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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO CTK-810. You'll find the answers to all your questions on the CASIO CTK-810 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-810
User guide CASIO CTK-810
Operating instructions CASIO CTK-810
Instructions for use CASIO CTK-810
Instruction manual CASIO CTK-810

ES

CTK-810 WK-110

USER'S GUIDE
GUÍA DEL USUARIO



CTKB10/WK110ES1A

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Manual abstract:

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: · Reorient or relocate the receiving antenna. · Increase the separation between the equipment and receiver. · Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. · Consult the dealer or an experienced radio/TV technician for help. FCC WARNING Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. Declaration of Conformity Model Number: CTK-810/WK-110 Trade Name: CASIO COMPUTER CO., LTD. Responsible party: CASIO, 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. @@ · 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. CASIO Europe GmbH Bornbarch 10, 22848 Norderstedt, Germany Safety Precautions Congratulations on your selection of the CASIO electronic musical instrument. · Before using the instrument, be sure to carefully read through the instructions contained in this manual. · Please keep all information for future reference. Symbol Examples This triangle symbol () means that the user should be careful. (The example at left indicates electrical shock caution.) This circle with a line through it () means that the indicated action must not be performed. Indications within or nearby this symbol are specifically prohibited. (The example at left indicates that disassembly is prohibited.) The black dot () means that the indicated action must be performed.

Indications within this symbol are actions that are specifically instructed to be performed. (The example at left indicates that the power plug must be unplugged from the electrical socket.) Symbols Various symbols are used in this user's guide and on the product itself to ensure that the product is used safely and correctly, and to prevent injury to the user and other persons as well as damage to property. Those symbols along with their meanings are shown below.

DANGER This symbol indicates information that, if ignored or applied incorrectly, creates the danger of death or serious personal injury. **WARNING** This indication stipulates matters that have the risk of causing death or serious injury if the product is operated incorrectly while ignoring this indication. **CAUTION** This indication stipulates matters that have the risk of causing injury as well as matters for which there is the likelihood of occurrence of physical damage only if the product is operated incorrectly while ignoring this indication. **E-1 Safety Precautions DANGER Alkaline Batteries** Perform the following steps immediately if fluid leaking from alkaline batteries ever gets into your eyes. 1. Do not rub your eyes! Rinse them with water.

2. Contact your physician immediately. Leaving alkaline battery fluid in your eyes can lead to loss of sight. **G** Never touch the AC adaptor while your hands are wet. Doing so creates the risk of electric shock. **G** Use the AC adaptor where it will not be splashed with water. Water creates the risk of fire and electric shock. **G** Do not place a vase or any other container filled with liquid on top of the AC adaptor. Water creates the risk of fire and electric shock. **Batteries Misuse of batteries** can cause them to leak, resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury.

Always make sure you observe the following precautions. · Never try to take batteries apart or allow them to become shorted. · Never expose batteries to heat or dispose of them by incineration. · Never mix old batteries with new ones. · Never mix batteries of different types. · Do not charge the batteries. · Make sure the positive (+) and negative (-) ends of the batteries are facing correctly. Do not incinerate the product. Never throw the product into fire. Doing so can cause it to explode, creating the risk of fire and personal injury.

Water and Foreign Matter Water, other liquids, and foreign matter (such as pieces of metal) getting into the product create the risk of fire and electric shock. Take the following steps immediately. 1. Turn off power. 2. If you are using the AC adaptor for power, unplug it from the wall outlet. 3. Contact your original retailer or an authorized CASIO Service Provider. **Disassembly and Modification** Never try to take this product apart or modify it in any way. Doing so creates the risk of electric shock, burn injury, or other personal injury.

Leave all internal inspection, adjustment, and maintenance up to your original retailer or authorized CASIO Service Provider. **WARNING Smoke, Strange Odor, Overheating** Continued use of the product while it is emitting smoke, a strange odor, or heat creates the risk of fire and electric shock. Take the following steps immediately. 1. Turn off power.

2. If you are using the AC adaptor for power, unplug it from the wall outlet. 3. Contact your original retailer or an authorized CASIO Service Provider. **AC Adaptor G Misuse of the AC adaptor** creates the risk of fire and electric shock.

Always make sure you observe the following precautions. · Be sure to use only the AC adaptor that is specified for this product. · Use only a power source whose voltage is within the rating marked on the AC adaptor. · Do not overload electrical outlets and extension cords. **G Misuse of the AC adaptor's electric cord** can damage or break it, creating the risk of fire and electric shock. Always make sure you observe the following precautions. · Never place heavy objects on the cord or subject it to heat. · Never try to modify the cord or subject it to excessive bending. · Never twist or stretch the cord. · Should the electric cord or plug become damaged, contact your original retailer or authorized CASIO Service Provider.

E-2 Safety Precautions Dropping and Impact Continued use of this product after it has been damaged by dropping or subjecting it to strong impact creates the risk of fire and electric shock. Take the following steps immediately. 1. Turn off power. 2. If you are using the AC adaptor for power, unplug it from the wall outlet. 3. Contact your original retailer or an authorized CASIO Service Provider.



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Plastic Bags Never place the plastic bag the product comes in over your head or in your mouth. Doing so creates the risk of suffocation.

Particular care concerning this precaution is required where small children are present. Keep off of the product and stand. Climbing onto the product or stand can cause it to tip over or become damaged. Particular care concerning this precaution is required where small children are present. Location Avoid locating the product on an unstable stand, on an uneven surface, or any other unstable location.*

An unstable location can cause the product to fall over, creating the risk of personal injury. CAUTION AC Adaptor G Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions. · Do not locate the electric cord near a stove or other sources of heat. · Never pull on the cord when unplugging from the electrical outlet.

