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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO LK-240. You'll find the answers to all your questions on the CASIO LK-240 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual CASIO LK-240
User guide CASIO LK-240
Operating instructions CASIO LK-240
Instructions for use CASIO LK-240
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Manual abstract:

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: · Reorient or relocate the receiving antenna. · Increase the separation between the equipment and receiver. · Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. @@Responsible party: CASIO AMERICA, INC. Address: 570 MT.

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

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

· Use only CASIO AD-E95100L 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.

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Contents General Guide ...

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

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

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

..... E-4 Using the FUNCTION Button () ..

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

... E-4 bq 3 Using Built-in Songs to Master Keyboard Play

.....
.....

.. E-20 Phrases

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

..... E-20 Step Up Lesson Flow

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

..... E-20 Selecting the Song, Phrase, and Part You Want to Practice .

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

.....
.....

E-21 Lessons 1, 2, and 3

.....

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

. E-22 Lesson Settings

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

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

... E-23 Using Auto Step Up Lesson

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

..... E-24 Getting Ready to Play....

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

... E-5 Preparing the Music Stand ..

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

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

..... E-5 Power Supply

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

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

.. E-5 Playing the Digital Keyboard

.. E-6 Turning on Power and Playing

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

... E-6 Using Headphones

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

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

.. E-7 Changing Keyboard Response to Touch Pressure (Touch Response) (LK-240 only)

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

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

E-7 Turning Off Keyboard Lighting.....

.....
.....

.....
.. E-8 Using the Voice Pads

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

..... E-8 Using the Metronome ...

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

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

.. E-9 Music Challenge Keyboard Game

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

. E-26 Using Auto Accompaniment.....

E-28 Playing the Rhythm Part only

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

. E-28 Playing All Parts

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

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

.. E-29 Using Auto Accompaniment Effectively.....

..... E-31 Using One-Touch Preset ..

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

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

. E-32 Controlling the Keyboard Sounds

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

.. E-10 Select from a variety of musical instrument sounds ...

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

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

.. E-10 Using Reverb...

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

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

... E-11 Using a Pedal ..

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

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

..... *E-11 Changing the Pitch (Transpose, Tuning) ..*

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

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

... *E-12 Sampling a Sound and Playing It on the Keyboard (Sampling).....*

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

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

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

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

.. *E-15 Connecting External Devices* *E-33 Connecting a Computer.*

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

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

.... *E-33 MIDI Settings .*

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

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

E-34 Connecting to Audio Equipment

.....

.....

.. *E-36 Reference* ...

.....
.....

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

. *E-37 Troubleshooting*.....

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

... E-37 Specifications ..

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

..... E-39 Operating Precautions..

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

E-40 Song List.....

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

... E-41 Fingering Guide

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

E-42 Chord Example List

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

. E-43 Playing Built-in Songs.....

.....
.....

E-16 Playing the Demo Songs

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

..... E-16 Playing Back a Particular Song ..

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

..... E-16 MIDI Implementation Chart Included Accessories Music Stand Song Book Leaflets · Safety Precautions · Appendix · Other (Warranty, etc.) Items included as accessories are subject to change without notice. Separately Available Accessories · You can get information about accessories that are separately for this product from the CASIO catalog available from your retailer, and from the CASIO website at the following URL. <http://world.casio.com>

casio.com/E-1 English General Guide · In this manual, the term "Digital Keyboard" refers to the LK-160/LK-165/LK-240. · In this manual, buttons and other controllers are identified using the numbers shown below. · There is a button number reference at the back of this manual. You can tear it out and refer to the button numbers as required. 1 2 3 4 5 6 7 8 9 bk bl bn bo bp bm bq br cn co cp bs bt cq cr ck cl cn cm cs ct E-2 General Guide · The following explains the meaning of the \$ symbol that appears on the product console and with the key names below. \$: Indicates a function that is enabled by holding down the button for some time. 1 POWER button E-6 2 VOLUME slider E-6 3 FUNCTION, \$ KEY LIGHT button E-4 4 SAMPLING button E-13 5 METRONOME, \$ BEAT button E-9 6 TEMPO buttons E-9, 18, 32 7 REPEAT, INTRO button E-17, 31 8 REW, NORMAL/FILL-IN button E-17, 31 9 FF, VAR./FILL-IN button

E-17, 31 bk PAUSE, SYNCHRO/ENDING button E-17, 31 bl PLAY/STOP, START/STOP button E-17, 28 bm PART SELECT, ACCOMP, \$ CHORDS button E-19, 29 bp SONG BANK button E-16 bq Number buttons, []/[+] keys E-4 br LISTEN, VOICE PAD1 button E-8, 22 bs WATCH, VOICE PAD2 button E-8, 22 bt REMEMBER, VOICE PAD3 button E-8, 23 ck NEXT, VOICE PAD4 button E-8, 21 cl AUTO, VOICE PAD5 button E-8, 24 cm MUSIC CHALLENGE, SET SELECT button E-8, 26 bn TONE button E-10 bo RHYTHM, ONE TOUCH PRESET \$ button E-28, 32 cn Speakers co Song Bank list cp Display cq Rhythm list cr Tone list cs CHORD root names E-29 ct Percussion instrument list E-10 Back dk dl dm dn do dp dq dk USB port E-33 dl SUSTAIN jack E-11 dm MIC VOLUME knob E-12 dn MIC IN/SAMPLING jack E-12 do AUDIO IN jack (LK-240 only) E-36 dp DC 9.5V terminal E-5 dq PHONES/OUTPUT jack E-7, 36 E-3 English General Guide Using the 10-key Pad (bq) Use the number buttons and the [] and [+] keys to change the settings of the parameters that appear in the upper left area of the display.

