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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO CTK-2080. You'll find the answers to all your questions on the CASIO CTK-2080 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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1 2 3 4 5 6 7 8 9 bk bl bn bo bp bm bq br cn co cp cq bs cr bt ck cl cn cm cs ct dk E-2 General Guide · The following explains the meaning of the \$ symbol that appears on the product console and with the key names below. \$: Indicates a function that is enabled by holding down the button for some time. 1 POWER button E-6 2 VOLUME slider E-6 3 FUNCTION button E-4 4 SAMPLING button E-13 5 METRONOME, \$ BEAT button E-8 6 TEMPO buttons E-9, 19, 33 7 INTRO, REPEAT button E-18, 32 8 NORMAL/FILL-IN, REW button E-18, 32 9 VAR./FILL-IN, FF button E-18, 32 bk SYNCHRO/ENDING, PAUSE button E-18, 32 bl START/STOP, PLAY/STOP button E-17, 29 bm ACCOMP, \$ CHORDS, PART SELECT button E-20, 30 bq Number buttons, []/[+] keys E-4 br VOICE PAD 1, LISTEN button E-8, 23 bs VOICE PAD 2, WATCH button E-8, 23 bt VOICE PAD 3, REMEMBER button E-8, 24 ck VOICE PAD 4, NEXT button E-8, 22 cl VOICE PAD 5, AUTO button E-8, 25 cm SET SELECT, MUSIC CHALLENGE button E-8, 27 bn TONE button E-10 bo RHYTHM, ONE TOUCH PRESET \$ button E-29, 33 bp SONG BANK button E-17 Back cn Speakers co Song Bank list cp Rhythm list cq Display cr Tone list cs PITCH BEND wheel (CTK-3200 only) ct CHORD root names E-30 dk Percussion instrument list E-10 dl dm dn do dp dl USB port E-34 dm SUSTAIN jack E-11 dn AUDIO IN jack E-13, 37 do DC 9.5V terminal E-5 dp PHONES/OUTPUT jack E-6, 37 E-3 English General Guide Using the 10-key Pad (bq) 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.

Using the FUNCTION Button () Use the FUNCTION button (3) to access settings that let you select the reverb type, pedal effect, etc. 3 1. Press 3 (FUNCTION). Setting Setting Md e r nPn o Number Buttons Use the number buttons to enter numbers and values. · Enter the same number of digits as the currently displayed value. Example: To enter tone number 004, input 0 3 0 3 4. 1 · Negative values cannot be input using the number buttons. Use [+] (increase) and [] (decrease) instead. 2 3 4 5 6 7 8 9 Trans .



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Parameter 2.

Next press 3 (FUNCTION) until the parameter whose setting you want to change is displayed. Each press of (FUNCTION) cycles through the available parameters. Parameter Transpose Accompaniment Volume Song Volume Touch Response (CTK-3200 only) Tuning Reverb Voice Fingering Guide Note Guide Performance Evaluation Display Trans. AcompVol Song Vol Touch Tune Reverb Speak NoteGuid Scoring PhraseLn SmplAuto Keybd Ch Navi. Ch Local AcompOut Jack Bend Rng See Page E-12 E-33 E-19 E-7 E-12 E-11 E-24 E-25 E-25 E-15 E-35 E-35 E-36 E-36 E-11 E-12 3 [] and [+] Keys You can use the [+] (increase) and [] (decrease) keys to change the displayed number or value. · Holding down either key scrolls the displayed setting. · Pressing both keys at the same time will revert to the initial default setting or the recommended setting. 10 Phrase 11 Sampling Start 12 Keyboard Channel 13 Navigate

Channels 14 Local Control 15 Accom Out 16 Pedal Effect 17 Pitch Bend Range (CTK-3200 only) 3. When the parameter you want is displayed, use bq (10-key) to change its setting. · The parameter setting will disappear from the upper left area of the screen if you do not perform any operation for some time. · The tone and other parameters revert to their initial defaults whenever you turn on power (page E-6). E-4 Getting Ready to Play Preparing the Music Stand Music stand Using Batteries · Be sure to turn off power before loading batteries. · It is up to you to prepare six commercially available AA-size batteries. Do not use oxyride batteries or any other nickel based batteries. 1.

Open the battery cover on the bottom of the Digital Keyboard. Power Supply Either an AC adaptor or batteries can be used to power this Digital Keyboard. Normally, use of AC adaptor power is recommended. · The AC adaptor does not come with this Digital Keyboard. Purchase it separately from your retailer. See page E-1 for information about options. 2. Load six AA-size batteries into the battery compartment. Make sure the positive + and negative - ends of the batteries are facing as shown in the illustration. Using the AC Adaptor Make sure that you use only the AC ed Sounds with the Voice Pads Sampling sounds will change the tones assigned to sets 1 through 3 to the sampled sounds. For more information, see page E-13. 1. Press bo (RHYTHM). Using the Metronome Lights The metronome lets you play and practice along with a steady beat to help keep you on tempo. Start/Stop 2.

Press a pad (1 through 5, br through cl) to sound what is assigned to it. There are four sets of voice pad sounds numbered 1 through 4 (see below). Each press of cycles through the sound sets 1 through 4. 1. Press 5. This starts the metronome. This pattern changes with each beat. cm br bs bt ck cl cm 2. Press 5 again to stop the metronome. Changing the Beats per Measure You can con 1.

