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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO CTK-2100. You'll find the answers to all your questions on the CASIO CTK-2100 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual CASIO CTK-2100
User guide CASIO CTK-2100
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Manual abstract:

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. @@Responsible party: CASIO AMERICA, INC. Address: 570 MT.

@@@Never let children use an AC adaptor that is seriously damaged. · Never attempt to recharge batteries. · Do not use rechargeable batteries. · Never mix old batteries with new ones.

· Use recommended batteries or equivalent types. · Always make sure that positive (+) and negative (-) poles are facing correctly as indicated near the battery compartment. · Replace batteries as soon as possible after any sign they are getting weak. · Do not short-circuit the battery terminals. · The product is not intended for children under 3 years.

· Use only CASIO AD-5 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 Company and product names used in this manual may be registered trademarks of others. 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. Contents General Guide

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..... E-23 Included Accessories Music Stand Song Book Leaflets · Safety Precautions · Appendix · Other (Warranty, etc.

) Items included as accessories are subject to change without notice. Separately Available Accessories · You can get information about accessories that are separately for this product from the CASIO keyboard catalog available from your retailer, and from the CASIO website at the following URL.

<http://world.casio.com/E-1> English General Guide · In this manual, the term "Digital Keyboard" refers to the CTK-2100.

· 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 cn co cp bp bq cq br bs cr bt ck cl cn cm cs ct E-2 General Guide 1 POWER switch E-6 2 VOLUME slider E-6 3 SETTING button E-4 4 SAMPLING button E-11, 12, 14 5 METRONOME, BEAT button E-7 6 INTRO, REPEAT button E-16, 17, 22, 30 7 NORMAL/FILL-IN, REW button E-16, 20, 27, 30 8 VARIATION/FILL-IN, FF button E-16, 20, 30 9 SYNCHRO/ENDING, PAUSE button E-16, 30, 31 bk START/STOP, PLAY/STOP button E-15, 16, 18, 21, 22, 27 bp RHYTHM, ONE TOUCH PRESET button E-7, 9, 27, 31 bq TONE button E-6, 9 br VOICE PAD1, LISTEN button E-7, 12, 21 bs VOICE PAD2, WATCH button E-7, 12, 21 bt VOICE PAD3, REMEMBER button E-7, 12, 22 ck VOICE PAD4, NEXT button E-7, 12, 20 cl VOICE PAD5, AUTO button E-7, 12, 23 cm SET SELECT, MUSIC CHALLENGE button E-7, 25 bl ACCOMP ON/OFF, CHORDS, PART SELECT button E-15, 18, 20, 22, 28, 34 bm TEMPO buttons E-8, 17, 31 bn Number buttons, []/[+] buttons E-4 bo SONG BANK button E-15, 17, 20, 25 cn Speakers co Song Bank list cp Rhythm list cq Display cr Tone list cs CHORD root names E-28 ct Percussion instrument list E-9 dk dl dm dn do dk USB port E-32 dl SUSTAIN jack E-10 dm PHONES/OUTPUT jack E-6, 35 dn AUDIO IN jack E-11, 35 do DC 9V terminal E-5 E-3 English General Guide Using the 10-key Pad (bn) Use the number buttons and the [] and [+] buttons to change the settings of the parameters that appear in the upper left area of the display. Using the Setting Button (3) Use the Setting button (3) to access settings that let you select the reverb type, pedal effect, etc. 1. Press 3.

Setting Setting Trans . Parameter 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 005, input 0 3 0 3 5. 2. Next press 3 until the parameter whose setting you want to change is displayed. Each press of 3 cycles through the available parameters. Parameter 1 2 3 4 5 Transpose Accompaniment Volume Song Volume Tuning Reverb Voice Fingering Guide Note Guide Performance Evaluation Phrase Display Trans. AcompVol Song Vol Tune Reverb Speak NoteGuid Scoring PhraseLn SmplAuto Keybd Ch Navi. Ch Local AcompOut Jack See Page E-11 E-31 E-17 E-11 E-10 E-22 E-23 E-23 E-23 E-13 E-33 E-33 E-34 E-34 E-10 · Negative values cannot be input using the number buttons.