Always grasp the AC adaptor when unplugging. G Misuse of the AC adaptor creates the risk of fire and electric shock. Always make sure you observe the following precautions. · Insert the AC adaptor into the wall outlet as far as it will go. · Unplug the AC adaptor from the wall outlet during lightening storms or before leaving on a trip or other longterm absence. · To keep dust from building up in the area between the prongs of the power plug, unplug it from the power outlet and use a dry cloth or vacuum cleaner to remove dust at least once a year. · Never use detergent to clean the power cord, especially the plug and jack parts. Relocating the Product Before relocating the product, always unplug the AC adaptor from the wall outlet and disconnect all other cables and connecting cords. Leaving cords connected creates the risk of damage to the cords, fire, and electric shock. Cleaning Before cleaning the product, always unplug the AC adaptor from the wall outlet first.

Leaving the AC adaptor plugged in creates the risk of damage to the AC adaptor, fire, and electric shock. Batteries Misuse of batteries can cause them to leak resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions. ·

Use only batteries that are specified for use with this product. · Remove batteries from the product if you do not plan to use it for a long time. E-3 Safety Precautions Connectors Connect only the specified devices and equipment to the product's connectors. Connection of a non-specified device or equipment creates the risk of fire and electric shock. Location Avoid the following locations for this product. Such locations create the risk of fire and electric shock. · Areas subject to high humidity or large amounts of dust.

· In food preparation areas or other areas subject to oil smoke. · Near air conditioning equipment, on a heated carpet, in areas exposed to direct sunlight, inside of a vehicle parked in the sun, or any other area that subjects the product to high temperatures. Display Screen · Never push on the display screen's LCD panel or subject it to strong impact. Doing so can cause the LCD panel's glass to crack, creating the risk of personal injury. · Should the LCD panel ever crack or break, never touch the liquid inside of the panel.

LCD panel liquid can cause skin irritation. · Should LCD panel liquid ever get inside your mouth, immediately wash out your mouth with water and contact your physician. · Should LCD panel liquid ever get into your eyes or onto your skin, rinse with clear water for at least 15 minutes, and then contact a physician. Sound Volume Do not listen to music at very loud volumes for long periods. Particular care concerning this precaution is required when using headphones.

High volume settings can damage your hearing. Heavy Objects Never place heavy object on top of the product. Doing so can make the product top heavy, causing the product to tip over or the object to fall from it, creating the risk of personal injury. Correct Stand Assembly An incorrectly assembled stand can tip over, causing the product to fall and creating the risk of personal injury. Make sure you assemble the stand correctly, following the assembly instructions that come with it. Make sure you mount ty; Master the timing.*

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.. E-18 Phones/Output Terminal.....

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..... E-18 Connecting to a Computer or Other Equipment ...

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... E-18 Sustain/Assignable jack Terminal ..

.....

.... E-19 Accessories and Options

.....

.....

.. E-19 Step 3 Play at normal speed. ..

.....

.. E-28 Evaluating Your Keyboard Play

.....

. E-28 Voice Fingering Guide

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.... E-29 Using the Metronome .
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... E-29 button O START/STOP button, PLAY/STOP button P Rhythm controller indicator Q Song controller indicator R TEMPO buttons S BANK button T REGISTRATION buttons U STORE button G 3-STEP LESSON SYSTEM V LEFT/TRACK 1 button W RIGHT/TRACK 2 button X SPEAK button Y METRONOME button Z STEP 1 to 3 button [SCORING button \ SPLIT button] LAYER button E-9 General Guide WK-110 1 2 3 4 5 6 7 8 9 : A *2 B C D *1 E F B G H O I J K L M NP Q U V W X [R S T Y Z \] E-10 General Guide 1 POWER button 2 Power indicator 3 MODE switch 4 RECORDER button 5 TRANSPOSE/SETTING button 6 REVERB/CHORUS button 7 ONE TOUCH PRESET button 8 SONG BANK button 9 RHYTHM button 0 TONE button A PIANO SETTING button B Speaker C RHYTHM list D SONG BANK list E Display F TONE list G CHORD root names H Percussion instrument list I VOLUME knob G RHYTHM/SONG CONTROLLER J INTRO button, REPEAT button K NORMAL/FILL-IN button, REW button L VARIATION/FILL-IN button, FF button M SYNCHRO/ENDING button, PAUSE button N START/STOP button, PLAY/STOP button O Rhythm controller indicator P Song controller indicator Q TEMPO buttons R BANK button S REGISTRATION buttons T STORE button G 3-STEP LESSON SYSTEM U LEFT/TRACK 1 button V RIGHT/TRACK 2 button W SPEAK button X METRONOME button Y STEP 1 to 3 button Z SCORING button [DATA ACCESS lamp \ SPLIT button] LAYER button E-11 General Guide NOTE · Illustrations in this User's Guide shows the WK-110. *1 Attaching the Score Stand Insert the score stand into the slot at the top of the keyboard as shown in the illustration.

*2 ^ Number buttons · For input of numbers to change a displayed number or setting. · Negative values cannot be input using the number buttons. Use [+] (increase) and [-] (decrease) instead. a [+]/[-] buttons Rear Panel b c d e b USB port c SUSTAIN/ASSIGNABLE JACK terminal d PHONES/OUTPUT terminal e DC 9V jack Controller Indicators Rhythm controller indicator (CTK-810: P, WK-110: O) Pressing the RHYTHM button to enter the Rhythm Mode causes the Rhythm controller indicator to light. This indicates that buttons K through O (WK-110: J through N) are currently functioning as rhythm control buttons.