Settings Tone Number: "001" Reverb: "06" Transpose: "00" Touch Response (CTK-3200 only): Off: Returns to initial default On: No change Pedal Effect: SUS Rhythm Number: "131" Accompaniment: Rhythm part only Local Control: On Drum Assign: Off · See the separate "Appendix" for a complete list of available tones. · When one of the drum sets is selected (tone numbers 395 through 400), each keyboard key is assigned a different percussion sound. E-10 Controlling the Keyboard Sounds Using Reverb Reverb adds reverberation to notes. You can change the duration of the reverb. Using a Pedal A pedal can be used to change notes in various ways while playing.

· A pedal unit does not come with the Digital Keyboard. Purchase one separately from your retailer. See page E-1 for information about options. 1. Press 3 (FUNCTION) a number of times until "Reverb" appears on the display (page E-4). Connecting a Pedal Unit Connect an optional pedal unit. Re v e r b 2. Use the bq (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. SUSTAIN jack Selecting the Pedal Effect 1. Press 3 (FUNCTION) a number of times until "Jack" appears on the display (page E-4). Re v e r b Jack 2. Use the bq (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. Indicator disappears when reverb is turned off. Sostenuato (SoS) Soft (SFt) Rhythm (rHy) E-11 English Controlling the Keyboard Sounds Changing the Pitch (Transpose, Tuning) 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. Using the Pitch Bend Wheel to Shift the Pitch of Notes (CTK-3200 only) 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. To play with the pitch bend wheel 1. Press 3 (FUNCTION). 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 Keyboard. Trans . 2. Use the bq (10-key) [] and [+] keys to select the transpose setting you want. Fine Tuning (Tuning) 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. 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). 1. Press 3 (FUNCTION) a number of times until "Tune" appears on the display (page E-4). 1. Press 3 (FUNCTION) a number of times until "Bend Rng" appears on the display (page E-4).



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Tune 2. Use the bq (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 0.1Hz steps.

Bend Rng 2. Use the bq (10-key) [] and [+] keys to change the range. 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. bq E-12 Controlling the Keyboard Sounds You can use the Digital Keyboard to sample a sound from a portable audio player, or other device, and then play the sound with the keyboard keys or voice pads.

For example, you could sample the bark of your dog and then use the sound in a melody. You also can sample and use passages from a CD. The sampling feature is a great way to create new sounds that are highly creative. Wa i t i n g Flashes Connection Connect a external device. CD player, Cassette player, etc.

4. Output the sound from the external device. The Digital Keyboard will start sampling automatically, and stop after one second. · Sampling will not start if the volume level of the external device is too low. · What you sample is stored as tone number 401. Stereo mini plug Digital Keyboard AUDIO IN jack · Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end. Samp l i n g Flashes · Turn off the external device and the Digital Keyboard before connecting them. · Sampled sounds are recorded in monaural. Sampling a Sound and Playing It There are two sampling methods: full sampling and short sampling.

Full Sampling This method allows sampling of a single sound with a duration of one second. Or i g i n a l Lights 1. Turn the volume levels of the external device and Digital Keyboard down. 2. Turn on the external device and then the Digital Keyboard. 5. Try playing something on the keyboard. · You can press pad 4 or 5 (sampled sound (page E-8). ck or cl) to sound the · A new sample replaces sample data currently assigned to tone number 401. All of the old data (including short sampled sounds) is deleted.

E-13 English Sampling a Sound and Playing It on the Keyboard (Sampling) 3. Press 4 and immediately release it. This enters record standby. Controlling the Keyboard Sounds Short Sampling With short sampling, you can sample up to three sounds, each one with a duration of approximately 0.3 seconds.

You can sound the short sampled sounds using voice pads 1 through 3. 3. Output the sound from the external device. Sampling starts automatically and stops after about 0.3 seconds.

· Sampling will not start if the volume level of the external device is too low. 1. Connect an external device to the Digital Keyboard. Refer to steps 1 through 2 under "Full Sampling" (page E-13). Vo i . Pad3 Lights 2. While holding down 4, press the voice pad (, , or) that corresponds to the tone number where you want to store the sound. · The relationship between tone numbers and voice pads is shown below. Selected Tone Number Pressed Voice Pad 402 Pad 1 () 403 Pad 2 () 404 Pad 3 () br bs bt 4. Try playing something on the keyboard.

· You also can sound the sampled sound by pressing the voice pad you pressed in step 2. br bs bt Example: When voice pad 3 (Tone Number 404) is selected · Sampling a new sound deletes the sound assigned to the same tone number and the full sampling sound (page E-13). Vo i . Pad3 Flashes Record standby is entered when you release 4. Wa i t i n g Flashes E-14 Controlling the Keyboard Sounds Turning off power clears sampled data! Turning off power will causes all sampled sound data to be deleted. Applying Effects to a Sampled Sound English You can use the following procedure to apply various settings to the sampled tone assigned to tone number 401. 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. 1. Use bq (10-key) to select a tone number from 405 to 414.

Tone numbers 405 to 414 actually represent effects assigned to tone number 401. Selecting a tone will play the sampled sound in a loop, along with the applicable effect, as described below. Tone No. Effect Name Loop 1 Loop 2 Description 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 pitch from high to low, at a decreasing rate. Changes pitch from high to low, at a decreasing rate, and then raises the pitch when the key is released. Alternates volume between high and low.