Use [+] (increase) and [] (decrease) instead. 6 7 8 9 [] and [+] Buttons You can use the [+] (increase) and [] (decrease) buttons to change the displayed number or value.



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· Holding down either button scrolls the displayed setting. · Pressing both buttons at the same time will revert to the initial default setting or the recommended setting. 10 Sampling Start 11 Keyboard Channel 12 Navigate Channels 13 Local Control 14 Accomp Out 15 Pedal Effect 3. When the parameter you want is displayed, use bn (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 AD-5 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 Use the AD-5 AC adaptor when you want to power the Digital Keyboard from a household electrical outlet. DC 9V terminal AD-5 3. Insert the tabs of the battery cover into the holes on the side of the battery compartment, and close the cover. Tabs Household power outlet · Be sure to turn off Digital Keyboard power before connecting or disconnecting the AC adaptor. Low Battery Indication The indicator shown below starts to flash to let you know when battery power is low. Replace the batteries with new ones. Low battery indicator (flashes) E-5 English Playing the Digital Keyboard 12 5 bn bm Turning on Power and Playing 1. Turn on 1. This turns on power.

bp bq br bs bt ck cl cm Using Headphones Using headphones cuts off output from the built-in speakers, which is 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-7 English Playing the Digital Keyboard Changing the Metronome Tempo Use the following procedure to change the tempo of the metronome. 1. Press bm. Use y (slower) and t (faster) to change the tempo setting. Holding down either button changes the setting at high speed. · Pressing y and t at the same time will initialize the tempo setting in accordance with the currently selected song or rhythm. · Pressing bm causes the tempo value to flash on the display. @@Note that you must initialize 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. 1. Press 3.

Connection Connect an external device. Keyboard AUDIO IN jack Trans · Stereo mini plug CD player, Cassette player, etc. 2. Use the bn (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 setting range is 99 to +99 cents. · 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. 1. Press 3 a number of times until "Tune" appears on the display (page E-4). · 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. Tune 2. Use the bn (10-key) [] and [+] keys to adjust the tuning. Full Sampling This method allows sampling of a single sound with a duration of one second. 1. Turn the volume levels of the external device and Digital Keyboard down. 2. Turn on the external device and then the Digital Keyboard. 3. Press 4 and immediately release it.

This enters record standby. Flashes Wait E-11 English Changing the Pitch (Transpose, Tuning) Sampling a Sound and Playing It on the Keyboard (Sampling) Controlling the Keyboard Sounds 4. Output the sound from the external device. The Digital Keyboard will start sampling automatically, and stop after one second. What you sample is stored as tone number 401.

Flashes 2. While holding down 4, press the voice pad (br, bs, or bt) 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 402 Pad 1 (br) 403 Pad 2 (bs) 404 Pad 3 (bt) Sample Lights g Pressed Voice Pad Example: When voice pad 3 (Tone Number 404) is selected Flashes Or i g i n a l Vo i . Pad3 Record standby is entered when you release 4.

Flashes 5. Try playing something on the keyboard. · You can press pad 4 or 5 (ck or cl) to sound the sampled sound (page E-7). · Sampling will not start if the volume level of the external device is too low. · A new sample replaces sample data currently assigned to tone number 401. All of the old data (including short sampled sounds) is deleted. Wait 3. Output the sound from the external device. Sampling starts automatically and stops after about 0.3 seconds.

Lights 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. 1. Connect an external device to the keyboard. Refer to steps 1 through 2 under "Full Sampling" (page E-11). Voice . Pad3 4. Try playing something on the keyboard. · You also can sound the sampled sound by pressing the voice pad you pressed in step 2. · Sampling will not start if the volume level of the external device is too low. · Sampling a new sound deletes the sound assigned to the same tone number and the full sampling sound (page E-11). E-12 Controlling the Keyboard Sounds Turning off power clears sampled data! Turning off power will cause 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.



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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 bn (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. 405 406 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 (br through ck) produce sampled sounds without modification. Starting a Sampling Operation Manually 1. Press 3 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 bn (10-key) [] key to select the OFF setting. This enables manual sampling. When this setting is selected, sampling starts as soon as you release 4 in step 3 under "Full Sampling" (page E-11) or step 2 under "Short Sampling" (page E-12). 410 Pitch 3 411 412 413 414 Tremolo Funny 1 Funny 2 Funny 3 · When the above setting is "oFF", sampling starts when you release 4, not when you press it. Sampling will not start if you keep 4 depressed.

