



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO CDP-220R. You'll find the answers to all your questions on the CASIO CDP-220R in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual CASIO CDP-220R**  
**User guide CASIO CDP-220R**  
**Operating instructions CASIO CDP-220R**  
**Instructions for use CASIO CDP-220R**  
**Instruction manual CASIO CDP-220R**



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**Manual abstract:**

3. 4. 5. 6. 7. 8. Read these instructions. Keep these instructions. Heed all warnings. Follow all instructions.

Do not use this apparatus near water. Clean only with dry cloth. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions. @ @9.

Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11. Only use attachments/accessories specified by the manufacturer. 12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. @ @14. Refer all servicing to qualified service personnel. @ @ @ @ @ @ When you need to have the apparatus completely disconnected from the MAINS, you must unplug the power cord. For that purpose, locate the apparatus in a way that secures easy access to the power cord.

Declaration of Conformity Model Number: CDP-220R Trade Name: CASIO COMPUTER CO., LTD. Responsible party: CASIO AMERICA, INC. Address: 570 MT. PLEASANT AVENUE, DOVER, NEW JERSEY 07801 Telephone number: 973-361-5400 This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. NOTICE 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 circuit different from that to which the receiver is connected. · Consult the dealer or an experienced radio/TV technician for help. FCC WARNING Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. Important! Please note the following important information before using this product.

· Before using the AD-A12150LW Adaptor to power the product, be sure to check the AC Adaptor for any damage first. Carefully check the power cord for breakage, cuts, exposed wire and other serious damage. Never let children use an AC adaptor that is seriously damaged. · The product is not intended for children under 3 years. · Use only CASIO AD-A12150LW adaptor.

· The AC adaptor is not a toy. · Be sure to disconnect the AC adaptor before cleaning the product. This mark applies in EU countries only. Manufacturer: CASIO COMPUTER CO., LTD. 6-2, Hon-machi 1-chome, Shibuya-ku, Tokyo 151-8543, Japan Responsible within the European Union: CASIO EUROPE GmbH Casio-Platz 1, 22848 Norderstedt, Germany Any reproduction of the contents of this manual, either in part or its entirety, is prohibited. Except for your own, personal use, any other use of the contents of this manual without the consent of CASIO is prohibited under copyright laws. IN NO EVENT SHALL CASIO BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION) ARISING OUT OF THE USE OF OR INABILITY TO USE THIS MANUAL OR PRODUCT, EVEN IF CASIO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. The contents of this manual are subject to change without notice. The actual appearance of the product may be different from that shown in the illustrations in this User's Guide.

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*. E-64 General Guide · In this manual, the term "Digital Piano" refers to the CDP-220R. · In this manual, buttons and other controllers are identified using the numbers shown below. 1 2 3 4 5 6 7 8 9 bk bl bm bn bo bp bq br bs bt ck cl cm cn co cp cq cr cs ct dk dl dk dm dn do E-4 General Guide · The following*

explains the meaning of the \$ symbol that appears on the product item. You can exit a submenu by pressing the (10-key) [7] (EXIT) key.

ck br br 3. Refer to the indicated pages for details about each function. E-7 English Use the number buttons and the [ ] and [+] keys to change the settings of the parameters that appear in the upper left area of the display. E-16 General Guide Returning the Digital Piano to Its Factory Default Settings Perform the following procedure when you want to return the Digital Piano's stored data and settings to their initial factory defaults. 1. Turn off the Digital Piano. 2. While holding down bn (SONG BANK) and the [1] 10-key ( · Keep (SONG BANK) and the [1] 10-key ( depressed until the next step is complete. , make sure you do not leave the adaptor plugged in when removing the headphones. E-10 B Playing the Digital Piano Touch Response alters tone volume in accordance with keyboard pressure (speed). This provides you some of the same expressivity you get on an acoustic piano. 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "Touch" (page E-7). Pressing fast produces louder notes. Touch 2.

Use br (10-key) [ ] and [+] keys to select one of the four Touch Response sensitivity settings. Off (oFF) Touch Response is turned off. Sound volume is fixed, regardless of key press speed. Normal Touch Response More sensitive Touch Response than Type 1 Less sensitive Touch Response than Type 1 Pressing slowly produces softer notes. Type 1 (1) Type 2 (2) Type 3 (3) Do not try to use too much pressure. Adjusting Display Contrast 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "OTHER" (page E-7). Flashes OTHER 2. Press br (10-key) [9] (ENTER) key. 3. Use the br (10-key) [4] (U) and [6] (I) keys to display "Contrast". Con t r as t 4. Use the br (10-key) [ ] and [+] keys to adjust the contrast. · The contrast setting range is 01 to 17. E-11 English Changing Keyboard Response to Touch Pressure (Touch Response) Changing Touch Response Sensitivity Use the procedure below to control how much the volume of played notes change in accordance with playing speed.

Select the setting that best matches your playing style. Playing the Digital Piano Using the Metronome The metronome lets you play and practice along with a steady beat to help keep you on tempo. Changing the Metronome Tempo Use the following procedure to change the tempo of the metronome. Start/Stop 1. Press 9.

Use w (slower) and q (faster) to change the tempo setting. Holding down either button changes the setting at high speed. · Pressing q and w at the same time will initialize the tempo setting in accordance with the currently selected song or rhythm. · Pressing causes the tempo value to flash on the display. While the tempo value is flashing, you can use (10-key) to change it. Note that you must input leading zeros, so 89 is input as 089. · The tempo value will stop flashing if you do not perform any operation for a short while. 1. Press bm. This starts the metronome.