Using the FUNCTION Button () Use the FUNCTION button (3) to access settings that let you select the reverb type, pedal effect, etc. 3 1. Press 3 (FUNCTION). Setting Setting Md e r nPn o Number Buttons Use the number buttons to enter numbers and values. · Enter the same number of digits as the currently displayed value.

Example: To enter tone number 004, input 0 3 0 3 4. 1 · Negative values cannot be input using the number buttons.



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Use [+] (increase) and [-] (decrease) instead. 2 3 4 5 6 7 8 9 Trans . Parameter 2.

Next press 3 (FUNCTION) until the parameter whose setting you want to change is displayed. Each press of (FUNCTION) cycles through the available parameters. Parameter Transpose Accompaniment Volume Song Volume Touch Response (LK-240 only) Tuning Reverb Voice Fingering Guide Note Guide Performance Evaluation Display Trans. AcompVol Song Vol Touch Tune Reverb Speak NoteGuid Scoring PhraseLn SmpAuto Keybd Ch Navi. Ch Local AcompOut Jack Demo2 See Page E-12 E-32 E-18 E-7 E-12 E-11 E-23 E-24 E-24 E-14 E-34 E-34 E-35 E-35 E-11 E-6 3 [-] and [+] Keys You can use the [-] (decrease) and [+] (increase) keys to change the displayed number or value. · Holding down either key scrolls the displayed setting. · Pressing both keys at the same time will revert to the initial default setting or the recommended setting. 10 Phrase 11 Sampling Start 12 Keyboard Channel 13 Navigate Channels 14 Local Control 15 Accom Out 16 Pedal Effect 17 Power On Alert 3. When the parameter you want is displayed, use bq (10-key) to change its setting. · The parameter setting will disappear from the upper left area of the screen if you do not perform any operation for some time.

· The tone and other parameters revert to their initial defaults whenever you turn on power (page E-6). E-4 Getting Ready to Play Preparing the Music Stand Music stand Using Batteries · Be sure to turn off power before loading batteries. · It is up to you to prepare six commercially available AA-size batteries. Do not use oxyride batteries or any other nickel based batteries. 1. Open the battery cover on the bottom of the Digital Keyboard. Power Supply Either an AC adaptor or batteries can be used to power this Digital Keyboard. Normally, use of AC adaptor power is recommended. · The AC adaptor does not come with this Digital Keyboard. Purchase it separately from your retailer.

See page E-1 for information about options. 2. Load six AA-size batteries into the battery compartment. Make sur number of times until "Touch" appears on the display (page E-4). Touch 2.

Use bq (10-key) [-] and [+] keys to select one of the three Touch Response sensitivity settings. Off (oFF) Touch Response is turned off. Sound volume is fixed, regardless of key press speed. Normal Touch Response More sensitive Touch Response than Type 1 Type 1 (1) Type 2 (2) E-7 English Changing Keyboard Response to Touch Pressure (Touch Response) (LK-240 only) Playing the Digital Keyboard Turning Off Keyboard Lighting Keyboard Lighting causes keyboard keys to light when you press them, during built-in song playback, etc. You can use the following procedure to turn off Keyboard Lighting. 2. Press a pad (1 through 5, bindicated by a click sound. This setting lets you practice with a steady beat, without worrying how many beats there are in each measure. E-9 Controlling the Keyboard Sounds 34 bnbo bq br bs bt ck cl Select from a variety of musical instrument sounds Your Digital Keyboard lets you select tones for a wide variety of musical instrument sounds, including violin, flute, orchestra, and more. Even the same song sound takes on a different feel by changing the instrument type. 3. Try playing something on the keyboard. The tone of the instrument you selected will sound. To select an instrument for playing 1. Press bn (TONE).

Tone number Playing with a Piano Tone (Piano Setup) (TONE) and (RHYTHM) at the same time. Press This selects the grand piano tone. bn bo S t .GrPno Tone name 2. Use bq (10-key) to select the tone number you want. The corresponding tone number and tone name will appear on the screen. · Use the number buttons to enter the tone number. Specify three digits for the tone number. Example: To select 001, enter 0 3 0 3 1. Settings Tone Number: "001" Reverb: "06" Transpose: "00" Touch Response (LK-240 only): Off: Returns to initial default On: No change Pedal Effect: SUS Rhythm Number: "131" Accompaniment: Rhythm part only Local Control: On Drum Assign: Off · See the separate "Appendix" for a complete list of available tones.

· When one of the drum sets is selected (tone numbers 395 through 400), each keyboard key is assigned a different percussion sound. E-10 Controlling the Keyboard Sounds Using Reverb Reverb adds reverberation to notes. You can change the duration of the reverb. Using a Pedal A pedal can be used to change notes in various ways while playing. · A pedal unit does not come with the Digital Keyboard.

Purchase one separately from your retailer. See page E-1 for information about options. 1. Press 3 (FUNCTION) a number of times until "Reverb" appears on the display (page E-4). Connecting a Pedal Unit Re v e r b 2.

