KAWAI

DRP-10

Owner's Manual

Preface

Thank you for purchasing the Kawai DRP-10. The DRP-10 allows you to record, play back and edit MIDI performances. If MIDI and its recording possibilities are a new world for you, you'll find fundamental information about MIDI on page 11. Use a keyboard (ex. Digital Piano) equipped with MIDI to make full use of the DRP-10. The DRP-10 features both MIDI Sequencer and Sound Module functions in one unit. The Sequencer allows you to record, playback and edit MIDI performances. The Sequencer records MIDI performance events, NOT SOUND. You cannot use a Sequencer in place of a tape recorder to record your voice or an acoustic instrument. The Sequencer plays back the performance through the internal Sound Module or any other MIDI equipped sound source.

FCC INFORMATION

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.
Connect the equipment into an outlet on a different electrical circuit from the receiver.
Consult the dealer or an experienced radio/TV technician for help.

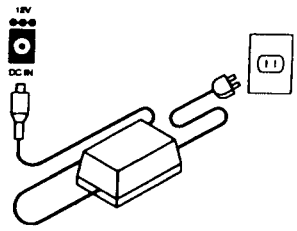
* This instrument complies with the limits for a class B digital apparatus, pursuant to the Radio Interference Regulations, C.R.C., c. 1374.

Important Safety Instructions

* Read Instructions -- This Owner's Manual contains valuable information that will help you make full use of the instrument's many capabilities. All the safety and operating instructions should be read before the product is operated.
* Retain Instructions -- The safety and operating instructions should be retained for future reference.
* Heed Warnings -- All warnings on the product and in the operating instructions should be adhered to.
* Follow Instructions -- All operating and use instructions should be followed.

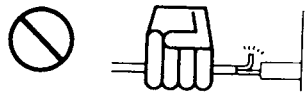
WARNING

*** Use only AC adaptor shipped with the instrument and connect it only to a power supply with a voltage within the limits stated on the ratings plate on the backs.**



*** When the AC adaptor is left unattended and unused for long period of time, unplug it from the wall outlet.**
Otherwise, fire or other hazards may be caused due to lightning and power-line surges, etc.

*** Do not unplug the AC adaptor by yanking on the cord; grab the plug itself and pull it out.**
Otherwise, the cord may be damaged that could result in a fire or other hazards.



*** Do not operate the product with wet hands.**
That could result in electric shock or other hazards.

*** Do not disassemble or attempt to modify the appliance.**
Opening or removing covers may expose you to dangerous voltage. Refer all servicing to qualified service personnel.

*** Never push objects of any kind into this product through openings.**
They may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product. The product should not be operated or stored near water or other moisture -- for example, near a bath tub, wash bowl, kitchen sink, or laundry tub; in a wet basement; near a swimming pool, etc.

*** Unplug this product and AC adaptor from the wall outlet immediately and refer servicing to qualified service personnel under the following conditions:**
a) When the power-supply cord or plug is damaged.
b) If liquid has been spilled, or objects have been fallen into the product.
c) If the product has been exposed to rain or water.
d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by this manual as an improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation.
e) If the product has been dropped or damaged in any way.
f) When the product or AC adaptor exhibit a distinct change in performance - this indicates a need for service.

* **Do not operate for a long period of time at a high volume level, especially if you are using headphones or earphones.**
  This product may be capable of producing sound levels that could cause permanent hearing loss when used in combination with other products like speakers or headphones. If you experience any hearing loss or ringing in the ears, you should consult a hearing specialist.

⚠ CAUTION

* **Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.**

* **Protect the product from direct sunlight, extremes in temperature (such as inside your car on a warm day) or humidity, dusty environment, or vibration (especially during transportation).**

* **The product should be kept away from hot, dry places (such as near a radiator or heater.)**

* **When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part.**
  Unauthorized substitution may result in fire, electric shock, or other hazards.

* **Do not place this product on an unstable or slant cart, stand, tripod, bracket, or table.**
  The product may fall, causing serious injury to a child or adult, and serious damage to the product. Besides, the unit may malfunction. Use only with a cart, stand, tripod, bracket, or table recommended by KAWAI, or sold with the product.

* **Always turn down the volume(s) of all instruments (such as guitar or keyboard) before connecting or disconnecting to the instrument.**

* **Protect the appliance from physical shocks and impact.**

*** Make sure that all POWER switchs are off before changing equipment connections.**

*** Check all equipment connections before applying the power.**

*** Do not connect to the same circuit as a heavy load or equipment that generates line noise.**

Cleaning

*** Unplug this product from the wall outlet before cleaning.**

Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning. (Clean the instrument with a soft cloth, a mild detergent, and lukewarm water.) Never use harsh or abrasive cleansers or organic solvents.

Data Backup

This unit contains special circuits that protects some of the system settings while the power to the unit is off. However, there is no guarantee against data loss. Besides, song data is erased and some parameters are reset to default value when the power is turned off. You are therefore advised to save song data on a floppy disk before turning off the power.

Parameter Reset

To reset all of the parameters for the instrument to their factory default values, turn the power on using the POWER switch while holding down the YES button and NO button in the SOUND section simultaneously.

Note: Be careful not to carelessly clear important data.

Care of the Floppy Disk

A floppy disk is one of the media for storing data in computers and word processors. When using a floppy disk, observe the following precautions:

* This model uses 3.5 inch 2DD 720KByte or 2HD 1.44 MByte floppy disks.
* Do not open the floppy disk's shutter. If the shutter is opened by hand, the interior of the disk may be damaged or foreign matter may enter, causing incorrect storage of data.
* Do not place near a magnetic source. The floppy disk uses magnetism to store data. If the disk is placed near a speaker, televisions or other magnetic sources, the stored data may be destroyed.
* Disks can wear out with repeated use. For maximum security, make multiple copies of your valuable data and store them in separate locations.
* Don't remove a disk or turn off the DRP-10 power while the disk drive is in operation (while the indicator light is flashing) or the disk and the DRP-10 may be damaged.

Write Protect

The purpose of the square window on the lower edge of floppy disk is to prevent data from being written over. When the window is closed, data may be written to the disk. When it is open, data writing is impossible.
Leave the window open on disks whose contents are not to be written over or deleted.

Inserting and removing the Floppy Disk

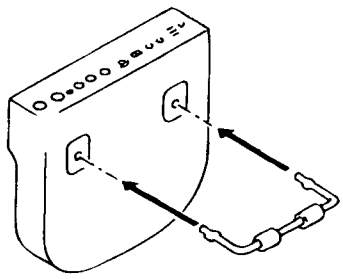
With the label facing up, insert the floppy disk into the slot, shutter first, until it clicks into place. Slowly press the Eject button to remove the disk.

Attaching lift back stand and LCD display Contrast Adjustment

Your DRP-10 comes equipped with a lift back stand. You can attach the stand on the bottom of the DRP-10 to give the display a better viewing angle.
You can also adjust the contrast of the LCD display. Refer to the "LCD Contrast" section on page 41 of this manual for details.

Note:

* ***Insert the lift back stand slowly and carefully. Inserting the stand with excessive force can result in damage.***



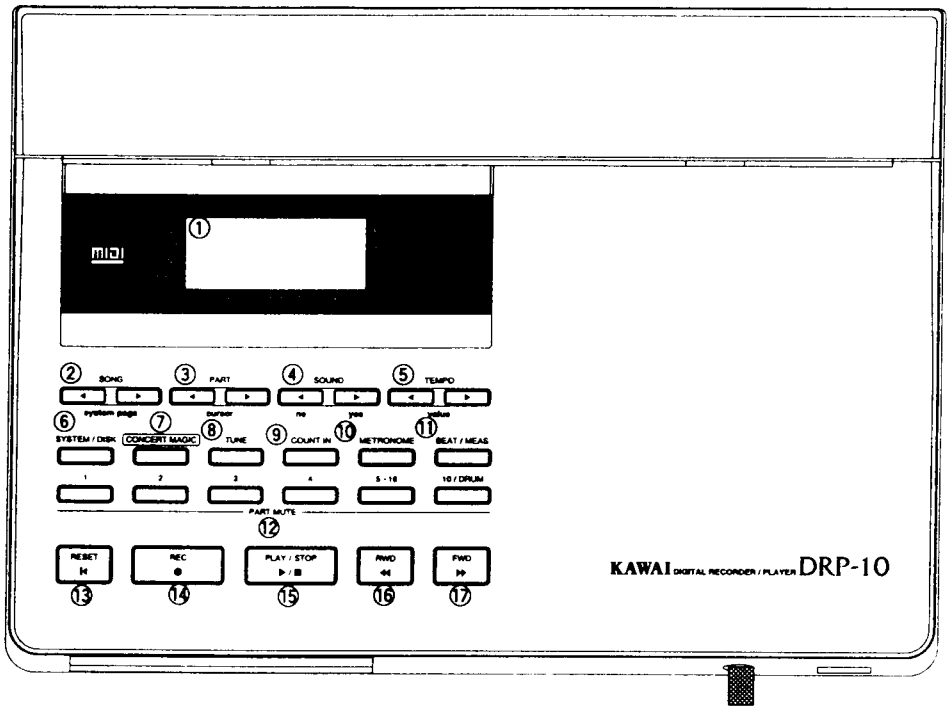
Trouble-Shooting

Problem	Check the followings
The DRP-10 makes no sound or some parts of the song does not play.	1) The DRP-10 must be connected to a sound reinforcement system to be heard because the DRP-10 has no speakers. You can also use headphones. Refer to page 10 for details. Check if the cables you are using are not defective. Also check the volume level of external equipments. 2) Check to be sure that you are using the power adaptor that came with your DRP-10 with proper power supply. Do not use the DRP-10 with other adaptors or at other voltages. 3) The "Soft Through" parameter may have been set to "Off". Refer to the "Soft Through" section of this manual for details. 4) Status of some parts may have been set to "Mute". Refer to the "Part Volume" section of this manual for details. 5) If the EXT./INT. switch at the rear panel is set to "EXT", Part 1 of the built-in sound module will not be played. Refer to the "EXT./INT. " section of this manual for details. 6) The "Channel Separate" parameter of some parts may have been set to "x" (OFF). Refer to the "Channel Separate" section of this manual for details.
The DRP-10 only plays drum sounds.	MIDI channel 10 controls the drum sounds of the DRP-10. Refer to the explanation about MIDI channel and "Channel Convert"
The DRP-10 does not play appropriate sounds.	The DRP-10 always assigns the same MIDI channels to each Part (i.e. Part 1 - Channel 1, Part 2 - Channel 2, etc.) Be sure to set the channel of a transmitting device to that of the receiving device or the MIDI data will be ignored. Refer to pages 10 and 17 for details.

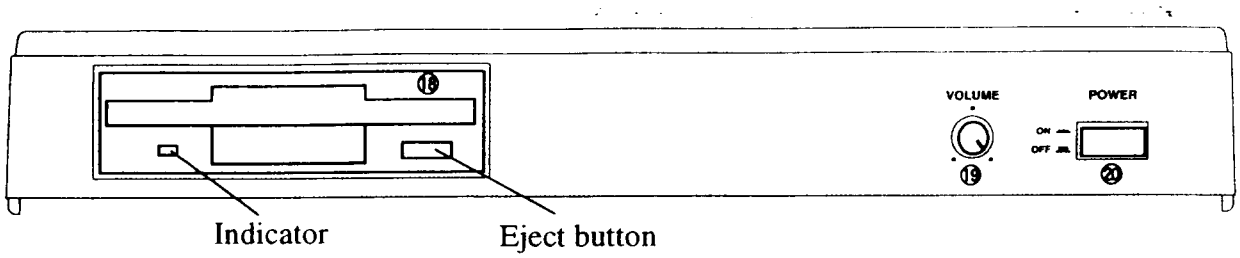
Contents

Name of Parts

Front Panel

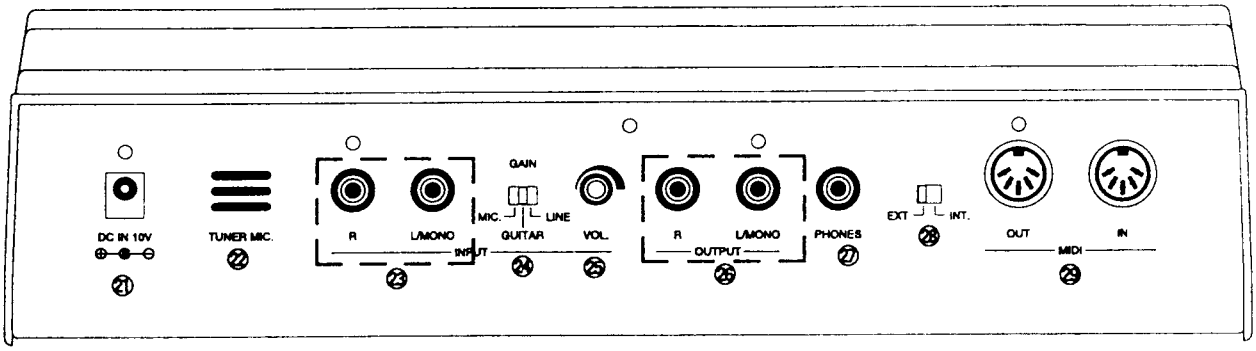


① DISPLAY: Shows various messages.
② SONG/SYSTEM PAGE buttons : Change song numbers. Also used for selecting various menus.
③ PART/CURSOR buttons: Used to change the position of the cursor in the display and select current Part
④ SOUND/YES/NO buttons: Used to select a sound. Also used to select YES or NO value in the display.
⑤ TEMPO/VALUE buttons: Used to change values in the display and the tempo.
⑥ SYSTEM/DISK button: Used to enter and exit System mode.
⑦ CONCERT MAGIC button: Activates or deactivates the CONCERT MAGIC function.
⑧ TUNE button: Used for selecting the Tuning Control menu.
⑨ COUNT IN button: Allows you to activate COUNT IN function.
⑩ METRONOME button: Allows you to activate the Metronome function.
⑪ BEAT/MEAS. button: Used for selecting the Time Signature menu.
⑫ PART MUTE buttons: Allow you to select ON, OFF or HALF-MUTE status of a Part.
⑬ RESET button: Pressing this resets the location counter to the beginning of the song.
⑭ REC button: Activates the Record function.
⑮ PLAY/STOP button: Starts and stops playback.
⑯ RWD button: Rewinds a song.
⑰ FWD button: Fastforwards through a song.