Adds vibrato and changes pitch by a gradually increasing amount. Alternates between high pitch and low pitch. Adds vibrato and changes pitch from low to high. C4 Set 1 of voice pads 1 through 4 (through sampled sounds without modification. br ck) produce 405 406 Starting a Sampling Operation Manually 1. Press 3 (FUNCTION) a number of times until "SmplAuto" appears on the display (page E-4). 407 Loop 3 408 409 Pitch 1 Pitch 2 Smp l A u t o 2. Press bq (10-key) [] key to select the OFF setting. This enables manual sampling. When this setting is selected, sampling starts as soon as you release in step 3 under "Full Sampling" (page E-13) or step 2 under "Short Sampling" (page E-14).

410 Pitch 3 411 412 413 414 Tremolo Funny 1 Funny 2 Funny 3 4 · When the above setting is "oFF", sampling starts when you release , not when you press it. Sampling will not start if you keep depressed. 4 4 E-15 Controlling the Keyboard Sounds Using a Sampled Sound in a Rhythm (Drum Assign) Use the following procedure to replace a percussive instrument with a sampled sound you sampled with short sampling and play auto accompaniment rhythms (page E-29) with it. 1. Press 3 (FUNCTION) and 4 at the same time. D r mA s i g n Lights The display will return to the previous screen if you do not perform the next step for some time. 2. Use the bq (10-key) [] and [+] keys to select the drum assign type you want. Off (oFF) Type 1 (dr1) Sampled sound does not sound. Replaces the bass drum of the rhythm pattern with tone number 402, and the snare drum with tone number 403.

Replaces more of the percussive instruments than Type 1 with tone numbers 402, 403, and 404. Type 2 (dr2) 3. Start rhythm play (page E-29). The rhythm sounds in accordance with the drum assign type you selected in step 2.



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· Some rhythm part drum sounds cannot be replaced by sampled sounds.

E-16 Playing Built-in Songs 3 6 bp bq English 7 8 9 bk bl bm With this Digital Keyboard, 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-21) for practice.

Start/Stop Playing the Demo Songs Use the following procedure to play back built-in songs (001 to 090). 1. Press bp (SONG BANK). Song number 1. Press bl and bm at the same time. This will start playback of the demo songs. Demo playback continues until you stop it. · See page E-42 for a complete list of available songs. · Demo playback always starts from song number 001. Song number Lights Tw i n k l e Tune name Lights Tw i n k l e Flashes Tune name 2.

Use bq (10-key) to enter the number of the song you want. · See page E-42 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. 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-4). 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. bq bq 3.

To stop demo playback, press bl. Demo playback continues until you stop it by pressing bl. E-17 Playing Built-in Songs 3. Press bl. This starts playback of the song.

Sustain pedal Key Note Skip Forward 1. Press 9. 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-22). 9 9 9 Beat Measure Tempo Fingering Measure number 4. Press bl again to stop playback. Song playback will continue (repeat) until you press stop it. You can cancel song repeat by pressing . 7 bl to Skip Back 1. Press 8. 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-22). 8 8 8 Indicator disappears when song repeat is turned off. 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. Start End Pause, Skip Forward, Skip Back Use the operations in this section to perform pause, skip forward, and skip back operations. Pause 1. Press bk. This pauses song playback. These measures are repeated. 2.

Press bk again to resume playback from the point where you paused it. 1. Press 7 to temporarily turn off song repeat. Disappears E-18 Playing Built-in Songs 2. When song playback reaches the measure you want to specify as the start measure, press This specifies the measure as the start measure.

7. Changing Playback Speed (Tempo) English You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc. 1. Press 6. Use w (slower) and q (faster) to change the tempo setting.

Holding down either button changes the setting at high speed. @ @ · Pressing causes the tempo value to flash on the display. While the tempo value is flashing, you can use (10-key) to change it. @ Press bl. 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-20 Using Built-in Songs to Master Keyboard Play 3 bp bq English 789 bl bm br bs bt ck cl 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 To master a song, it is best to break it up into shorter parts (phrases), master the phrases, and then put everything together. @ @ @ @ @ @ @ @ @ @ Appears when advancing automatically to the next phrase.

@ @ @ @ Appears at the end of Auto Step Up Lesson (page E-25). 2. @ First, select the song and part you want to practice. 2. @ @ @ @ Press br. This starts example play. Lights Flashes Lights 2. @ @ During this lesson, the display shows the key you need to press next. @ @ @ @ Don't worry if you play the wrong note. Song playback will wait until you play the correct note.

@ @ @ @ · Keyboard key goes from flashing to lit. · Note guide sounds the correct note to be played. · Voice Fingering Guide tells you what finger to use. 1. @ @ To stop Lesson 2, press bs or bl.

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. E-23 English the instructions provided on the display and by voice fingering guide. 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 Keyboard 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. 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. 1. Use bm to turn off both hand parts and then press 1. Press bt. This starts Lesson 3. bl. Try playing with both hands and find out how the Digital Keyboard evaluates your effort. Lesson Settings Lights Playing without Phrase Repeat You can turn off phrase repeat for Lessons 1, 2, and 3.

2. Play the song along with the song playback. <Lesson 3 Guidance> Press the keyboard keys you learned in Lesson 2. 1. Press 7. This disables phrase repeat play. 4 Song playback will wait for you to play the correct note. · Note guide sounds the correct note to be played. Tw i n k l e Disappears 4 If you are still unable to press the correct keyboard key, the Digital Keyboard will display keyboard guidance and voice fingering guide will tell you what finger to use, just as in Lesson 2.



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4 Pressing the correct key will cause song playback to resume.

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. 3. To stop Lesson 3, press **bt** or **bl**. · 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. 1.