Use the bq (10-key) [-] and [+] keys to select the reverb setting you want. Off (oFF) 1 to 10 Turns off reverb. The larger the number selected, the longer the reverb duration. Connect an optional pedal unit. SUSTAIN jack Selecting the Pedal Effect 1. Press 3 (FUNCTION) a number of times until "Jack" appears on the display (page E-4). Re v e r b Jack 2. Use the bq (10-key) [-] and [+] keys to select the pedal effect you want. · The following shows the available pedal effects. Sustain (SUS) Sustains notes played while the pedal is depressed.

Organ and other similar tone notes are sustained even if the pedal is not pressed. Sustains notes that are playing when the pedal is depressed before the keyboard keys are released. Slightly softens notes played while the pedal is depressed. Pressing the pedal starts and stops Auto Accompaniment or song playback. Indicator disappears when reverb is turned off. Sostenuto (SoS) Soft (SFt) Rhythm (rHy) E-11 English Controlling the Keyboard Sounds Changing the Pitch (Transpose, Tuning) Changing the Pitch in Semitone Steps (Transpose) The transpose feature lets you change the pitch, in semitone steps. A simple operation lets you instantly change the pitch to match that of a singer. · The transpose setting range is 12 to +12 semitones. Sampling a Sound and Playing It on the Keyboard (Sampling) You can use the Digital Keyboard to sample a sound from a microphone, and then play the sound with the keyboard keys or voice pads. For example, you could sample the bark of your dog and then use the sound in a melody.

The sampling feature is a great way to create new sounds that are highly creative. Connection Connect a microphone. 1. Press 3 (FUNCTION). Trans . MIC IN/SAMPLING jack 2. Use the bq (10-key) [-] and [+] keys to select the transpose setting you want. Fine Tuning (Tuning) Use the tuning feature when you need to adjust the pitch slightly to play along with another musical instrument.



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Also, some artists perform their music with slightly altered tuning. You can use the tuning feature to adjust tuning so it exactly matches a performance on a CD.

· The tuning feature specifies the frequency of the A4 note. You can set a frequency within the range of 415.5 to 465.9 Hz. The initial default setting is 440.0 Hz. · Use of a commercially available microphone also is supported. · Turn off the microphone and the Digital Keyboard before connecting them. · It will take a few seconds before you can use the microphone after you turn on the Digital Keyboard. · Sampled sounds are recorded in monaural.

· You cannot sample sounds input from through the AUDIO IN jack. 1. Press 3 (FUNCTION) a number of times until "Tune" appears on the display (page E-4). Sampling a Sound and Playing It There are two sampling methods: full sampling and short sampling. Full Sampling Tune 2. Use the bq (10-key) [] and [+] keys to adjust the tuning. · Performing this step causes the display to change from "Tune" to a value that indicates the current frequency setting as shown below. You can change the frequency in 0.1Hz steps. This method allows sampling of a single sound with a duration of one second.

1. Turn the volume levels of the Digital Keyboard down. 2. Turn on the microphone and then the Digital Keyboard. 3.

Use dm (MIC VOLUME) to adjust the volume level of microphone input. 440.0Hz · Even if you do not perform a (10-key) operation to adjust the tuning, the current frequency setting will appear automatically after a few seconds. bq E-12 Controlling the Keyboard Sounds 4. Press 4 and immediately release it.

This enters record standby. Short Sampling English With short sampling, you can sample up to three sounds, each one with a duration of approximately 0.3 seconds. You can sound the short sampled sounds using voice pads 1 through 3. Wa i t i n g Flashes 1. Connect a microphone to the Digital Keyboard. Refer to steps 1 through 2 under "Full Sampling" (page E-12). 2. While holding down 4, press the voice pad (, , or) that corresponds to the tone number where you want to store the sound. · The relationship between tone numbers and voice pads is shown below.

br bs bt 5. Output the sound in the direction of the microphone. The Digital Keyboard will start sampling automatically, and stop after one second. · Sampling will not start if the volume of the sound picked up by the microphone is too low. · What you sample is stored as tone number 401. Selected Tone Number Pressed Voice Pad 402 Pad 1 () 403 Pad 2 () 404 Pad 3 () br bs bt Example: When voice pad 3 (Tone Number 404) is selected Samp l i n g Flashes Vo i . Pad3 Flashes Record standby is entered when you release 4. Or i g i n a l Lights Wa i t i n g Flashes 6. Try playing something on the keyboard. · You can press pad 4 or 5 (sampled sound (page E-8).

ck or cl) to sound the · A new sample replaces sample data currently assigned to tone number 401. All of the old data (including short sampled sounds) is deleted. E-13 Controlling the Keyboard Sounds 3. Output the sound in the direction of the microphone. Sampling starts automatically and stops after about 0.3 seconds. · Sampling will not start if the volume of the sound picked up by the microphone is too low. Turning off power clears sampled data! Turning off power will causes all sampled sound data to be deleted. 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.

Vo i . Pad3 C4 Lights Set 1 of voice pads 1 through 4 (through sampled sounds without modification. br ck) produce Starting a Sampling Operation Manually 4. Try playing something on the keyboard. · You also can sound the sampled sound by pressing the voice pad you pressed in step 2. 1. Press 3 (FUNCTION) a number of times until "SmpAuto" appears on the display (page E-4). · Sampling a new sound deletes the sound assigned to the same tone number and the full sampling sound (page E-12). Smp l A u t o 2. Press bq (10-key) [] key to select the OFF setting.

