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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO LK-280. You'll find the answers to all your questions on the CASIO LK-280 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-280**  
**User guide CASIO LK-280**  
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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: · Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. PLEASANT AVENUE, DOVER, NEW JERSEY 07801 Telephone number: 973-361-5400 This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. @@@@Never let children use an AC adaptor that is seriously damaged. Never mix old batteries with new ones. @@ Replace batteries as soon as possible after any sign they are getting weak. The product is not intended for children under 3 years. Be sure to disconnect the AC adaptor before cleaning the product. Any reproduction of the contents of this manual, either in part or its entirety, is prohibited.

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Select from a variety of musical instrument sounds . E-47 Recording while Playing Along with a Built-in Song. E-55 Loading Data from a Memory Card into Digital Keyboard Memory . ) Items included as accessories are subject to change without notice. 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.

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. 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. For example, METRONOME, \$ BEAT means that the BEAT function is enabled by holding down the button for some time. 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. You can use the FUNCTION button ( ) to adjust the reverb effect, to delete data, and to perform a wide range of other Digital Keyboard operations. Use the br (10-key) [4] (o) and [6] (p) keys 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 001, input 0 3 0 3 1. After selecting functions 8 through 13, press the (10-key) [9] (ENTER) key to display the menu item's submenu. Negative values cannot be input using the number buttons. You can use the [ ] (decrease) and [ + ] (increase) keys to change the displayed number or value. Holding down either key scrolls the displayed setting. See "Turning on Power and Playing" (page E-10) for information about turning digital power on and off. Perform the following procedure when you want to return the Digital Keyboard's stored data and settings to their initial factory defaults. While holding down bp (SONG BANK) and the Keep (SONG BANK) and the [1] 10-key ( depressed until the next step is complete. You will be able to use the Digital Keyboard in a short while after its system is initialized. The tone and other parameters revert to their initial defaults whenever you turn on power (page E-10). 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. Open the battery cover on the bottom of the 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. Load six AA-size batteries into the battery compartment. Make sure the positive + and negative - ends of the batteries are facing as shown in the illustration. Make sure that you use only the AC adaptor specified for this Digital Keyboard. Use of a different type of AC adaptor can cause malfunction.

Be sure to turn off Digital Keyboard power before connecting or disconnecting the AC adaptor. The AC adaptor will become warm to the touch after very long use. This is normal and does not indicate malfunction. To prevent breaking of the wire, take care to avoid putting any type of load on the power cord. The indicator shown below starts to flash to let you know when battery power is low. Never insert metal, pencils, or any other objects into the product's 9. 5V DC terminal. Doing so creates the risk of accident. If you do not perform any operation on the Digital Keyboard for one of the trigger times noted below, Auto Power Off will turn off power. Try playing something on the keyboard.

You can disable Auto Power Off to ensure that power is not turned off automatically during a concert, etc. While holding down bn (TONE), turn on power. The Digital Keyboard will revert to initial settings the next time you turn it on. This is true for all settings except for sample sound protection. Once you turn it on it remains on until you turn it off again. The message "Pls wait" will remain on the display while a data save operation is in progress. Do not perform any other operation while it is displayed. Turning off the Digital Keyboard or removing the memory card can cause Digital Keyboard data to be deleted or become corrupted. While you are using the AC adaptor for power, the keyboard keys will light to remind you that power is on if you do not perform any operation for about six minutes. Power on alert is disabled while batteries are being used for power.

You can disable power on alert to ensure that keyboard keys do not light during a concert, etc. Use the br (10-key) [4] (o) and [6] (p) keys to Touch Response alters tone volume in accordance with keyboard pressure (speed). This provides you some of the same expressivity you get on an acoustic piano.



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Using headphones cuts off output from the built-in speakers, which means you can practice playing even late at night without disturbing others. Be sure to turn down the volume level before connecting headphones.

Do not try to use too much pressure. Headphones do not come with the Digital Keyboard. Use the procedure below to control how much the volume of played notes change in accordance with playing speed. Do not listen to very high volume output over headphones for long period. Doing so creates the risk of hearing damage.

If you are using headphones that require an adaptor plug, make sure you do not leave the adaptor plugged in when removing the headphones. Use br (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. The metronome lets you play and practice along with a steady beat to help keep you on tempo. This pattern changes with each beat. Use the br (10-key) [4] (o) and [6] (p) keys Use the br (10-key) [ ] and [+] keys to adjust You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing. You can specify 0, or a value from 2 to 6 as the number of beat per measure. When playing a built-in song, the beats per measure setting (which determines when the bell sounds) is configured automatically for the currently selected song. Hold down 5 until the beats per measure If you do not perform any operation for a few seconds after the beats per measure setting screen appears, the display will return to the screen displayed before you pressed .