Press 3 (FUNCTION) a number of times until "Speak" appears on the display (page E-4). **Speak 2.** Press the **bq** (10-key) [] key to select the OFF setting. E-24 **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. **Using Auto Step Up Lesson English With Auto Step Up Lesson**, the Digital Keyboard advances through each lesson automatically.

1. Press 3 (FUNCTION) a number of times until "NoteGuid" appears on the display (page E-4). 1. Select the song and part you want to practice (page E-17). 2. Press **cl**. **Note Guid 2.** Press the **bq** (10-key) [] key to select the OFF setting. Listen to the first phrase in Lesson 1. · In Lesson 1, the sample phrase is played only once before advancing to Lesson 2.

Flashes Lights 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. 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 Keyboard advances to the next lesson if you are able to achieve the "Bravo!" evaluation result. · To cancel a lesson, press **or**. 1. Press 3 (FUNCTION) a number of times until "Scoring" appears on the display (page E-4). **cl bl Scoring 2.** Press the **bq** (10-key) [] key to select the OFF setting. · You can change the step and phrase during Auto Step Up Lesson using **,** **,** and **to**.

· **Starting Auto Step Up Lesson** turns on **Phrase Repeat** (page E-24), **Note Guide** (page E-25) and **Performance Evaluation** (page E-25) automatically. These features cannot be turned off during lessons. **89 br ck Lesson Play without Dividing Songs into Phrases** When the phrase function is turned off, lessons go through an entire song from beginning to end, without dividing it up between phrases. 1. Press 3 (FUNCTION) a number of times until "PhraseLn" appears on the display (page E-4).

PhraseLn 2. Press the **bq** (10-key) [] key to select the OFF setting. E-25 **Using Built-in Songs to Master Keyboard Play** **Auto Step Up Lesson Procedure** **Phrase 1 Lesson 1 4 Lesson 2 4 Lesson 3 4 Phrase 2 Lesson 1 4 Lesson 2 4 Lesson 3 4 Phrase 1, 2 · Lesson 3* 4 Phrase 3 Lesson 1 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-26 **Music Challenge Keyboard Game 1 bnbo bnbobp English bl Music Challenge** is a game that measures your reaction speed as you press keys in response to on-screen keyboard indicators and fingering guide indications. **cm 3.**

@@@The shorter the time, the higher your score. @@Press **bp** (SONG BANK). 2. @@Fingering **M . CHAL . !** E-27 **Music Challenge Keyboard Game 4. @@@@The tempo of the game songs cannot be changed. @@Each time you play a chord with your left hand the appropriate accompaniment will play automatically. It's like having a personal backup group along with you wherever you go. Starting and Stopping the Rhythm Part only 1.**

Press bo (RHYTHM). Rhythm number · Auto Accompaniments are made up of the following three parts. (1) Rhythm (2) Bass (3) Harmony You can have only the rhythm part play, or you can have all three parts play at the same time. **Funk 8B t Rhythm pattern name 2.** Use **bq** (10-key) to select the rhythm number you want. · See the separate "Appendix" for information about individual rhythms. · Use the number buttons to enter the rhythm number. Specify three digits for the rhythm number. Example: To select 001, enter 0 3 0 3 1. **Playing the Rhythm Part only** The rhythm part is the foundation each Auto Accompaniment. Your Digital Keyboard comes with a variety of built-in rhythms, including 8-beat and waltz. Use the following procedure to play the basic rhythm part. 3. Press **bl** or **8**. This starts the rhythm.

This pattern changes with each beat. 4. Play along with the rhythm. 5. To stop the rhythm, press **bl** again.

E-29 **Using Auto Accompaniment Playing All Parts** Auto Accompaniment with Chords Playing a chord with your left hand automatically adds bass and harmony accompaniment parts to the currently selected rhythm. It is just like having your own personal back up group on call. 5. Pressing **bm** again returns to rhythm only accompaniment. · For information about starting Auto Accompaniment as soon as a chord is played, see "Using Synchro Start" on page E-33.

Selecting a Chord Input Mode You can select from among the following five chord input modes. · FINGERED 1 · FINGERED 2 · FINGERED 3 · CASIO CHORD · FULL RANGE CHORD 1. Start play of the Auto Accompaniment rhythm part. 2. Press **bm**.

This enables chord input on the accompaniment keyboard. **Accompaniment keyboard 1.** Hold down **bm** until the chord input mode selection screen appears on the display. **Chord input mode Lights Cho r d 3.** Use the accompaniment keyboard to play chords. This will cause bass and harmony Auto Accompaniment parts to be added to the rhythm part. **Chords (no melody played) Melody 2.** Use the **bq** (10-key) [] and [+] keys to select the chord input mode you want. · If you do not perform any operation after the chord input mode selection screen appears, the display will return automatically to the screen that was displayed before you held down **bm**. **F3 Example:** Pressing **D-F#-A-C** on the accompaniment keyboard 4 **Accompaniment for the D-F#-A-C chord (D7) sounds.** 4. Play other chords with left hand as you play the melody with your right hand. E-30 **Using Auto Accompaniment FINGERED 1, 2, and 3** With these three input modes, you play chords on the accompaniment keyboard using their normal chord fingerings. Some chord forms are abbreviated, and can be fingered with one or two keys. See page E-43 for information about chords that are supported and how they are fingered on the keyboard. **Accompaniment keyboard CASIO CHORD Fingering Chord Type Major Chords Letters above the accompaniment keyboard indicate the chord assigned to each key.**



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Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key. All of the accompaniment area keys that are marked with the same chord name play exactly the same chord. Minor Chords To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right. Example C (C Major) C C#D Eb E F F#G Ab A Bb B C C#DEb E F FINGERED 1 Play the component notes of the chord on the keyboard.