⑱ Disk slot: Used to insert a 3.5" floppy disk (2DD 720KByte or 2HD 1.44 MByte). Don't remove a disk or turn off the DRP-10 power while the disk drive is in operation (while the indicator light is flashing) or the disk and the DRP-10 may be damaged. Slowly press the Eject button to remove the disk.
⑲ MASTER VOLUME knob: Controls output volume of internal sounds.
⑳ POWER switch: Turns the unit's power on or off.

Rear Panel

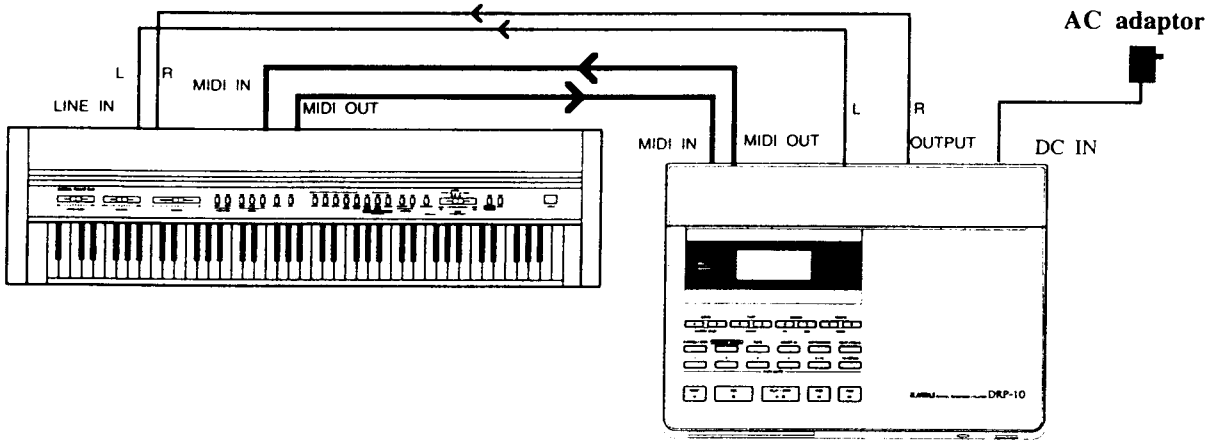


㉑ DC IN jack: Used to connect the included AC adaptor.
Note: Use only the AC adaptor that came with your DRP-10. If you lose it or damage it somehow, don't attempt to use any other type or you might damage the unit. You can order another as a replacement part from your Kawai dealer.
㉒ TUNER MIC: Built-in microphone for the Auto Tuning Control function.
㉓ INPUT jacks: Accept signals from an external instrument such as guitar, bass, or keyboard.
㉔ GAIN switch: Changes Gain for a device connected to the INPUT jacks of the DRP-10.
㉕ INPUT VOLUME knob: Controls the signal level received from the INPUT jacks.
㉖ OUTPUT jacks : Output internal signals and signals of an external instrument connected to the INPUT jack of the DRP-10.
Note: If you use the L/MONO, but not the R jack, signals for both jacks will be output from the L/MONO jack as monaural.
㉗ PHONES jack: Used to connect a stereo headphone.
㉘ EXT./INT. switch: Determines whether the MIDI signals received on channel 1 will play the internal sound module of the DRP-10. Select INT to play the internal sound module. Select EXT if you want to hear only the sound of an external device.
㉙ MIDI jacks: used to connect the DRP-10 to other MIDI devices.

Connections

Connections to a Digital Piano with MIDI function

Note: If MIDI and its recording possibilities are a new world for you, you'll find fundamental information about the MIDI on the page 12.



Power Supply

Connect the included AC adaptor to the DC IN jack of the DRP-10. Then, connect the adaptor to a wall socket.

Audio Connection

The DRP-10 must be connected to a sound reinforcement system to be heard because the DRP-10 has no speakers. Use an external audio device to enjoy listening to the sound of your DRP-10. Connect the OUTPUT jack of the DRP-10 to the LINE IN jack of the other instrument (ex. Digital Piano) using the included audio cable (and the adaptors, if necessary). Connect headphones to the PHONES jack if you want to use headphones.

MIDI Connections

To receive MIDI data from another MIDI instrument (ex. Digital Piano) to the DRP-10, connect the MIDI OUT jack of the other instrument to the MIDI IN jack of the DRP-10 using the included MIDI cable. Be sure to use only standard MIDI cables. Avoid cables longer than 15m (50 ft.) as signal quality deteriorates beyond that length.

To transmit MIDI data from your DRP-10 to another MIDI instrument, connect the MIDI OUT jack of your DRP-10 to the MIDI IN jack of the other MIDI instrument using the MIDI cable.

Note:

If you connect your DRP-10 with your Digital Piano with two MIDI cables as shown in the illustration of page 10 and set the Soft Through setting to "ON", the Digital Piano may be triggered twice- once by the keyboard directly (as if it weren't hooked up to any other MIDI device at all) and then again by the MIDI information the Digital Piano is sending to the DRP-10. This can cause an information loop and you may hear a lot of double hits where you play single notes.

To prevent a MIDI information loop, try one or more of the following measures:

* ***Turn off the power of the DRP-10 and then turn it on. "Local Control OFF" message (see page 13) will be automatically sent from the DRP-10.***
* ***Disconnect the MIDI cable connected to the MIDI OUT jack of the DRP-10.***
* ***Use the Soft Through, Channel Separate functions described later in this manual.***
* ***Set the INT/EXT button (see page 17 for details) of the DRP-10 to EXT.***

Background MIDI Information

MIDI is an acronym for Musical Instrument Digital Interface, an international standard for connecting musical instruments so that they can exchange performance data. Any machine equipped with MIDI can communicate with any other MIDI device. The DRP-10 features both MIDI Sequencer and Sound Module functions. The Sequencer allows you to record, playback and edit MIDI performances. The Sequencer plays back the performance through the internal Sound Module or any other MIDI equipped sound source.

Connections

You'll always make your connections correctly when considering the flow of information.

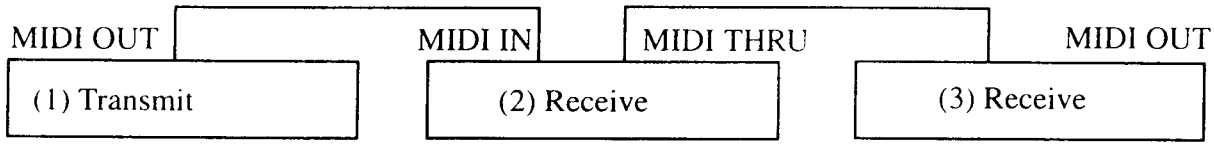
* Information is transmitted from a machine through the OUT port.
* Information is received by a machine through the IN port.
* Information passes through unaltered by way of the THRU port.

Note: The DRP-10 has no THRU jack.

Channels

MIDI channels serve to direct the information from the transmitter to the proper receivers. Be sure to set the channel of a transmitting device to that of the receiving device or the MIDI data will be ignored.

For instance, let's say that three instruments are connected for playing in this way.



Instrument (1), which is sending, transmits data on the send channel to instruments (2) and (3), which are receiving. The data is sent to instruments (2) and (3), but the data will not be received unless the receive channel for these instruments matches the send channel used by instrument (1). There are 16 channels each (1 through 16) available for both sending and receiving.

Information

The DRP-10 can record and play back following types of messages:

* Key information - What key is played, how hard it's struck and how long it's held.
* Program changes - What sound is called up from the memory of the instrument.
* Controller information - Various control messages, like volume pedal changes, pitch bends, modulation or the sustain pedal.

Soft Through

If you have a MIDI device which has MIDI THRU jack, all data received by the device is passed through and sent out exactly as it was received via the THRU jack.

The DRP-10 has no THRU jack. However, the Soft Through function determines whether MIDI information received by the DRP-10 from your keyboard will pass through the DRP-10 to an external MIDI device. There are two ways to set Soft Through:

ON - MIDI data received from the MIDI IN jack of the DRP-10 will be sent to the internal sound module of the DRP-10 and sent out via the MIDI OUT jack. The internal sound will be played when receiving MIDI data.

OFF- MIDI data received from the MIDI IN jack of the DRP-10 will be sent neither to the internal sound module of the DRP-10 nor to the MIDI OUT jack. The internal sound will not be played when receiving MIDI data. This setting is convenient when you want to record the performance of your keyboard only without playing the DRP-10.

Refer to page 44 of this manual for procedures of the Soft Through setting.

Local Control On/Off

Local Control describes whether or not the messages sent from the keyboard to control the sound module within the MIDI instrument itself. Turning this to Off sends all data from the keyboard directly to the MIDI OUT port, bypassing the internal tone generator and making no sound. Meanwhile, the internal sound module can still be played by signals coming in the MIDI IN port. If you set the Soft Through setting to "ON" and turn on the Local Control of your Digital Piano, the Digital Piano may be triggered twice. However, if you turn off the Local Control of your Digital Piano, internal sounds of the Digital Piano don't respond to the keyboard. The Digital Piano will be played once only by the MIDI information the Digital Piano is sending through the DRP-10.

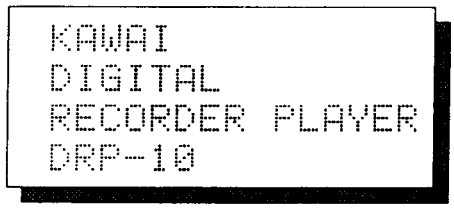
Implementation Charts

MIDI devices can only transmit and receive the messages they have in common. That is, MIDI will not give a device the ability to do something (say, aftertouch) which it wasn't already designed to do. So if, for example, a device that can't do aftertouch receives an aftertouch message, it simply ignores it.

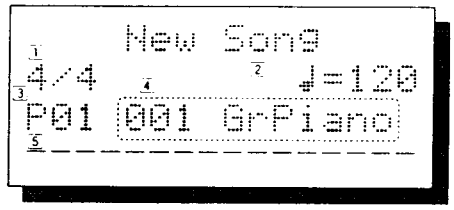
Every MIDI device comes with something called a "MIDI Implementation Chart" that summarizes what data that device is capable of "implementing" or acting on. By matching up the Implementation Charts of two different devices, you can see at a glance what kinds of messages they both can use, and so what messages can be received and transmitted.

1. Getting Started

1. Turn on the power. The display will show "KAWAI DIGITAL RECORDER/PLAYER DRP-10" and then SONG PLAY mode screen.



The display shows the following messages in the SONG PLAY mode.



[1] Time signature: 4/4, 3/4, 2/4,6/8, 5/4
[2] Tempo: 20 - 300
[3] Part number: 01-16
[4] Sound Number/Name
[5] Status of each Part. The most left field shows the status of Part 1. The most right field shows the status of the Part 16. (See the PART VOLUME section on page 16 for details)

▮:ON ▬:HALF MUTE ▁:MUTE - : No Data

You can select one of the three settings (ON, HALF MUTE, MUTE) for a part which contains data. One of the four marks above will be displayed for a Part which contains no data. The "-" mark will be displayed as you press a PART MUTE button repeatedly, as mentioned on page 16 of this manual, if the Part has no data.

The upper most line on the display shows the song name. The internal memory of the DRP-10 can contain 1 song. The "New Song" on the display shows that the internal memory location is selected. You can record your own song in this memory location using the "Recording" function described later in this manual.

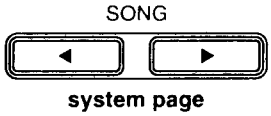
Notes:

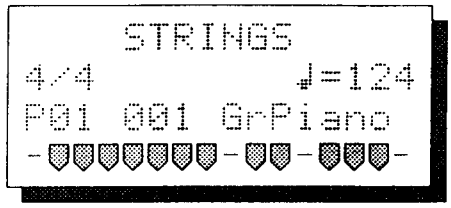
** You can change the values of above fields using the procedures mentioned below.*

** Refer to the tone list on page 47 for the Sound number 001-235. Refer to the Drum Key Assignment on page 48 for the assignments of drum kits whose sound number is 227-235.*

1) Playing a Demo Song (from the included disk)

1. Insert the "DRP-10/ACR-20 Supplement disk" that came with your DRP-10 into the disk slot.
2. Use the SONG buttons to select a Song. Press one of the SONG buttons until an appropriate song name appears on the first line of the display. Refer to page 49 for the song list.





Notes:

** The DRP-10 can also play back song data whose format type is SMF format 0 and 1 (see page 50 for details) on a floppy disk which is formatted with IBM or compatible computers with the following specifications:*

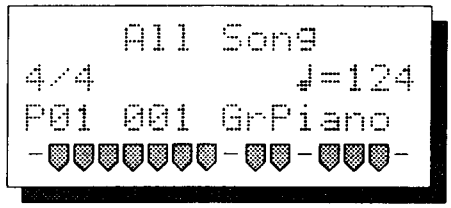
3.5" 2DD (720 kilobyte) floppy disk or 3.5" 2HD (1.4 Mbyte) floppy disk

The DRP-10 cannot play back song data (SMF format 0 or 1) on a floppy disk which is formatted with other types of computers (such as Macintosh computers).

** IBM is a registered trade mark of International Business Machines Corporation. Macintosh is a registered trade mark of Apple Computer Inc.*

** If the song's data type is not a Standard MIDI File format 0 (see page 50 for details), the "∗" mark may appear at the left side of the song name. The "□" mark will appear if the song data is compatible with the Concert Magic function described later in this manual. Concert Magic songs can be played normally in the same way as the Standard MIDI File format 0 songs for which no mark will appear at the left of the song name.*

** Press the right SONG button repeatedly until the "ALL SONG" will be displayed if you want to play back all the songs on the floppy disk continuously and repeatedly.*

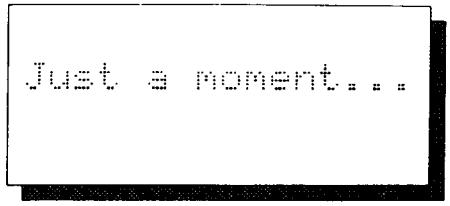


3. Press the PLAY/STOP button to begin playback. Press the PLAY/STOP button again to stop the song.
   Press the FWD button to move forward and the RWD button to move backward in the song while the song is not playing. Press the RESET button to return to the beginning of the song. If you press the FWD button during playback, the song will play at high speed. The RWD button will not work during playback.

