



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO CTK-3000. You'll find the answers to all your questions on the CASIO CTK-3000 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-3000
User guide CASIO CTK-3000
Operating instructions CASIO CTK-3000
Instructions for use CASIO CTK-3000
Instruction manual CASIO CTK-3000



[You're reading an excerpt. Click here to read official CASIO CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)
<http://yourpdfguides.com/dref/3757504>

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 Bornbarch 10, 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

.....

.....

.....

..... E-2 Using the 10-key Pad (bn)

.....

.....

.....

.....

.. E-4 Using the Setting Button (3)

.....

.....

.....

..... E-4 Using Built-in Songs to Master Keyboard Play

.....

.... E-19 Phrases .

.....

.....

.....

.....

.....

.....

.....

.....

... E-19 Step Up Lesson Flow

.....

.....

.....

.....

..... E-19 Selecting the Song, Phrase, and Part You Want to Practice

.....

.....

.....

.....

.. E-20 Lessons 1, 2, and 3 ...

.....

.....

.....

.....
.....
E-25 Using Auto Accompaniment... E-27 Playing the Rhythm Part Only .
.....
.....

.....
... E-27 Playing All Parts .
.....
.....

.....
..... E-28 Using Auto Accompaniment Effectively.....
.....
. E-30 Using One-Touch Preset

.....
.....
..... E-31 Controlling the Keyboard Sounds.

.....
.....
.. E-9 Select from a variety of musical instrument sounds

.....
.....
.....
.. E-9 Using Reverb...
.....
.....

.....
.....
..... E-10 Using a Pedal ..
.....
.....

.....
.....
... E-10 Changing the Pitch (Transpose, Tuning)
.....
.....

.....
... E-11 Using the Pitch Bend Wheel to Shift the Pitch of Notes (CTK-3000 Only)..
.....

. E-11 Sampling a Sound and Playing It on the Keyboard (Sampling).....

.....
.....
.....

.... E-12 Using a Sampled Sound in a Rhythm (Drum Assign).....

.....
.....
.....

.....
.....
.....

..... E-14 Connecting External Devices.

.... E-32 Connecting a Computer.....

.....
.....
.....

.... E-32 MIDI Settings .

.....
.....

.....
.....
.....

E-33 Connecting to Audio Equipment

.....
.....

..... E-35 Reference...

.....
.....
.....

.. E-36 Troubleshooting...

.....
.....

.....
.....
.....

.... E-36 Specifications

.....
.....
.....

.....
.....
.....

..... E-38 Operating Precautions.

.....
.....
.....

.....
.....

. E-39 Song List....

· 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 Phrase 11 Sampling Start 12 Keyboard Channel 13 Navigate Channels 14 Local Control 15 Accomp Out 16 Pedal Effect Pitch Bend Range 17 (CTK-3000 only) 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 (fing bn causes the tempo value to flash on the display. @@Note that you must input leading zeros, so 89 is input as 089. · 1. Press 5. This starts the metronome. This pattern changes with each beat. 2. Press 5 again to stop the metronome. Changing the Beats Per Measure You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing. · You can specify 0, or a value from 2 to 6 as the number of beat per measure.

· When playing a built-in song, the beats per measure setting (which deal 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. Sostenuto (SoS) Soft (SFt) Rhythm (rHy) E-10 Controlling the Keyboard Sounds 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. 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.

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 keyboard. Trans . 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. 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 a number of times until "Tune" appears on the display (page E-4). 1. Press 3 a number of times until "Bend Rng" appears on the display (page E-4). Tune 2. Use the bn (10-key) [] and [+] keys to adjust the tuning. Bend Rn the range.

g 2. Use the bn (10-key) [] and [+] keys to change E-11 English Changing the Pitch (Transpose, Tuning) Using the Pitch Bend Wheel to Shift the Pitch of Notes (CTK-3000 Only) Controlling the Keyboard Sounds Sampling a Sound and Playing It on the Keyboard (Sampling) You can use the Digital Keyboard to sample a sound from a portable audio player, or other device, and then play the sound with keyboard keys. For example, you could sample the bark of your dog and then use the sound in a melody. 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. Sampling a Sound and Playing It 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. This enters record standby. Flashes Connection Connect a external device. Keyboard AUDIO IN jack CD player, Cassette player, etc. Wa i t i n g 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 Stereo mini plug · 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.