FINGERED 2 Unlike FINGERED 1, 6th input is not possible. m7 or m7b5 is input. FINGERED 3 Unlike FINGERED 1, allows input of fraction chords with the lowest keyboard note as the bass note. Cm (C Minor) C C#D Eb E F F#G Ab A Bb B C C#DEb E F C7 (C Seventh) Seventh Chords To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F CASIO CHORD With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below. Cm7 Minor Seventh Chords To play a minor seventh chord, press (C Minor Seventh) the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F Accompaniment keyboard · When playing a minor, seventh, or minor seventh chord, it makes no difference whether the additional keys you press are black or white. FULL RANGE CHORD With this mode, you can use the full range of the keyboard to play chords and the melody. See page E-43 for information about chords that are supported.

Accompaniment keyboard / Melody keyboard E-31 English Using Auto Accompaniment Using Auto Accompaniment Effectively Auto Accompaniment Pattern Variations Use the following procedures to play intro and ending patterns, to play fill-in patterns, and to play variations of basic Auto Accompaniment patterns.

Auto Accompaniment Fill-in Use the procedure below to play a fill-in pattern during a performance. · A "fill-in" is a short phrase played where you want to change the mood of a piece. A fill-in pattern can be used to create a link between two melodies or an accent. · Normal and variation patterns have their own unique fill-in patterns. **Normal Pattern Fill-in** Auto Accompaniment Variation Each Auto Accompaniment pattern has a basic "normal pattern" as well as a "variation pattern". 1. While a normal pattern is playing, press 8. This plays the fill-in for the normal pattern. · Normal pattern play will resume after the fill in pattern is complete. Lights 1.

Press 9. This starts the variation pattern. Lights Variation Pattern Fill-in 2. Pressing 8 returns to normal pattern. Lights 1.

While a variation pattern is playing, press 9. This plays the fill-in for the variation pattern. · Variation pattern play will resume after the fill in pattern is complete. Lights Auto Accompaniment Intro Use the following procedure to play an intro of a few measures. 1.

Press 7. This starts the intro pattern. Normal pattern play will start when the intro pattern is finished. · If you press while an intro pattern is being played, the variation pattern will start when the intro pattern is finished. Auto Accompaniment Ending Use the following procedure to play an ending of a few measures.

9 1. While an Auto Accompaniment is playing, press bk. This will play the ending pattern and then stop Auto Accompaniment play automatically. Lights Lights E-32 Using Auto Accompaniment Using Synchro Start Use the following procedure to configure the Digital Keyboard to start Auto Accompaniment play as soon as you press a keyboard key. Adjusting the Accompaniment Volume English Use the following procedure to adjust the balance between what you are playing on the keyboard and the volume of the Auto Accompaniment.

1. Press bk. This enters accompaniment start standby. Flashes 1. Press 3 (FUNCTION) a number of times until "AcompVol" appears on the display (page E-4). A c ompVo 1 2. Use the bq (10-key) [] and [+] keys to adjust the accompaniment volume. 2. Play a chord on the keyboard. This will start full part accompaniment (normal).

Any of the following operations can be performed while in synchro standby to start a non-normal pattern. · To start with intro pattern, press . · To start with variation pattern play, press . Using One-Touch Preset With One-Touch Preset, the Digital Keyboard automatically configures optimal tone, tempo, and other settings in accordance with the rhythm pattern you select. 7 9 1.

Hold down bo (RHYTHM) until the current tone screen appears on the display. This will automatically apply the One-Touch Preset settings in accordance with the rhythm pattern that is currently selected. Changing Auto Accompaniment Speed (Tempo) Use the following procedure to change Auto Accompaniment speed to a level that suits you. 2. Play a chord on the keyboard.

This will start accompaniment automatically. 1. Press 6. 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 initialize the rhythm setting in accordance with the currently selected rhythm. · While the tempo value is flashing, you also can use (10-key) to change it. · If you do not perform any operation for after the tempo setting screen appears, the display will return to the screen displayed before you pressed . bq 6 Flashes E-33 Connecting External Devices 3 bq bm Connecting a Computer You can connect the Digital Keyboard to a computer and exchange MIDI data between them. You can send play data from the Digital Keyboard to music software running on your computer, or you can send MIDI data from your computer to the Digital Keyboard for playback.

Connecting the Digital Keyboard to Your Computer · Make sure you follow the steps of the procedure below exactly. Connecting incorrectly can make data send and receive impossible. **Minimum Computer System Requirements** The following shows the minimum computer system requirements for sending and receiving MIDI data. Check to make sure that your computer complies with these requirements before connecting the Digital Keyboard to it. · Operating System Windows® XP (SP2 or later) *1 Windows Vista® *2 Windows® 7 *3 Mac OS® X (10.3.9, 10.4.11, 10.5.8 or later, 10.6.6 or later) *1: Windows XP Home Edition Windows XP Professional (32-bit) *2: Windows Vista (32-bit) *3: Windows 7 (32-bit, 64-bit) · USB port 1. Turn off the Digital Keyboard and then start up your computer. · Do not start up the music software on your computer yet! 2. After starting up your computer, use a commercially available USB cable to connect it to the Digital Keyboard.