This enables manual sampling. When this setting is selected, sampling starts as soon as you release in step 4 under "Full Sampling" (page E-12) or step 2 under "Short Sampling" (page E-13). 4 · When the above setting is "oFF", sampling starts when you release , not when you press it. Sampling will not start if you keep depressed. 4 4 E-14 Controlling the Keyboard Sounds Applying Effects to a Sampled Sound You can use the following procedure to apply various settings to the sampled tone assigned to tone number 401. 1. Use bq (10-key) to select a tone number from 405 to 414. Tone numbers 405 to 414 actually represent effects assigned to tone number 401. Selecting a tone will play the sampled sound in a loop, along with the applicable effect, as described below.

Tone No.

405 406 Effect Name Loop 1 Loop 2 Description Loops the sampled sound. Loops the sample sound and raises the pitch of the resonating sound when the keyboard key is released. Loops the sample sound and lowers the pitch of the resonating sound when the keyboard key is released. Changes the pitch from low to high, at an increasing rate. Changes pitch from high to low, at a decreasing rate.

Changes pitch from high to low, at a decreasing rate, and then raises the pitch when the key is released. Alternates volume between high and low. Adds vibrato and changes pitch by a gradually increasing amount. Alternates between high pitch and low pitch. Adds vibrato and changes pitch from low to high.

Use the following procedure to replace a percussive instrument with a sampled sound you sampled with short sampling and play auto accompaniment rhythms (page E-28) with it. 1. Press 3 (FUNCTION) and 4 at the same time. D r m A s i g n Lights 407 Loop 3 408 409 Pitch 1 Pitch 2 The display will return to the previous screen if you do not perform the next step for some time. 2. Use the bq (10-key) [] and [+] keys to select the drum assign type you want. Off (oFF) Type 1 (dr1) Sampled sound does not sound. Replaces the bass drum of the rhythm pattern with tone number 402, and the snare drum with tone number 403. Replaces more of the percussive instruments than Type 1 with tone numbers 402, 403, and 404. 410 Pitch 3 411 412 413 414 Tremolo Funny 1 Funny 2 Funny 3 Type 2 (dr2) 3.

Start rhythm play (page E-28). The rhythm sounds in accordance with the drum assign type you selected in step 2. · Some rhythm part drum sounds cannot be replaced by sampled sounds. E-15 English Using a Sampled Sound in a Rhythm (Drum Assign) Playing Built-in Songs 3 6 bp bq 7 8 9 bk bl bm With this Digital Keyboard, built-in tune data is referred to as "songs".



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

1. Press **3** (FUNCTION) a number of times until "Speak" appears on the display (page E-4). Speak 2.

Press the **bq** (10-key) [**]** key to select the OFF setting. E-23 English Using Built-in Songs to Master Keyboard Play Turning Off Note Guide Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3. Using Auto Step Up Lesson With Auto Step Up Lesson, the Digital Keyboard advances through each lesson automatically. 1. Press **3** (FUNCTION) a number of times until "NoteGuid" appears on the display (page E-4).

1. Select the song and part you want to practice (page E-16). 2. Press **cl**. No t eGu i d 2.

Press the **bq** (10-key) [**]** key to select the OFF setting. Listen to the first phrase in Lesson 1. · In Lesson 1, the sample phrase is played only once before advancing to Lesson 2. Flashes Lights Turning Off Performance Evaluation Use the following procedure to turn off performance evaluation, which evaluates your performance and displays a score in Lesson 2 and Lesson 3. 3. Auto Step Up Lesson stops automatically after you are able to get through all of the lessons successfully. · In Lesson 2 and Lesson 3, the Digital Keyboard advances to the next lesson if you are able to achieve the "Bravo!" evaluation result. · To cancel a lesson, press **or**. 1. Press **3** (FUNCTION) a number of times until "Scoring" appears on the display (page E-4).

cl bl Sco r i ng 2. Press the **bq** (10-key) [**]** key to select the OFF setting. · You can change the step and phrase during Auto Step Up Lesson using **,** **,** and **to**. · Starting Auto Step Up Lesson turns on Phrase Repeat (page E-23), Note Guide (page E-24) and Performance Evaluation (page E-24) automatically. These features cannot be turned off during lessons. 89 **br ck Lesson Play without Dividing Songs into Phrases** When the phrase function is turned off, lessons go through an entire song from beginning to end, without dividing it up between phrases. 1. Press **3** (FUNCTION) a number of times until "PhraseLn" appears on the display (page E-4). **Ph r aseLn** 2. @@@@The next key will start flashing, so get ready to press it next.

@@The shorter the time, the higher your score. @@Press **bp** (SONG BANK). 2. @@**CHA L . !** Number of remaining notes Displayed during a game.

Fingering E-26 Music Challenge Keyboard Game 4. @@@@The tempo of the game songs cannot be changed. @@Each time you play a chord with your left hand the appropriate accompaniment will play automatically. It's like having a personal backup group along with you wherever you go. Starting and Stopping the Rhythm Part only 1.