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Song controller indicator (CTK-810: Q , WK-110: P) Pressing the SONG BANK button, or pressing the RHYTHM and TONE buttons at the same time to start demo tune play causes the Song controller indicator to light. This indicates that buttons K through O (WK-110: J through N) are currently functioning as playback control buttons. NOTE · Display examples shown in this User's Guide are intended for illustrative purposes only. The actual text and values that appear on the display may differ from the examples shown in this User's Guide. · Viewing a liquid crystal display screen from an angle can change the appearance of display contrast. The display contrast of this keyboard is set to allow easy viewing for a person seated on a chair in front of the keyboard. Note that display contrast is fixed, and cannot be adjusted. E-12 Quick Reference MODE SONG BANK Power indicator POWER Number buttons STEP 2 PLAY/STOP STEP 1 This section provides a quick overview of keyboard operation using steps one and two of the 3-step lesson feature. With the 3-step lesson feature, the on-screen keyboard guide keys light to show the next note of the tune. 4 Find the tune you want to play in the SONG BANK List, and then use the number buttons to input its three-digit number.

· See page A-9 for the SONG BANK List. Example: To select "047 ALOHA OE", input 0, 4 and then 7. To play the keyboard 1 Press the POWER button to turn on power. · This causes the power indicator to light. A l o h a O e 5 6 Press the STEP 1 button or STEP 2 button. · The keyboard sounds a count beat and waits for you to play something on the keyboard. The keys that you need to press first flash on the display. Lit 2 Set the MODE switch to NORMAL. Play the melody along with the selected tune's accompaniment. · Play in accordance with the keyboard keys, fingerings and notes that appear on the display. A l o h a O e 3 Press the SONG BANK button. Keyboard key used Indicator appears Fingering Note pitch E-13 Quick Reference If you selected lesson Step 1 · Play the notes on the keyboard. · Accompaniment (left-hand part) plays in time with the notes. · With Step 1, the correct melody note is played no matter which keyboard key you press. If you selected lesson Step 2 · Play the correct notes on the keyboard.

· While an on-screen keyboard guide key is lit, press the corresponding key on the actual keyboard. In the case of a two-hand tune, the keyboard guide indication turns off when you press a keyboard key, and the on-screen keyboard guide key lights for the next note to be played. · Accompaniment (left-hand part) plays in time with the notes, as long as you press the correct keyboard keys. 7 To stop play at any time, press the PLAY/STOP button. E-14 Power Supply This keyboard can be powered by current from a standard household wall outlet (using the specified AC adaptor) or by batteries.

Always make sure you turn the keyboard off whenever you are not using it. <WK-110> 1 Remove the battery compartment cover. Using batteries Always make sure you turn off the keyboard before loading or replacing batteries. NOTE · The keyboard may not function correctly if you load or replace batteries with power turned on. If this happens, turning the keyboard off and then back on again should return functions back to normal. 2 Load six D-size batteries into the battery compartment. · Make sure that the positive (+) and negative (-) ends are facing correctly. To load batteries <CTK-810> 3 Insert the tabs on the battery compartment cover into the holes provided and close the cover. tab 1 Remove the battery compartment cover. 2 Load 6 AA-size batteries into the battery compartment.

· Make sure that the positive (+) and negative (-) ends are facing correctly. 3 Insert the tabs on the battery compartment cover into the holes provided and close the cover. tab E-15 Power Supply Important Battery Information I The following shows the approximate battery life. Alkaline batteries

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..... <CTK-810> 2.

5 hours Manganese batteries

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· <WK-110> 6 hours The above value is standard battery life at normal temperature, with the keyboard volume at medium setting. Temperature extremes or playing at very loud volume settings can shorten battery life. Using the AC Adaptor Make sure that you use only the AC adaptor specified for this keyboard.

Specified AC Adaptor: AD-5 [Rear Panel] DC 9V jack AC adaptor AD-5 WARNING Misuse of batteries can cause them to leak, resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury. Always make sure you observe the following precautions. · Never try to take batteries apart or allow them to become shorted. · Never expose batteries to heat or dispose of them by incineration. · Never mix old batteries with new ones. · Never mix batteries of different types.

· Do not charge the batteries. · Make sure the positive (+) and negative (-) ends of the batteries are facing correctly. AC outlet Note the following important precautions to avoid damage to the power cord. GDuring Use · Never pull on the cord with excessive force. · Never repeatedly pull on the cord. · Never twist the cord at the base of the plug or connector. · The power cord should not be stretched tight while it is in use. GDuring Movement · Before moving the keyboard, be sure to unplug the AC adaptor from the power outlet. GDuring Storage · Loop and bundle the power cord, but never wind it around the AC adaptor. CAUTION Misuse of batteries can cause them to leak resulting in damage to nearby objects, or to explode, creating the risk of fire and personal injury.

Always make sure you observe the following precautions. · Use only batteries that are specified for use with this product. · Remove batteries from the product if you do not plan to use it for a long time. NOTE · Do not use an oxyride battery or any other type of nickelbased primary battery with this product.

Incompatibility between such batteries and product specifications can result in shorter battery life and product malfunction.

IMPORTANT! · Make sure that the keyboard is turned off before connecting or disconnecting the AC adaptor. · Using the AC adaptor for a long time can cause it to become warm to the touch. This is normal and does not indicate malfunction. E-16 Power Supply Auto Power Off When you are using battery power, keyboard power turns off automatically whenever you leave it on without performing any operation for about 6 minutes. When this happens, press the POWER button to turn power back on.

NOTE · Auto Power Off is disabled (it does not function) when you are using the AC adaptor to power the keyboard.



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To disable Auto Power Off Hold down the TONE button while turning on the keyboard to disable Auto Power Off. NOTE · When this function is turned off, the keyboard does not turn off automatically no matter how long it is left with no operation being performed. · Auto Power Off is enabled again when you manually turn off power and then turn it back on again. Memory Contents Registration memory contents, recorder memory contents, and song bank data you transfer from a computer to keyboard memory are all retained when the keyboard is turned off, either by pressing the power button or by Auto Power Off. Electrical Power The memory contents described above are retained as long as the keyboard is being supplied with electrical power. Unplugging the AC adaptor when batteries are not loaded or when loaded batteries are dead cuts off the keyboard's electrical power supply. This clears all data stored in memory. Power Requirements Note the following precautions whenever you want to ensure that current memory contents are not lost. · Make sure the keyboard is being supplied power through the AC adaptor before replacing its batteries.