Use br (10-key) to enter the number of beats The bell will not sound if you specify 0 for this setting. In this case, all beats are indicated by a click sound. This setting lets you practice with a steady beat, without worrying how many beats there are in each measure. Use the following procedure to change the tempo of the metronome. Holding down either button changes the setting at high speed. Pressing t and y at the same time will initialize the tempo setting in accordance with the currently selected song or rhythm. While the tempo value is flashing, you can use (10-key) to change it. The tempo value will stop flashing if you do not perform any operation for a short while. The metronome volume setting is changed automatically with the volume level of the currently selected Auto

Accompaniment or song. For information about changing the song volume, see page E-28.

You cannot adjust the balance between the metronome and note volume during Auto Accompaniment and built-in tune play. 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. Try playing something on the keyboard. Each press of toggles the tone setting between a piano tone (Tone Number 001) and an organ tone (Tone Number 079).

Use br (10-key) to select the tone number you Use the number buttons to enter the tone number. In addition to the tone number, you also can configure the settings listed below. When one of the drum sets is selected, each keyboard key is assigned a different percussion sound. You can use the following procedure to layer two different tones (such as piano and strings) so they sound simultaneously when you press a keyboard key. Select the first tone you want to use. Press (TONE) and then use tone you want. You can use the procedure below to assign different tones to the right range and left range of the keyboard, so it sounds like you are playing an ensemble between two instruments. To select the two tones for a split keyboard Press (TONE) and then use tone you want. Use br (10-key) to select the second tone you Use br (10-key) to select the left side range Both tones sound at the same time. It plays only the tone you selected in step 1). Each press of toggles between layered (two tones) and unlayered (one tone). This will sound the tones assigned to the left and right side ranges of the keyboard. Plays only the tone you selected in step 1). Each press of toggles between split (two tones) and unsplit (one tone). It makes you sound as if you are playing multiple instruments.

If you turn on both layer and split, layering will be applied to the right side range of the keyboard only. While holding down co, press the keyboard key Where you want the split point to be. The key you press will become the lowest note of the right side range of the split keyboard. Example: Setting middle C (C4) as the split point. Use the br (10-key) [ ] and [+] keys to select the chorus type you want. There are five chorus types, plus an off setting. Indicator disappears when chorus is turned Deletion of Sampled Sounds" on page E-25. 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. After the sound you want to sample is finished, You can use the following procedure to loop a sampled sound so it continues to repeat, as you play on the Digital Keyboard.

Even if you do not press and , sampling will stop automatically whenever there is no more sound being input from the microphone. This enters repeat standby. Sampled sound 1 Used mant. Indicates keyboard keys that have sounds assigned. Enter the tone number of the sampling drum set that contains the sound you want to use.

To copy a sampled sound from one key to another While holding down the keyboard key to which the sampled sound you want to copy is assigned, press the keyboard key to which you want to copy it. Example: To copy sampled sound of key C4 to key D4 This changes the rhythm part of the Auto Accompaniment pattern you selected in step 1 to the sampled sound you selected in step 2. To change the Auto Accompaniment rhythm part back to its original sound, press (TONE) again. Indicates the keyboard key whose sound was copied. Some rhythm part drum sounds cannot be replaced by sampled sounds.

A keyboard key that already has a sampled sound assigned cannot be selected as a copy destination. Normally when the Digital Keyboard is in sampling standby, it will start sampling automatically whenever it detects sound input. You can use the following procedure to enable manual sampling start, which will cause sampling to wait until you press a button to start it. You can use this to insert silence before the sampled sound. Normally the Digital Keyboard will stop sampling automatically whenever it detects there is no sound input. You can use the following procedure to enable manual sampling stop, which will cause sampling to continue until you press a button to stop it. You can use this to insert silence after the sampled sound. Press the br (10-key) [ ] key to turn off Press the br (10-key) [ ] key to turn off automatic sampling start. This enables manual sampling start, which operates as described below.