This pattern changes with each beat. 9 br 2. Press bm again to stop the metronome. Changing the Beats per Measure You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing. · You can specify 0, or a value from 2 to 6 as the number of beat per measure. · When playing a built-in song, the beats per measure setting (which determines when the bell sounds) is configured automatically for the currently selected song. Tempo value (flashes) Changing the Metronome Sound Volume The metronome volume setting is changed automatically with the volume level of the currently selected Auto Accompaniment or song. The metronome volume cannot be adjusted independently. · For information about changing the Auto Accompaniment volume, see page E-41. · For information about changing the song volume, see page E-28.

1. Hold down bm until the beats per measure setting screen appears on the display. Bea t · If you do not perform any operation for a few seconds after the beats per measure setting screen appears, the display will return to the screen displayed before you pressed . bm · You cannot adjust the balance between the metronome and note volume during Auto Accompaniment and built-in tune play. 2.

Use br (10-key) to enter the number of beats per measure. · The bell will not sound if you specify 0 for this setting. In this case, all beats are indicated by a click sound. This setting lets you practice with a steady beat, without worrying how many beats there are in each measure. E-12 Controlling the Keyboard Sounds bp br bs ck English cr cs 3.

Try playing something on the keyboard. The tone of the instrument you selected will sound. Select from a variety of musical instrument sounds Your Digital Piano lets you select tones for a wide variety of musical instrument sounds, including violin, flute, orchestra, and more. Even the same song sound takes on a different feel by changing the instrument type. To select an instrument for playing 1. Press bp (TONE).



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Tone number Tone name Playing with a Piano or Organ Tone Pressing toggles between the piano and organ modes. Each press of toggles the tone setting between a piano tone (Tone Number 001) and an organ tone (Tone Number 089). bs bs S t .GrPno 2.

Use br (10-key) to select the tone number you want. The corresponding tone number and tone name will appear on the screen. · Use the number buttons to enter the tone number. Specify three digits for the tone number. Example : To select 001, enter 0 3 0 3 1. In addition to the tone number, you also can configure the settings listed below. : "06" : "00" : Off: Returns to initial default On: No change Pedal Effect : SUS Rhythm Number : "181" (When a piano tone is selected) "108" (When an organ tone is selected) Accompaniment : Rhythm part only Local Control : On Drum Assign : Off Split : Off Layer : Off Chorus : Off Octave Shift (Upper) : "0" Auto Harmonize : Off Arpeggiator : Off Scale : Equal Reverb Transpose Touch Response · See the separate "Appendix" for a complete list of available tones. · When one of the drum sets is selected (tone numbers 684 through 700), each keyboard key is assigned a different percussion sound. E-13 Controlling the Keyboard Sounds Layering Two Tones You can use the following procedure to layer two different tones (such as piano and strings) so they sound simultaneously when you press a keyboard key. Splitting the Keyboard between Two Different Tones You can use the procedure below to assign different tones to the right range and left range of the keyboard, so it sounds like you are playing an ensemble between two instruments.

1. Select the first tone you want to use. Press (TONE) and then use tone you want. Example: 038 ELEC.PIANO 1 bp br (10-key) to select the To select the two tones for a split keyboard 1.

Select the tone for the right side range (page E-13). Press (TONE) and then use tone you want. Example: 365 FLUTE 1 E.Pi ano1 2. Press cs. bp br (10-key) to select the Flute Lights 1 2. Press cr. 3. Use br (10-key) to select the second tone you want. Example: 238 STRINGS 1 Lights 3. Use br (10-key) to select the left side range Str in Both tones sound at the same time. g s1 tone you want. Example: 074 VIBRAPHONE 1 4. Play something on the keyboard. 5.

Pressing cs again to unlayer the keyboard (so it plays only the tone you selected in step 1). · Each press of toggles between layered (two tones) and unlayered (one tone). Vi bes 4. Play something on the keyboard. 1 cs This will sound the tones assigned to the left and right side ranges of the keyboard. VIBRAPHONE 1 Split point FLUTE 1 F3 E-14 Controlling the Keyboard Sounds 5. Pressing cr again to unsplit the keyboard (so it plays only the tone you selected in step 1). · Each press of toggles between split (two tones) and unsplit (one tone). Using Chorus English Chorus is a function that adds depth and breadth to notes. It makes you sound as if you are playing multiple instruments.

cr 1. Press ck (FUNCTION) and then use the br · If you turn on both layer and split, layering will be applied to the right side range of the keyboard only. (10-key) [4] (U) and [6] (I) keys to display "Chorus" (page E-7). To change the split point 1. While holding down cr, press the keyboard key where you want the split point to be.

The key you press will become the lowest note of the right side range of the split keyboard. Example: Setting middle C (C4) as the split point. Key name Cho r us 2. Use the br (10-key) [ ] and [ + ] keys to select the chorus type you want. There are five chorus types, plus an off setting.

C4 Indicator disappears when chorus is turned off. Using Reverb Reverb adds reverberation to notes. You can change the duration of the reverb. · The actual effect produced by chorus depends on the tone you are using. 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "Reverb" (page E-7). Reve r b 2. Use the br (10-key) [ ] and [ + ] keys to select the reverb setting you want. Off (oFF) 1 to 10 Turns off reverb. The larger the number selected, the longer the reverb duration.