Notes:

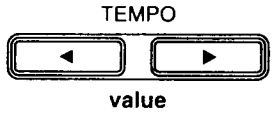
** The FWD button and the RWD button will not work for a song saved as a Standard MIDI File Format 1.*

* *If you press the PLAY/STOP button after selecting a song which contains no data, "Empty Song" may be displayed. Just select another song.*
* *The display may show "Just a moment ..." if you use the FWD or the RWD button just after selecting a song. This indicates that the DRP-10 is loading the song data from the floppy disk. The display will automatically return to the normal condition when loading is complete.*



(2) TEMPO

Press the left Tempo button to decrease the tempo or the right Tempo button to increase the tempo.



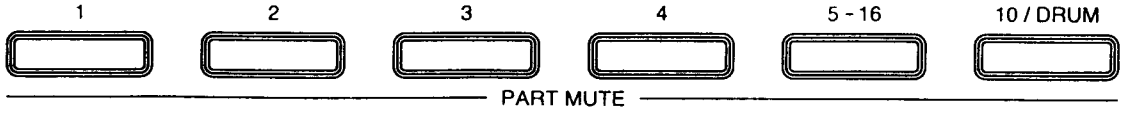
(3) PART MUTE

The DRP-10 features 16 Parts. Each Part can play different sounds. Use the PART MUTE buttons to select the appropriate status of each Part. If you want to practice one of the Part using your Digital Piano, mute the Part (i.e. - turn the Part off) and play the Part by yourself. If you are not familiar with the Part, you may want to practice the Part while listening the Part at half volume, instead of muting the Part entirely. In that case, select HALF MUTE.

The lowest line of the display shows the status of each Part. For example, the left most mark indicates the status of the Part 1 and the right most mark indicates the status of the Part 16.

- (MUTE): The Part will be muted.
- (HALF MUTE): The Part will be played back at half volume.
- (ON): The Part will be played back at full volume.
- (No Data): This indicates that there is no data on this Part in the song.

If you want to adjust the status of Parts number 1-4 or 10, press the corresponding PART MUTE button as many times as you want. For example, press the 10/DRUM button to change the status of Part 10. The cursor moves to the Part 10 field indicating that you can change the value of Part 10. The status of Part 10 will change each time you press the 10/DRUM button.
If you want to adjust the status of Parts 5-16, use CURSOR buttons (same as the PART buttons) to move the cursor to the appropriate Part field and then press the "5-16" button in the PART MUTE section as many times as needed .
You can select one of the three settings (MUTE, HALF MUTE, ON) for a Part which contains data.
As you press the PART MUTE button for a Part which contains no data repeatedly, MUTE, HALF MUTE, ON and No Data signs will appear on the display.



Notes:

** You can change the volume level of the Half Mute function. Refer to page 41 of this manual for details.*

2) Playing the Internal Sounds of the DRP-10 from an External MIDI Device

Let's play the internal sounds of the DRP-10 from an external MIDI device. For example, you can play not only PIANO tone from your Digital Piano but also STRING tone by striking the keys on your Digital Piano.

(1) MIDI Channel Assignment

1. The DRP-10 features 16 Parts. The DRP-10 always assigns the same MIDI channels to each Part. You cannot change the assignments. If you want to play Part 3, adjust the MIDI transmit channel of your Digital Piano to 3. Refer to the operation manual of your Digital Piano to check if you can change the MIDI transmit channel.

MIDI Channel Assignment of the DRP-10

Part Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
MIDI Channel Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Note:

** You can play the currently selected Part without changing the MIDI transmit channel of your Digital Piano if you use the Channel Convert function described later in this manual. The Channel Convert function automatically converts incoming MIDI channels to match the currently selected Part. Refer to page 43 for details.*

(2) EXT./INT. button

2. Setting the EXT./INT. button on the rear panel of the DRP-10 to ...

EXT: Part 1 will be deactivated. If you set up your Digital Piano to transmit on channel 1, the MIDI data received is blocked inside the DRP-10 and the built-in sound module of the DRP-10 does not respond. Use this setting to play your Digital Piano without playing Part 1 of the DRP-10.
A Local Control Off message will be automatically transmitted from the MIDI OUT jack of the DRP-10 if you set the EXT./INT. button to "EXT". Refer to page 12 for the details of the Local Control.

INT: Part 1 will be activated. If you set up your Digital Piano to transmit on channel 1, you will hear the sound of your Digital Piano and Part 1 of the DRP-10.

Note: When the "Soft Through" parameter (see page 44) is set to "Off", all 16 Parts will not be played. Part 1 will not be played at the following setting irrespective of the EXT./INT. button position.

**** Part Volume of Part 1 is set to "Mute".***
**** The "Channel Separate" parameter (see page 45) of Part 1 is set to "x (OFF)".***

(3) Selecting Sounds

3. Select a Part using the PART buttons. Use the SOUND buttons to change the sound for the Part. Let's select a sound for Part 1. Press the left PART button until the cursor moves to the Part 1 field. The display should show "P01" indicating that Part 1 is selected. Then, use the SOUND buttons to change the sound for Part 1. Press the right SOUND button to increase the sound number by a value of one. Press the left SOUND button to decrease the sound number by a value of one. If you press and hold a SOUND button, the sound number changes in steps of ten.
Sound numbers 1-235 can be selected for any Part except for Part 10 only. Only sound numbers 227-235 can be selected for Part 10. Refer to page 47 for the tone list. The DRP-10 features 226 sounds (Sounds 1-226) and 9 types of "Drum Kit" (Sounds 227-235). Sounds 1-128 are arranged in GM (General MIDI) order.

4. Start playing your Digital Piano. If you set your Digital Piano to transmit on Channel 1 at step 3 above and set the EXT./INT. button to "INT" at step 4 above, you should be able to play Part 1 of the DRP-10.

Notes:
**** If you set the Soft Through setting (see page 44 of this manual for details) to "ON", the Digital Piano may be triggered twice, as mentioned on page 12. In that case, please try one or some of the measures mentioned on page 12.***
**** If you change tone of your Digital Piano, Program Change message may be automatically transmitted which changes sound of the DRP-10. If you transmit Program Change No. (0-127), Sound number (1-128) will be selected for a Part (except for the Part 10) as shown below:***

Sound Assignment of the DRP-10

Program Change Number	0	1	2	3	4	5	6	...	125	126	127
Sound Number	1	2	3	4	5	6	7	...	126	127	128

(4) Playing Drum Sounds

Let's play drum sounds on Part 10.

5. Set your Digital Piano to transmit on Channel 10.
6. Start playing your keyboard. As you play different keys, different percussion sounds will be played. Refer to page 48 for the assignment. Part 10 is reserved for playing drum sounds only. You can select any one of the nine Drum Kits (Sound number 227-235) for Part 10.

Note:

* ***You can play the currently selected Part without changing the MIDI transmit channel of your Digital Piano if you use the Channel Convert function described later in this manual. The Channel Convert function automatically converts incoming MIDI channels to match the currently selected Part. Refer to page 43 for details.***

2. Recording

1) Recording your performance

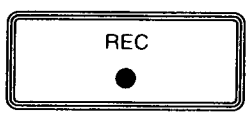
The DRP-10 features both MIDI Sequencer and Sound Module functions. The Sequencer allows you to record, playback and edit MIDI performances. The Sound Module produces sound when it receives MIDI performance data from the built-in Sequencer or from other MIDI devices. The Sequencer records MIDI performance events, not sound. You cannot use the Sequencer in place of a tape recorder to record your voice or an acoustic instrument. To input data into the Sequencer, you must use an instrument that transmits MIDI information.
Unlike a tape recorder where playback is an exact duplicate of the performance, you can play a difficult passage at a slower tempo and then speed it up to hear how it is supposed to sound at the correct tempo.
The powerful Sequencer function of the DRP-10 also allows you to alter your performances in a wide variety of ways after they are recorded.

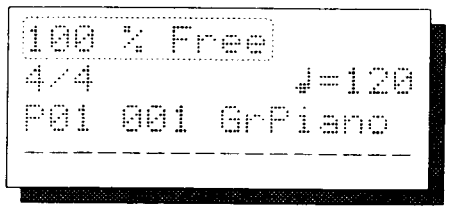
1. Connect the DRP-10 with other devices (Digital Piano, etc.) as mentioned on page 10.
2. Adjust the MIDI channel of the keyboard. Set your keyboard to transmit channel 3 if you want to record on Part 3. Set your keyboard to transmit channel 10 if you want to record a drum Part.
3. If you want to record a new song from scratch, press the left SONG button until the display shows "NEW SONG".

Notes:

* ***It is impossible to change song data other than SMF (Standard MIDI File) format 0 songs or Concert Magic songs. An error message may be displayed if you attempt to select other types of songs.***
* ***If you want to change a prerecorded song, insert a disk containing the song into the disk slot and then use the SONG buttons to select the song you want to change.***

4. Press and hold down the REC button. The display will show the amount of memory left in the internal memory of the DRP-10. PART MUTE buttons should begin to flash.

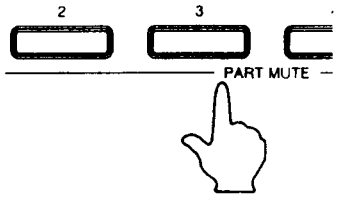




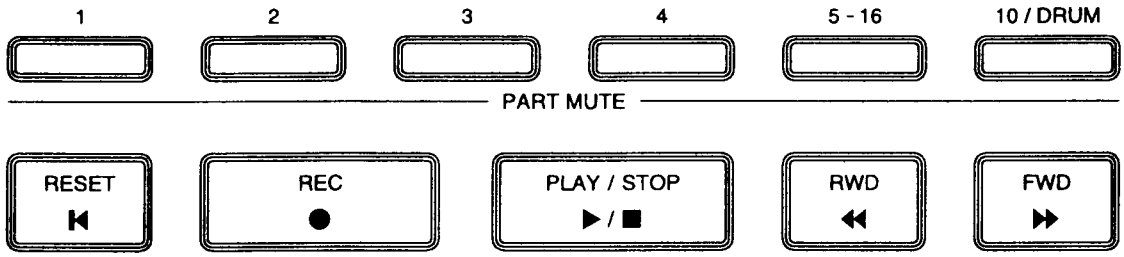
Notes:

* ***When you activate the PUNCH REC function described later in this manual, "P-REC" will be displayed when you press the REC button.***
* ***If you set the Soft Through setting (see page 44 of this manual for details) to "ON", the Digital Piano may be triggered twice, as mentioned on page 12. In that case, please try one or more of the measures mentioned on page 12.***
* ***Error message may be displayed if you attempt to change song data which is protected. It is impossible to change protected data.***

5. Select a Part to record while holding down the REC button.
   Press the appropriate PART MUTE button 1-4, or 10/DRUM when you want to select a Part from 1 to 4, or 10. If you want to select other parts, press the PART MUTE 5-16 button as many times as necessary. By repeatedly pressing the PART 5-16 button, you will step through the Part numbers in the following manner. By selecting "all", all of the 16 parts will be ready to record.

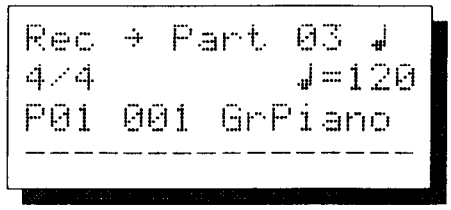


5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, all, 5, 6, ...



If you release the REC button without selecting a Part, Part 1 will be automatically selected for recording.

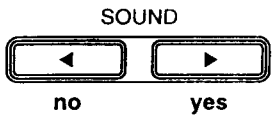
If you press the "3" button in the PART MUTE section while holding down the REC button, "Part 03" will be displayed. The quarter note mark will appear at the right of the Part number if the Part contains any data. If you change your mind and want to cancel the record standby mode, press the REC or RESET button now until the REC button light goes off.

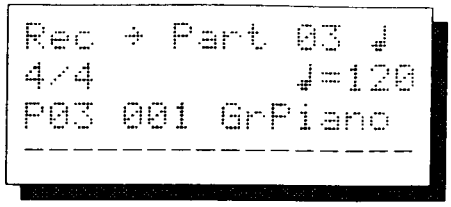


Notes:

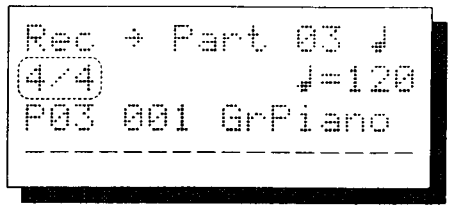
* ***Be sure to match the MIDI channel for the record Part to the transmit channel from your MIDI keyboard. If the record Part MIDI channel and your keyboard channel are not the same, data cannot be recorded onto the DRP-10.***
* ***If you record your performance on the Part which contains data, the new data replaces the old data.***

6. Select the appropriate sound number using the SOUND buttons. Pressing the left button decreases the sound number by a value of one while pressing the right button increase the value by a value of one. The sound name will change accordingly.





7. You can scroll through the following Time Signature values in order by pressing the BEAT/MEAS. button as many times as necessary. (This button does not light when pressed.)

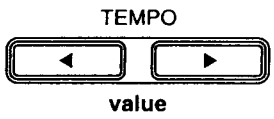


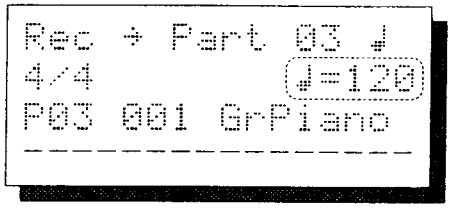
4/4, 3/4, 2/4, 6/8, 5/4, 4/4

Note:

**** If the song you're recording has more than one Part, all Parts must be set to the same time signature. For example, it is not possible to record a Part in "4/4" if the time signature of any other Part is <u>NOT</u> "4/4".***

8. Press the left Tempo button to decrease the tempo value. Press the right Tempo button to increase the tempo value.





Note:

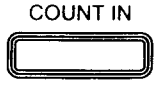
**** If the song you're recording has more than one Part, all Parts must be set to the same tempo.***

Metronome

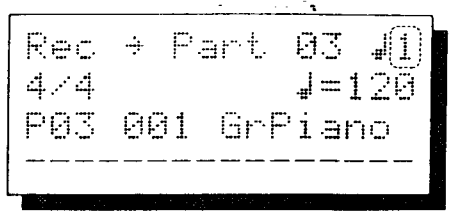
Press the METRONOME button until it lights to turn on the metronome function. Press the METRONOME button one more time to turn off the metronome function. The Time Signature of the metronome is changed as mentioned in step 7 above. Metronome volume can be changed using the procedures mentioned on page 41 of this manual.