E-13 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-27) with it. 1. Press 3 and 4 at the same time. Lights D r m A s i drum assign type you want. Off (oFF) Type 1 (dr1) g n The display will return to the previous screen if you do not perform the next step for some time.

2. Use the bn (10-key) [] and [+] keys to select the 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-27). The rhythm sounds in accordance with the drum assign type you selected in step 2. · If the rhythm does not include a bass drum and snare drum, the sampled sound will not sound while Type 1 is selected. · Rhythm numbers 140, and 142 to 150 do not use percussive instruments, so the sampled sound does not sound when these rhythm numbers are selected. E-14 Playing Built-in Songs 3 bn English Lights 6 7 8 9 bk bl 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. bm bo 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-19) for practice. Start/Stop Playing the Demo Songs Use the following procedure to play back built-in songs (001 to 090).

1. Press bo. Lights Song number 1. Press bk and bl at the same time. This will start playback of the demo songs. Demo playback continues until you stop it. · See page E-40 for a complete list of available songs. · Demo playback always starts from song number 001. Flashes Song number Tw i n k l e Tune name 2. Use bn (10-key) to enter the number of the song you want. · See page E-40 for a complete list of available songs. · Song group names are printed on the Digital Keyboard's console. Tw i n k l e Tune name 2. To change to another song while demo playback is in progress, use bn (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 bn (10-key) number buttons to select a song. 3. To stop demo playback, press bk. Demo playback continues until you stop it by pressing bk. E-15 Playing Built-in Songs 3.

Press bk. This starts playback of the song. Sustain pedal Key Note Skip Forward 1. Press 8. This skips song playback forward to the next measure. Each press of 8 skips ahead one measure. Holding down 8 skips forward at high speed until you release it. · Pressing 8 while song playback is stopped performs lesson function phrase skip forward (page E-20). Mo o n l i g h Tempo Fingering Measure Beat Measure number 4. Press bk again to stop playback.

Song playback will continue (repeat) until you press bk to stop it. You can cancel song repeat by pressing 6 ("REPEAT" indicator disappears from the display). Skip Back 1. Press 7. This skips song playback back to the previous measure. Each press of 7 skips back one measure. Holding down 7 skips back at high speed until you release it. · Pressing 7 while song playback is stopped performs lesson function phrase skip back (page E-20). Pause, Skip Forward, Skip Back Use the operations in this section to perform pause, skip forward, and skip back operations. Pause 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 1. Press 9. This pauses song playback. 2. Press 9 again to resume playback from the point where you paused it. These measures are repeated. 1. Press 6 to temporarily turn off song repeat ("REPEAT" disappears from the display). 2.

When song playback reaches the measure you want to specify as the start measure, press 6. This specifies the measure as the start measure. Flashes Tw i n k l e E-16 Playing Built-in Songs 3. When playback reaches the measure you want to select as the end measure, press 6 again. 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 9 to pause playback, 8 to skip forward, or 7 to skip back. Lights Adjusting the Song Volume English Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume.



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1. Press 3 a number of times until "Song Vol" appears on the display (page E-4). *Tw i n k l e 4.*

Pressing 6 again returns to normal playback. Changing the song number clears the start measure and end measure of the repeat operation. Disappears Song volume. *g Vo 1 2.* Use the bn (10-key) [] and [+] keys to adjust the 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. *Tw i n k l e 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. 1. After selecting a song, hold down bo 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. · 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 bm. Use y (slower) and t (faster) to change the tempo setting.

Holding down either button changes the setting at high speed. @@ Pressing bm causes the tempo value to flash on the display. @@@@ Press bl to select the part you want to turn off. @@@@ Master all of the phrases and you master the song. @@@@ 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. @@@@ Appears at the end of Auto Step Up Lesson (page E-23). 2. @@@@ Press bl to select the part you want to practice. @@@@ First, select the song and part you want to practice. 2. @@@@ Practice playing with the correct timing. 4 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.