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

Your Digital Keyboard comes with a variety of built-in rhythms, including 8-beat and waltz. Use the following procedure to play the basic rhythm part. 3.

Press **bl** or **8**. This starts the rhythm. This pattern changes with each beat. 4. Play along with the rhythm. 5. To stop the rhythm, press **bl** again.

E-28 Using Auto Accompaniment Playing All Parts Auto Accompaniment with Chords Playing a chord with your left hand automatically adds bass and harmony accompaniment parts to the currently selected rhythm. It is just like having your own personal back up group on call. 5. Pressing **bm** again returns to rhythm only accompaniment. English · For information about starting Auto Accompaniment as soon as a chord is played, see "Using Synchro Start" on page E-32.

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

This enables chord input on the accompaniment keyboard. Accompaniment keyboard 1. Hold down **bm** until the chord input mode selection screen appears on the display. Chord input mode Lights Cho r d 3. Use the accompaniment keyboard to play chords. This will cause bass and harmony Auto Accompaniment parts to be added to the rhythm part. Chords (no melody played) Melody 2. Use the **bq** (10-key) [**]** and [**+**] keys to select the chord input mode you want. · If you do not perform any operation after the chord input mode selection screen appears, the display will return automatically to the screen that was displayed before you held down **bm** F3 Example: Pressing D-F#-A-C on the accompaniment keyboard 4 Accompaniment for the D-F#-A-C chord (D7) sounds.

4. Play other chords with left hand as you play the melody with your right hand. E-29 Using Auto Accompaniment FINGERED 1, 2, and 3 With these three input modes, you play chords on the accompaniment keyboard using their normal chord fingerings. Some chord forms are abbreviated, and can be fingered with one or two keys. See page E-42 for information about chords that are supported and how they are fingered on the keyboard. Accompaniment keyboard CASIO CHORD Fingering Chord Type Major Chords Letters above the accompaniment keyboard indicate the chord assigned to each key. Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key. All of the accompaniment area keys that are marked with the same chord name play exactly the same chord. Minor Chords To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right. Example C (C Major) C C#D Eb E F F#G Ab A Bb B C C#DEb E F FINGERED 1 Play the component notes of the chord on the keyboard.

FINGERED 2 Unlike FINGERED 1, 6th input is not possible. m7 or m7b5 is input. FINGERED 3 Unlike FINGERED 1, allows input of fraction chords with the lowest keyboard note as the bass note. Cm (C Minor) C C#D Eb E F F#G Ab A Bb B C C#DEb E F C7 (C Seventh) Seventh Chords To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F CASIO CHORD With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below.



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Cm7 Minor Seventh Chords To play a minor seventh chord, press (C Minor Seventh) the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F Accompaniment keyboard · When playing a minor, seventh, or minor seventh chord, it makes no difference whether the additional keys you press are black or white. **FULL RANGE CHORD** With this mode, you can use the full range of the keyboard to play chords and the melody. See page E-42 for information about chords that are supported.

Accompaniment keyboard / Melody keyboard E-30 Using Auto Accompaniment 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.

Normal Pattern Fill-in Auto Accompaniment Variation Each Auto Accompaniment pattern has a basic "normal pattern" as well as a "variation pattern". 1. While a normal pattern is playing, press 8. This plays the fill-in for the normal pattern. · Normal pattern play will resume after the fill in pattern is complete. **Lights 1.** Press 9. This starts the variation pattern. **Lights Variation Pattern Fill-in 2.** Pressing 8 returns to normal pattern.

Lights 1. While a variation pattern is playing, press 9. This plays the fill-in for the variation pattern. · Variation pattern play will resume after the fill in pattern is complete. **Lights Auto Accompaniment Intro** Use the following procedure to play an intro of a few measures. 1. Press 7. This starts the intro pattern. Normal pattern play will start when the intro pattern is finished. · If you press while an intro pattern is being played, the variation pattern will start when the intro pattern is finished.

Auto Accompaniment Ending Use the following procedure to play an ending of a few measures. 9 1. While an Auto Accompaniment is playing, press bk. This will play the ending pattern and then stop Auto Accompaniment play automatically. **Lights E-31 English Using Auto Accompaniment Effectively** 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. 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 Use the following procedure to adjust the balance between what you are playing on the keyboard and the volume of the Auto Accompaniment.

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

Any of the following operations can be performed while in synchro standby to start a non-normal pattern. · To start with intro pattern, press . · To start with variation pattern play, press . Using One-Touch Preset With One-Touch Preset, the Digital Keyboard automatically configures optimal tone, tempo, and other settings in accordance with the rhythm pattern you select. 7 9 1. Hold down bo (RHYTHM) until the current tone screen appears on the display. This will automatically apply the One-Touch Preset settings in accordance with the rhythm pattern that is currently selected. Changing Auto Accompaniment Speed (Tempo) Use the following procedure to change Auto Accompaniment speed to a level that suits you. 2. Play a chord on the keyboard.

This will start accompaniment automatically. 1. Press 6. Use w (slower) and q (faster) to change the tempo setting. Holding down either button changes the setting at high speed.

· Pressing w and q at the same time will initialize the rhythm setting in accordance with the currently selected rhythm. · While the tempo value is flashing, you also can use (10-key) to change it. · If you do not perform any operation for after the tempo setting screen appears, the display will return to the screen displayed before you pressed . bq 6 Flashes E-32 Connecting External Devices 3 bq English bm Connecting a Computer You can connect the Digital Keyboard to a computer and exchange MIDI data between them. You can send play data from the Digital Keyboard to music software running on your computer, or you can send MIDI data from your computer to the Digital Keyboard for playback.