Count In

Press the COUNT IN button until it lights to turn on the Count In function. Press the COUNT IN button one more time to turn off the Count In function. If you turn on the Count In function and then press the PLAY/STOP button, you'll hear the Count In before a recording begins.

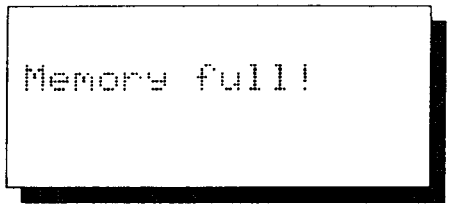


9. Press the PLAY/STOP button and recording will begin. The right side of the display will show the bar number of the current location. Play your keyboard and transmit your performance data. The DRP-10 will record the data received from the MIDI IN jack.



Note:

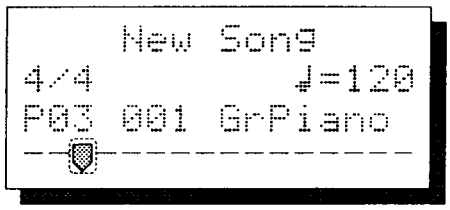
** If you input too much data in the RECORDING, "Memory full" may be displayed and you can not input any more data. If necessary, save the data using the SAVE operation described later in this manual.*



Important Note:

**** If you change tempo during recording, the tempo change messages will be added on the recorded data.***

10. Press the PLAY/STOP button again to stop recording. The "▼" mark should appear on the Part field which contains the data you have recorded.



11. Let's playback the song you have just recorded by pressing the PLAY/STOP button. Press the PLAY/STOP button again to stop playback.

Overdubbing

"Overdubbing" is a term used in professional recording studios. It means "recording one track over another" to achieve a multitrack recording. The DRP-10's Sequencer gives you this capability.

12. Select another Part while holding down the REC button. (Refer to the step 5 above for details.) You do not have to adjust the transmit channel of your Digital Piano to the MIDI channel of the Part. The DRP-10 will automatically convert the MIDI channel to match the Part during overdubbing.
    You can select previously recorded Parts to play back during the recording of another Part. Use the PART MUTE buttons to control the appropriate Part Volume of Parts which contain previously recorded data.

Note: If you rerecord onto a Part which already contains recorded data, the new data replaces the old data.

13. You can also record your performance on the floppy disk included with the DRP-10. Be careful not to record on a Part which already contains data, or the new data replaces the old data in the recorded Part.

2) Save

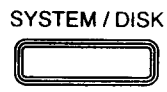
You can store the song you have recorded onto a floppy disk as Standard MIDI File Format 0 data. Song data is erased when the power is turned off. You are therefore advised to save song data on a floppy disk before turning off the power.
Floppy disks are commonly used by computers as a means of saving data and can be purchased at computer shops. Formatting must be carried out when using a new disk or a disk other than one for the DRP-10. Refer to the "Formatting a Floppy Disk" section of this manual for details.

Notes:

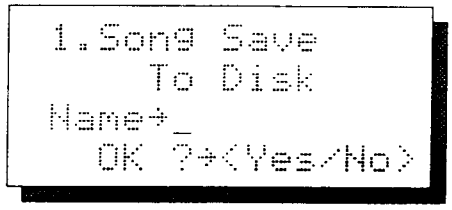
* ***Do not remove the floppy disk when the light on the disk drive slot is flashing. If it is removed, not only may the data be lost, but there is a chance that the disk or disk drive may be damaged and unable to be used again.***
* ***If a floppy disk with data stored on it is formatted, the contents will be deleted. Be careful not to format the disk supplied with the DRP-10 or the contents will be deleted.***

1. Insert a disk into the Disk Slot.

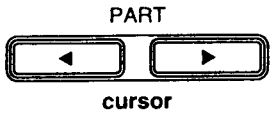
2. Press the SYSTEM/DISK button to enter the SYSTEM mode. The display will show the "Song Save" or other System menu. The SYSTEM/DISK button light should light.

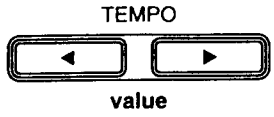


3. If necessary, press one of the System Page buttons (same as the SONG buttons) until the "Song Save" menu appears.



4. Name your song using the CURSOR and TEMPO buttons.
The following letters, symbols or space can be entered with the TEMPO buttons. (Press the left TEMPO button after selecting the "!" if you want to select a "space".) Then, use the CURSOR buttons so that the appropriate field flashes and select a letter or symbol for the field. Repeat this procedure as many times as necessary. Up to eight letters or symbols can be entered for each

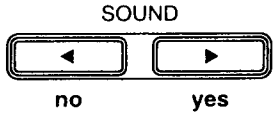




! " # $ % & ' ( ) * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [ ] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { | } → ←

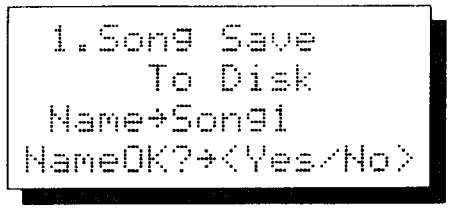
song.

5. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". Then, press the YES button again to execute the SAVE operation. (Press the NO button if you want to cancel the operation.)



Notes:

* ***If the floppy disk contains a song whose name is the same as that of the song you are attempting to save, "Name OK?" will be displayed. If you execute the SAVE operation using the YES button, the new data replaces the old data. If you do not want to erase the old data, press the NO button and then select another name for the new song.***



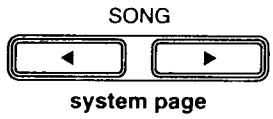
* ***If you attempt to save data on a floppy disk whose write protect is on, the display will show "Write protected!" indicating that you cannot save the data.***
* ***If there is not enough room on the disk for the data transfer, "Disk Full" will be displayed. If necessary, try saving with another disk.***
* ***Please use only Capital (A B C D ... X Y Z) and numeric characters (0 1 2 3 .. 8 9) to prevent any troubles if you want to load the song data with any other device (like a personal computer).***

6. Press the SYSTEM/DISK button again to leave the SYSTEM mode. The SYSTEM/DISK button light will go off.

3) Playback

Let's play back the song you saved on a floppy disk.

1. Insert the floppy disk containing data for the DRP-10 into the Disk Slot.



2. Use the SONG buttons to select a Song. Press one of the SONG buttons until an appropriate song name appears on the first line of the display.

3. Press the PLAY/STOP button to start replay. Adjust the volume level using the PART MUTE buttons of the DRP-10. Press the PLAY/STOP button again to stop the song. Press the FWD button to move forward and the RWD button to move backward in the song in the same way as you did for playing back songs on the included floppy disk (see page 15 of this manual). Press the RESET button to return to the beginning of the song.

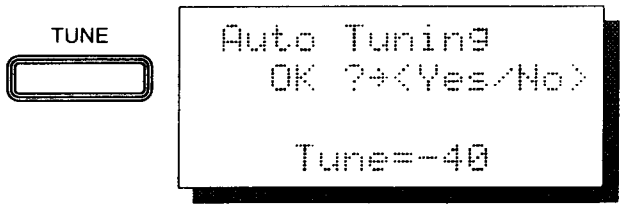
3. Special Functions

1) Tuning

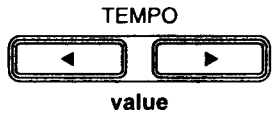
The instrument incorporates two types of tuning functions.

AUTO TUNING allows you to adjust the pitch of the DRP-10 automatically to match the pitch of other instruments.
NORMAL TUNING allows you to adjust the pitch of the DRP-10 by entering a value you want.

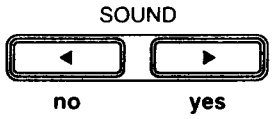
1. Press the TUNE button and the display will show the TUNING display. Reference tone (near 440 Hz) will be played through the speaker of the device connected to the DRP-10.

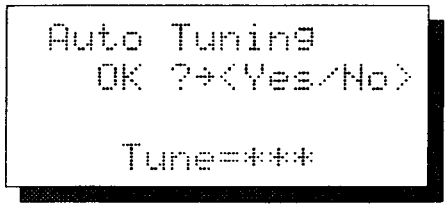


2. **NORMAL TUNING**
   If you want to execute the NORMAL TUNING, use the TEMPO/ VALUE buttons to change the value at the bottom of the display. If you press the right TEMPO/VALUE button, the number in the display will increase by 1 and the pitch will raise slightly. If you press the left TEMPO/VALUE button instead, the number in the display will decrease by 1 and the pitch will decrease slightly. Press the appropriate button as many times as necessary. The tune setting can range from -16 to + 15 [approximately -25 cents to +25 cents].



3. **AUTO TUNING**
   Press the YES button if you want to select AUTO TUNING. The value will change to asterisks and reference tone will stop. Then, play the A4 note (near 440 Hz) of an external instrument until the asterisks change to a number. The DRP-10 will automatically adjust the pitch of its A note to match the pitch of the sound received from the INPUT jacks or the TUNE MIC, the built-in small microphone at the rear panel of the DRP-10. If a number does not appear in the display, you may be playing a note whose pitch is not near 440 Hz. If you play a note whose pitch is outside the range of 390-490 Hz, the asterisks will remain in the display indicating that AUTO TUNING has not been executed. The A note at the center of most Digital Pianos is the A4 note. If the asterisks remains even if you play the center A key, try other A notes.





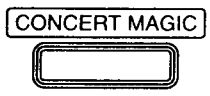
4. Press the TUNE button again to leave the TUNING display.

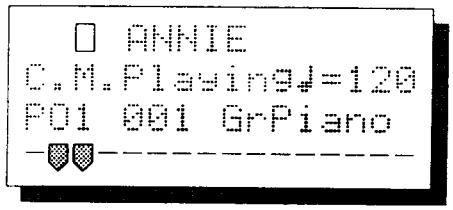
Note: This unit contains special circuits that protects the Tuning parameter while the power to the unit is off.

2) Concert Magic

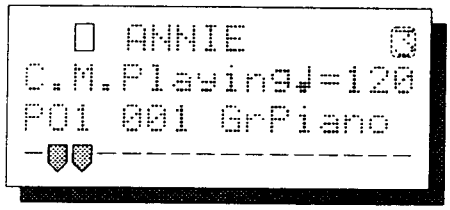
The Concert Magic Feature allows you to perform the 31 songs of the floppy disk included with the DRP-10 even if you've never taken a piano lesson in your life.
You can play any Concert Magic song by tapping any key on your keyboard or the RWD or FWD button. You will hear the song played according to your own rhythm.

1. Insert the floppy disk that came with your DRP-10 into the Disk Slot.
2. Use the SONG buttons to select a Concert Magic Song. Refer to page 49 of this manual for the song list on the floppy disk included with the DRP-10. The floppy disk contains 39 songs in total and 31 of them can be played with Concert Magic. The " □ " mark will appear at the left of the song name. Song name appears on the first line of the display.
3. Let's listen to the song without using the Concert Magic function following the operations mentioned on page 15 of this manual.





4. Press the CONCERT MAGIC button to activate the Concert Magic function.
   The CONCERT MAGIC button and the PLAY/STOP button will light up.

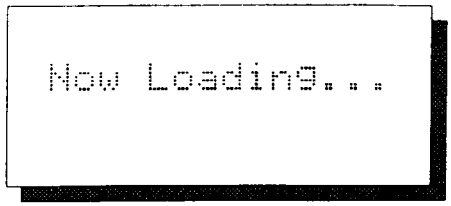


5. Tap out the rhythm of the selected song on any key on your keyboard or the RWD or FWD button. The song will play as you wish. It may be easier to alternate between two or more keys. Try different tempos by striking the key in rapid or leisurely succession. The upper right corner of the display will show the current measure number.

6. Press the PLAY/STOP button to leave the Concert Magic standby mode. The PLAY/STOP button light will go off and you can use the FWD button to move forward and the RWD button to move backward in the song. Press the PLAY/STOP button again to turn on the button light. You can use any key on your keyboard or the RWD and FWD buttons to play the Concert Magic song.

Notes:

* ***You can use the Concert Magic function for song data with SMF format 0. However, depending on the arrangement of the song, it may be hard to play the song using the Concert Magic function.***
* ***If you selected "Auto" mode (see page 46 for details) in the SYSTEM Concert Magic setting, you may hear some notes playing even after releasing keys.***



* ***The display may show "Now Loading..." when you press the Concert Magic button. This indicates that the DRP-10 is loading the song data from the floppy disk. The display will automatically return to the normal condition when the load is completed.***
* ***If you do not press any key for more than one minute, you will return to the top of the song.***
* ***Press the RESET button to return to the top of the song.***
* ***"Recording function" is not available in the Concert Magic mode.***
* ***The display will show "Stop please" if you try to deactivate the Concert Magic function by pressing the Concert Magic button while the PLAY/STOP button light is on. Press the RESET button to turn off the PLAY/STOP button light and then press the Concert Magic button to deactivate the Concert Magic function.***

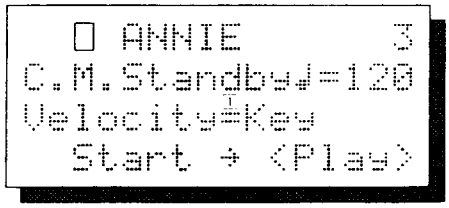
7. To select another song, press the PLAY/STOP button to turn off the button light. Then, press and hold down one of the SONG buttons until the appropriate song name is displayed. If you release the SONG button, the PLAY/STOP button light will automatically light and you're in the Concert Magic standby mode.

Notes:
* ***If you selected an unwanted song by mistake, repeat Step 7 above. Be sure to turn off the PLAY/STOP button light before selecting another song.***
* ***The display will show "Can't Enter" if you try to activate the Concert Magic function while the SYSTEM/DISK button light is on. Press the SYSTEM/DISK button to turn off the button light and then press the Concert Magic button to activate the Concert Magic function.***

8. Press the CONCERT MAGIC button again to deactivate the Concert Magic function.

Selecting Velocity mode

You can select two different velocity settings (Key and SEQ) for the Concert Magic function. If you select "Key", you can control the volume level as you wish. If you find it difficult to adjust volume level with "touch", select "SEQ". If you select "SEQ", the DRP-10 will automatically control the volume level so that you can play song with Concert Magic musically regardless of the strength with which keys are struck.