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B connector USB cable (A-B type) Digital Keyboard USB port A connector Computer USB port · Never connect to a computer that does not conform to the above requirements. Doing so can cause problems with your computer. 3. Turn on the Digital Keyboard.

· If this is the first time you are connecting the Digital Keyboard to your computer, the driver software required to send and receive data will be installed on your computer automatically. 4. Start up your computer's music software. E-34 Connecting External Devices 5. Configure the music software settings to select one of the following as the MIDI device. CASIO USB-MIDI: (For Windows 7, Windows Vista, Mac OS X) USB Audio Device: (For Windows XP) · For information about how to select the MIDI device, see the user documentation that comes with the music software you are using. MIDI Settings Keyboard Channel A keyboard channel is the channel used for sending Digital Keyboard data to a computer. You can select the channel you want for sending Digital Keyboard data to a computer. · The keyboard channel setting range is 01 to 16. 1.

Press 3 (FUNCTION) a number of times until · Be sure to turn on the Digital Keyboard first before starting up your computer's music software. · USB send and receive is disabled during playback of a Song Bank song (page E-17). "Keybd Ch" appears on the display (page E-4). · Once you are able to connect successfully, there is no problem with leaving the USB cable connected when you turn off your computer and/or Digital Keyboard. · This Digital Keyboard conforms to General MIDI Level 1 (GM). · For detailed specifications and connections that apply to MIDI data send and receive by this Digital Keyboard, see the latest support information provided by the website at the following URL. <http://world.casio.com/KeyboardCh> 2. Use the bq (10-key) [] and [+] keys to change the keyboard channel.

Navigate Channels The navigate channels can be used to display only the notes of a particular channel (part) as on-screen guide information from among the note information of a tune sent from the computer. Specifying the Navigate Channels From among the 16 available channels (numbered 1 to 16), you can specify any two neighboring channels (such as 05 and 06) as navigate channels. The smaller numbered channel is the navigate (L) channel, while the larger numbered channel is the navigate (R) channel. Specifying the navigate (R) channel will automatically configure the navigate (L) channel as well. 1.

Press 3 (FUNCTION) a number of times until "Navi. Ch" appears on the display (page E-4). Navi. channel. Ch 2.

Use the bq (10-key) to specify the navigate (R) This also will automatically configure the next lower channel number as the navigate (L) channel. E-35 English Connecting External Devices Turning Off the Navigate Channel Sound and Playing the Part on the Keyboard You can turn off the sound on one or both of the navigate channels and play the cancelled part on the keyboard yourself. Local Control There are times when exchanging data with a computer when you may not want the Digital Keyboard to sound notes you play on its keyboard. The local control setting lets you do just that. 1. Press bm to select the channel setting you want to turn off. Each press of cycles through settings (1) through (4) described below. · If you turn off one channel, you can play the cancelled part on the keyboard using the same tone as the channel you turned off. If you turn off both channels (option (3)), what you play on the keyboard sounds using the tone of the navigate (R) channel. 1.

Press 3 (FUNCTION) a number of times until "Local" appears on the display (page E-4). Local 2. Use the bq (10-key) [] and [+] keys to specify the local control setting. Accompaniment Enabling the Accompaniment setting causes Auto Accompaniment data to be sent to the computer. Selected channel indicator appears. 1. Press 3 (FUNCTION) a number of times until "AccompOut" appears on the display (page E-4). Navigate (L) Channel Sound (1) R only displayed (2) L only displayed (3) LR displayed (4) LR not displayed × × Onscreen Guide × Navigate (R) Channel Sound × × × Onscreen Guide Accompaniment 2. Use the bq (10-key) [] and [+] keys to turn Accompaniment on or off. E-36 Connecting External Devices Connecting to Audio Equipment English This Digital Keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment.

Outputting Digital Keyboard Notes to Audio Equipment Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo standard plug on one end and a plug that matches the configuration of the external device on the other end. · Turn off the external device when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off. · After connecting, turn on the Digital Keyboard and then the external device.

· If Digital Keyboard notes sound distorted when they are sounded from external audio equipment, lower the Digital Keyboard's volume setting. Audio equipment, amplifier, etc. Stereo standard plug Digital Keyboard PHONES/OUTPUT jack Playing an External Device from the Digital Keyboard Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end. · Turn off the Digital Keyboard when making connections.

After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off. · After connecting, turn on the external device and then the Digital Keyboard. · If notes are distorted when they are sounded on the external device, lower the volume setting of the external device.

Portable audio player, etc. Stereo mini plug Digital Keyboard AUDIO IN jack E-37 Reference Troubleshooting Symptom Included Accessories I can't find something that should be here. Power Requirements Power will not turn on. · Check the AC adaptor or make sure that the batteries are facing correctly (page E-5). · Replace the batteries with new ones or switch over to AC adaptor power (page E-5). Replace the batteries with new ones or switch over to AC adaptor power (page E-5). This happens when Auto Power Off (page E-6) is triggered.

Carefully check inside all of the packing materials. Action The Digital Keyboard outputs a loud sound and then suddenly powers down. The Digital Keyboard suddenly powers down after a few minutes. Display The display keeps going out or are flashing.



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On-screen keyboard keys or notes remain on the display. Replace the batteries with new ones or switch over to AC adaptor power (page E-5). A Step Up Lesson is in progress and the Digital Keyboard is waiting for you to play the next note in the song. To stop this from happening, cancel the lesson (page E-23). Screen contents are visible only from straight ahead. This is due to production limitations.

