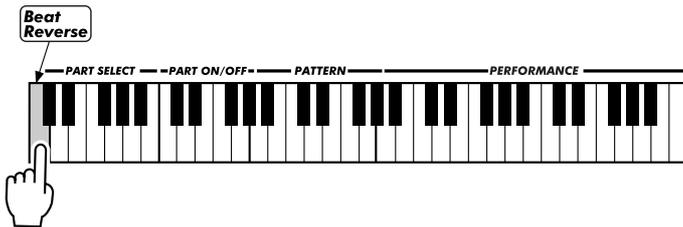
The DJX also has a special Beat Reverse key that lets you break up the pattern with stuttering rhythmic effects and unusual syncopations. Pressing the key automatically resets the pattern to the top of the measure (first beat).

1 Select a style and start the pattern.
Do this in the normal way. (Need a refresher course? See page 44.)

2 Turn Part Control on (if it isn't on already).
Press the PART CONTROL button.

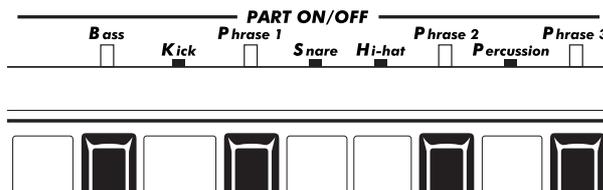


3 Press the Beat Reverse key (C1).
Press the lowest key on the keyboard (C1) each time you want the pattern to start again from the top. Press it repeatedly for stuttering effects and rhythmic hits.



PART ON/OFF

This exciting feature effectively puts you in the producer's chair — it lets you instantly and intuitively mute and un-mute individual Parts of the pattern, simply by pressing keys in the PART ON/OFF section of the keyboard.



1 Select a style and start the pattern.

Do this in the normal way. (Need a refresher course? See pages 44 - 46.)

2 Turn Part Control on (if it isn't on already).

Press the PART CONTROL button.

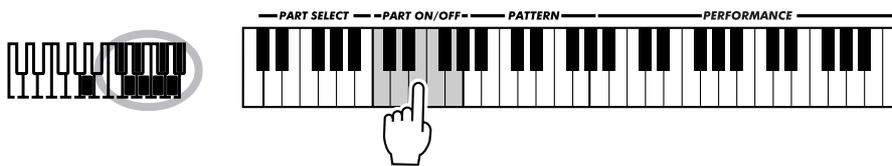


NOTE

Each time Part Control is turned off and on again, the PART ON/OFF keys are reset to the default (all Parts on).

3 Press the appropriate keys to mute and un-mute the desired Parts.

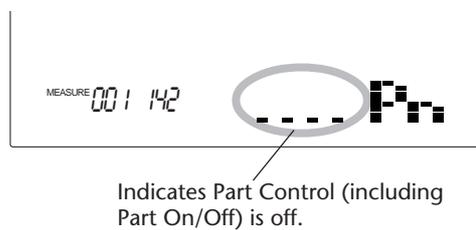
As the pattern is playing back, press the key in the PART ON/OFF section that corresponds to the Part you want to mute/un-mute. (You can also press several keys at once, to instantly mute/un-mute several Parts.)



NOTE

On certain patterns and sections, not all of the Parts may be available — in other words, some of the Parts may be “empty” and not sound. For example, Beat A of the “Acid” style (#009) doesn’t have any Percussion, Phrase 2, or Phrase 3 Parts, so pressing the corresponding keys will have no effect; however, the Beat B section of that style does have the Percussion, Phrase 2, and Phrase 3 Parts.

To turn the Part On/Off function off, press the PART CONTROL button again. (When Part Control is off, “- - - -” appears in the Part Control section of the icon window.)



If you’ve recorded a pattern to the Chord track of the User song (see page 80), the Part On/Off function lets you easily mute and un-mute specific instrument Parts of the pattern as it plays back.

About the Parts

The actual instruments and musical backing used for Phrases 1, 2 and 3 may differ widely depending on the selected style. This applies to some of the other Parts as well. For example, the Snare Part in some

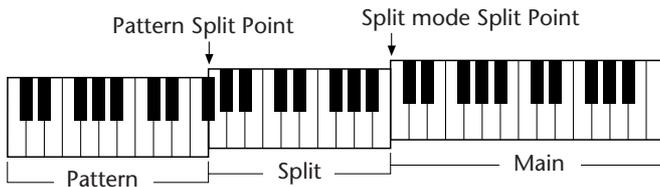
patterns may not sound like a snare drum at all! (In particular, “Kick,” “Snare,” and “Hi-hat” refer mainly to those special elements of the rhythm — and not necessarily the sounds.)