@@ Press bs. This starts Lesson 2. Lights 3. @@ Bravo! Again! You pass! Advance to the next lesson. @@@ Press bt. This starts Lesson 3. Lights 1. @@ Press 6. This disables phrase repeat play. Disappears 2. @@@ Press 3 a number of times until "Speak" appears on the display (page E-4). 4 Pressing the correct key will cause song playback to resume.

Speak 2. Press the bn (10-key) [] key to select the OFF setting. Indicator disappears when voice fingering guide is turned off. 3. To stop Lesson 3, press bt or bk.

· 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. E-22 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 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-15). 2. Press cl. No t eGu i d 2.

Press the bn (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 cl or bk. 1. Press 3 a number of times until "Scoring" appears on the display (page E-4).

Scor i n setting. Indicator disappears when performance evaluation is turned off. g 2. Press the bn (10-key) [] key to select the OFF · You can change the step and phrase during Auto Step Up Lesson using 7, 8, and br to ck. · Starting Auto Step Up Lesson turns on Phrase Repeat (page E-22), Note Guide (page E-23) and Performance Evaluation (page E-23) automatically.

These features cannot be turned off during lessons. 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 a number of times until "PhraseLn" appears on the display (page E-4). Ph r aseLn 2.

Press the bn (10-key) [] key to select the OFF setting. E-23 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-24 Music Challenge Keyboard

Game 1 English bk 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. bo bp bq cm 3. After the on-screen keyboard indicator changes from flashing to lit, press the indicated key with the indicated finger as quickly as possible. This causes the on-screen keyboard key to go out to let you know that you cleared the first note. The next onscreen keyboard key starts to flash, so get ready to press the next key. · The time it takes you to press the keyboard key after the on-screen key lights appears on the display (Unit: 0.1 sec). The shorter the time, the higher your score.

· Pressing a keyboard key before the on-screen key goes from flashing to lit, will not advance to the next note. Time 0.3sec 1. Press bo. 2. Press cm. This causes a key on the on-screen keyboard to start to flash, and starts the Music Challenge song. Fingering Number of remaining notes Displayed during a game. M . CHA L .

! E-25 Music Challenge Keyboard Game 4. The game ends when you advance successfully through 20 notes. · Your score and playing time appear on the display. After a short while, the playing time display changes to an evaluation result. To clear the evaluation result from the display, press bo, bp, or bq. · You can cancel a game at any time by pressing cm or bk. Score T i me 1 9 . @@ The tempo of the game songs cannot be changed.



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@@@@@@@@@@@@@@@@ Use the following procedure to play the basic rhythm part. 3.

@@ Play along with the rhythm. 5. @@ It is just like having your own personal back up group on call. 5. Pressing bl 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-31. 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 bl. This enables chord input on the accompaniment keyboard. Accompaniment keyboard 1. Hold down bl 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 bn (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 bl.

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-28 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 the separate "Appendix" 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. 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 the separate "Appendix" for information about chords that are supported.

Accompaniment keyboard / Melody keyboard E-29 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 7. This plays the fill-in for the normal pattern. · Normal pattern play will resume after the fill in pattern is complete.

Lights 1. Press 8. This starts the variation pattern. Lights Variation Pattern Fill-in 2. Pressing 7 returns to normal pattern.

Lights 1. While a variation pattern is playing, press 8. 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 6. This starts the intro pattern. Normal pattern play will start when the intro pattern is finished. · If you press 8 while an intro pattern is being played, the variation pattern will start when the intro pattern is finished. Lights Auto Accompaniment Ending Use the following procedure to play an ending of a few measures. 1. While an Auto Accompaniment is playing, press 9. This will play the ending pattern and then stop Auto Accompaniment play automatically.

Lights E-30 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 9. This enters accompaniment start standby. Flashes 1. Press 3 a number of times until "AcompVol" appears on the display (page E-4). A c ompVo l 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 6. · To start with variation pattern play, press 8. 2. Use the bn (10-key) [] and [+] keys to adjust the accompaniment volume. 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.

Changing Auto Accompaniment Speed (Tempo) Use the following procedure to change Auto Accompaniment speed to a level that suits you. 1. Hold down bp until the current tone screen appears on the display.



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This will automatically apply the One-Touch Preset settings in accordance with the rhythm pattern that is currently selected. 1.