Sampl i n g Lights · Turn off the external device and the Digital Keyboard before connecting them. · Sampled sounds are recorded in monaural. Or i g i n a l 5. Try playing something on the keyboard. · Sampling will not start if the volume level of the external device is too low. · A new sample replaces sample data currently stored as tone number 401. The old data is deleted. E-12 Controlling the Keyboard Sounds Turning off power clears sampled data! Turning off power will cause any sampled sound data on the keyboard to be deleted. Applying Effects to a Sampled Sound English You can apply various effects to the sample sound stored at 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.



[You're reading an excerpt. Click here to read official CASIO](http://yourpdfguides.com/dref/3757504)

[CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)

<http://yourpdfguides.com/dref/3757504>

1. Use bn (10-key) to select a tone number from 402 to 411. Tone numbers 402 to 411 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. Effect Name Description Loops the sampled sound. Loops the sample sound and raises 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 402 Loop 1 403 Loop 2 Starting a Sampling Operation Manually 1. Press 3 a number of times until "SmplAuto" appears on the display (page E-4). 404 Loop 3 405 Pitch 1 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 will not start until you press 4. 406 Pitch 2 407 Pitch 3 408 Tremolo 409 Funny 1 410 Funny 2 · 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. 411 Funny 3 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 sound you sampled and play auto accompaniment rhythms (page E-27) with the sampled sound. 1. Press 3 and 4 at the same time. Lights D r m A s i 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 drum assign type you want.

Off (oFF) Type 1 (dr1) Type 2 (dr2) Sampled sound does not sound.

Replaces the bass drum and snare drum of the rhythm with the sampled sound. Replaces more of the percussive instruments than Type 1 with the sampled sound. 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 1. Press bo. Playing the Demo Songs Use the following procedure to play back built-in songs (001 to 090).

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 Measure Beat Fingering 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.

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.

Son song volume. g Vo l 2. Use the bn (10-key) [] and [+] keys to adjust the Playing with the Tone as Song Playback 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.



[You're reading an excerpt. Click here to read official CASIO](http://yourpdfguides.com/dref/3757504)

[CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)

<http://yourpdfguides.com/dref/3757504>

The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes. 1. 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. Note that certain phrases will cause "Wait" to appear instead of "Phrase". 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. 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! You pass! Advance to the next lesson. Press **bt**.

This starts Lesson 3. Lights 1. Press 6. This disables phrase repeat play. Disappears 2.

Play the song along with the song playback. <Lesson 3 Guidance> Press the keyboard keys you learned in Lesson 2. Turn Off Voice Fingering Guide Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3. 4 Song playback will wait for you to play the correct note. Note guide sounds the correct note to be played. 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. 1. 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 teGu id 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). Score in setting. Indicator disappears when performance evaluation is turned off. g You can change the step and phrase during Auto Step Up Lesson using 7, 8, and **br** to **ck**. Starting Auto Step Up Lesson automatically turns on phrase repeat (page E-22) and play evaluation (page E-23). These features cannot be turned off during lessons. 2.

Press the **bn** (10-key) **[]** key to select the OFF 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).

PhraseLn 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** 2. 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 **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 . CHAL . ! B E-25 Music Challenge Keyboard Game 3. 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**. The tempo of the game songs cannot be changed. Use the following procedure to play the basic rhythm part. 3.

Play along with the rhythm. 5. To stop the rhythm, press **bk** again. E-27 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 **bl** again returns to rhythm only accompaniment.



[You're reading an excerpt. Click here to read official CASIO](http://yourpdfguides.com/dref/3757504)

[CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)

<http://yourpdfguides.com/dref/3757504>

· 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 2. Use the bn (10-key) [] and [+] keys to select the 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 chord input mode you want. · For information about each chord input mode, see the separate "Appendix". · 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 finger 3-note or 4-note chords on the accompaniment keyboard. Note that with some chords, even if you do not finger the third or fifth note, they will be played anyway. 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. 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. Minor Seventh Chords To play a minor seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys 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) 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 (C Minor Seventh) 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. 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. 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.



[You're reading an excerpt. Click here to read official CASIO](http://yourpdfguides.com/dref/3757504)

[CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)

<http://yourpdfguides.com/dref/3757504>

· 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. 1. Press 3 a number of times until "Keybd Ch" · 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). 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). Loca l 2. Use the bn (10-key) [] and [+] keys to specify the local control setting.