· Before unplugging the AC adaptor, make sure that fresh batteries are loaded in the keyboard. Make sure that keyboard power is turned off before replacing batteries or unplugging the AC adaptor. E-17 Connections Phones/Output Terminal PREPARATION · Before connecting headphones or other external equipment, be sure to first turn down the volume settings of the keyboard and the connected equipment. You can then adjust volume to the desired level after connections are complete. [Rear Panel] PHONES/OUTPUT terminal Audio connection Musical Instrument Amplifier (Figure 3) Use a commercially available connecting cord to connect the keyboard to a musical instrument amplifier. NOTE · Be sure to use a connecting cord that has a stereo standard plug on the end you connect to the keyboard, and a connector that provides dual channel (left and right) input to the amplifier to which you are connecting. The wrong type of connector at either end can cause one of the stereo channels to be lost. When connected to a musical instrument amplifier, set the volume of the keyboard to a relatively low level and make output volume adjustments using the amplifier's controls. Connection Example 1 Stereo standard plug White Red RIGHT PIN plug PIN plug (red) To keyboard's PHONES/OUTPUT terminal Stereo standard plug PIN plug (white) PIN jack INPUT 1 INPUT 2 2 3 Keyboard amp, guitar amp, etc. LEFT AUX IN or similar terminal of audio amplifier Standard plug Keyboard or guitar amp Connecting Headphones (Figure 1)

Connecting headphones cuts off output from the keyboard's built-in speakers, so you can play even late at night without disturbing anyone. Audio Equipment (Figure 2) Connect the keyboard to an audio equipment using a commercially available connecting cord with a standard plug on one end and two PIN plugs on the other end. Note that the standard plug you connect to the keyboard must be a stereo plug, otherwise you will be able to output only one of stereo channels. In this configuration, you normally set the input selector of the audio equipment to the terminal (usually marked AUX IN or something similar) where the cord from the keyboard is connected. See the user documentation that comes with your audio equipment for full details. Connecting to a Computer or Other Equipment You can also connect the keyboard to a computer.

See "Connecting to a Computer" on page E-49 for details. E-18 Connections Sustain/Assignable jack Terminal You can connect an optional sustain pedal (SP-3 or SP-20) to the SUSTAIN/ASSIGNABLE JACK terminal to enable the capabilities described below. For details on how to select the pedal function you want, see "SUSTAIN/ASSIGNABLE JACK (Default: SUS)" on page E-53. SUSTAIN/ASSIGNABLE JACK Terminal SP-20 Sustain Pedal · With piano tones, depressing the pedal causes notes to linger, much like a piano's damper pedal. · With organ tones, depressing the pedal causes notes to continue to sound until the pedal is released.

Sostenuto Pedal · As with the sustain pedal function described above, depressing the sostenuto pedal causes notes to be sustained. · This difference between a sostenuto pedal and sustain pedal is the timing. With a sostenuto pedal, you press the keys and then depress the pedal before you release the keys. · Only the notes that are sounding when the pedal is depressed are sustained. Soft Pedal Depressing the pedal softens the sound of the notes being played. Rhythm Start/Stop Pedal In this case, the pedal performs the same functions as the START/STOP button. Accessories and Options Use only the accessories and options specified for this keyboard. Use of non-authorized items creates the danger of fire, electrical shock, and personal injury. E-19 Basic Operations REVERB/CHORUS MODE TONE PIANO SETTING Number buttons POWER [+]/[-] VOLUME This section provides information on performing basic keyboard operations. 3 Use the number buttons to input the three-digit tone number of the tone you want to select.

Example: To select "111 ACOUSTIC BASS", input 1, 1 and then 1. To play the keyboard 1 2 3 4 Press the POWER button to turn the keyboard on. Set the MODE switch to NORMAL. Use the VOLUME knob to set the volume to a relatively low level. Play something on the keyboard. Acous . Bs NOTE · Always input all three digits for the tone number, including leading zeros (if any). If you input one or two digits and stop, the display will automatically clear your input after a few seconds. · You can also increment the displayed tone number by pressing [+] and decrement it by pressing [-]. · When one of the drum sets is selected (tone numbers 501 through 515), each keyboard key is assigned a different percussion sound.

See page A-5 for details. Selecting a Tone This keyboard comes with 515 built-in tones. Use the following procedure to select the tone you want. To select a tone Polyphony The term polyphony refers to the maximum number of notes you can play at the same time. The keyboard has 32-note polyphony, which includes the notes you play as well as the rhythms and auto-accompaniment patterns that are played by the keyboard.

This means that when a rhythm or autoaccompaniment pattern is being played by the keyboard, the number of notes (polyphony) available for keyboard play is reduced. Also note that some of the tones offer only 16-note polyphony. · When rhythm or auto accompaniment is playing, the number of sounds simultaneously played is reduced. 1 Find the tone you want to use in the TONE List and note its tone number. · Not all of the available tones are shown on the tone list printed on the keyboard console.