Indicator disappears when reverb is turned off. E-15 Controlling the Keyboard Sounds Using a Pedal A pedal can be used to change notes in various ways while playing. Changing the Pitch (Transpose, Tuning, Octave Shift) Changing the Pitch in Semitone Steps (Transpose) The transpose feature lets you change the pitch, in semitone steps. A simple operation lets you instantly change the pitch to match that of a singer. · The transpose setting range is 12 to +12 semitones. Selecting the Pedal Effect 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "OTHER" (page E-7). Flashes 1. Press ck (FUNCTION). OTHER 2.

Press br (10-key) [9] (ENTER) key. 3. Use the br (10-key) [4] (U) and [6] (I) keys to display "Jack". Trans . 2.

Use the br (10-key) [ ] and [ + ] keys to select the transpose setting you want. Fine Tuning (Tuning) Jack 4. Use the br (10-key) [ ] and [ + ] keys to select the pedal effect you want. · The following shows the available pedal effects. Sustain (SUS) Sustains notes played while the pedal is depressed.

Organ and other similar tone notes are sustained even if the pedal is not pressed. Sustains notes that are playing when the pedal is depressed before the keyboard keys are released. Slightly softens notes played while the pedal is depressed. Pressing the pedal starts and stops Auto Accompaniment or song playback. Use the tuning feature when you need to adjust the pitch slightly to play along with another musical instrument. Also, some artists perform their music with slightly altered tuning. You can use the tuning feature to adjust tuning so it exactly matches a performance on a CD. · The tuning feature specifies the frequency of the A4 note. You can set a frequency within the range of 415.5 to 465.

9 Hz. The initial default setting is 440.0 Hz. 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "Tune" (page E-7). Sostenuto (SoS) Soft (SFt) Rhythm (rHy) Tune 2. Use the br (10-key) [ ] and [ + ] keys to adjust the tuning. · Performing this step causes the display to change from "Tune" to a value that indicates the current frequency setting as shown below. You can change the frequency in 0.1 Hz steps.

440 . 0Hz · Even if you do not perform a (10-key) operation to adjust the tuning, the current frequency setting will appear automatically after a few seconds. br E-16 Controlling the Keyboard Sounds Octave Shift Octave Shift lets you raise or lower the pitch of the keyboard notes in octave units. · The octave shift setting range is 2 to +2 octaves.



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· When using Split (page E-14), you can individually set the left and right keyboard ranges to the pitches you want.

1. Keep pressing **cs** until the screen shown below appears on the display. If you want to use Split, turn on Split before pressing **.** · If you do not perform any operation for a few seconds after this screen appears, the display will return to the previous screen automatically. You can use the pitch bend wheel to slide the pitch of notes smoothly upwards and downwards.

This technique makes it possible to produce effects that are similar to sounds produced when bending notes on a saxophone or electric guitar. **cs** To play with the pitch bend wheel 1. While playing a note on the keyboard, rotate the pitch bend wheel on the left of the keyboard upwards or downwards. The amount the note bends depends on how much you rotate the pitch bend wheel. · Do not have the pitch bend wheel rotated as you turn on the Digital Piano. **Oct U** octave. **pp er 2.** Use the **br** (10-key) **[ ]** and **[+]** keys to shift the · Split On : This step affects the right side keyboard range only. · Split Off : This step affects the entire keyboard range. Specifying the Pitch Bend Range Use the following procedure to specify how much the pitch of the note changes whenever the pitch bend wheel is rotated upwards or downwards.

You can specify a range from 0 to 12 semitones (one octave). 3. Press **cs**. · Split On : The screen shown below will appear. Use the (10-key) **[ ]** and **[+]** keys to shift the octave for the left side keyboard range. · Split Off : The screen shown below will appear. Advance to step 4. **br 1.** Press **ck** (FUNCTION) and then use the **br** (10-key) **[4]** (U) and **[6]** (I) keys to display "OTHER" (page E-7). Flashes **Oct Lowe r 4.**

Press **cs** again. OTHER 2. Press **br** (10-key) **[9]** (ENTER) key. 3. Use the **br** (10-key) **[4]** (U) and **[6]** (I) keys to display "Bend Rng".

Bend the range. **Rn g 4.** Use the **br** (10-key) **[ ]** and **[+]** keys to change E-17 English Using the Pitch Bend Wheel to Shift the Pitch of Notes Sampling Sounds and Playing Them on the Digital Piano **bo bp br bs bt ck cl cm cn co cp cq** You can use the Digital Piano to sample a sound from a microphone, and then play the sound with keyboard keys. For example, you could sample the bark of your dog and then use the sound in a melody. The sampling feature is a great way to create new sounds that are highly creative.

2. Turn the volume levels of the Digital Piano down. 3. Turn on the microphone and then the Digital Piano. Connection and Preparation · Turn off the microphone and the Digital Piano before connecting them. 4. Use **em** (MIC VOLUME) to adjust the volume level of microphone input. 1. Connect a microphone. · It will take a few seconds after you turn on the Digital Piano before you will be able to use the microphone.

· Sampled sounds are recorded in monaural. MIC IN/SAMPLING jack · Use a commercially available dynamic microphone. · You cannot sample sounds input from through the AUDIO IN jack. E-18 B Sampling Sounds and Playing Them on the Digital Piano Use the procedures in this section to sample a sound and play it as the melody part on the Digital Piano. · Up to five sampled sounds can be stored in Digital Piano memory as tone numbers 701 through 705. Simply select the tone number where the sound you want is located to assign the sound to the keyboard. **Sam press p lin bt g** To sample a sound 1. Press **bp** (TONE) and then use **br** (10-key) to enter the tone number (701 to 705) where you want to store the sampled sound. No sampled sound stored 4. After the sound you want to sample is finished, **bs** and **bt** at the same time.