Press **bm**. Use **y** (slower) and **t** (faster) to change the tempo setting. Holding down either button changes the setting at high speed. Pressing **y** and **t** 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 **bn** (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 **bm**. 2. Play a chord on the keyboard. This will start accompaniment automatically. Flashes E-31 Connecting External Devices 3 **bn bl** 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 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 keyboard to it. Operating System Windows® XP (SP2 or later) *1 Windows Vista® *2 Mac OS® X (10.3.9, 10.4.11 or later, 10.

5.2 or later) *1: Windows XP Home Edition Windows XP Professional (32-bit) *2: Windows Vista (32-bit) - USB port 1. Turn off the 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 keyboard.

Keyboard USB port B connector USB cable (A-B type) A connector Never connect to a computer that does not conform to the above requirements. Doing so can cause problems with your computer. Computer USB port 3. Turn on the keyboard. If this is the first time you are connecting the 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-32 Connecting External Devices 5. Configure the music software settings to select one of the following as the MIDI device. CASIO USB-MIDI: (For 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. Be sure to turn on the 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-15).

1. Press 3 a number of times until "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 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 keyboard, see the latest support information provided by the website at the following URL. <http://world.casio.com/Keyboard> the keyboard channel. Ch 2. Use the **bn** (10-key) [] and [+] keys to change 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 a number of times until "Navi. Ch" appears on the display (page E-4). Nav i . channel. Ch 2. Use the **bn** (10-key) to specify the navigate (R) This also will automatically configure the next lower channel number as the navigate (L) channel.

E-33 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 **bl** to select the channel setting you want to turn off. Each press of **bl** cycles through settings (1) thorough (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. Selected channel indicator appears. 1.

Press 3 a number of times until "Local" appears on the display (page E-4). Local 2. Use the **bn** (10-key) [] and [+] keys to specify the local control setting. Accompaniment Enabling the Accompaniment Out setting causes Auto Accompaniment data to be sent to the computer. Navigate (L) Channel Sound (1) R only displayed (2) L only displayed (3) LR displayed (4) LR nor displayed × × × Onscreen Guide × Navigate (R) Channel Sound × × Onscreen Guide 1. Press 3 a number of times until "AcompOut" appears on the display (page E-4). Accompaniment Out 2. Use the **bn** (10-key) [] and [+] keys to turn Accompaniment Out on or off. E-34 Connecting External Devices Connecting to Audio Equipment English This keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment. Outputting 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 keyboard and external device volume levels whenever turning power on or off.



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· After connecting, turn on the Digital Keyboard and then the external device. · If keyboard notes sound distorted when they are sounded from external audio equipment, lower the keyboard's volume setting.

Keyboard PHONES/OUTPUT jack Audio equipment, amplifier, etc. Stereo standard plug Playing an External Device from the 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 keyboard when making connections. After connecting, turn down the 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. Keyboard AUDIO IN jack Portable audio player, etc. Stereo mini plug E-35 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. 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-21). 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 (dm) on the back of the Digital Keyboard. @@ Press bl to disable chord input in the accompaniment keyboard area (page E-28). · With rhythms 140, and 142 to 150, nothing will sound until you play a chord on the keyboard.

Try playing a chord (page E-28). · Check and adjust the accompaniment volume setting (page E-31). @@ · 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-17).

@@ · Check and adjust the accompaniment volume setting (page E-31). · Check and adjust the song volume (page E-17). @@@@ · Replace the batteries with new ones or switch over to AC adaptor power (page E-5). 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. Nothing happens when I start playback of a built-in song. The metronome does not sound. Notes keep sounding, without stopping. E-36 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). This is due to system limitations. It does not indicate malfunction. In certain keyboard ranges, the volume and tone quality sound are slightly different from those in other keyboard ranges. @@@@ 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-10). @@ Sampled data is deleted whenever keyboard power is turned off (page E-13).

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-16). · Check to make sure that the USB cable is connected to the keyboard and computer, and that the device is selected correctly with your computer's music software settings (page E-32).