1. Press the CONCERT MAGIC button to activate the Concert Magic function. Then, press the RESET button.
2. Use the VALUE buttons to select "Key" or "SEQ" in the Velocity Value field.

1. Velocity Value: Key, SEQ

Key: The volume level of the music varies according to how hard you hit keys on your keyboard if your keyboard can transmit MIDI velocity messages.
SEQ: The volume level of the music varies according to the parameters programmed on the song data irrespective of the MIDI velocity messages of your keyboard.

4. System

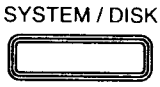
You can use the following menus in the SYSTEM mode.

(1) Song Save (2) Transpose (3) Repeat (4) Punch Rec (5) Reverb (6) Volume Change
(7) Tone Change (8) Quantize (9) Format Disk (10) Song Delete (11) Tempo Set (12) Half Mute
(13) Metronome (14) LCD Contrast (15) Merge (16) Channel Convert (17) Soft Through
(18) Channel Separate (19) MIDI Clock (20) Concert Magic

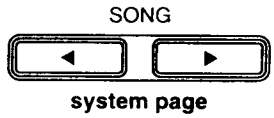
You can scroll through all the above menus in order using the following procedure.

1. Use the SONG button to select a song. If the song location is not at the top of the song, press the RESET button to reset the location to the beginning of the song.

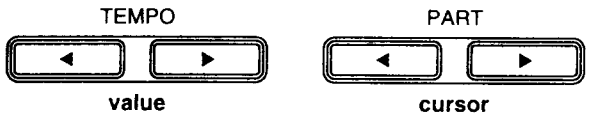
2. Press the SYSTEM/DISK button to select the SYSTEM mode. The SYSTEM/DISK button light should light.



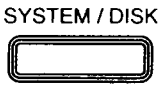
3. Press one of the SYSTEM PAGE buttons (same as the SONG buttons) as many times as necessary to reach your desired menu.



4. Adjust values of the menu using the VALUE buttons, etc. If necessary, use the PART/ CURSOR buttons to move the cursor to the appropriate field.



5. Press the SYSTEM/DISK button again to leave the SYSTEM mode. The SYSTEM/DISK button light will go off.



Notes:

* ***This unit contains special circuits that protect parameters of the following menus while the power to the unit is off.***

**** Tempo Set * Metronome * LCD Contrast *Soft Through * Half Mute***

* ***If you attempt to edit data of a song which is not SMF format 0 in the SYSTEM mode, the display will show an error message such as "Data unavailable" or "Can't Edit File" indicating that you cannot edit the data.***

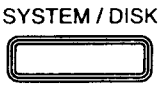
* ***The display will show "Can't Enter" if you press the SYSTEM/DISK button while the Concert Magic button light is on. Press the RESET button and Concert Magic button to turn off the Concert Magic button light and then press the SYSTEM/DISK button to activate the System mode.***

1) Song Save

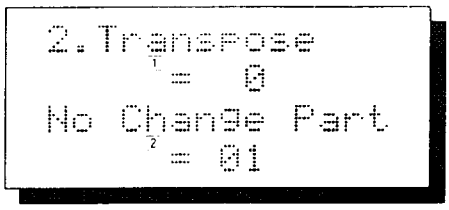
Song data can be saved to a floppy disk. Refer to the "SAVE " section on page 24 of this manual for details.

2) Transpose

1. Press the SYSTEM/DISK button to enter the SYSTEM mode.

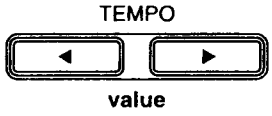


2. Press the SYSTEM PAGE buttons (same as the SONG buttons) until the display shows the TRANSPOSE menu.



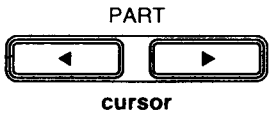
   1. Transpose : -12 to 0 to +12
   2. No Change Part :1 - 16, No

3. Use the VALUE buttons to change the Transpose value. If you press the right VALUE button, the number in the display will increase by 1 and the pitch will raise by a half step. If you press the left VALUE button instead, the number in the display will decrease by 1 and the pitch will decrease by a half step.



   You can adjust the DRP-10's pitch up or down by one full octave (that is, from -12 half steps to +12 half steps).

4. You can select a Part for which the transpose function will not take effect. Use the PART/CURSOR buttons to move the cursor to the "No Change Part" field and select value using the TEMPO/VALUE buttons. Select "NO" if you want to transpose all of the 16 parts.



5. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

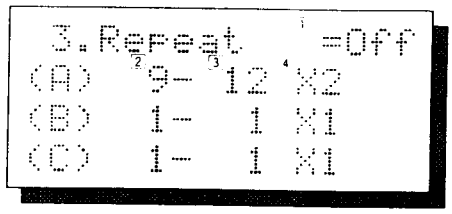
Note: Transpose does not work for drum sounds.

3) Repeat

This function allows you to repeat a specified number of measures within a song. You can insert up to three REPEAT messages (A, B, and C) in a song.

Important Note: The REPEAT function is designed mainly for rehearsal purposes. It's a good idea to practice a specified number of measures using this function. The REPEAT parameters cannot be saved to a floppy disk when saving a song using the SONG SAVE function.

1. Use the procedures mentioned on page 30 of this manual to select the REPEAT menu.

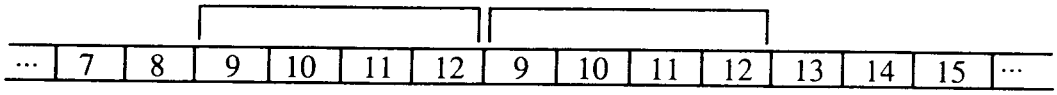


   1. REPEAT Function: ON, OFF
   2. Measure Number of the beginning of the REPEAT
   3. Measure Number of the ending of the REPEAT
   4. Number of times the REPEAT will repeat: 1- 10

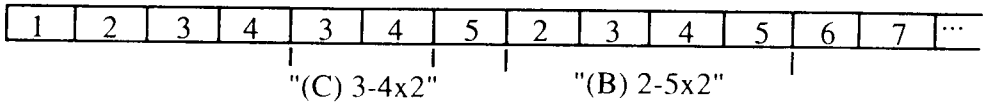
Notes:

* ***If you set the number of the beginning of the REPEAT larger than that of the ending, the song will jump to the measure number of the beginning of the REPEAT after the Measure of the ending. The jump takes effect once only regardless of the Number of REPEAT times value.***
* ***If you select the "1" in the "Number of repeating times" field, the specified area will be played once and REPEAT function will not take effect.***
* ***If you attempt to edit data of a song which is not SMF format 0, the display will show an error message such as "Data unavailable" indicating that you cannot edit the data.***

If you set values for the REPEAT (A) as above display, the measures 9 - 12 will be played twice (repeated once).



As soon as playback reaches the End Bar of a REPEAT message , the REPEAT message takes effect. For example, if you use "(B) 2-5x2" and "(C) 3-4x2", the measures 3 - 4 will be played twice (repeated once), and then the measure 5 will be played, and then measures 2-5 will be repeated once.



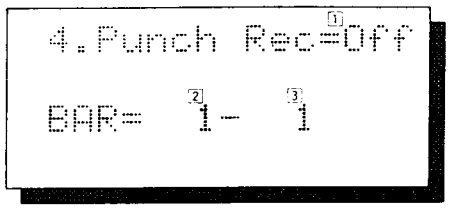
2. Use the CURSOR buttons to move the cursor to the appropriate field and select a value using the VALUE buttons.
   If the End Bar of some REPEAT messages are the same, the REPEAT messages take effect in alphabetical order. For example, if the Ending measure numbers of (A) and (C) are the same, (A) will take effect first.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

4) Punch Rec

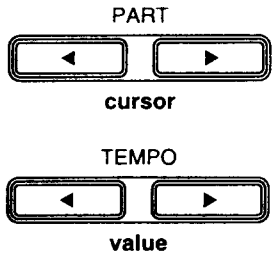
PUNCH REC is a technique for rerecording specific portions of a previously recorded Part. If you made a mistake during your performance, this feature allows you to select the specific measures where the mistake occurred and rerecord only these measures without having to redo the entire Part.

1. Use the procedures mentioned on page 30 to select the PUNCH REC menu.



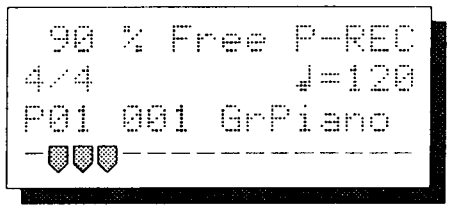
    1. PUNCH REC Function: ON, OFF
    2. Punch In Bar number
    3. Punch Out Bar number

2. Use the CURSOR buttons to move the cursor to the appropriate field and select a value using the VALUE buttons. Move the cursor to the Punch In Bar field and select the measure number where you want to begin recording. Move the cursor to the Punch Out Bar field and select the measure number where you want recording to stop. Move the cursor to the "Punch Rec on/off" field and select "ON".



3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

4. Start recording using the procedures on page 20. When you press the REC button, "P-REC" will be displayed to indicate that PUNCH REC Function is activated. Pressing the PLAY/STOP button starts playback from the beginning of the song . When the Punch In Bar is reached, recording will begin. The new data replaces the old in the record region. At the end of the Punch Out Bar, recording stops and the DRP-10 resumes playback.



If you set the display as (BAR = 4 - 6), the recording region starts on bar 4 and stops on bar 6.

1	2	3	4	5	6	7	8	...
Playback			Recording			Playback		

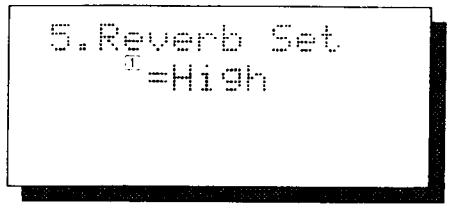
Notes:

** If you press the REC button when the location is after the Punch In Bar, Punch In recording may not work. You must start recording before the Punch In Bar.*

** The PUNCH REC parameters are reset to default value when the power is turned off.*

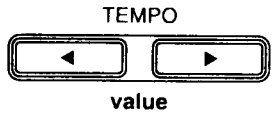
5) REVERB

The reverb gives you an instant concert hall type of sound. You can assign either High or Low level of reverb (echo) for each of the 16 parts of the DRP-10.

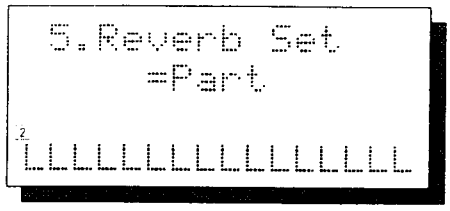


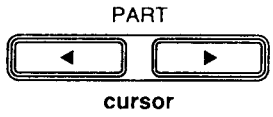
1. Use the procedures mentioned on page 30 to select the REVERB menu.

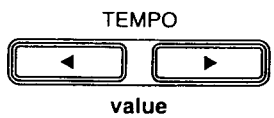
    1. Value: High, Low, Part



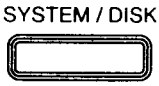
Select a value using the VALUE buttons.
Select "High" to assign high level of reverb to all the 16 parts of the DRP-10.
Select "Low" to assign low level of reverb to all the 16 parts of the DRP-10.
Select "Part" to assign high or low levels of reverb Part by Part. If you select "Part", "H" or "L" will be displayed at the bottom of the display for all Parts. "H" indicates that "Higher" reverb is assigned to that Part. "L" indicates that "Lower" reverb is assigned to that Part. Use the CURSOR buttons to move the cursor to the appropriate field and select "H" or "L" for the Part using the VALUE buttons.







2. Press the SYSTEM/DISK button again to leave the SYSTEM mode.



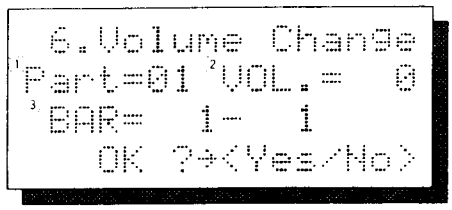
Note: The REVERB parameters are reset to default value when the power is turned off.

6) VOLUME CHANGE

This function changes the Velocity value for all notes within the edited region by the same amount. Selecting a negative VOLUME CHANGE value lowers the Velocity within the edited region and selecting a positive VOLUME CHANGE value raises the Velocity.

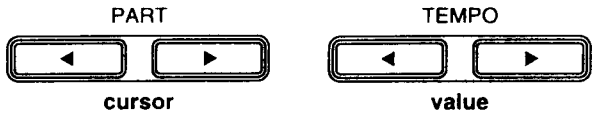
Note: The VOLUME CHANGE parameters can be saved to a floppy disk using the SONG SAVE function.

1. Use the procedures mentioned on page 30 to select the VOLUME CHANGE menu.

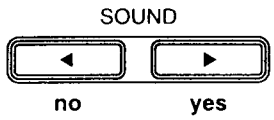


   1. Part: 1-16
   2. Volume Change value: -64 to 0 to 64
   3. Measure Numbers of the region to edit

2. Use the CURSOR switches to move the cursor to the appropriate field and select a value using the VALUE switches.



3. Press the YES switch (same as the right SOUND switch). The instrument will prompt you "SURE?". Then, press the YES switch again to execute the operation. When the operation is completed, "Completed!" will be displayed. (Or, press the NO switch if you want to cancel the operation.)



4. Press the SYSTEM/DISK switch again to leave the SYSTEM mode.

Notes:

* ***This function cannot alter a volume value outside the maximum range of 0 - 127. If there are notes within your edited region with recorded velocity of 100, and you select a volume change value of 30 (raises volume by 30 degrees), those notes will be raised to the maximum velocity of 127 and no further.***
* ***If you attempt to edit data of a song which is not SMF format 0, the display will show an error message such as "Data unavailable" or "Can't Edit File" indicating that you cannot edit the data.***

7) TONE CHANGE

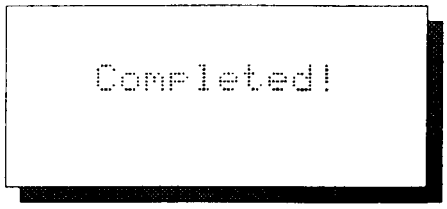
The TONE CHANGE parameters command the built-in sound module to use the selected sound for a Part during playback.

1. Use the procedures mentioned on page 30 to select the TONE CHANGE menu.

   1. Part: ALL, 1-16
   2. Tone Change value: 1-235

2. Use the CURSOR buttons to move the cursor to the appropriate field and select a value using the VALUE buttons.

3. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". Then, press the YES button again to execute the operation. When the operation is completed, "Completed!" will be displayed. (Or, press the NO button if you want to cancel the operation.)



4. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Note: If you attempt to edit data of a song which is not SMF format 0, the display will show "File Can't Edit." indicating that you cannot edit the data.

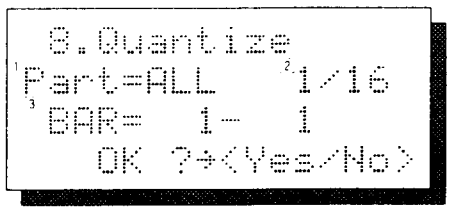
8) QUANTIZE

The Quantize function moves all notes within the edit reqion to the nearest selected quantize value. For example, if you selected "1/8" (an eight note) as the quantize value, then all notes within the edit region are moved to the nearest 8th note beat division. This produces a perfectly precise rhythmic performance.

The edit region can be restricted to a specified number of bars within a Part.

(Please note: for best musical results, you should set the QUANTIZE to the smallest timing value that you plan to play during the Part. For example, if you wish to play a series of three quarter notes, followed by two 8th notes, you should select a QUANTIZE value of 1/8.)

1. Use the procedures mentioned on page 30 to select the QUANTIZE menu.
2. Use the CURSOR buttons to flash the appropriate field and select a value using the VALUE buttons.



   1. Part: ALL, 1-16
   2. Quantize value: 1/4, 1/8, 1/12, 1/16, 1/24, 1/32
   3. Start Bar and End Bar of the edit region

Note: Quantize value "1/12" represents an eighth note triplet. Quantize value "1/24" represents a sixteenth note triplet.

Select the Part you want to quantize by changing the Part field value. Select "ALL" for the Part field if you want to edit all 16 parts.

Define the edit region by selecting the start bar and end bar.

Select the quantize value for the region. For example, if you select "1/8" as the quantize value, then all notes within the edit region will be moved to the nearest 8th note beat division. The quantize value defines the smallest beat division possible for the edit region. For instance, 16th notes are changed to 8ths when all notes are moved to the nearest 8th note. This means you must select the smallest beat division present in your edit region as the quantize value. If there are 16ths, but no smaller divisions, then select "1/16" and so on.

3. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". Then, press the YES button again to execute the operation. When the operation is completed, "Completed!" will be displayed. (Or, press the NO button if you want to cancel the operation.)

4. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

9) Formatting a Floppy Disk

Formatting must be carried out when using a new disk or a disk other than one for the DRP-10.

Notes:

* *Turn the disk write protect off (close the window) during formatting. "Write protected" will be displayed if the write protect is on.*
* *The disk supplied with the DRP-10 does not need to be formatted.*
* *If a disk with data stored on it is formatted, the contents will be deleted.*
* *If you want to play song data (SMF format 0) on a floppy diak with the DRP-10, the floppy disk should be formatted with DRP-10 or IBM compatible computers with the following specifications:*

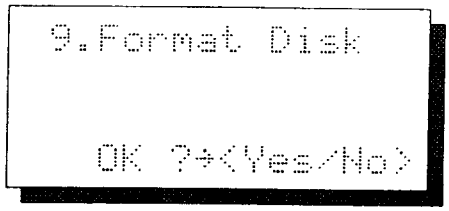
3.5" 2DD (720 kilobyte) floppy disk or 3.5" 2HD (1.4 Mbyte) floppy disk

* *The song data recorded with DRP-10 will be stored with SMF (Standard MIDI Files) Format 0.* *Refer to page 48 for the explanation of the Standard MIDI File.*

1. Insert a disk into the Disk Slot.

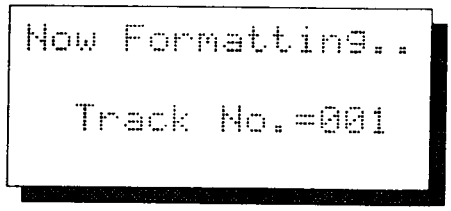
2. Use the procedures mentioned on page 30 to select the FORMAT DISK screen.

3. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". (If you want to cancel the operation, press the NO button now).



Note: "No Disk!" will be displayed if the disk is not inserted into the disk slot properly.

Then, press the YES button again to execute the operation. Numbers gradually count down on the display during formatting. When the formatting is finished, the display will show "Completed!".



4. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Data Format The DRP-10 can play the following data. However, some functions are not available when you want to record or play back data as shown below.

	Display	PLAY	MUTE	REW / FWD	REPEAT	Concert Magic	Record/ Save
SMF Format 0	blank	○	○	○	○	○	○
SMF Format 1	*	○	○	×	×	×	×
Concert Magic	□	○	○	○	○	○	○

Notes

** No mark will appear beside the song name for the Standard MIDI File format 0 data.*

** ○ in the above chart indicates that the function is available. X in the above chart indicates that the function is not available.*

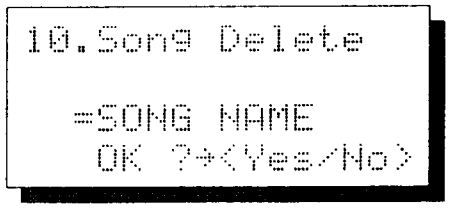
10) Song Deletion

This is to delete unnecessary songs from the floppy disk.

Note: Turn the disk write protect off (close the window) during deleting.

1. Insert a disk into the Disk Slot.

2. Use the procedures mentioned on page 30 to select the SONG DELETE screen.



3. Use the VALUE buttons to select the song name to delete in the display.

4. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". (If you want to cancel the operation, press the NO button now).

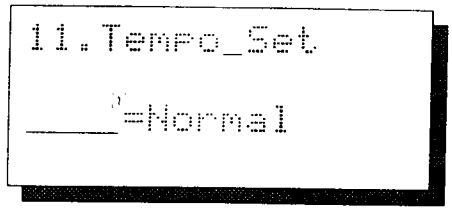
5. Press the YES button again to execute the operation. When the operation is completed, "Completed!" will be displayed. (Or, press the NO button if you want to cancel the operation.)

6. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

11) TEMPO SET

This function allows you to control how the tempo commands in a song will be affected.

1. Use the procedures mentioned on page 30 to select the Tempo Set screen.



2. Use the VALUE buttons to select a value (Normal, Auto, Off) in the display.

If you select AUTO, all tempo change messages in a song will be changed by a selected percentage. The percentage is determined by the ratio between the initial tempo value you set at the playback of the song and the initial tempo value in the song data.
For example, if you change the initial tempo of a song to 200 whose original initial tempo value is 100, all the tempo values in the song will be doubled. If the song contains a tempo change value of 120 at the beginning of the 2nd bar, the tempo will be changed to 240 at the second bar.

If you select NORMAL, you can still set the starting tempo at playback, but the song will be played back at the tempo change value from the next value in the song data.
For example, you can change the initial tempo of a song to 200 whose original initial tempo value is 100. If the song contains a tempo change message whose value is 50 at the beginning of the 2nd bar, the tempo will be changed to 50 at the second bar.

If you select OFF, all tempo change messages in a song will not take effect. Songs will be played back at the initial tempo you set at playback.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Note: If you execute overdubbing with the Tempo Set value "Off", current tempo messages will be deleted and tempo changes made during recording will be remembered.

12) Half Mute

This controls the volume level of the HALF MUTE function. Refer to the "Part Volume" section of this manual for details.

1. Use the procedures mentioned on page 30 to select the Half Mute screen.

2. Select a value (1-127) using the VALUE buttons.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

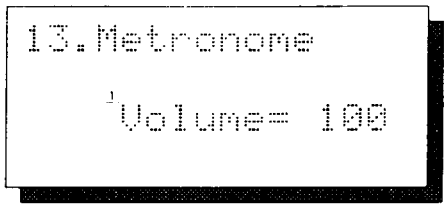
13) Metronome

This controls the volume level of the metronome on the DRP-10.

1. Use the procedures mentioned on page 30 to select the Metronome screen.

2. Select a value (0-127) using the VALUE buttons.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.



14) LCD Contrast

This controls the contrast of the LCD display.

1. Use the procedures mentioned on page 30 to select the LCD Contrast screen.

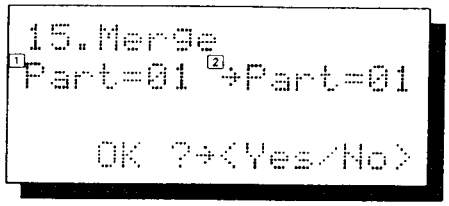
2. Select a value (from -4 to 0 to 4) using the VALUE buttons.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

15) MERGE

This function combines data from one Part to another.

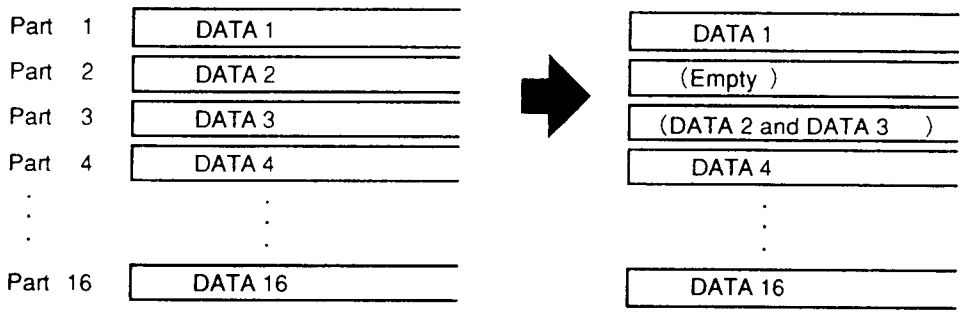
1. Use the procedures mentioned on page 30 to select the Merge screen.



2. Use the CURSOR buttons to move the cursor to the appropriate field and select a value using the VALUE buttons.

    1. Source Part number: 1-16
    2. Destination Part number: 1-16

This function layers the source Part data on top of the destination Part. The combined data on the destination Part is played back on the destination Part's MIDI channel. Data will be removed from the source Part.
The above display indicates that the data on Part 2 will be added to Part 3. The MIDI channel of the combined data will be set to 3. Data will be removed from Part 2.



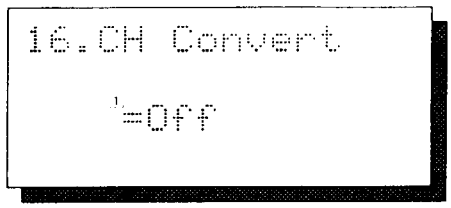
3. Press the YES button (same as the right SOUND button). The instrument will prompt you "SURE?". (If you want to cancel the operation, press the NO button now).

4. Press the YES button again to execute the operation. When the operation is completed, "Completed!" will be displayed. (Or, press the NO button if you want to cancel the operation.)

5. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

16) Channel Convert

This function automatically converts the MIDI channel of the data received from the MIDI IN jack of the DRP-10 to match the currently selected Part. If you activate this function, you do not have to change the transmit channel of the keyboard.



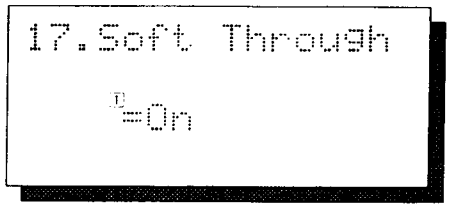
1. Use the procedures mentioned on page 30 to select the Channel Convert screen.

2. Select a value using the VALUE buttons. "ON" activates the Channel Convert function. "OFF" deactivates the function.
   Let's select "ON" as an example.

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode. If you are selecting Part 6, any MIDI data received from the MIDI IN jack of the DRP-10 will be converted to channel 6. If a guitar tone is selected for Part 6, the DRP-10 will play guitar sounds regardless of the MIDI channel of data received from the MIDI IN jack.
   If you use the CURSOR buttons and move the cursor to the Part 1 field in the display, the display will show P01 indicating that Part 1 is selected. If a Bass tone is selected for Part 1, the DRP-10 will play Bass sounds regardless of the MIDI channel of data received from the MIDI IN jack. If you activate this function, you do not have to change the transmit channel of the keyboard during recording, etc.

17) Soft Through

This function determines whether MIDI information received by the DRP-10 from your keyboard will be passed through and sent out via the MIDI OUT jack.



1. Use the procedures mentioned on page 30 to select the Soft Through screen.
2. Select a value using the VALUE buttons.

There are two ways to set Soft Through:

ON - MIDI data received from the MIDI IN jack of the DRP-10 will be sent to the internal sound module of the DRP-10 and sent out via the MIDI OUT jack. The internal sound will be played when receiving MIDI data.

OFF- MIDI data received from the MIDI IN jack of the DRP-10 will be sent neither to the internal sound module of the DRP-10 nor to the MIDI OUT jack. The internal sound will not be played when receiving MIDI data. This setting is convenient when you want to record your performance of your keyboard only without playing the DRP-10.

Note:

** If you attempt to change the value while playing music on your keyboard, the display may show "Note off please". When MIDI data is received from the MIDI IN jack of the DRP-10, you cannot change the value. When you see this message, please check if something is pressing keys on your keyboard or playing back some music.*

3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Notes:

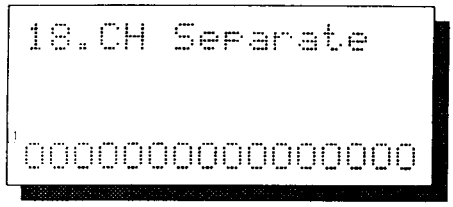
** Set the Soft Through value to "ON" when you want to activate the Channel Separate function described below.*

** Depending on the "EXT./INT. button position" (see page 17) or "Channel Separate settings, some Parts' data may be sent neither to the internal sound module of the DRP-10 nor to the MIDI OUT jack irrespective of the "Soft Through" parameter.*

** If you set the Soft Through value to "ON", "Local Control OFF" message will be transmitted from the DRP-10 each time you turn on the power. If you set the Soft Through value to "OFF", "Local Control ON" message will be transmitted from the DRP-10 each time you turn on the power. Refer to the explanations for "Local Control" on page 12. If your Digital Piano cannot receive "Local Control OFF" message, sounds will be played twice - once by the keyboard directly (as if it weren't hooked up to any other MIDI device at all) and then again by the MIDI information the Digital Piano is sending through the DRP-10 when you set the Soft Through to "ON".*

18) Channel Separate

This function determines which Part of the data received by the DRP-10 will be sent to the built-in sound module or to the MIDI OUT jack of the DRP-10.