**bs** Sampling will stop. · Even if you do not press **and**, sampling will stop automatically whenever there is no more sound being input from the microphone. Sampling also will stop automatically 10 seconds after it is started. No Lights **Da t a S1** :Or Sampled sound 1 Used memory (Unit: Kbytes) **g nl 2.** Press **bs** and **bt** at the same time.

This enters sampling standby. The allowable sampling time (in seconds) will appear on the display momentarily and then the display will change to the following. Remaining memory capacity 5. Play something on the Digital Piano. · You may not be able to get 10 seconds of sampling if Digital Piano memory is low due to storage of other data.

If this happens, deleting other memory data you no longer need will free up memory space and you should be able to sample for 10 seconds. See "Deleting a Sampled Sound" on page E-25 for more information. **Wa i t i n** Flashes **g** · Sampling sound and storing it will delete any sound data currently stored under the same tone number. To help ensure that you do not accidentally delete important data, be sure to read "Protecting Against Accidental Deletion of Sampled Sounds" on page E-25. E-19 English Sampling and Playing a Melody Sound (Melody Sampling) 3. Output the sound in the direction of the microphone. Sampling will start automatically. · Sampling will not start if the volume of the sound picked up by the microphone is too low. Sampling Sounds and Playing Them on the Digital Piano How sampled sounds are played Pressing Middle C (C4) will play back the original sound. The keys to the left and right of C4 play the sound at different pitches.

Changing the Volume of Sampled Sound Looped Playback You can use the following procedure to change the volume level of the looped playback of each sampled sound, if you want. 1. Press the button of the sampled sound whose volume you want to change ( **C4 cm to cq**). · This will cause the sounds loop to sound. Looping a Sampled Sound You can use the following procedure to loop a sampled sound so it continues to repeat, as you play on the Digital Piano. 2.

While the loop is sounding hold down the same sampled sound button ( any keyboard key. **cm to cq**) as you press 1. Press **bo** (RHYTHM). 2.

Press **bs** and **ck** (FUNCTION) at the same time. This enters repeat standby. · Pressing the keyboard key quickly will increase sample sound volume, while pressing slowly will decrease volume. 3. After the sampled sound is at the volume level you want, release its button ( **cm to cq**).

**S Lights y n t hPo p 3.** Press the button (**cm to cq**) that corresponds to the melody sampling tone number you want to select. This will start looped playback of the selected sound. To select this tone number: 701 702 703 704 705 Press this button: **cm cn co cp cq** 4. Press the same button again to stop playback.

5. Press **cl** to return to the screen that was displayed before step 2 of this procedure. E-20 Sampling Sounds and Playing Them on the Digital Piano Applying Effects to a Sampled Sound You can apply various effects to sampled sounds.



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1. Press bp (TONE) and then use br (10-key) to enter the tone number (701 to 705) to which you want to apply effects. 2. Press bp (TONE) to cycle through the available effects, described below. Effect Type (Display) Original (Orgnl) Loop 1 (Loop1) Loop 2 (Loop2) Description Normal sampled tone (no looping, no effect). Loops the sampled sound. Loops the sample sound and raises the pitch of the resonating sound when the keyboard key is released.

Loops the sample sound and lowers the pitch of the resonating sound when the keyboard key is released. Changes the pitch from low to high, at an increasing rate. Changes the pitch from high to low, at a decreasing rate. Changes the pitch from high to low, at a decreasing rate, and then raises the pitch when the key is released. You can use the procedure to change the drum sounds that are assigned to each keyboard key. · You can store up to three drum sets and store them as tone numbers 706, 707, and 708. Simply select the tone number where the drum set you want is located to assign the drum set sounds to the keyboard.

1. Press bo (RHYTHM). 2.

Press bp (TONE) and then use br (10-key) to enter the tone number (706, 707, or 708) for the drum set whose sounds you want to change. No Lights Da t a Loop 3 (Loop3) Pitch 1 (Ptch1) Pitch 2 (Ptch2) 3. Press bs and bt at the same time. Pitch 3 (Ptch3) Tremolo (Trem1) Alternates volume between high and low. Funny 1 (Funy1) Funny 2 (Funy2) Funny 3 (Funy3) Adds vibrato and changes the pitch by a gradually increasing amount.

Alternates between high pitch and low pitch. Adds vibrato and changes the pitch from low to high. No Flashes Da t a · Avoid assigning the same sampled sound (tone number 701 to 705) to the keyboard for play along and for looped play. Doing so will cause, the Loop 1 effect to be applied to the keyboard tone while looped play of the sampled sound is being performed. E-21 English Incorporating a Sampled Sound into a Drum Set (Drum Sampling) Sampling Sounds and Playing Them on the Digital Piano 4.

Press the keyboard key\* to which you want to assign the drum sound you are about to sample. This enters sampling standby. The allowable sampling time (in seconds) will appear on the display momentarily and then the display will change to the following. 6. After the sound you want to sample is finished, press bs and bt at the same time. Sm Used memory (Unit: Kbytes) p l D r m l Remaining memory capacity Wa i t i n Flashes g Sampling will stop. · Even if you do not press and , sampling will stop automatically whenever there is no more sound being input from the microphone. Sampling also will stop automatically 10 seconds after it is started. bs bt \* Drum sounds cannot be assigned to these keys. 7.