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For a complete list, see the "Tone List" on page A-1. 2 Press the TONE button. Indicator appears E-20 Basic Operations Using Tone Effects Reverb: Makes your notes resonate Chorus: Adds more breadth to your notes PIANO SETTING Button Pressing this button changes the setup of the keyboard to optimize it for piano play. Settings Tone Number: "001" Rhythm Number: "101" Layer: Off Split: Off Reverb: On (Type 3) Chorus: Off Transpose: 00 Touch Response: Off: Returns to initial default On: No change Assignable Jack: SUS Local Control: On 1 Press the REVERB/CHORUS button to cycle through the effect settings as shown below. · You can find out the current effect setting by looking at the REVERB and CHORUS indicators. Reverb on Chorus on Both on Both off To optimize keyboard settings for piano play 2 After turning on the effect you want, use the number buttons or the [+]/[-] buttons to select the effect type you want. · Note that you need to select an effect type with the number buttons or the [+]/[-] buttons within a few seconds after turning on an effect. If you don't, the display will exit the setting screen. Effect List Reverb 1: Room 1 2: Room 2 3: Hall 1 4: Hall 2 1: Chorus 1 2: Chorus 2 3: Chorus 3 4: Chorus 4 1 2 3 Set the MODE switch to NORMAL. Press the PIANO SETTING button.

Now try playing something on the keyboard. · The notes you play will sound with a piano tone. · If you want to play with rhythm accompaniment, press the START/STOP button. This causes a rhythm that is optimized for piano will start to play. · To stop rhythm play, press the START/STOP button again. Chorus NOTE · Pressing the PIANO SETTING button while a rhythm is playing stops rhythm play and then changes the keyboard setup. · The setup of the keyboard does not change if you press the PIANO SETTING button when any one of the following exists. · During real-time recording of the Song Memory · During demo tune play E-21 Playing a Built-in Tune TEMPO RHYTHM TONE Number buttons REPEAT [+]/[-] REW FF PLAY/STOP PAUSE SONG BANK Your keyboard comes with a total of built-in 100 tunes. You can play back built-in tunes for your own listening pleasure, or you can use them for practice. Built-in tunes are divided between the two groups described below.

Tune Numbers Auto-accompaniment Tunes Two-hand tune <CTK-810> 001, 004 through 050 <WK-110> 003 through 050 <CTK-810> 002, 003, and 051 through 100 <WK-110> 001, 002, and 051 through 100 Left-hand Part Auto-accompaniment (percussion, bass, chords) Left-hand notes Right-hand Part Melody Right-hand notes In addition to the built-in tunes, you can also play back the tunes you download over the Internet (page E-50). To play back a Song Bank tune PREPARATION · Adjust the main volume (page E-20). NOTE · Tune Number 001 is the initial default Song Bank tune setting whenever you turn on keyboard power. · You can also increment the displayed tune number by pressing [+] and decrement is by pressing [-]. 1 2 Find the tune you want to play in the SONG BANK List, and note its number.

· See page A-9 for the SONG BANK List. 4 Press the PLAY/STOP button to start play of the tune. Staff display Press the SONG BANK button to enter the Song Bank Mode. A l o h a Oe Indicator appears Fingering 3 Use the number buttons to input the tune's threedigit number. Example: To select "047 ALOHA OE", input 0, 4 and then 7.

Keyboard keys used Chord name 5 Press the PLAY/STOP button to stop playback of the Song Bank tune. · The tune you select continues to play until you stop it. A l o h a Oe Song number Song name E-22 Playing a Built-in Tune Adjusting the Tempo Each tune has a preset default tempo (beats per minute) that is set automatically whenever you select a tune. While the tune is playing, you can change the tempo setting to a value in the range of 30 to 255. To fast reverse 1 While a tune is playing or paused, hold down the REW button to skip in a reverse direction at high speed. · The fast reverse operation skips back one measure at a time. · The measure and beat numbers on the display change while the fast reverse operation is being performed. To set the tempo 1 Use the TEMPO buttons to set the tempo. · Increases the tempo value. · Decreases the tempo value.

Flash Measure number Beat number 2 Tempo value Releasing the REW button starts song playback from the measure whose number is shown on the display. NOTE · While the tempo value is flashing, you can also use the number buttons or [+] and [-] to input a three-digit value. Note that you must input leading zeros, so 90 is input as 090. · Pressing both the and TEMPO buttons at the same time automatically returns the currently selected rhythm to its default tempo. NOTE · Fast reverse does not work while tune play is stopped. To fast forward 1 While a tune is playing or paused, hold down the FF button to skip forward at high speed. · The fast forward operation skips forward one measure at a time. · The measure and beat numbers on the display change while the fast forward operation is being performed. To pause playback 1 2 Press the PAUSE button while a tune is playing to pause it. Pressing the PAUSE button again resumes play from the point where it was paused.

Measure number Beat number 2 Releasing the FF button starts song playback from the measure whose number is shown on the display. NOTE · Fast forward does not work while tune play is stopped. E-23 Playing a Built-in Tune Looping a Musical Phrase You can select one or more measures and "loop" them, which means that they play again and again until you stop playback. To play all tunes in succession 1 2 1 While the tune is playing, press the REPEAT button while the measure you want to start from is playing. Press the RHYTHM button and TONE button at the same time. · Playback starts from Song Bank tune number 001. To stop tune play, press the PLAY/STOP button. NOTE · While a tune is playing, you can use the number buttons or [+] and [-] to change to another tune. · You can play along with the tunes on the keyboard. Flash 2 When playback is within the measure you want to specify as the end of the loop, press the REPEAT button again.

Lit · To cancel repeat play of a loop, press the REPEAT button again so the repeat indicator is not displayed. To change the melody tone 1 Press the TONE button. Indicator appears 2 Find the tone you want in the TONE List, and then use the number buttons to input its three-digit number. Example: To select "131 VIOLIN", input 1, then 3, then 1. · You can select any one of the keyboard's built-in tones.



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· Press to increase the tempo (make it faster) or decrease it (make it slower). to Flash Tempo value NOTE · Note that Voice Fingering is disabled in the Evaluation Mode.