1. Use the procedures mentioned on page 30 to select the Channel Separate screen.
2. Use the CURSOR buttons to move the cursor to the appropriate field and select a value for each Part using the VALUE buttons.

There are two ways to set Channel Separate:

O - Selecting this value for a Part allows the Part data received from the MIDI IN jack of the DRP-10 to be sent to the internal sound module of the DRP-10, but not to the MIDI OUT jack if you set the Soft Through to "ON" and set the INT./EXT. button on the rear panel of the DRP-10 to "INT". However, if you set the INT./EXT. button to "EXT", information received as MIDI Channel 1 only will be sent to the MIDI OUT jack instead of the internal sound module of the DRP-10.
Refer to page 17 of this manual for explanations of the "EXT./INT. button".

X - If you select this value for a Part, the Part data received by the DRP-10 will be sent to the MIDI OUT jack, but not to the internal sound module of the DRP-10. If you play back a song using the internal Sequencer, the Part data will be sent to the MIDI OUT jack without playing the Part of the internal sound module. This setting is convenient when you want to play the Part using an external instrument only.

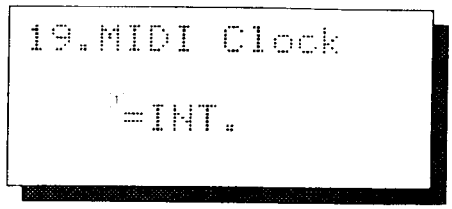
3. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Notes:

** If you set the Soft Through to "OFF", information of all the 16 Parts is blocked inside the DRP-10 regardless of the Channel Separate settings of each Part.*

19) MIDI Clock

1. Use the procedures mentioned on page 30 to select the MIDI Clock screen. Then, use the TEMPO/VALUE buttons to change value.



1. Value: INT, EXT

INT: The songs of the DRP-10 can be played with the panel buttons on the instrument.

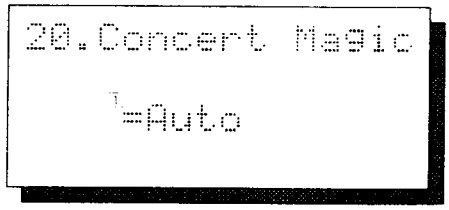
EXT: Songs or patterns will be synchronized to MIDI clock signals from an external MIDI device. The songs cannot be played with the panel buttons on the DRP-10. Tempo is controlled by the external device.

2. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

20) Concert Magic

You can select two modes (Auto and Legato) for the Concert Magic function.

1. Use the procedures mentioned on page 30 to select the Concert Magic screen. Then, use the TEMPO/VALUE buttons to change value.



1. Value: Auto, Legato

Auto: When you activate the Concert Magic function, notes will be played even after you release a key. Beginners who do not know about key release timing can play Concert Magic songs easily.

Legato: The DRP-10 will respond to your key release. It may take some practice to play with Legato mode because notes will stop playing when you release your key.

2. Press the SYSTEM/DISK button again to leave the SYSTEM mode.

Notes:

* ***If you selected "Auto" mode in the SYSTEM Concert Magic setting, you may hear some notes playing even after releasing keys.***

Tone List

■ Piano
001. GrPiano
002. BrPiano
003. ElGrand
004. HnkyTonk
005. ElPiano1
006. ElPiano2
007. Hrpschrd
008. Clavi

■ Chromatic Perc.
009. Celesta
010. Glocken
011. MusicBox
012. Vibes
013. Marimba
014. Xylophon
015. TubulBel
016. Dulcimer

■ Organ
017. DrawOrg 1
018. PercOrg 1
019. RockOrgn
020. ChrcOrg 1
021. ReedOrgn
022. Acordion
023. Harmnica
024. TangoAcd
025. NylonGtr

■ Guitar
026. SteelGtr
027. JazzGtr
028. CleanGtr
029. MuteGtr
030. Ovrdrive
031. Distortd
032. Harmnics

■ Bass
033. WoodBass
034. FngrBass
035. PickBass
036. Fretless
037. SlapBas1
038. SlapBas2
039. SynBass1
040. SynBass2

■ Stings / Orch.
041. Violin
042. Viola
043. Cello
044. Contra
045. TremStrg
046. Pizzicto
047. Harp
048. Timpani

■ Ensamble
049. StrgEns1
050. StrgEns2
051. SynStrg1
052. SynStrg2
053. AahChoir
054. OohChoir
055. SynChoir
056. OrchHit

■ Brass
057. Trumpet
058. Trombone
059. Tuba
060. MuteTrmp
061. FrenchHr
062. BrasSect
063. SynBras1
064. SynBras2

■ Reed
065. SprnoSax
066. AltoSax
067. TenorSax
068. BariSax
069. Oboe
070. EnglHorn
071. Bassoon
072. Clarinet

■ Pipe
073. Piccolo
074. Flute
075. Recorder
076. PanFlute
077. Bottle
078. Shakhach
079. Whistle
080. Ocarina

■ Synth Lead
081. SquareLd
082. SawLd
083. CaliopLd
084. ChiffLd
085. CharanLd
086. VoiceLd
087. FifthLd
088. Bass&Ld

■ Synth Pad
089. NewAgePd
090. WarmPd
091. PolySyPd
092. ChoirPd
093. BowedPd
094. MetalPd
095. HaloPd
096. SweepPd

■ Synth SFX
097. Ice Rain
098. SoundTrk
099. Crystal
100. Atmosphr
101. Bright
102. Goblin
103. Echoes
104. SciFi

■ Ethnic
105. Sitar
106. Banjo
107. Shamisen
108. Koto
109. Kalimba
110. Bagpipe
111. Fiddle
112. Shanai

■ Percussive
113. TnklBell
114. Agogo
115. StlDrum
116. WoodBlok
117. TaikoDrm
118. MelodTom
119. SynthTom
120. RevCymbl

■ SFX
121. FretNoiz
122. BrthNoiz
123. Seashore
124. BrdTweet
125. Telphone
126. Helicptr
127. Applause
128. Gunshot

■ Piano
129. Det Piano
130. Mel Piano
131. Det Br Pn
132. Det El Gra
133. Det Hk Tnk
134. DetEP 1
135. EPianov1
136. 60'sEP
137. DepEP2
138. EPianov2
139. CpldHpsi
140. Det Hrpsi
141. Harpsi.r

■ Chromatic Perc.
142. Det Vibes
143. Det Mrmba
144. ChrchBel
145. Carillon

■ Organ
146. Det DrawO
147. 60'sOrg
148. Draw Org 2
149. Det Perc O
150. Perc Org 2
151. Det Chrc O
152. ChrcOrg 2
153. AcordnIt

■ Guitar
154. Ukulele
155. Nylon G.r
156. NylonGt2
157. 12strGtr
158. Mandolin
159. HawaiiGt
160. ChorusGt
161. FunkGtr1
162. FunkGtr2
163. FdBackGt
164. GtFdBack

■ Bass
165. Syn Bass 3
166. Syn Bass 4
167. Syn Bass 5
168. Syn Bass 6

■ Strings / Orch.
169. SlowVn

■ Ensamble
170. Orchstra
171. Syn Strg 3
172. Det Aah

■ Brass
173. Trombon2
174. FrHorn2
175. Brass2
176. SynBras3
177. Syn Bras 4
178. Syn Bras 5
179. Syn Bras 6

■ Synth Lead
180. Square
181. Sine
182. Saw
183. Dr.Solo

■ Synth SFX
184. SynMallt
185. EchoBell
186. EchoPad
187. Sitar2
188. TaishoKT

■ Percussive
189. Castanet
190. CncertBD
191. MeloTom2
192. BOBTom
193. Ele Perc

■ SFX
194. GtCtNoiz
195. StrSlap
196. FltKyClk
197. Rain
198. Thunder
199. Wind
200. Stream
201.Bubble
202.Dog
203.HsGallop
204.Bird2
205.Telphon2
206.Creaking
207.Door
208.Scratch
209.WndChime
210.Engine
211.CarStop
212.CarPass
213.CarCrash
214.Siren
215.Train
216.Jetplane
217.Starship
218.BurstNiz
219.Laughing
220.Scrming
221.Punch
222.HeartBt
223.Footstep
224.MachinGn
225.LaserGun
226.Explose

■ Drun Set
227.STANDARD
228.ROOM
229.POWER
230.ELECTRO
231.BOB
232.JAZZ
233.BRUCH
234.ORCHSTRA
235.SFX

Drum Key Assignment

	Key	Standard /JAZZ	Room	Power	Electronic	Bob	Brush	Orchestra	SFX
27	D#0	High Q	〃	〃	〃	〃	〃	Orch HHC	
28	E0	Slap	.	.	.	.	.	Orch HHP	
29	F0	Scratch Push	.	〃	.	〃	〃	Orch HHO	
30	F#0	Scratch Pull	〃	〃	〃	〃	〃	Orch Ride	
31	G0	Sticks	.	.	.	.	.	.	
32	G#0	Square Click	〃	〃	〃	〃	〃	〃	
33	A0	MetronomClick	.	.	.	.	.	.	
34	A#0	MetronomBell	〃	〃	〃	〃	〃	〃	
35	B0	Std1 BD1	Room BD1	Power BD1	Elect BD1	Bob BD1	Brush BD1	Orch BD1	
36	C1	Std1 BD2	Room BD2	Power BD2	Elect BD2	Bob BD2	Brush BD2	Orch BD2	
37	C#1	Rim	〃	〃	〃	Bob Rim	〃	.	
38	D1	Std1 SD1	Room SD1	Power SD1	Elect SD1	Bob SD1	Brush Tap	Orch SD1	
39	D#1	Hand Clap	〃	〃	〃	〃	Brush Slap	Castanets	High Q
40	E1	Std1 SD2	Room SD2	Power SD2	Elect SD2	Bob SD2	Brush Swirl	Orch SD2	Slap
41	F1	Std1LowTom2	RoomLoTom2	PowerLoTom2	ElectLoTom2	Bob LoTom2	BrushLoTom2	Timpani F	Scratch Push
42	F#1	Std1 HHC	Room HHC	Power HHC	Elect HHC	Bob HHC	Brush HHC	Timpani F#	Scratch Pull
43	G1	Std1Low Tom1	RoomLoTom1	PowerLoTom1	ElectLoTom1	Bob LoTom1	BrushLoTom1	Timpani G	Sticks
44	G#1	Std1 HHP	Room HHP	Power HHP	Elect HHP	Bob HHP	Brush HHP	Timpani G#	Square Click
45	A1	Std1Mid Tom2	RoomMiTom2	PowerMiTom2	ElectMiTom2	Bob MiTom2	BrushMiTom2	Timpani A	Metro Click
46	A#1	Std1 HHO	Room HHO	Power HHO	Elect HHO	Bob HHO	Brush HHO	Timpani A#	Metro Bell
47	B1	Std1Mid Tom1	RoomMiTom1	PowerMiTom1	ElectMiTom1	Bob MiTom1	BrushMiTom1	Timpani B	Gtr Fret Noise
48	C2	Std1Hi Tom2	RoomHiTom2	PowerHiTom2	ElectHiTom2	Bob HiTom2	BrushHiTom2	Timpani c	FlkCutNoiseUp
49	C#2	Std1 Crash1	Room Crash1	Power Crash1	Elect Crash1	Bob Crash1	Brush Crash1	Timpani c#	FlkCutNoiseDn
50	D2	Std1 Hi Tom1	RoomHiTom1	PowerHiTom1	ElectHiTom1	Bob HiTom1	BrushHiTom1	Timpani d	Slap Of Bass
51	D#2	Std1 Ride1	Room Ride1	Power Ride1	Elect Ride1	Bob Ride1	Brush Ride1	Timpani d#	Fl.Key Click
52	E2	Chaina	.	.	Rv Cymbal1	.	.	Timpani e	Laughing
53	F2	Cup	.	.	.	.	.	Timpani f	Scream
54	F#2	Tambourine	〃	〃	〃	〃	〃	.	Punch
55	G2	Splash	.	.	.	.	.	.	Heart Beat
56	G#2	Cowbell	〃	〃	〃	Bob Cowbell	〃	〃	Footstep1
57	A2	Crash2	.	〃	.	〃	〃	Orch Cymbal2	Footstep2
58	A#2	Vibra slap	〃	〃	〃	〃	〃	〃	Applause
59	B2	Ride2	.	.	.	.	.	Orch Cymbal1	Door Creaking
60	C3	Hi Bongo	.	.	.	〃	.	.	Door
61	C#3	Low Bongo	〃	〃	〃	〃	〃	〃	Scratch
62	D3	Mute Hi Conga	.	.	.	Bob Hi Conga	.	.	Windchime
63	D#3	Hi Conga	〃	〃	〃	Bob Mid Conga	〃	〃	Car Engine
64	E3	Low Conga	.	.	.	Bob Low Conga	〃	.	Car Stop
65	F3	Hi Timbale	.	.	.	〃	.	.	Car Pass
66	F#3	Low Timbale	〃	〃	〃	〃	〃	〃	Car Crash
67	G3	Hi Agogo	.	.	.	〃	.	.	Siren
68	G#3	Low Agogo	〃	〃	〃	〃	〃	〃	Train
69	A3	Cabasa	.	.	.	.	.	.	Jet Plane
70	A#3	Maracas	〃	〃	〃	Bob Maracas	〃	〃	Helicopter
71	B3	Short Whistle	.	.	.	.	.	.	Starship
72	C4	Long Whistle	.	.	.	.	.	.	Gun Shot
73	C#4	Short Guiro	〃	〃	〃	〃	〃	〃	Machine Gun
74	D4	Long Guiro	.	.	.	.	.	.	Laser Gun
75	D#4	Claves	〃	〃	〃	Bob Claves	〃	〃	Explosion
76	E4	Hi Wood Blk	.	.	.	.	.	.	Dog
77	F4	Low Wood Blk	.	.	.	.	.	.	Horse Gallop
78	F#4	Mute Cuica	〃	〃	〃	〃	〃	〃	Birds
79	G4	Open Cuica	.	.	.	.	.	.	Rain
80	G#4	Mute Triangle	〃	〃	〃	〃	〃	〃	Thunder
81	A4	Open Triangle	.	.	.	.	.	.	Wind
82	A#4	Shaker	〃	〃	〃	〃	〃	〃	Seashore
83	B4	Jingle Bell	.	.	.	.	.	.	Stream
84	C5	Bell Tree	.	.	.	.	.	.	Bubble
85	C#5	Castanets	〃	〃	〃	〃	〃	〃	
86	D5	Mute Surdo	.	.	.	.	.	.	
87	D#5	Open Surdo	〃	〃	〃	〃	〃	〃	
88	E5							Applause	