@@@ This does not indicate malfunction. @@@@ TYPE B Standard jack (sustain, sostenuto, soft, rhythm start/stop) Stereo standard jack Output Impedance: 200, Output Voltage: 4.8V (RMS) MAX Stereo mini jack Input Impedance: 40k, Input Sensitivity: 200mV 9V DC 2-way 6 AA-size zinc-carbon batteries or alkaline batteries Approximately 4 hours continuous operation on alkaline batteries AD-5 Approximately 6 minutes after last key operation (Operates during battery use only) 10cm × 2 2W + 2W 9V = 7.7W 94.9 × 35.

4 × 11.2 cm (37 3/8 × 13 15/16 × 4 7/16 inch) Approximately 3.8kg (8.4 lbs) (without batteries) CTK-2100 61 standard-size keys 48 notes (24 for certain tones) Reverb Voice Pad Metronome Beats per Measure Tempo Range Song Bank Tunes Step Up Lesson Lessons Lesson Part Functions Music Challenge Auto Accompaniment Rhythm Patterns One Touch Presets Other Functions Transpose Tuning MIDI Musical Information Function Inputs/Outputs USB port Sustain jack Phones/Output jack Audio In jack Power Jack Power Supply Batteries Battery Life AC Adaptor Auto Power Off Speakers Output Power Consumption Dimensions Weight · Design and specifications are subject to change without notice. E-38 Reference Operating Precautions Location Avoid the following locations for this product. · Areas exposed to direct sunlight and high humidity · Areas subjected to temperature extremes · Near a radio, TV, video deck, or tuner The above devices will not cause malfunction of the product, but interference from the product can cause audio or video interference of a nearby device. User Maintenance · Never use benzine, alcohol, thinner, or other chemical agents to clean the product. · 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.



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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-39 English Be sure to read and observe the following operating precautions. 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 GYMNOPIÉDIES 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-40 Chord Example List (D#)/Eb E F G A B F#/(Gb) (G#)/Ab (A#)/Bb 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 Reference - Since the chord input range is limited, this model may not support some of the chords shown above. E-41 English Model: CTK-2100 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 Mode 3 X 36 - 96 Mode 3 X Note Number True voice 0 - 127 0 - 127 *1 Velocity Note ON Note OFF X X X O 9nH v = 100 X 9nH v = 0 O 9nH v = 1 - 127 X 9nH v = 0, 8nH V = ** X O O **: no relation **: sin relación After Touch Key's Ch's Pitch Bender Control Change 0, 32 1 6, 38 7 10 11 64 O X X O O X O *3 O (MSB only) O O *2 O O O O Bank select Modulation Data entry Volume Pan Expression Hold 1 66 67 91 100, 101 120 121 Sostenuto Soft pedal Reverb send RPN LSB, MSB All sound off Reset all controller O 0 - 127 O 0 - 127 O *3 O *3 X X X O O O O *2 O O Program Change O *4 X X X X X X X X O O O *5 :True # System Exclusive System Common : Song Pos : Song Sel : Tune System Real Time : Clock : Commands Aux X O X X X O O X *1: Depends on tone. *2: RPN : Pitch Bend Sensitivity, Fine Tune, Coarse Tune *3: In accordance with pedal effect setting. *4: Universal System Exclusive Messages : Master Fine Tuning, Master Coarse Tuning, Reverb Time *5: Universal System Exclusive Messages : GM System On/Off, Master Fine Tuning, Master Coarse Tuning, Reverb Time · For details about footnotes 2, 4, 5, see MIDI Implementation at <http://world.casio.com/>. Messages : Local ON/OFF : All notes OFF : Active Sense : Reset Remarks *1: Depende del tono. *2: RPN : Sensibilidad a la inflexión de altura tonal, afinación precisa, afinación aproximada *3: De acuerdo con el ajuste de efecto de pedal. *4: Mensajes exclusivos de sistema universal : Afinación maestra precisa, afinación maestra aproximada, tiempo de reverberación *5: Mensajes exclusivos de sistema universal : Sistema GM activado/desactivado, afinación maestra precisa, afinación maestra aproximada, tiempo de reverberación · Si desea información sobre las notas al pie de página 2, 4, 5, consulte Implementación MIDI en <http://world.casio.com/> Mode 1 : OMNI ON, POLY Mode 3 : OMNI OFF, POLY Mode 2 : OMNI ON, MONO Mode 4 : OMNI OFF, MONO O : Yes X : No

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