Connecting the Digital Keyboard to Your Computer · Make sure you follow the steps of the procedure below exactly. Connecting incorrectly can make data send and receive impossible. **Minimum Computer System Requirements** The following shows the minimum computer system requirements for sending and receiving MIDI data. Check to make sure that your computer complies with these requirements before connecting the Digital Keyboard to it. · Operating System Windows® XP (SP2 or later) *1 Windows Vista® *2 Windows® 7 *3 Mac OS® X (10.3.9, 10.4.11, 10.5.

8 or later, 10.6.6 or later) *1: Windows XP Home Edition Windows XP Professional (32-bit) *2: Windows Vista (32-bit) *3: Windows 7 (32-bit, 64-bit) · USB port 1. Turn off the Digital Keyboard and then start up your computer. · Do not start up the music software on your computer yet! 2. After starting up your computer, use a commercially available USB cable to connect it to the Digital Keyboard. B connector USB cable (A-B type) Digital Keyboard USB port 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 Digital Keyboard.

· If this is the first time you are connecting the Digital Keyboard to your computer, the driver software required to send and receive data will be installed on your computer automatically. 4. Start up your computer's music software. E-33 Connecting External Devices 5. Configure the music software settings to select one of the following as the MIDI device.

CASIO USB-MIDI: (For Windows 7, Windows Vista, Mac OS X) USB Audio Device: (For Windows XP) · For information about how to select the MIDI device, see the user documentation that comes with the music software you are using. **MIDI Settings** Keyboard Channel A keyboard channel is the channel used for sending Digital Keyboard data to a computer. You can select the channel you want for sending Digital Keyboard data to a computer.



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· The keyboard channel setting range is 01 to 16. 1.

Press 3 (FUNCTION) a number of times until · Be sure to turn on the Digital Keyboard first before starting up your computer's music software. · USB send and receive is disabled during playback of a Song Bank song (page E-16), or while the Digital Keyboard is lighting during a power on alert operation. Whenever you plan to exchange data between your Digital Keyboard and computer, first turn off power on alert (page E-6). "Keybd Ch" appears on the display (page E-4). Ke y bd Ch 2. Use the bq (10-key) [] and [+] keys to change the keyboard channel. · Once you are able to connect successfully, there is no problem with leaving the USB cable connected when you turn off your computer and/or Digital Keyboard. · This Digital Keyboard conforms to General MIDI Level 1 (GM). · For detailed specifications and connections that apply to MIDI data send and receive by this Digital Keyboard, see the latest support information provided by the website at the following URL. <http://world.casio.com/>

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

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

Ch 2. Use the bq (10-key) to specify the navigate (R) This also will automatically configure the next lower channel number as the navigate (L) channel. E-34 **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 English There are times when exchanging data with a computer when you may not want the Digital Keyboard to sound notes you play on its keyboard. The local control setting lets you do just that.

1. Press bm to select the channel setting you want to turn off. Each press of cycles through settings (1) through (4) described below. · If you turn off one channel, you can play the cancelled part on the keyboard using the same tone as the channel you turned off. If you turn off both channels (option (3)), what you play on the keyboard sounds using the tone of the navigate (R) channel.

1. Press 3 (FUNCTION) a number of times until "Local" appears on the display (page E-4). bm Loca l 2. Use the bq (10-key) [] and [+] keys to specify the local control setting. Accomp Out L R Enabling the Accomp Out setting causes Auto Accompaniment data to be sent to the computer. Selected channel indicator appears. 1. Press 3 (FUNCTION) a number of times until "AcompOut" appears on the display (page E-4). Navigate (L) Channel Sound (1) R only displayed (2) L only displayed (3) LR displayed (4) LR nor displayed × × Onscreen Guide × Navigate (R) Channel Sound × × × Onscreen Guide A c ompOu t 2. Use the bq (10-key) [] and [+] keys to turn Accomp Out on or off.

E-35 **Connecting External Devices Connecting to Audio Equipment** This Digital Keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment. Outputting Digital Keyboard Notes to Audio Equipment Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo standard plug on one end and a plug that matches the configuration of the external device on the other end. · Turn off the external device when making connections. After connecting, turn down the Digital Keyboard and external device volume levels whenever turning power on or off. · After connecting, turn on the Digital Keyboard and then the external device.

If Digital Keyboard notes sound distorted when they are sounded from external audio equipment, lower the Digital Keyboard's volume setting. Audio equipment, amplifier, etc. Stereo standard plug Digital Keyboard PHONES/OUTPUT jack Playing an External Device from the Digital Keyboard (LK-240 only) Connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end.

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

Stereo mini plug Digital Keyboard AUDIO IN jack E-36 **Reference Troubleshooting Symptom Included Accessories I can't find something that should be here. Power Requirements** Power will not turned 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 If I don't play anything for a few minutes, keyboard keys suddenly start flashing. Things return to normal after I press a keyboard key or a button. The display keeps going out or are flashing. On-screen keyboard keys or notes remain on the display. Turn off the power on alert feature (page E-6). 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-22). Screen contents are visible only from straight ahead. This is dues to production limitations. It does not indicate malfunction. Sound Nothing happens when I press any keyboard key. · Adjust the main volume setting (page E-6). · Check if something is plugged into the PHONES/OUTPUT jack () on the back of the Digital Keyboard. · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6).