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*Melody sampling (page E-19): Sampling starts when you press and at the same time, which you press in step 2 of the sampling procedure.*

*Drum sampling (page E-22): Sampling starts when you release the Digital Keyboard key you press in step 4 of the sampling procedure. Sampling continues until you perform one of the operations below, even if nothing is being input from the microphone. You can use the following procedure to specify a sampled tone number and delete its data. You can use the following procedure to protect each sampled sound against accidental deletion. Enter the tone number of the sampled tone you want to protect. Use the br (10-key) [4] (o) and [6] (p) keys Press the br (10-key) [+] key to turn on protection. Once protected a tone cannot be deleted. Use the br (10-key) [] and [+] keys to select The tone number of the data you want to delete. After the delete procedure is complete, "Complete" will appear on the display followed by the screen in step 1 of the above procedure. For information about deleting individual drum sounds in a drum sampling set, see "Editing Sampled Drum Set Sounds" on page E-23.*

*You can listen to the built-in songs for your own enjoyment, or you can play along with them for practice. Use the procedure below to play back one of the built-in songs. You can play along on the keyboard with song playback. In addition to simple listening enjoyment, the built-in songs can be used with the lesson system (page E-30) for practice. You can increase the number of tunes using your computer (page E-59).*

*Lights Song number Tune name Use the following procedure to play back built-in songs. See page E-68 for information about song numbers and the song sequence. Demo playback always starts from song number 001. Use br (10-key) to enter the number of the song Use the number buttons to enter the song number. Specify three digits for the song number.*

*To change to another song while demo Playback is in progress, use (10-key) [] and [+] keys to enter the song number you want (page E-7). This will cause demo playback to jump to the song whose number you entered. You cannot use (10-key) number buttons to select a song. Demo playback continues until you stop it by pressing Indicator disappears when song repeat is turned off. Use the operations in this section to perform pause, skip forward, and skip back operations. These measures are repeated. This pauses song playback. Press 9 again to resume playback from the When song playback reaches the measure you This skips song playback forward to the next measure. Each press of skips ahead one measure. Holding down skips forward at high speed until you release it.*

*Pressing while song playback is stopped performs lesson function phrase skip forward (page E-31). When playback reaches the measure you want This skips song playback back to the previous measure. Each press of skips back one measure. Holding down skips back at high speed until you release it. Pressing while song playback is stopped performs lesson function phrase skip back (page E-31). This specifies the measure as the end measure and starts repeat playback of the measures in the specified range. During repeat play you can use to pause playback, to skip forward, or to skip back. Song playback will continue (repeat) until you press stop it. You can cancel song repeat by pressing . You can use the procedure in this section to repeat particular measures for practice playing along until you master it.*

*You can specify the start measure and the end measure of the section you want to play and practice. Changing the song number clears the start measure and end measure of the repeat operation. Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume. You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc. Use the br (10-key) [] and [+] keys to adjust The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes.*

*Holding down either button changes the setting at high speed. Pressing y and t at the same time will return the current song to its original default tempo. While the tempo value is flashing, you can use (10-key) to change it. The tempo value will stop flashing if you do not perform any operation for a short while. Changing the song number will return the song to its original default tempo.*

*After selecting a song, hold down bp (SONG BANK) for about two seconds until the displayed tone name changes to the tone name of the song. If your currently selected tone is the same as the song tone, the display contents will not change. Play along with song playback. If you select a song that uses different tones for left and right hand play, the right hand part tone is assigned to the keyboard. You can turn off the right hand part or the left hand part of a song during playback and practice playing along with the remaining part. The karaoke feature can be used with Song Bank songs 001 through 052. It lowers the volume of the melody part so you can sing along, just like a karaoke machine. Press bl to select the part you want to turn off. Select the song you want from among song Numbers 001 through 052 (page E-68), and then press . This will turn on the karaoke feature.*

*Pressing again will turn off the karaoke feature. Left hand part off Both hand parts off Indicator disappears when Karaoke feature is turned off. Both hand parts on The volume and tone of the melody line will play back in a way that makes it easy to sing along. You can use the transpose feature (page E-17) to adjust the key of song playback to suit the singer. This starts playback in accordance with the setting you selected in step 1. During playback with one part turned off, only the notes of the part that is turned off are shown on the display. You can load song data from an external device and increase the selection of songs available on the keyboard. See the following pages for more information. For information about how to delete song data loaded from an external device, see page E-52. To master a song, it is best to break it up into shorter parts (phrases), master the phrases, and then put everything together.*

*Your Digital Keyboard comes with a Step Up Lesson feature that helps you to do just that. Step Up Lesson takes you through practice of the right hand part, left hand part, and both hand parts for each phrase of a song. Master all of the phrases and you master the song. The built-in songs are pre-divided into phrases to help you master keyboard play. Repeat the above to practice phrase 2, 3, 4, and so on, until you reach the final phrase of the song. After mastering all of the phrases, practice the entire song. Now you have mastered the entire song! The following are the messages that appear on the display during Step Lessons. Message <Phrase> Description Appears when you select a phrase, when a lesson starts, etc.*



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Appears when the lesson starts with an intro or fill-in phrase that is not included in the phrases to be practiced. Play toll advance automatically to the next phrase after the unincluded phrase plays, so wait until then to start playing on the keyboard.