· Exiting the Evaluation Mode automatically restores the Voice Fingering setting that was in effect when you entered the Evaluation Mode. NOTE · While the tempo value is flashing, you can also use the number buttons or [+] and [-] to input a three-digit value. Note that you must input leading zeros, so 90 is input as 090. · Pressing both the and TEMPO buttons at the same time automatically returns the currently selected rhythm or tune to its default tempo. Using the Metronome The metronome feature of this keyboard produces a bell sound for the first beat of each measure, followed by click sounds for each successive beat of the measure. @@@@ Some rhythms (No. @@@@ Refer to the following pages for details on chord play. CASIO

CHORD ...

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... Page E-32 FINGERED

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..... Page E-33 FULL RANGE CHORD ..

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· @@@@ For details about these buttons, see pages E-35 and E-36. @@@@ For details about this button, see page E-36. @@@@ Note that you must input leading zeros, so 90 is input as 090. @@@@ Minor chords (m) To play a minor chord, keep the major chord key depressed and press any other accompaniment keyboard key located to the right of the major chord key. Seventh chords (7) To play a seventh chord, keep the major chord key depressed and press any other two accompaniment keyboard keys located to the right of the major chord key. Minor seventh chords (m7) To play a minor seventh chord, keep the major chord key depressed and press any other three accompaniment keyboard keys located to the right of the major chord key. Example C Major (C) CDEFGABCDEF CASIO CHORD Accompaniment Keyboard and Melody Keyboard <WK-110> Accompaniment keyboard Melody keyboard C minor (Cm) CDEFGABCDEF <CTK-810> Accompaniment keyboard Melody keyboard C seventh (C7) CDEFGABCDEF C minor seventh (Cm7) NOTE · The accompaniment keyboard can be used for playing chords only. No sound will be produced if you try playing single melody notes on the accompaniment keyboard. · The split point (page E-46) is the point that separates the Auto Accompaniment area and the melody area of the keyboard.

You can change the location of the split point, which also changes the sizes of the keyboard areas. CDEFGABCDEF NOTE · It makes no difference whether you press black or white keys to the right of a major chord key when playing minor and seventh chords. E-32 Auto Accompaniment FINGERED

FINGERED provides you with a total of 15 different chord types. The following describes the FINGERED "Accompaniment keyboard" and "Melody keyboard", and tells you how to play a C-root chord using FINGERED. C Cm Cdim Caug *1 FINGERED Accompaniment Keyboard and Melody Keyboard Csus4 C7 *2 <WK-110> Accompaniment keyboard Melody keyboard Cm7 *2 Cmaj7 *2 Cm7 5 <CTK-810> Accompaniment keyboard Melody keyboard C7 5 *1 C7sus4 Cadd9 Cadd9 NOTE · The accompaniment keyboard can be used for playing chords only. No sound will be produced if you try playing single melody notes on the accompaniment keyboard. · The split point (page E-46) is the point that separates the Auto Accompaniment area and the melody area of the keyboard. You can change the location of the split point, which also changes the sizes of the keyboard areas. CmM7 *2 Cdim7 *1 See the FINGERED Chord Chart on page A-7 for details on playing chords with other roots. *1: Inverted fingerings cannot be used.

The lowest note is the root. *2: The same chord can be played without pressing the 5th G. NOTE · Except for the chords specified in note*1 above, inverted fingerings (i.e. playing E-G-C or G-C-E instead of C-EG) will produce the same chords as the standard fingering.

· Except for the exception specified in note*2 above, all of the keys that make up a chord must be pressed. Failure to press even a single key will not play the desired FINGERED chord. E-33 Auto Accompaniment FULL RANGE CHORD This accompaniment method provides a total of 38 different chord types: the 15 chord types available with FINGERED plus 23 additional types. The keyboard interprets any input of three or more keys that matches a FULL RANGE CHORD pattern to be a chord. Any other input (that is not a FULL RANGE CHORD pattern) is interpreted as melody play.

Because of this, there is no need for a separate accompaniment keyboard, so the entire keyboard, from end to end, can be used for both melody and chords.

Example: To play the chord C major. @@Chord C C 2 @@Chord C C 2

@@@@@ The following procedure describes how to use the Intro feature. @@@@@ The following procedure describes how to use synchro start. @@@@@ · Keyboard tone · Layer, Split, or Layer Split on/off · Layered tone (when layer is turned on), split tone (when split is turned on), or layered split tone (when layer and split are turned on) · Tempo · Reverb and chorus settings 1 Press the SYNCHRO/ENDING button to put the keyboard into synchro start standby. Flash 2 Playing a chord and the rhythm pattern starts to play automatically. To use one-touch preset NOTE · If the MODE switch is set to NORMAL, only the rhythm plays (without a chord) when you play on the accompaniment keyboard. · If you press the INTRO button before playing anything on the keyboard, the rhythm starts automatically with an intro pattern when you play something on the accompaniment keyboard. · Pressing the VARIATION/FILL-IN button before playing anything on the keyboard causes play to start with the variation pattern when something is played on the keyboard. · To cancel synchro start standby, press the SYNCHRO/ENDING button one more time. 1 2 3 4 Select the rhythm you want to use. Use the MODE switch to select the accompaniment mode you want to use.

Press the ONE TOUCH PRESET button. · This automatically configures the one-touch preset settings in accordance with the rhythm you selected, and enters synchro start standby. Play a chord. This will cause the rhythm pattern to start to play automatically. · Accompaniment is played using the one touch preset settings.

Finishing with an Ending Pattern You can end your performances with an ending pattern that brings the rhythm pattern you are using to a natural-sounding conclusion. The following procedure describes how to insert an ending pattern. Note that the actual ending pattern played depends on the rhythm pattern you are using. To finish with an ending pattern 1 While the rhythm is playing, press the SYNCHRO/ENDING button. · This causes the ending pattern to play, which brings rhythm accompaniment to an end.

E-36 Registration Memory Registration Memory Features Registration memory lets you store up to 32 keyboard setups (4 sets × 8 banks) for instant recall whenever you need them.