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dp Nothing happens or notes do not play normally when I play notes on the left side of the keyboard.

Nothing happens when I start an Auto Accompaniment. Press to disable chord input in the accompaniment keyboard area (page E-29). · With rhythms 140, and 142 to 150, nothing will sound until you play a chord on the keyboard. Try playing a chord (page E-29). · Check and adjust the accompaniment volume setting (page E-32).

· Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). · 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-18). · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6).

· Check and adjust the accompaniment volume setting (page E-32). · Check and adjust the song volume (page E-18). · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). · Replace the batteries with new ones or switch over to AC adaptor power (page E-5). bm Nothing happens when I start playback of a built-in song. The metronome does not sound. Notes keep sounding, without stopping. E-37 English Reference Symptom Some notes are cut off while they are playing. Action Notes are cut off whenever the number of notes being sounded exceeds the maximum polyphony value of 48 (24 for some tones).

This does not indicate malfunction. · Adjust the main volume setting (page E-6). · Turn power off and then back on to initialize all Digital Keyboard settings (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). · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). The volume or tone setting I made has changed. Output volume does not change even though I change my keyboard touch (LK-240 only). This is due to system limitations. It does not indicate malfunction.

@@@The reverb of notes seems to change suddenly. This is due to system limitations. It does not indicate malfunction. @@ · Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). · Check and adjust the reverb setting (page E-11).

· Turn power off and then back on to initialize all Digital Keyboard settings (page E-6). Sampled data is deleted whenever Digital Keyboard power is turned off (page E-14). 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. @@@@ · Areas exposed to direct sunlight and high humidity · Areas subjected to temperature extremes · Near a radio, TV, video deck, or tuner The above devices will not cause malfunction of the product, but interference from the product can cause audio or video interference of a nearby device.

User Maintenance · Never use benzine, alcohol, thinner, or other chemical agents to clean the product. · To clean the product or its keyboard, wipe with a soft cloth moistened in a weak solution of water and a mild neutral detergent. Wring all excess moisture from the cloth before wiping. Included and Optional Accessories Use only accessories that are specified for use with this product. Use of unauthorized accessories creates the risk of fire, electric shock, and personal injury. Weld Lines Lines may be visible on the exterior of the product. These are "weld lines" that result from the plastic molding process. They are not cracks or scratches. Musical Instrument Etiquette Always be aware of others around you whenever using this product. Be especially careful when playing late at night to keep the volume at levels that do not disturb others.

Other steps you can take when playing late at night are closing the window and using headphones. E-40 Reference Song List SONG BANK 001 002 003 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018 019 020 021 022 023 024 025 026 027 028 029 030 031 032 033 034 035 036 037 038 039 040 041 042 043 044 045 WORLD TWINKLE TWINKLE LITTLE STAR LIGHTLY ROW LONG LONG AGO ON TOP OF OLD SMOKEY SAKURA SAKURA WHEN THE SAINTS GO MARCHING IN AMAZING GRACE AULD LANG SYNE COME BIRDS DID YOU EVER SEE A LASSIE? MICHAEL ROW THE BOAT ASHORE DANNY BOY MY BONNIE HOME SWEET HOME AURA LEE HOME ON THE RANGE ALOHA OE SANTA LUCIA FURUSATO GREENSLEEVES JOSHUA FOUGHT THE BATTLE OF JERICHO THE MUFFIN MAN LONDON BRIDGE UNDER THE SPREADING CHESTNUT TREE SIPPIN' CIDER THROUGH A STRAW GRANDFATHER'S CLOCK ANNIE LAURIE BEAUTIFUL DREAMER IF YOU'RE HAPPY AND YOU KNOW IT, CLAP YOUR HANDS MY DARLING CLEMENTINE LITTLE BROWN JUG HOUSE OF THE RISING SUN SHE WORE A YELLOW RIBBON YANKEE DOODLE MY OLD KENTUCKY HOME SZLA DZIEWECZKA TROIKA WALTZING MATILDA ON THE BRIDGE OF AVIGNON I'VE BEEN WORKING ON THE RAILROAD OH! SUSANNA CAMPTOWN RACES JEANNIE WITH THE LIGHT BROWN HAIR TURKEY IN THE STRAW JAMAICA FAREWELL 046 047 048 049 050 051 052 053 054 055 056 057 058 059 060 061 062 063 064 065 066 067 068 069 070 071 072 073 074 075 076 077 078 079 080 081 082 083 084 085 086 087 088 089 090 091-100 101-110 EVENT SILENT NIGHT WE WISH YOU A MERRY CHRISTMAS JINGLE BELLS JOY TO THE WORLD O CHRISTMAS TREE PIANO/CLASSICS MARY HAD A LITTLE LAMB LE CYGNE FROM "LE CARNAVAL DES ANIMAUX" JE TE VEUX SONATA op.13 "PATÉTIQUE" 2nd Mov. HEIDENRÖSLEIN AIR FROM "SUITE no.3" SPRING FROM "THE FOUR SEASONS" HABANERA FROM "CARMEN" BRINDISI FROM "LA TRAVIATA" HUNGARIAN DANCES no.5 MINUET IN G MAJOR MUSETTE IN D MAJOR GAVOTTE (GOSSEC) ARABESQUE (BURGMÜLLER) CHOPSTICKS DECK THE HALL ODE TO JOY AVE MARIA (GOUNOD) SONATINA op.36 no.1 1st Mov. PRELUDE op.28 no. 7 (CHOPIN) RÊVERIE GYMNOPÉDIES no.1 GOING HOME FROM "FROM THE NEW WORLD" FÜR ELISE TURKISH MARCH (MOZART) SONATA op.27 no.2 "MOONLIGHT" 1st Mov. ETUDE op.