Press the keyboard key. · You can repeat steps 3 through 6 to change other sounds that make up the currently selected drum set. There are eight sounds per drum set. · You may not be able to get 10 seconds of sampling if Digital Piano memory is low due to storage of other data. If this happens, deleting other memory data you no longer need will free up memory space and you should be able to sample for 10 seconds. See "Deleting a Sampled Sound" on page E-25 for more information. C2 C7 5. Output the sound in the direction of the microphone. Sampling will start automatically. · Sampling will not start if the volume of the sound picked up by the microphone is too low.

Sam p lin g · Sampling a sound will delete any sound data currently assigned to the same keyboard key. To help ensure that you do not accidentally delete important data, be sure to read "Protecting Against Accidental Deletion of Sampled Sounds" on page E-25. E-22 Sampling Sounds and Playing Them on the Digital Piano Editing Sampled Drum Set Sounds You can use the procedures in this section to copy the drum sound assigned to one keyboard key to another key, to change the pitch of a sound, and to delete a sampled sound. To change the pitch of a sampled sound While holding down the keyboard key of the sampled sound whose pitch you want to change, use the (10-key) [ ] and [ + ] keys to change the pitch. · You can change the pitch within a range of 64 to 63 semitones.

1. Press bp (TONE) and then use br (10-key) to enter the tone number (706, 707, or 708) for the drum set you want. To delete a keyboard key's sampled sound While holding down the keyboard key whose sound you want to delete, press (RHYTHM). In response to the "DeSure?" message that appears, press the (10-key) [ + ] (YES) key to delete, or [ ] (NO) to cancel the delete operation. · Deleting a sampled sound will return the key to its initial default built-in sound. Example: To delete the sound assigned to key D3 2. Press bs and bt at the same time. 3. Press ck (FUNCTION). bo br Sm Flashes at high speed p l D r m l Disappears Using a Drum Sampling Tone in Auto Accompaniment (Drum Assign) Use the following procedure to change the rhythm part of an Auto Accompaniment pattern to a drum set sound that you sampled. This is the editing mode. · While in the editing mode, you can copy a sound, change the pitch of a sound, or delete a sound (each of which is described below). Pressing (FUNCTION) again exits the editing mode and returns to step 2 of this procedure. ck 1. Press bo (RHYTHM) and then use br (10-key) to enter the rhythm number of the Auto Accompaniment pattern you want.

You cannot use a Drum Sampling Tone in a user rhythm, so do not select a user rhythm in the above step. Indicates keyboard keys that have sounds assigned.

2. Press bp (TONE) and then use br (10-key) to enter the tone number of the sampling drum set that contains the sound you want to use. To copy a sampled sound from one key to another While holding down the keyboard key to which the sampled sound you want to copy is assigned, press the keyboard key to which you want to copy it. Example: To copy sampled sound of key C3 to key D3 3. Press bp (TONE). This changes the rhythm part of the Auto Accompaniment pattern you selected in step 1 to the sampled sound you selected in step 2. · To change the Auto Accompaniment rhythm part back to its original sound, press (TONE) again. bp Indicates the keyboard key whose sound was copied.

· A keyboard key that already has a sampled sound assigned cannot be selected as a copy destination. · Some rhythm part drum sounds cannot be replaced by sampled sounds. E-23 English br Sampling Sounds and Playing Them on the Digital Piano Other Sampling Functions Changing to a Manual Sampling Start Normally when the Digital Piano is in sampling standby, it will start sampling automatically whenever it detects sound input. You can use the following procedure to enable manual sampling start, which will cause sampling to wait until you press a button to start it.



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You can use this to insert silence before the sampled sound.

Changing to Manual Sampling Stop Normally the Digital Piano will stop sampling automatically whenever it detects there is no sound input. You can use the following procedure to enable manual sampling stop, which will cause sampling to continue until you press a button to stop it. You can use this to insert silence after the sampled sound. 1. Press **ck** (FUNCTION) and then use the **br** (10-key) [4] (U) and [6] (I) keys to display "SAMPLING" (page E-7).

1. Press **ck** (FUNCTION) and then use the **br** (10-key) [4] (U) and [6] (I) keys to display "SAMPLING" (page E-7). Flashes 2. Press the **br** (10-key) [9] (ENTER) key. 3. Press the **br** (10-key) [6] (I) key. SAMP L I N G 2. Press the **br** (10-key) [9] (ENTER) key. Au t o S t o 4. Press the **br** (10-key) [ ] key to turn off automatic sampling stop.

p Au t o S t r t 3. Press the **br** (10-key) [ ] key to turn off automatic sampling start. This enables manual sampling start, which operates as described below. ·

Melody sampling (page E-19): Sampling starts when you press and , which you press in step 2 of the sampling procedure. · Drum sampling (page E-21):

Sampling starts when you release the Digital Piano key you press in step 4 of the sampling procedure. Sampling continues until you perform one of the operations below, even if nothing is being input from the microphone. · Melody sampling (page E-19) Press and at the same time. · Drum sampling (page E-21) Press and at the same time, or press any keyboard key. bs bs bt bt bs bt E-24 Sampling Sounds and Playing Them on the Digital Piano Deleting a

Sampled Sound You can use the following procedure to specify a sampled tone number and delete its data. Protecting Against Accidental Deletion of Sampled Sounds You can use the following procedure to protect each sampled sound against accidental deletion.