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The following is a list of settings that are saved in registration memory. Setup Names You can assign setups into one of 32 areas, which you can select using BANK button and the four REGISTRATION buttons. Area names range from 1-1 through 8-4 as shown below. Registration Memory Settings · Tone · Rhythm · Tempo · Layer on/off · Split on/off · Split point · Effect settings · Touch Response settings · Assignable jack setting · Synchro standby state 1 2 1 BANK 1 BANK 2 BANK 3 BANK 4 BANK 5 BANK 6 BANK 7 BANK 8 1-1 2-1 3-1 4-1 5-1 6-1 7-1 8-1 2 1-2 2-2 3-2 4-2 5-2 6-2 7-2 8-2 3 1-3 2-3 3-3 4-3 5-3 6-3 7-3 8-3 4 1-4 2-4 3-4 4-4 5-4 6-4 7-4 8-4 NOTE · Each bank of registration memory initially contains data when you first use the keyboard. Simply replace the existing data with your own data. 1 Use the BANK button to select the bank. Each press of BANK cycles through the bank numbers from 1 to 8. 2 Pressing one of the REGISTRATION buttons (1 to 4) selects the corresponding area in the currently selected bank. NOTE · Whenever you save a setup and assign it a setup name, any setup data previously assigned to that name is replaced with the new data.

E-37 Registration Memory Number buttons BANK REGISTRATION STORE To Save a Setup in Registration Memory To Recall a Setup from Registration Memory 1 Select a tone and rhythm, and otherwise set up the keyboard the way you want it. · See "Registration Memory Settings" on page E-37 for details on what data is stored in the registration memory. 1 Use the BANK button or the number buttons to select the bank. · If you do not perform any operation for about three seconds after pressing the BANK button, the keyboard automatically clears the registration memory recall screen. 2 Use the BANK button or the number buttons to select the bank you want. · If you do not perform any operation for about three seconds after pressing the BANK button, the display returns to the contents in step 1, above. · Bank 1 selected. Bank 2 Press the REGISTRATION button (1 to 4) for the area whose setup you want to recall. Bank 3 While holding down the STORE button, press a REGISTRATION button (1 to 4). · The following display appears when you press the 2 button.

Recall · The setup name along with the message "Recall" appears on the display. NOTE · If you press a REGISTRATION button without using the BANK button to select a bank first, the last bank number selected is used. Store 4 Release the STORE and REGISTRATION buttons. NOTE · The setup is saved as soon as you press a REGISTRATION button in step 3, above. E-38 Recording and Play Back RECORDER MODE SONG BANK RHYTHM [+] / [] RIGHT/TRACK 2 START/STOP TEMPO LEFT/TRACK 1 You can record your lesson play (lesson recording) and keyboard play along with the Auto Accompaniment you are using (performance recording).

Using the RECORDER Button Each press of the RECORDER button cycles through the recording options in the sequence shown below. Parts and Tracks How data is recorded to the keyboard and the type of data that is recorded depends on whether you are performing a performance recording operation or a lesson recording operation. Playback Standby Record Standby Normal Lesson Recording With lesson recording, you use the LEFT/TRACK 1 button and the RIGHT/TRACK 2 button to select recording of only the left-hand part, only the right-hand part, or both the left-hand and right-hand parts. Displayed Flashing Not displayed Memory Capacity This keyboard can hold a total of approximately 12,000 notes, which can be divided between a lesson recording and a performance recording. Note that you can use up all 12,000 notes for either the lesson recording or the performance recording.

If you do, you will not be able to record anything for the other type of recording. · The recorder shares the same memory area with the song bank area used for storing song data transferred from a computer. Because of this, you may not be able to store the full 12,000 notes of data. · When the number of remaining notes becomes less than about 100 while you are recording, the RECORDER indicator and the track/part indicator (L, R) will start to flash at high speed. ·

Recording will stop automatically if memory becomes full. If you are using Auto Accompaniment or a rhythm, they will also stop playing at this time. Performance Recording With performance recording, the keyboard operates like a tape recorder or sequencer. In this case, you can use the LEFT/TRACK 1 button and the RIGHT/TRACK 2 button to select the track you want to record to. Performance recording records the data shown in the illustration below, using two memory tracks. Start Track 1 Track 2 Auto Accompaniment (rhythm, bass, chords), melody Melody Data recorded in track End · Since each track is independent of the other, you can edit a recording by re-recording only one of the tracks.

IMPORTANT! · Never turn off the keyboard while it is recording or standing by for recording to the keyboard. Doing so will cause all of the song data currently stored in the Song Bank user area to be deleted. E-39 Recording and Play Back Recorded Data Storage · Anything previously stored in the keyboard is replaced whenever you make a new recording. · Recorder contents are retained even when power is turned off, as long as the keyboard is being supplied battery or AC adaptor power. If you remove the batteries or should the batteries go dead while the keyboard is not being supplied power by the AC adaptor, recorder contents will be deleted. Be sure to supply power to the keyboard with the AC adaptor when replacing batteries. · Turning off the keyboard while a record operation is in progress causes the contents of the track you are currently recording to be lost. CASIO COMPUTER CO., LTD. assumes no responsibility for any loss or damage to you or any third party arising out of the loss or corruption of data.

Part/Track Indicators in Recording Standby Press the part/track button of the part you want to play on the keyboard (recording part). This causes its part/track indicator to flash. Playback part (not displayed) Recording part (flashing) Example: The above indicates the left-hand part is the playback part, and the right-hand part is the recording part. Recording Play Along with a Builtin Tune You can use the lesson recording procedure to record notes you play along with one of the keyboard's built-in tunes. When you start a lesson recording, the keyboard plays the song minus the part(s) you selected as the recording part(s).