SETTING THE PATTERN SPLIT POINT

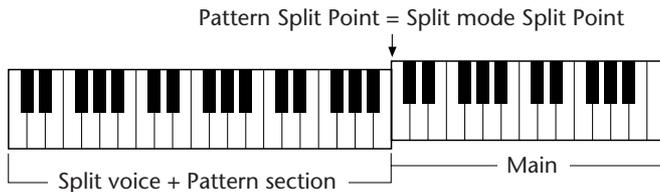
The Pattern Split Point determines the highest key for the pattern section. The pattern can be played with the keys up to and including the Pattern Split Point key.

This parameter can be set lower (but not higher) than the Split Point in the Split mode. When set to different values, the two settings affect one another in the following way:

- *When the Split mode Split Point is set higher than the Pattern Split Point:*

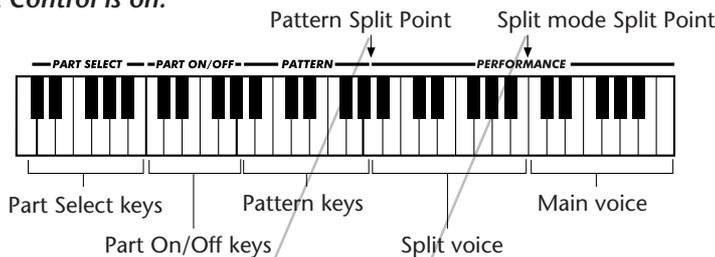


- *When the Split mode Split Point is set to the same key as the Pattern Split Point:*

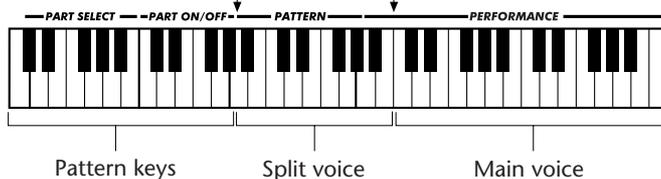


The actual split points (of both the Split voice and the Pattern keys) change according to the Part Control on/off setting. When Part Control is on, the split points are as set. When Part Control is turned off, both the split points drop one octave down, increasing the range of the Performance section. The following examples illustrate how the split points change in each case.

- *When Part Control is on:*



- *When Part Control is off:*



Function Parameter — Pattern Split Point

Selecting and changing the Pattern Split Point:

Press the FUNCTION button, then use the numeric keypad to select parameter number 51. After “FUNCTION” stops flashing, use the numeric keypad or +/- buttons to change the setting. (For details, see page 18.)

The value can also be set directly by pressing the desired key while this parameter is selected. After setting this, make sure to select a different parameter or exit the Function mode before playing the keyboard.

Function Parameters

No.	Parameter Name	Display Name	Range/Settings	Description
F51	Pattern Split Point	PtrnSPnt	000 — 127	This determines the highest key for the PATTERN section and sets the pattern split “point” — in other words, the key that separates the PATTERN section and the PERFORMANCE section. (When Pattern Control is turned on, the PATTERN section sounds up to and including the Pattern Split Point key.) The default Pattern Split Point is 068 (G#3). This cannot be set higher than the Split Point in the Split mode (page 32). While this is being set, the keyboard does not produce any sound. After setting this, make sure to select a different parameter or exit the Function mode before playing the keyboard.

PERFORMANCE SETUP

Performance Setup is a powerful and convenient Style mode function that lets you instantly reconfigure virtually all settings of the DJX — with the touch of a single button. Two types of Performance Setups are available: User and Preset.

PERFORMANCE SETUP – USER

Four User banks each with four different settings — a total of sixteen — are available for your custom settings. Each of the sixteen User Performance Setups can have different settings for the following parameters:

- Main voice number
- All Main voice settings (Volume**, Octave, Pan**, Reverb Send Level**, Chorus Send Level**, DSP Send Level**, Cutoff*, Resonance*, Attack*, Release*, and Modulation*)
- Dual voice number
- All Dual voice settings (On/Off, Volume**, Octave, Pan**, Reverb Send Level**, Chorus Send Level**, DSP Send Level**, Cutoff*, Resonance*, Attack*, Release*, and Modulation*)
- Split voice number
- All Split voice settings (On/Off, Split Point, Volume**, Octave, Pan**, Reverb Send Level**, Chorus Send Level**, DSP Send Level**, Cutoff*, Resonance*, Attack*, Release*, and Modulation*)
- Reverb Type and On/Off
- Chorus Type and On/Off
- DSP Type and On/Off
- Arpeggiator Type, On/Off, and Speed*
- Style number, and style-related settings: Pattern Control On/Off, Section (Beat A or B), Pattern Split Point, Track settings (Part On/Off, Volume*, Pan*, Cutoff*, Resonance*, Reverb Send Level*, Chorus Send Level*, DSP Send Level*, Attack*, Release*, and Modulation*), Groove*, Dynamics*, and Dynamics Strength
- Part Select (Knobs and Ribbon Controller)
- Overall menu settings: BPM (Tempo), Transpose, Tuning, Pattern Volume, Ribbon Controller assignment, and Assign Knob assignment
- Footswitch assignment
- Touch Sensitivity
- Pitch Bend Range