1. Press **ck** (FUNCTION) and then use the **br** (10-key) [4] (U) and [6] (I) keys to display "DELETE" (page E-7). Flashes 1. Press **bp** (TONE) and then use **br** (10-key) to enter the tone number of the sampled tone you want to protect. DELETE 2.

Press the **br** (10-key) [9] (ENTER) key. 2. Press **ck** (FUNCTION) and then use the **br** (10-key) [4] (U) and [6] (I) keys to display "SAMPLING" (page E-7). 3. Press the **br** (10-key) [9] (ENTER) key.

4. Use the **br** (10-key) [4] (U) and [6] (I) keys to display "Protect". S1 :Or Used memory (Unit: Kbytes) g nl Protect 5. Press the **br** (10-key) [+ ] key to turn on protection. Once protected a tone cannot be deleted. A protected tone is indicated as shown below. Remaining memory capacity 3. Use the **br** (10-key) [ ] and [+ ] keys to select the tone number of the data you want to delete. 4. Press the **br** (10-key) [9] (ENTER) key.

This displays a delete confirmation message. \*1:Or Protected g nl Su r e? 5. Press the **br** (10-key) [+ ] (YES) key to delete the data, or [ ] (NO) or [7] (EXIT) to cancel the delete operation. · After the delete procedure is complete, "Complete" will appear on the display followed by the screen in step 1 of the above procedure. Saving Sample Data on an External Device · Memory card (page E-60) · Computer (page E-67) · For information about deleting individual drum

sounds in a drum sampling set, see "Editing Sampled Drum Set Sounds" on page E-23. E-25 English Playing Built-in Songs bn br ck 345678 9 With this Digital Piano, built-in tune data is referred to as "songs". You can listen to the built-in songs for your own enjoyment, or you can play along with them for practice. Playing Back a Particular Song Use the procedure below to play back one of the built-in songs. You can play along on the keyboard with song

playback. · In addition to simple listening enjoyment, the built-in songs can be used with the lesson system (page E-30) for practice. · You can increase the number of tunes using your memory cards (page E-61) or computer (page E-67). Start/Stop 1. Press **bn** (SONG BANK). Lights Song

number Tune name Playing the Demo Songs Use the following procedure to play back built-in songs. 1. Press 7 and 8 at the same time. This will start playback of the demo songs. · See page E-74 for information about song numbers and the song sequence. · Demo playback always starts from song number 151. Flashes Song number Tune name Tw i n k l e 2.

Use **br** (10-key) to enter the number of the song you want. · See page E-74 for a complete list of available songs. · Use the number buttons to enter the song number. Specify three digits for the song number. Example : To select 001, enter 0 3 0 3 1. Demo T u n e 2. To change to another song while demo playback is

in progress, use (10-key) [ ] and [+ ] keys to enter the song number you want (page E-7). This will cause demo playback to jump to the song whose number you entered. · You cannot use (10-key) number buttons to select a song. 3.

Press 7. This starts playback of the song. Beat Key Sustain pedal Note br br 3. To stop demo playback, press 7. Demo playback continues until you stop it by pressing Tempo Fingering Measure 7 . E-26 Playing Built-in Songs 4. Press 7 again to stop playback. Indicator disappears when song repeat is turned off.

Start End Pause, Skip Forward, Skip Back Use the operations in this section to perform pause, skip forward, and skip back operations. These measures are repeated.

Pause 1. Press 3 to temporarily turn off song repeat. Disappears 1. Press 6. This pauses song playback.

2. Press 6 again to resume playback from the point where you paused it. Skip Forward 2. When song playback reaches the measure you want to specify as the start measure, press This specifies the measure as the start measure. Flashes 3.

1. Press 5. This skips song playback forward to the next measure. Each press of skips ahead one measure. Holding down skips forward at high speed until you release it. · Pressing while song playback is stopped performs lesson function phrase skip forward (page E-31). 5 5 5 Measure number 3. When playback reaches the measure you want to select as the end measure, press Skip Back 3 again. 1. Press 4.

This skips song playback back to the previous measure. Each press of skips back one measure. Holding down skips back at high speed until you release it. ·

Pressing while song playback is stopped performs lesson function phrase skip back (page E-31). This specifies the measure as the end measure and starts repeat playback of the measures in the specified range. · During repeat play you can use to pause playback, to skip forward, or to skip back. 5 4 6 4 4 Lights 4

E-27 English Song playback will continue (repeat) until you press stop it.



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You can cancel song repeat by pressing . 3 7 to Repeating Playback of Specific Measures You can use the procedure in this section to repeat particular measures for practice playing along until you master it. You can specify the start measure and the end measure of the section you want to play and practice. Playing Built-in Songs 4. Pressing 3 again returns to normal playback. Changing the song number clears the start measure and end measure of the repeat operation. Disappears Playing with the Tone as Song Playback The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes. 1.

After selecting a song, hold down bn (SONG BANK) for about two seconds until the displayed tone name changes to the tone name of the song. · If your currently selected tone is the same as the song tone, the display contents will not change. 2. Play along with song playback. Changing Playback Speed (Tempo) You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc. · If you select a song that uses different tones for left and right hand play, the right hand part tone is assigned to the keyboard. 1. Press 9. Use w (slower) and q (faster) to change the tempo setting. Holding down either button changes the setting at high speed. · Pressing w and q at the same time will return the current song to its original default tempo. · Pressing causes the tempo value to flash on the display. While the tempo value is flashing, you can use (10-key) to change it. The tempo value will stop flashing if you do not perform any operation for a short while. · Changing the song number will return the song to its original default tempo.