It does not indicate malfunction. Sound Nothing happens when I press any keyboard key. · Adjust the main volume setting (page E-6). · Check if something is plugged into the PHONES/OUTPUT jack () on the back of the Digital Keyboard. dp Nothing happens or notes do not play normally when I play notes on the left side of the keyboard.

Nothing happens when I start an Auto Accompaniment. Press to disable chord input in the accompaniment keyboard area (page E-30). · With rhythms 140, and 142 to 150, nothing will sound until you play a chord on the keyboard. Try playing a chord (page E-30). · Check and adjust the accompaniment volume setting (page E-33).

@@ · It takes a little time after you press the button until the song starts to play. Wait for a moment for the song to start. · Check and adjust the song volume (page E-19). @@ · Check and adjust the accompaniment volume setting (page E-33). · Check and adjust the song volume (page E-19). @@@@ · Replace the batteries with new ones or switch over to AC adaptor power (page E-5). bm Nothing happens when I start playback of a built-in song. The metronome does not sound. Notes keep sounding, without stopping. E-38 Reference Symptom Some notes are cut off while they are playing.

Action The volume or tone setting I made has changed. · Adjust the main volume setting (page E-6). @@ · Replace the batteries with new ones or switch over to AC adaptor power (page E-5). · Change the Touch Response setting (page E-7). Output volume does not change even though I change my keyboard touch (CTK-3200 only). This is due to system limitations. In certain keyboard ranges, the volume and tone quality sound are slightly different from those in other keyboard ranges. With some tones, octaves do not change at the far ends of the keyboard. @@ The reverb of notes seems to change suddenly.

This is due to system limitations. It does not indicate malfunction. @@@@ · Check and adjust the reverb setting (page E-11). @@@ Sampled data is deleted whenever Digital Keyboard power is turned off (page E-15). Sounds I sampled were deleted.

Operation When I perform a skip forward or skip back operation, the skip operation moves multiple song measures instead of only a single measure.

Computer Connection I can't exchange data between the Digital Keyboard and a computer. While song playback is stopped or a Step Up Lesson is in progress, skip forward and skip back operations are performed in phrase units (page E-18). · Check to make sure that the USB cable is connected to the Digital Keyboard and computer, and that the device is selected correctly with your computer's music software settings (page E-34). · Turn off the Digital Keyboard and then exit the music software on your computer.

@@@@@@@@ · To clean the product or its keyboard, wipe with a soft cloth moistened in a weak solution of water and a mild neutral detergent. Wring all excess moisture from the cloth before wiping. Included and Optional Accessories Use only accessories that are specified for use with this product. Use of unauthorized accessories creates the risk of fire, electric shock, and personal injury. Weld Lines Lines may be visible on the exterior of the product. These are "weld lines" that result from the plastic molding process. They are not cracks or scratches. Musical Instrument Etiquette Always be aware of others around you whenever using this product. Be especially careful when playing late at night to keep the volume at levels that do not disturb others. Other steps you can take when playing late at night are closing the window and using headphones.

E-41 English CTK-2080/CTK-2200: Approximately 3.4kg (7.5 lbs) (without batteries) CTK-3200: Approximately 3.5kg (7.7 lbs) (without batteries) Reference Song List SONG BANK 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 033 034 035 036 037 038 039 040 041 042 043 044 045 WORLD TWINKLE TWINKLE LITTLE STAR LIGHTLY ROW LONG LONG AGO ON TOP OF OLD SMOKEY SAKURA SAKURA WHEN THE SAINTS GO MARCHING IN AMAZING GRACE AULD LANG SYNE COME BIRDS DID YOU EVER SEE A LASSIE? MICHAEL ROW THE BOAT ASHORE DANNY BOY MY BONNIE HOME SWEET HOME AURA LEE HOME ON THE RANGE ALOHA OE SANTA LUCIA FURUSATO GREENSLEEVES JOSHUA FOUGHT THE BATTLE OF JERICHO THE MUFFIN MAN LONDON BRIDGE UNDER THE SPREADING CHESTNUT TREE SIPPIN' CIDER THROUGH A STRAW GRANDFATHER'S CLOCK ANNIE LAURIE BEAUTIFUL DREAMER IF YOU'RE HAPPY AND YOU KNOW IT, CLAP YOUR HANDS MY DARLING CLEMENTINE LITTLE BROWN JUG HOUSE OF THE RISING SUN SHE WORE A YELLOW RIBBON YANKEE DOODLE MY OLD KENTUCKY HOME SZLA DZIEWECZKA TROIKA WALTZING MATILDA ON THE BRIDGE OF AVIGNON I'VE BEEN WORKING ON THE RAILROAD OH! SUSANNA CAMPTOWN RACES JEANNIE WITH THE LIGHT BROWN HAIR TURKEY IN THE STRAW JAMAICA FAREWELL 046 047 048 049 050 051 052 053 054 055 056 057 058 059 060 061 062 063 064 065 066 067 068 069 070 071 072 073 074 075 076 077 078 079 080 081 082 083 084 085 086 087 088 089 090 091-100 101-110 EVENT SILENT NIGHT WE WISH YOU A MERRY CHRISTMAS JINGLE BELLS JOY TO THE WORLD O CHRISTMAS TREE PIANO/CLASSICS MARY HAD A LITTLE LAMB LE CYGNE FROM "LE CARNAVAL DES ANIMAUX" JE TE VEUX SONATA op.13 "PATÉTIQUE" 2nd Mov. HEIDENRÖSLEIN AIR FROM "SUITE no.3" SPRING FROM "THE FOUR SEASONS" HABANERA FROM "CARMEN" BRINDISI FROM "LA TRAVIATA" HUNGARIAN DANCES no.5 MINUET IN G MAJOR MUSETTE IN D MAJOR GAVOTTE (GOSSEC) ARABESQUE (BURGMÜLLER) CHOPSTICKS DECK THE HALL ODE TO JOY AVE MARIA (GOUNOD) SONATINA op.36 no.