10 no.3 "CHANSON DE L'ADIEU" THE ENTERTAINER WEDDING MARCH FROM "MIDSUMMER NIGHT'S DREAM" AMERICAN PATROL FRÖHLICHER LANDMANN LA CHEVALERESQUE SONATA K.545 1st Mov. LA PRIÈRE D'UNE VIERGE VALSE op.64 no. 1 "PETIT CHIEN" LIEBESTRÄUME no.3 JESUS BLEIBET MEINE FREUDE CANON (PACHELBEL) SERENADE FROM "EINE KLEINE NACHTMUSIK" MARCH FROM "THE NUTCRACKER" EXERCISE EXERCISE I EXERCISE II E-41 English Reference Fingering Guide Fingered 1, Fingered 2 Chords Fingered 3, Full Range Chords In addition to the chords that can be fingered with Fingered 1 and Fingered 2, the following chords also are recognized. C Cm Cdim Caug *3 Csus4 *3 Csus2 *3 C7 Cm7 *3 CM7 Cm7b 5 *3 C7b 5 *3 C7sus4 Cadd9 Cmadd9 CmM7 Cdim7 *3 C69 *3 C6 *1 *3 Cm6 *2 *3 *1 With Fingered 2, interpreted as Am7.



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*2 With Fingered 2, interpreted as Am7b5. *3 Inverted form not supported in some cases. # C C Gm C D C Am C E C F C G C Ddim C b A C b A7 C b B C F7 C B C # Cm C Dm C Fm C b Bm C Fm7 C Gm7 C b A add9 C · With Fingered 3, the lowest note fingered is interpreted as the base note. Inverted forms are not supported. · With Full Range Chord, when the lowest note fingered is a certain distance from the neighboring note, the chord is interpreted as a fraction chord. · Unlike Fingered 1, 2, and 3, Full Range Chord requires pressing of at least three keys to form a chord. E-42 Chord Example List (D#)/Eb E F G A B F#/(Gb) (G#)/Ab (A#)/Bb Root Chord Type C C#/(Db) D M m dim aug sus4 sus2 7 m7 M7 m7b5 7b5 7sus4 add9 madd9 mM7 dim7 69 6 m6 Reference · Since the chord input range is limited, this model may not support some of the chords shown above.

E-43 English LK-160/LK-165/LK-240 1 2 345 6 bn bobp bq 7 8 9 bk bl bm br bs bt ck cl cm Model: LK-160/LK-165/LK-240 Version : 1.0 MIDI Implementation Chart Transmitted Recognized Remarks Function Basic Channel 1 1 - 16 1 - 16 1 - 16 Default Changed Mode Default Messages Altered 36 - 96 Mode 3 X Mode 3 X Note Number True voice 0 - 127 0 - 127 *1 O 9nH v = 1 - 127 X 9nH v = 0, 8nH v = ** X O O Note ON Velocity Note OFF X X X O 9nH v = 100 (LK-160/165) 1-127 (LK-240) X 9nH v = 0 **: no relation **: sin relación After Touch Key's Ch's Pitch Bender Control Change 0, 32 1 6, 38 7 10 11 O X X O O X O (MSB only) O O *2 O O O Bank select Modulation Data entry Volume Pan Expression 64 66 67 91 100, 101 Hold 1 Sostenuto Soft pedal Reverb send RPN LSB, MSB O 0 - 127 O 0 - 127 O *3 O *3 O *3 X X O O O O *2 Program Change O *2 O *2 :True # System Exclusive System Common : Song Pos : Song Sel : Tune X X X X X O O X X X System Real Time : Clock : Commands Aux Messages : All sound off : Reset all controller : Local ON/OFF : All notes OFF : Active Sense : Reset X O X O X X O O X O O X Remarks *1: Depende del tono. *1: Depends on tone. *2: For details about NRPN, RPN, and system exclusive *2: Para obtener información acerca de NRPN, RPN y messages, see MIDI Implementation at los mensajes exclusivos del sistema, consulte <http://world.casio.com/>. Implementación MIDI en <http://world.casio.com/>. *3: In accordance with pedal effect setting. *3: De acuerdo con el ajuste de efecto de pedal. Mode 1 : OMNI ON, POLY Mode 3 : OMNI OFF, POLY Mode 2 : OMNI ON, MONO Mode 4 : OMNI OFF, MONO O : Yes X : No This recycle mark indicates that the packaging conforms to the environmental protection legislation in Germany. Esta marca de reciclaje indica que el empaquetado se ajusta a la legislación de protección ambiental en Alemania. K MA1105-A Printed in China LK240/165-ES-1A .



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