Accomp Out Enabling the Accomp Out setting causes Auto Accompaniment data to be sent to the computer. Navigate (L) Channel Navigate (R) Channel 1. Press 3 a number of times until "AcompOut" appears on the display (page E-4). OnOnSound screen Sound screen Guide Guide (1) R only displayed (2) L only displayed (3) LR displayed (4) LR nor displayed × × × × × A c ompOu t 2. Use the bn (10-key) [] and [+] keys to turn Accomp 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. · 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.



[You're reading an excerpt. Click here to read official CASIO CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)
<http://yourpdfguides.com/dref/3757504>

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 (dn) 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). · Change the Touch Response setting (page E-7). Output volume does not change even though I change my keyboard touch (CTK-3000 only). 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. @@@@ CTK-2000/CTK-3000 61 standard-size keys 2 types, Off 48 notes (24 for certain tones) Reverb Metronome Beats per Measure Tempo Range Song Bank Tunes Step Up Lesson Lessons Lesson Part Functions Music Challenge Auto Accompaniment Rhythm Patterns Other Functions Transpose Tuning MIDI Musical Information Function Pitch Bend Wheel (CTK-3000 only) Pitch Bend Range 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 0 to 12 semitones 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 E-38 B Reference Power Consumption Dimensions Weight 9V = 7.

7W 94.9 × 35.4 × 11.2 cm (37 3/8 × 13 15/16 × 4 7/16 inch) · Design and specifications are subject to change without notice. Operating Precautions Be sure to read and observe the following 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 benzene, 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. 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.



[You're reading an excerpt. Click here to read official CASIO](http://yourpdfguides.com/dref/3757504)

[CTK-3000 user guide](http://yourpdfguides.com/dref/3757504)

<http://yourpdfguides.com/dref/3757504>

Other steps you can take when playing late at night are closing the window and using headphones. E-39 English CTK-2000: Approximately 3.8kg (8.4 lbs) (without batteries) CTK-3000: Approximately 3.9kg (8.6 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 JERICO 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-40 Reference Chord Chart Chord Type Root M m 7 m7 dim7 M7 dim m7-5 C #b C /(D) D #b (D)/E E F #b F /(G) G #b (G)/A A #b (A)/B B Chord Type Root aug sus4 7sus4 m add9 mM7 7-5 add9 C #b C /(D) D #b (D)/E E F #b F /(G) G #b (G)/A A #b (A)/B B E-41 English Models: CTK-2000/CTK-3000 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 (CTK-2000) O (CTK-3000) O 9nH v = 100 (CTK-2000) 1 - 127 (CTK-3000) 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 B Control Change 0, 32 1 6, 38 7 10 11 64 O X X (CTK-2000) O (CTK-3000) *2 O O X O *4 O (MSB only) O O *3 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 *4 O *4 X X (CTK-2000) O (CTK-3000) *2 X O O O O *3 O O Program Change O O O *5 X X X X X X X O O O *6 O O :True # System Exclusive System Common : Song Pos : Song Sel : Tune System Real Time : Clock : Commands Aux X O X X X O X *1: Depends on tone. *2: RPN : Pitch Bend Sensitivity (CTK-3000 only) *3: RPN : Pitch Bend Sensitivity, Fine Tune, Coarse Tune *4: In accordance with pedal effect setting.

*5: Universal System Exclusive Messages : Master Fine Tuning, Master Coarse Tuning, Reverb Time *6: Universal System Exclusive Messages : GM System On/Off, Master Fine Tuning, Master Coarse Tuning, Reverb Time · For details about footnotes 2, 3, 5, 6, see MIDI Implementation at <http://world.casio.com/>. Messages : Local ON/OFF : All notes OFF : Active Sense : Reset Remarks *1: Depend del tono. *2: RPN : Sensibilidad a la inflexión de altura tonal (sólo CTK-3000) *3: RPN : Sensibilidad a la inflexión de altura tonal, afinación precisa, afinación aproximada *4: De acuerdo con el ajuste de efecto de pedal. *5: Mensajes exclusivos de sistema universal : Afinación maestra precisa, afinación maestra aproximada, tiempo de reverberación *6: 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, 3, 5, 6, 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 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. F MA0811-B Printed in China CTK2000/3000ES1B .



[You're reading an excerpt. Click here to read official CASIO](#)

[CTK-3000 user guide](#)

<http://yourpdfguides.com/dref/3757504>