Song List of The Included Floppy Disk

Song Name	Song Name that appears on the display	Data type
1. VIBRAPHONE	VIBE	SMF 0
2. GRAND PIANO	GR-PIANO	SMF 0
3. FLUTE	FLUTE	SMF 0
4. STRINGS	STRINGS	SMF 0
5. SLAPBASS	SLAPBASS	SMF 0
6. HONKYTONK PIANO	H-PIANO	SMF 0
7. ANNIE LAURIE	ANNIE	CM
8. BLUE BELLS OF SCOTLAND	BLUEBELL	CM
9. MY BONNIE LIES OVER THE OCEAN	BONNIE	CM
10. LITTLE BROWN JUG	BROWN	CM
11. CAMPTON RACES	CAMPTON	CM
12. CLEMENTINE	CLEMENTN	CM
13. BEAUTIFUL DREAMER	DREAMER	CM
14. EMPEROR WALTZ	EMPEROR	CM
15. GRANDFATHER'S CLOCK	G-FATHER	CM
16. GREEN SLEEVES	GREEN	CM
17. HABANERA	HABANERA	CM
18. HOME SWEET HOME	HOME	CM
19. TEN LITTLE INDIANS	INDIAN	CM
20. MARCH MILITAIRE	MARCH	CM
21. MICHAEL ROW THE BOAT AHORE	MICHAEL	CM
22. HERE WE GO ROUND THE MULBERRY BUSH	MULBERRY	CM
23. YAMA NO ONGAKUKA	MUSIC	CM
24. OLD FOLKS AT HOME	OLDFOLK	CM
25. RED RIVER VALLEY	R-RIVER	CM
26. I'VE BEEN WORKING ON THE RAILROAD	RAILROAD	CM
27. HOME OF THE RANGE	RANGE	CM
28. SANTA LUCIA	S-LUCIA	CM
29. WHEN THE SAINT S GO MARCHING IN	SAINTS	CM
30. OH SUSANNA	SUSANNA	CM
31. TANNENBAUM	TANNEN	CM
32. THUNDER AND BLAZES	THUNDER	CM
33. TURKEY IN THE STRAW	TURKEY	CM
34. VOICE OF SPRING	VOICE	CM
35. WHISTLER AND HIS DOG	WHISTLER	CM
36. YANKEE DOODLE	YANKEE	CM
37. SHE WORE A YELLOW RIBBON	YELLOW	CM
38. MENUET G DUR	G-MENUET	SMF 0
39. AH! VOUS DIRAI-JE. MAMAN KV265	TWINKLE	SMF 0

Note: The data Type "SMF 0" indicates that the song data is Standard MIDI File Format 0. The data Type "CM" indicates that the song data is specially arranged for the Concert Magic function.

Glossary or terms

SMF (Standard MIDI File)
The Standard MIDI Files format allows disks containing song data recorded on a sequencer to be played back on any other SMF-compatible sequencer. Two types (Format 0 and Format 1) are popular.

Format 0: the file contains a single multi-channel track
Format 1: the file contains one or more simultaneous tracks (or MIDI outputs) of a sequence

Mode
This is important when you are transmitting or receiving MIDI data. There are two modes, Poly and Mono, that control whether performance messages sent to the MIDI receive channels are received polyphonically or monophonically. There is also an indicator for Omni On/Off. If it's On, the unit will play all MIDI messages on all channels, regardless of what the actual receive channel setting is.

Note Messages
This is the most basic of the messages by which MIDI transmits musical performance data. Each message contains information about which key was pressed (Note Number), how hard (Velocity), and exactly when it was pressed (Note On) and released (Note Off).

Note Number
Each key on the keyboard has been assigned a number, called its "Note Number." Middle C (C-3) has a note number of 60, and this increases by one for every half-step up the scale, or decreases by one for every half-step down. Note Numbers 0-127 correspond then to all the notes from C-2 to G-8 on the keyboard, in that order.

Velocity
This message transmits how hard the key was struck.

Pressure
After you have struck a key, but before you release it, you can add interesting effects that are controlled by the amount of pressure applied to that key. This message transmits that information. It's also called "aftertouch."

Program Change
Most MIDI devices these days, complicated as they are, come equipped with "programs" that store and remember for later use a certain set up, certain tones, and certain parameter settings. A controlling device can send a message to button between these programs on a controlled device. Naturally enough, this is called a "Program Change" message.
Since the MIDI standard is not very explicit about Program Change numbers (except to say that they are numbered from 0 to 127), the way these numbers correspond to tones stored in memory will be different for different MIDI instruments.

Control Change

MIDI devices can deal with a lot more than just Note On and Off messages; there's also Volume and Vibrato, Hold, Damper Pedal and Soft Pedal On/Off, and Pressure, just to name a few. These are encoded in the form of Control Change messages. (Pitch Bend messages make for very dense streams of data, and so there is a separate message type just for pitch bend data.)

Pitch Bend

This message describes how far the pitch bend wheel is moved. The effect of a pitch bend wheel movement can be set differently on every synthesizer (usually with an adjustment called "Pitch Bend Range" or something similar. So the effect of a Pitch Bend message will also be different on different devices, and will depend on this setting.

Drum Kits

Drum Kits can handle a variety of sounds all at once. Rhythm instruments are gathered together into one channel and each instrument is assigned a Note number (or numbers) that plays it. That's called a Drum Kit.

There are nine different Drum Kits on the DRP-10 whose sound number is 227-235. Refer to page 48 for the assignment.

GM

GM is an abbreviation for General MIDI, a recommended standard format to be followed by all manufacturers, which specifies how MIDI functions are to be implemented in tone generators.

Local Control On/Off

Local Control describes whether or not the messages sent from the keyboard to control the sound module within the MIDI instrument itself. Turning this to Off sends all data from the keyboard directly to the MIDI OUT port, bypassing the internal tone generator and making no sound. Meanwhile, the internal sound module can still be played by signals coming in the MIDI IN port. If you set the Soft Through setting to "ON" and turn on the Local Control of your Digital Piano, the Digital Piano may be triggered twice. However, if you turn off the Local Control of your Digital Piano, internal sounds of the Digital Piano don't respond to the keyboard. The Digital Piano will be played once only by the MIDI information the Digital Piano is sending through the DRP-10.

Implementation Charts

MIDI devices can only transmit and receive the messages they have in common. That is, MIDI will not give a device the ability to do something (say, aftertouch) which it wasn't already designed to do. So if, for example, a device that can't do aftertouch receives an aftertouch message, it simply ignores it.

Every MIDI device comes with something called a "MIDI Implementation Chart" that summarizes what data that device is capable of "implementing" or acting on. By matching up the Implementation Charts of two different devices, you can see at a glance what kinds of messages they both can use, and so what messages can be received and transmitted.

Message Lists

* **"Data unavailable", "Can't Edit File"**: If you attempt to edit data of a song which is not SMF format 0 in the SYSTEM mode, the display will show an error message such as "Data unavailable" or "Can't Edit File" indicating that you cannot edit the data.
* **"No Disk"**: If you attempt to load song data or to format a disk without inserting the disk properly, the display will show "No Disk".
* **"Just a moment ..."**: The display may show "Just a moment ..." if you use the FWD or the RWD button just after selecting a song. This indicates that the DRP-10 is loading the song data from the floppy disk. The display will automatically return to the normal condition when the loading will be completed.
* **"Can't Enter"**: The display will show "Can't Enter" if you try to activate the Concert Magic function while the SYSTEM/DISK button light is on. Press the SYSTEM/DISK button to turn off the button light and then press the Concert Magic button to activate the Concert Magic function.
* **"Write protected!"**: If you attempt to save data on a floppy disk whose write protect is on, the display will show "Write protected!" indicating that you cannot save the data.
* **"Memory full"**: If you input too much data in the RECORDING, "Memory full" may be displayed and you can not input data any more. If necessary, save the data using the SAVE operation.
* **"Now Loading..."**: The display may show "Now Loading..." when you press the Concert Magic button. This indicates that the DRP-10 is loading the song data from the floppy disk. The display will automatically return to the normal condition when the loading will be completed.
* **"Stop please"**: The display will show "Stop please" if you try to deactivate the Concert Magic function by pressing the Concert Magic button while the PLAY/STOP button light is on. Press the RESET button to turn off the PLAY/STOP button light and then press the Concert Magic button to deactivate the Concert Magic function.
* **"Note off please"**: If you attempt to change System value while playing music on your keyboard, the display may show "Note off please". When MIDI data is received from the MIDI IN jack of the DRP-10, you cannot change System value. When you see this message, please check if something is pressing keys on your keyboard or playing back some music.
* **"Disk Full"**: If there is not enough room on the disk for the data transfer, "Disk Full" will be displayed. If necessary, try saving with another disk.

Specifications

Tones	226 sounds and 9 DrumKits
Polyphony	28 (8 for drums, 20 for others)
Effects	Reverb
Time signature	2/4, 3/4, 4/4, 6/8, 5/4
Internal memory	1 Song (50,000 notes) Recorder, 16-Track
Display	16 characters x 4 line LCD (variable LCD contrast)
Others	Concert Magic, Auto Tuning Function, SMF (Format 0/1) Play Back Q-55 Format Play Back
Jacks	MIDI In/Out, Headphone, Output (L/Mono, R), Input (L/Mono, R), DC IN (10VDC, 1A)
Dimensions	77 x 316 x 231 (mm), 3 1/8" x 12 1/2" x 9 1/8"
Weight	2.1 kg, 4.6 lbs

Disk Storage Each 3.5" 2DD (720 kilobyte) floppy disk stores up to 112 songs, 80,000 notes
Each 3.5" 2HD (1.4 Mbyte) floppy disk stores 224 songs, 160,000 notes

MIDI System Exclusive Data

No.	Description	Value
1	Exclusive	F0H
2	Kawai ID	40H
3	Channel no.	0nH (n = 0~FH)
4	Function no.	0~7FH
5	Group no.	00H
6	Machine no.	09H
*	data	0~7FH
*	data	0~7FH
*	EOX	F7H

Group [A] Parameter Send

[A-1] System Functions

Format : F0 40 0n 10 00 0A 00 <NO > 00 <DH> <DL> F7

Data(8bit)=16x<DH>+<DL>

	PARAMETER	No	DATA
Depth Lo	(REVERB DEPTH LO)	03	[00H =1]-[7FH =128]
Depth Hi	(REVERB DEPTH HI)	04	[00H =1]-[7FH =128]
Main Volume	(MAIN VOLUME)	0A	[00H =1]-[7FH =128]

ex) Send System Functions Depth Lo (1)

F0 40 00 10 00 0A 00 00 00 00 00 F7

Ch1 Depth Lo 1

[A-2] Setting Functions

Format : F0 40 00 10 00 0A 04 <NO > <Set> <DH> <DL> F7

<Set> =Setting No.(00H-0FH)

Data(8bit) =16x<DH>+<DL>

	PARAMETER	No	DATA
Status	(STATUS)	00	00H =OFF / 01H =ON

ex) Send setting Functions status (ON)

F0 40 00 10 00 0A 04 00 00 00 01 F7

Ch1 Status ON

KAWAI [Model DRP-10 (Sound Generator Part)] MIDI Implementation Chart

Date : June '95
Version : 1. 0

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 1 6	1 - 1 6	
	Changed	×	×	
Mode	Default	×	1	
	Messages	×	×	
	Altered	* * * * * * * * *	×	
Note Number		×	0 — 1 2 7	
	True Voice	* * * * * * * * *	0 — 1 2 7	
Velocity	Note ON	×	○	
	Note OFF	×	×	
After Touch	Key's	×	×	
	Channel's	×	○	
Pitch Bend		×	○	
Control Change	1	×	○ *1	Modulation
	6	×	○	Data Entry
	7	×	○	Volume
	1 0	×	○ *1	Panpot
	1 1	×	○	Expression
	6 4	○ *3	○ *1	Hold (Damper)
	6 6	×	×	Sostenuto
	6 7	×	×	Soft
	9 1	×	○	Reverb
	1 0 0, 1 0 1	×	○ *2	RPN LSB,MSB
	1 2 0	×	○	All Sound Off
	1 2 1	×	○	Reset All Controllers
Program Change		×	○ (0 — 1 2 7)	
		* * * * * * * * *		
System Exclusive		×	○	
Common	Song Position	×	×	
	Song Select	×	×	
	Tune	×	×	
System Real Time	Clock	×	×	
	Commands	×	×	
Aux	Local ON/OFF	×	×	
	All Notes OFF	○ *3	○	
	Active Sensing	×	○	
	Reset	×	×	
Notes		*1 Except for channel 10 *2 0: Pitch Bender Sensitivity, 1: Master Fine Tuning, 2: Master Coarse Tuning *3 Transmitted on every channels in case of receive error		

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

KAWAI [Model DRP-10 (Recorder Part)] MIDI Implementation Chart

Date : June '95
Version : 1. 0

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 1 6	1 - 1 6	
	Changed	×	×	
Mode	Default		×	
	Messages	×	×	
	Altered	* * * * * * * * *		
Note Number		0 — 1 2 7	0 — 1 2 7	
	True Voice	* * * * * * * * *	0 — 1 2 7	
Velocity	Note ON	○	○	8n or 9n V=0 for Note OFF
	Note OFF	○ 8n, ×9n V=0	×	
After Touch	Key's	○	○	
	Channel's	○	○	
Pitch Bend		○	○	
Control Change	0~63	○	○	
	64~120	○	○	
	121	○	○	Reset All Controllers
Program Change		○	○	
		* * * * * * * * *	(0 — 1 2 7)	
System Exclusive		○	○	F0-F7 should be less than 16 bytes
Common	Song Position	×	×	
	Song Select	×	×	
	Tune	×	×	
System Real Time	Clock	○	○*1	
	Commands	○	○*1	
Aux	Local ON/OFF	○*2	×	
	All Notes OFF	×	○ (123~127)	
	Active Sensing	×	×	
	Reset	×	×	
Notes		*1 Enabled when you set the SYSTEM MIDI Clock to "INT".		
		*2 Local ON will be transmitted when you turn on the power after setting the SYSTEM Soft Through to "OFF". Local OFF will be transmitted when you turn on the power after setting the SYSTEM Soft Through to "ON".		

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

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