1 1st Mov. PRELUDE op.28 no.7 (CHOPIN) RÊVERIE GYMNOPÉDIES no.1 GOING HOME FROM "FROM THE NEW WORLD" FÜR ELISE TURKISH MARCH (MOZART) SONATA op.

27 no.2 "MOONLIGHT" 1st Mov. ETUDE op.10 no.3 "CHANSON DE L'ADIEU" THE ENTERTAINER WEDDING MARCH FROM "MIDSUMMER NIGHT'S DREAM" AMERICAN PATROL FRÖHLICHER LANDMANN LA CHEVALERESQUE SONATA K.

545 1st Mov. LA PRIÈRE D'UNE VIERGE VALSE op.64 no.1 "PETIT CHIEN" LIEBESTRÄUME no.3 JESUS BLEIBET MEINE FREUDE CANON (PACHELBEL) SERENADE FROM "EINE KLEINE NACHTMUSIK" MARCH FROM "THE NUTCRACKER" EXERCISE EXERCISE I EXERCISE II E-42 Reference Fingering Guide Fingered 1, Fingered 2 Chords Fingered 3, Full Range Chords English In addition to the chords that can be fingered with Fingered 1 and Fingered 2, the following chords also are recognized.



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C Cm Cdim Caug *3 Csus4 *3 Csus2 *3 C7 Cm7 *3 CM7 Cm7b5 *3 C7b5 *3 C7sus4 Cadd9 Cmadd9 CmM7 Cdim7 *3 C69 *3 C6 *1 *3 Cm6 *2 *3 *1
With Fingered 2, interpreted as Am7. *2 With Fingered 2, interpreted as Am7b5. *3 Inverted form not supported in some cases. # C C Gm C D C Am C E C F
C G C Ddim C b A C b A7 C b B C F7 C B C # Cm C Dm C Fm C b Bm C Fm7 C Gm7 C b A add9 C · With Fingered 3, the lowest note fingered is
interpreted as the base note. Inverted forms are not supported.

· With Full Range Chord, when the lowest note fingered is a certain distance from the neighboring note, the chord is interpreted as a fraction chord. · Unlike
Fingered 1, 2, and 3, Full Range Chord requires pressing of at least three keys to form a chord. E-43 E-44 Reference (D#)/Eb E F G A B F#/(Gb) (G#)/Ab
(A#)/Bb Chord Example List Root Chord Type C C#/(Db) D M m dim aug sus4 sus2 7 m7 M7 m7b5 7b5 7sus4 add9 madd9 mM7 dim7 69 6 m6 · Since the
chord input range is limited, this model may not support some of the chords shown above. Model: CTK-2080/CTK-2200/CTK-3200 Version : 1.0 MIDI
Implementation Chart Transmitted Recognized Remarks Function Basic Channel 1 1 - 16 1 - 16 1 - 16 Default Changed Mode Default Messages Altered 36 -
96 Mode 3 X Mode 3 X Note Number True voice 0 - 127 0 - 127 *1 O 9nH v = 1 - 127 X 9nH v = 0, 8nH v = ** X O O O (MSB only) O O *2 O O O Bank
select Modulation Data entry Note ON Velocity Note OFF X X X (CTK-2080/2200) O (CTK-3200) 0, 32 1 6, 38 7 10 11 O 9nH v = 100 (CTK-2080/2200)
1-127 (CTK-3200) X 9nH v = 0 **: no relation **: sin relación After Touch Key's Ch's Pitch Bender Control Change O X X (CTK-2080/2200) O (CTK-3200)
*2 O O X Volume Pan Expression 64 66 67 91 100, 101 O *3 O *3 O *3 X X (CTK-2080/2200) O (CTK-3200) *2 O O O O *2 Hold 1 Sostenuto Soft pedal
Reverb send RPN LSB, MSB O 0 - 127 O 0 - 127 Program Change O *2 O *2 :True # System Exclusive System Common : Song Pos : Song Sel : Tune X X X X
X O O X X X System Real Time : Clock : Commands Aux Messages : All sound off : Reset all controller : Local ON/OFF : All notes OFF : Active Sense :
Reset O O X O O X X O X O X X Remarks *1: Depends on tone. *2: For details about NRPN, RPN, and system exclusive messages, see MIDI Implementation
at <http://world.casio.com/>. *3: In accordance with pedal effect setting. *1: Depende del tono.

*2: Para obtener información acerca de NRPN, RPN y los mensajes exclusivos del sistema, consulte Implementación MIDI en <http://world.casio.com/>. *3: De
acuerdo con el ajuste de efecto de pedal. Mode 1 : OMNI ON, POLY Mode 3 : OMNI OFF, POLY Mode 2 : OMNI ON, MONO Mode 4 : OMNI OFF, MONO
O : Yes X : No This recycle mark indicates that the packaging conforms to the environmental protection legislation in Germany.

Esta marca de reciclaje indica que el empaquetado se ajusta a la legislación de protección ambiental en Alemania. K MA1104-A Printed in China
CTK2200/3200-ES-1A .



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