Selecting Parts Press the part/track button that corresponds to the part(s) you want to select as the recording part(s). To select this part: Left-hand Right-hand Both hands Press this button: LEFT/TRACK 1 RIGHT/TRACK 2 LEFT/TRACK 1 + RIGHT/TRACK 2 The part that is currently selected is indicated by the part/track indicators (L and R) that appear on the display as described below.



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E-40 Recording and Play Back To record as you play along with a built-in tune Lesson Recording Data In addition to the notes you play on the keyboard and the accompaniment of the built-in song you selected, the following data is also stored by a lesson recording operation. · Tone setting · Tempo setting · Tune name · Recording part selection · Pedal operations · Layer and split settings, and their tone settings · Effect setting 1 Press the SONG BANK button to select the mode that includes the tune you want to play along with. Indicator appears 2 3 4 Use the RECORDER button to select record standby. · This causes the RECORDER indicator to flash on the display. Playing Back a Lesson Recording Select the tune you want to play along with. · See "To play back a Song Bank tune" on page E-22 for information about selecting Song Bank tunes. 1 2 3 4 Press the SONG BANK button to select the bank of the built-in tune that you originally used to record the lesson recording. Use the RECORDER button to select playback standby. Press the controller block START/STOP button. · This starts playback of lesson recording contents. · You can adjust the tempo at this point, if you want. Use the LEFT/TRACK 1 button or RIGHT/TRACK 2 button to select the part(s) (left-hand, right-hand) you want to mute in the built-in tune playback and play along on the keyboard. · If you want to mute and play both parts, press both buttons at the same time.

5 6 7 8 Configure the following settings as required. · Tone (page E-20) · Tempo (page E-23) To stop playback, press the controller block START/ STOP button again. Press the controller block START/STOP button. · This starts recording. Recording a Performance Use this procedure when you want to record what you play on the keyboard in real time. Performance recording records both the notes you play and any accompaniment patterns that you use. Play the notes for the part(s) you selected in step 4 on the keyboard. Recording stops automatically when playback of the built-in tune is finished. · To interrupt recording part way through, press the controller block START/STOP button. This will play back everything you recorded up to that point. · If you want to hear what you recorded immediately, press the controller block START/STOP button again. Selecting a Track Press the part/track button that corresponds to the track you want to select. To select this track: Track 1 Track 2 Press this button: LEFT/TRACK 1 RIGHT/TRACK 2 The track that is currently selected is indicated by the part/ track indicator (L or R) that appears on the display as described below. E-41 Recording and Play Back Part/Track Indicators in Playback Standby Each press of a part/track button toggles playback of that track on (part/track indicator displayed) and off (indicator not displayed). Track 1 Track 2 To record your keyboard performances IMPORTANT! · Recording to a track that already contains data causes the existing data to be replaced by your new performance.

Playback (displayed) No playback (not displayed) 1 Press the RHYTHM button to enter the rhythm mode. Indicator appears Example: The above indicates that Track 1 will be played back, while Track 2 will not. Part/Track Indicators in Recording Standby The part/track indicator will be displayed if its track already contains data. Press the part/track button of the track to which you want to record (record track). This causes its part/track indicator to flash. The part/track indicator of the other track will remain displayed (without flashing) to indicate that it will playback during recording (playback track). 2 3 Use the RECORDER button to select record standby. · This causes the RECORDER indicator to flash on the display. Press the LEFT/TRACK 1 button to select Track 1. · This causes the L indicator to flash, indicating that Track 1 is the recording track. Flashing 4 Playback track (displayed) Record track (flashing) Configure the following settings as required. · Tone (page E-20) · Rhythm (page E-30) · MODE switch setting (page E-31) · Use a slower tempo if you feel you might have trouble playing properly at a faster tempo (page E-23). Example: The above indicates Track 1 is the playback track, and Track 2 is the record track. 5 6 Press the controller block START/STOP button. · This starts recording.

Play the notes you want on the keyboard. · Besides notes, any chords you play on the keyboard are recorded, along with their Auto Accompaniment patterns. Melody notes you play are also recorded. · Any pedal operations you perform while playing are also recorded. 7 To stop recording, press the controller block START/ STOP button again. · If you make a mistake, you need to go back and rerecord from step 2. · If you want to immediately hear what you recorded, press the controller block START/STOP button again. E-42 Recording and Play Back Track 1 Data In addition to notes played on the keyboard and chord accompaniments, the following data is also stored in Track 1 during performance recording. · Tone number · Rhythm number · INTRO button, SYNCHRO/ENDING button, NORMAL/ FILL-IN button, VARIATION/FILL-IN button operations · Pedal operations · Layer and split settings, and their tone settings · Split point · Tempo setting · Effect setting Playing Back a Performance Recording Perform the following procedure when you want to play back a tune you recorded with performance recording. 1 Press the RHYTHM button to enter the rhythm mode. Indicator appears 2 Track 1 Recording Variations I To record without rhythm Skip step 5 of the above procedure. · Recording without rhythm starts as soon as you press a keyboard key. I To start recording with synchro start In place of step 5 of the above procedure, press the SYNCHRO/ENDING button. · Now Auto Accompaniment and recording will start when you play a chord within the accompaniment keyboard range. I To insert an intro, ending, or fill-in into a recording During recording, press the INTRO button, SYNCHRO/ ENDING button, NORMAL/FILL-IN button, or VARIATION/FILL-IN button as required. I To start recording with an intro using synchro start In place of step 5 of the above procedure, press the SYNCHRO/ENDING button and then the INTRO button. · Now Auto Accompaniment and recording will start with an intro pattern when you play a chord within the accompaniment keyboard range. I To start Auto Accompaniment part way into a recording In place of step 5 of the above procedure, press the SYNCHRO/ENDING button, and play something within the melody range of the keyboard. · This records the melody without any accompaniment.



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