Turning Off the Part of One Hand for Practice (Part Select) You can turn off the right hand part or the left hand part of a song during playback and practice playing along with the remaining part. 9 br 1. Press 8 to select the part you want to turn off. Each press of below. 8 cycles through the settings shown Right hand part off Adjusting the Song Volume Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume. Left hand part off 1. Press ck (FUNCTION) and then use the br (10-key) [4] (U) and [6] (I) keys to display "Song Vol" (page E-7). Both hand parts off Son the song volume. g Vo 1 Both hand parts on 2. Use the br (10-key) [ ] and [ + ] keys to adjust 2.

Press 7. This starts playback in accordance with the setting you selected in step 1. · During playback with one part turned off, only the notes of the part that is turned off are shown on the display. E-28 Playing Built-in Songs Increasing the Selection of Songs You can load song data from an external device and increase the selection of songs available on the keyboard. See the following pages for more information.

· Memory card (page E-61) · Computer (page E-67) · For information about how to delete song data loaded from an external device, see page E-57. E-29 English Using Built-in Songs to Master Keyboard Play bn br ck 345 78 cl cm cn co cp To master a song, it is best to break it up into shorter parts (phrases), master the phrases, and then put everything together. Your Digital Piano comes with a Step Up Lesson feature that helps you to do just that. Step Up Lesson Flow Step Up Lesson takes you through practice of the right hand part, left hand part, and both hand parts for each phrase of a song. Master all of the phrases and you master the song.

Phrase 1 · Right Hand Lesson 1, 2, 3 · Left Hand Lesson 1, 2, 3 · Both Hand Lesson 1, 2, 3 Phrases The built-in songs are pre-divided into phrases to help you master keyboard play. Song start Song end 4 Phrase 1 Phrase 2 Phrase 3 .... Final Phrase Repeat the above to practice phrase 2, 3, 4, and so on, until you reach the final phrase of the song. 4 After mastering all of the phrases, practice the entire song. 4 Now you have mastered the entire song! E-30 Using Built-in Songs to Master Keyboard Play Messages that Appear during Lessons The following are the messages that appear on the display during Step Lessons. Message <Phrase> Description Appears when you select a phrase, when a lesson starts, etc. · Note that certain phrases will cause "<Wait>" to appear instead of "<Phrase>".

Appears when the lesson starts with an intro or fill-in phrase that is not included in the phrases to be practiced. Play toll advance automatically to the next phrase after the unincluded phrase plays, so wait until then to start playing on the keyboard. Appears when advancing automatically to the next phrase. This message appears following a phrase for which "<Wait>" (see above) is displayed, and during an Auto Step Up Lesson (page E-35). Appears at the start of Auto Step Up lesson 1, 2, or 3 (page E-35). This message appears during Auto Step Up Lesson (page E-35) immediately before practice from Phrase 1 up until the phrase currently being practiced. Appears at the end of Auto Step Up Lesson (page E-35). 2. Press co (or 5) to move forward one phrase, or 4 to move back one phrase. 54 · Holding down or scrolls through phrases at high speed.

· The Digital Piano remembers the last phrase you practiced for up to 20 songs. To recall the last practice phrase for the current song (if it is available), hold down . co Phrase number <Wait> <Ph r ase> NextPhrs Listen Watch Remember From top First measure of the selected phrase 3. Press 8 to select the part you want to practice. Each press of below.

8 cycles through the settings shown Right hand practice Complete Selecting the Song, Phrase, and Part You Want to Practice First, select the song, phrase, and part you want to practice. Left hand practice 1. Select the song you want to practice (page E-26). This will select the first phrase of the song. Both hand practice \* \* This indicator (setting) is skipped if you press a lesson is in progress.

8 while 4. Hold down bn (SONG BANK) for about two seconds. The same tone used for song playback will be assigned to the keyboard (page E-28). E-31 English Using Built-in Songs to Master Keyboard Play Lessons 1, 2, and 3 Now it is time to start the lessons. First, select the song and part you want to practice. <Lesson 2 Guidance> Master playing the correct note with the correct finger as instructed by the guidance. Practice playing with the correct timing. Lesson 1: Listen to the song. First, listen to the example a few times to familiarize yourself with what it sounds like. 4 Song playback will wait for you to play the correct note.

· Keyboard key goes from flashing to lit. · Note guide sounds the correct note to be played.



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· Voice Fingering Guide tells you what finger to use. 1. Press **cl**. This starts example play. 2. To stop Lesson 1, press **cl** or **7**. Lesson 2: Watch how the song is played. Play the song on the keyboard.

During this lesson, the display shows the key you need to press next. Voice fingering guide also uses a simulate voice to announce which finger you should use. Follow the instructions to press the correct keyboard keys and play the notes. Don't worry if you play the wrong note. Song playback will wait until you play the correct note.

Take your time and play at your own pace. 4 Pressing the correct keyboard key causes song playback to resume and the key for the next note flashes. 3. To stop Lesson 2, press **cm** or **7**. If you complete Lesson 2 play to the end, a score that rates your play appears on the screen.