* Last settings made with the Knobs and the Ribbon Controller are memorized.
** Last settings made in the Function mode, and with the Knobs and Ribbon Controller are memorized.

Recording a User Performance Setup

1 Make all desired settings for the DJX.

Virtually all DJX settings can be saved to a User button. Refer to the list above for details.

2 Select the PSU (Performance Setup) Record mode.

Press the RECORD button, repeatedly if necessary, until “PSU User” appears at the top of the display.

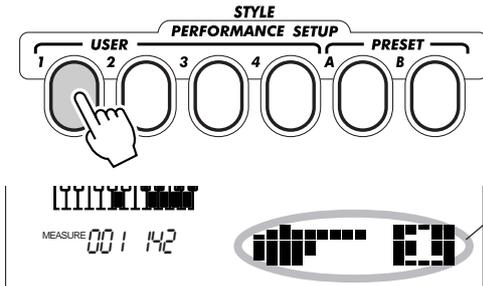


3 Select the desired bank.

Use the +/- buttons or the numeric keypad to select the desired User bank number (1 - 4).

4 Select the desired User number.

Press the corresponding USER PERFORMANCE SETUP button (1 - 4). Doing this records the settings to the selected button.



Briefly appears to indicate that settings have been saved to Performance Setup User button 1.

5 Exit from the Record mode.

Press the RECORD button.

Recalling a User Performance Setup

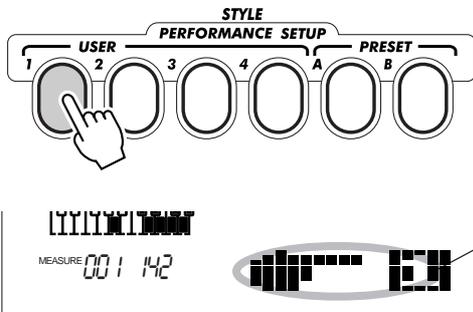
Once you've recorded your settings to a User button, you can instantly recall those settings any time you want.

1 Call up the Style mode.

Press the STYLE button.

2 Press the appropriate PERFORMANCE SETUP USER button.

Press the USER button (1 - 4) corresponding to the desired settings.



Briefly appears to indicate that Performance Setup User 1 is active.

Selecting a User Bank

Before selecting a User Performance Setup (in step #2), you may want to select a different bank. To do this:

- 1) Select Function #41. (Press the FUNCTION button, then use the +/- buttons or the numeric keypad to select #41.)
- 2) After the "FUNCTION" indication stops flashing, select the desired bank number with the +/- buttons or the numeric keypad.

PERFORMANCE SETUP – PRESET

Preset Performance Setups are used in a slightly different way than the User settings. First, select a style, then select a Preset Performance Setup. The Preset A and B settings have been specially programmed at the factory to match the selected style. This means that you can select the style you want, then choose a Preset that has the best suited voice, effect, and other settings for that style.

- Main voice number
- All Main voice settings (Volume, Octave, Pan, Reverb Send Level, Chorus Send Level, and DSP Send Level)
- Dual voice number
- All Dual voice settings (On/Off, Volume, Octave, Pan, Reverb Send Level, Chorus Send Level, and DSP Send Level)
- Split voice number
- All Split voice settings (On/Off, Split Point, Volume, Octave, Pan, Reverb Send Level, Chorus Send Level, and DSP Send Level)
- Reverb Type and On/Off
- Chorus Type and On/Off
- DSP On/Off
- Arpeggiator Type, On/Off, and Speed
- Style-related settings: Pattern Control On*, Sync-Start On*, Section(Beat A or B)*, Pattern Split Point*, Part On/Off, Groove, Dynamics, and Dynamics Strength
- Part Select (Knobs and Ribbon Controller)
- Overall menu settings: Ribbon Controller assignment and Assign Knob assignment
- Pitch Bend Range

* Set only when pattern is stopped.