Bravo! Again! You pass! Advance to the next lesson. Go back and try again. 1. Press **cm**. This starts Lesson 2. 2. Play notes on the keyboard in accordance with the instructions provided on the display and by voice fingering guide. During this lesson, the display shows the key you need to press next. Voice fingering guide uses a simulate voice to announce which finger you should use. Flashes Lights E-32 Using Built-in Songs to Master Keyboard Play Lesson 3: Remember what you learned as you play.

Though song playback stands by waiting for you to press the correct keys as in Lesson 2, the Digital Piano does not provide any guidance about what note you need to play next. Remember everything you have learned up to Lesson 2 as you play. Lesson Settings Playing without Phrase Repeat You can turn off phrase repeat for Lessons 1, 2, and 3. 1. Press **3**. This disables phrase repeat play. Disappears 1. Press **cn**. This starts Lesson 3. 2.

Play the song along with the song playback. <Lesson 3 Guidance> Press the keyboard keys you learned in Lesson 2. 4 Song playback will wait for you to play the correct note. · Note guide sounds the correct note to be played. Turning Off Voice Fingering Guide Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3.

4 If you are still unable to press the correct keyboard key, the Digital Piano will display keyboard guidance and voice fingering guide will tell you what finger to use, just as in Lesson 2. 1. Press **ck** (FUNCTION) and then use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "LESSON" (page E-7). Flashes 4 Pressing the correct key will cause song playback to resume. 3.

To stop Lesson 3, press **cn** or **7**. · If you complete Lesson 3 play to the end, a score that rates your play appears on the screen the same as with Lesson 2. L

ESSON 2. Press **br** (10-key) [**9**] (ENTER) key. Playing a Particular Song All the Way Through After you successfully complete all of the phrases in Lessons 1, 2, and 3, it is time to try playing the entire song from beginning to end. S setting. p eak 3. Press the **br** (10-key) [**]** key to select the OFF 1. Use **8** to turn off both hand parts and then press **7**. Try playing with both hands and find out how the Digital Piano evaluates your effort.

E-33 English Using Built-in Songs to Master Keyboard Play Turning Off Note Guide Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3. Changing the Phrase Length You can use the following procedure to change the length of lesson phrases, or to configure the lesson feature so the song is played all the way through, without being divided into phrases. 1. Press **ck** (FUNCTION) and then use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "LESSON" (page E-7). 1. Press **ck** (FUNCTION) and then use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "LESSON" (page E-7). 2. Press **br** (10-key) [**9**] (ENTER) key. 3. Use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "NoteGuid".

2. Press **br** (10-key) [**9**] (ENTER) key. 3. Use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "PhraseLn". No t eGu i d 4.

Press the **br** (10-key) [**]** key to select the OFF setting. Ph r aseLn 4. Use the **br** (10-key) [**]** and [**+**] keys to select the phrase length you want. Off (OFF) Preset (PrE) The phrase length is from the beginning to the end of the song. Phrase lengths are as specified in the song.

Turning Off Performance Evaluation Use the following procedure to turn off performance evaluation, which evaluates your performance and displays a score in Lesson 2 and Lesson 3. 1. Press **ck** (FUNCTION) and then use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "LESSON" (page E-7). The following options are available for songs loaded from external sources only. Short (Ln1) Middle (Ln2) Long (Ln3) Length of one phrase is one measure. Length of one phrase is two measures. Length of one phrase is four measures. 2. Press **br** (10-key) [**9**] (ENTER) key. 3.

Use the **br** (10-key) [**4**] (U) and [**6**] (I) keys to display "Scoring". Scor i ng 4. Press the **br** (10-key) [**]** key to select the OFF setting. E-34 Using Built-in Songs to Master Keyboard Play Using Auto Step Up Lesson With Auto Step Up Lesson, the Digital Piano advances through each lesson automatically. Auto Step Up Lesson Procedure English Phrase 1 Lesson 1 4 Lesson 2 4 Lesson 3 1. Select the song and part you want to practice (page E-26). 2. Press **cp**. Listen to the first phrase in Lesson 1. · In Lesson 1, the sample phrase is played only once before advancing to Lesson 2.

Phrase 2 Lesson 1 4 Lesson 2 4 Lesson 3 4 Phrase 1, 2 · Lesson 3\* 4 3. Auto Step Up Lesson stops automatically after you are able to get through all of the lessons successfully. · In Lesson 2 and Lesson 3, the Digital Piano advances to the next lesson if you are able to achieve the "Bravo!" evaluation result. · To cancel a lesson, press **or** . cp 7 4 Phrase 3 Lesson 1 · You can change the step and phrase during Auto Step Up Lesson using , , and to .

· Starting Auto Step Up Lesson automatically turns on phrase repeat (page E-33) and play evaluation (page E-34). These features cannot be turned off during lessons. 45 cl co 4 Lesson 2 4 Lesson 3 4 Phrase 1, 2, 3 · Lesson 3\* 4 Next phrase practice using the same procedure 4 Final phrase Lesson 1 4 Lesson 2 4 Lesson 3 4 From Phrase 1 to the final phrase · Lesson 3\* 4 Lesson complete \* Auto Step Up Lesson advances to the next phrase, regardless of whether the "Bravo!" result is attained. E-35 Music Challenge Keyboard Game bn bo bp 2 7 cq 4. The game ends when you advance successfully through 20 notes.

· Your playing time appears on the display. After a short while, the playing time display changes to a score. To clear the score from the display, press (SONG BANK), (RHYTHM), or (TONE).



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