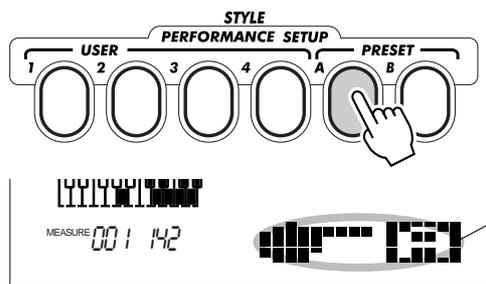
Selecting a Preset Performance Setup

1 Select a style.

Select one of the styles, as described in steps 1 - 2 on page 44.

2 Press the appropriate PERFORMANCE SETUP PRESET button.

Press the PRESET button (A, B) corresponding to the desired settings.



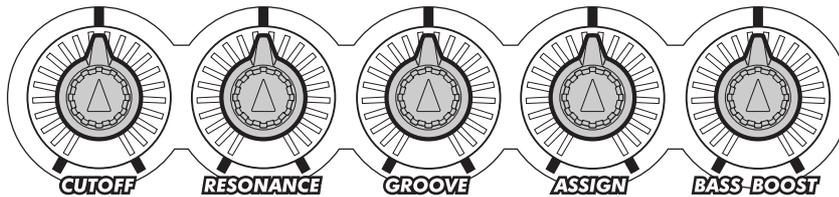
Briefly appears to indicate that Performance Setup Preset A is active.

3 Play the pattern.

Since both Sync-Start and Pattern Control are automatically set to On when Preset Performance Setup is on, playing a key or chord in the PATTERN section of the keyboard starts the pattern.

THE KNOBS

The Control Knobs of the DJX give you enormously expressive control over various parts of the sound. You can use the knobs to “tweak” the sound of any one of the voices (Main, Dual, or Split) as you perform. Or you can use them to change the sound of individual Parts of the pattern — in real time as the pattern plays!



USING THE KNOBS

FAST ▶▶ ▶ TRACK

- 1 Turn Part Control on. (Press the PART CONTROL button.)
- 2 Select the Part you want to control. (Press one of the PART SELECT keys at the lower end of the keyboard.)
- 3 Start the pattern. / Start the song.
- 4 Turn the knobs to change the sound as you play.

1 If Part Control isn't on, turn it on by pressing the PART CONTROL button.

When you turn on the DJX, Part Control is automatically set to on — so you may not need to do this step.

To find out whether Part Control is on or not, check the icon window in the display. If Part Control is on, the icon will look like this:



If Part Control is off, the icon will look like this:



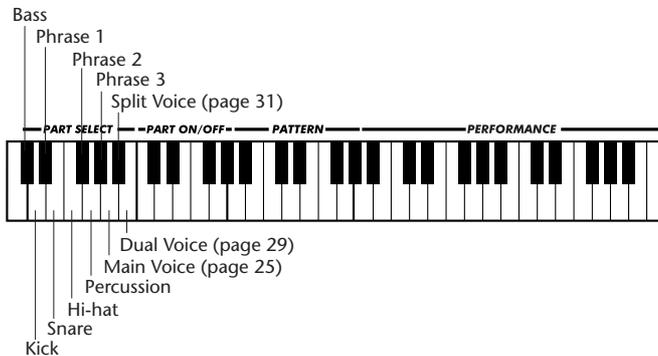
To turn Part Control on/off, press the PART CONTROL button.



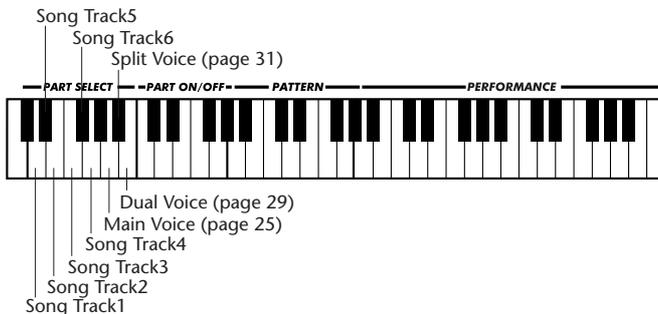
2 Select the Part you want to control.

Press one of the PART SELECT keys at the lower end of the keyboard (C#1 - B1). Each of the keys corresponds to a different voice or part of the pattern — letting you select the individual instrument sound you want to tweak with the knobs.

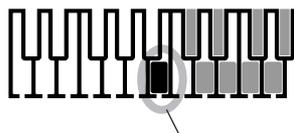
The name of each Part is printed above each key:



The PART SELECT keys function differently when the Song mode is selected:



The key indicating the selected part is darkened in the display.



3 Start the pattern. / Start the song.

Press the START/STOP button. For instructions on other ways to start the pattern, refer to page 46.