Appears when advancing automatically to the next phrase. This message appears following a phrase for which "<Wait>" (see above) is displayed, and during an Auto Step Up Lesson (page E-35). appears at the start of Auto Step Up lesson 1, 2, or 3 (page E-33). This message appears during Auto Step Up Lesson (page E-35) immediately before practice from Phrase 1 up until the phrase currently being practiced. Holding down or scrolls through phrases at high speed. To recall the last practice phrase for the current song (if it is available), hold down . First, select the song, phrase, and part you want to practice. Left hand practice Select the song you want to practice (page e-26). This will select the first phrase of the song. Both hand practice \* \* This indicator (setting) is skipped if you press a lesson is in progress.

Hold down bp (SONG BANK) for about two seconds. The same tone used for song playback will be assigned to the keyboard (page E-28). First, select the song and part you want to practice. Play notes on the keyboard in accordance with the instructions provided on the display and by voice fingering guide. During this lesson, the display shows the key you need to press next. Voice fingering guide uses a simulate voice to announce which finger you should use. First, listen to the example a few times to familiarize yourself with what it sounds like. This starts example play. Lesson 2: Watch how the song is played. Play the song on the keyboard.

During this lesson, the display shows the key you need to press next. Voice fingering guide also uses a simulate voice to announce which finger you should use. Follow the instructions to press the correct keyboard keys and play the notes. Don't worry if you play the wrong note. Song playback will wait until you play the correct note.

Take your time and play at your own pace. <Lesson 2 Guidance> Master playing the correct note with the correct finger as instructed by the guidance.

Practice playing with the correct timing. Song playback will wait for you to play the correct note. Keyboard key goes from flashing to lit.

Note guide sounds the correct note to be played. Voice Fingering Guide tells you what finger to use. Pressing the correct keyboard key causes song playback to resume and the key for the next note flashes. If you complete Lesson 2 play to the end, a score that rates your play appears on the screen. Go back and try again. Lesson 3: Remember what you learned as you play. Though song playback stands by waiting for you to press the correct keys as in Lesson 2, the Digital Keyboard does not provide any guidance about what note you need to play next. Remember everything you have learned up to Lesson 2 as you play.

You can turn off phrase repeat for Lessons 1, 2, and 3. This disables phrase repeat play.

Play the song along with the song playback. Song playback will wait for you to play the correct note. Note guide sounds the correct note to be played. Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3. If you are still unable to press the correct keyboard key, the Digital Keyboard will display keyboard guidance and voice fingering guide will tell you what finger to use, just as in Lesson 2. Pressing the correct key will cause song playback to resume. 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. After you successfully complete all of the phrases in Lessons 1, 2, and 3, it is time to try playing the entire song from beginning to end. Use bl to turn off both hand parts and then Try playing with both hands and find out how the Digital Keyboard evaluates your effort. Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3.

You can use the following procedure to change the length of lesson phrases, or to configure the lesson feature so the song is played all the way through, without being divided into phrases. Use the br (10-key) [4] (o) and [6] (p) keys Use the br (10-key) [4] (o) and [6] (p) keys Use the br (10-key) [ ] and [ + ] keys to select the phrase length you want. Off (oFF) Preset (PrE) The phrase length is from the beginning to the end of the song. Use the following procedure to turn off performance evaluation, which evaluates your performance and displays a score in Lesson 2 and Lesson 3. The following options are available for songs loaded from external sources only.

Use the br (10-key) [4] (o) and [6] (p) keys With Auto Step Up Lesson, the Digital Keyboard advances through each lesson automatically. Select the song and part you want to practice In Lesson 1, the sample phrase is played only once before advancing to Lesson 2. 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! You can change the step and phrase during Auto Step Up Lesson using , , and to . Starting Auto Step Up Lesson automatically turns on phrase repeat (page E-33) and play evaluation (page E-34).

These features cannot be turned off during lessons. Next phrase practice using the same procedure Lesson complete \* Auto Step Up Lesson advances to the next phrase, regardless of whether the "Bravo! Music Challenge is a game that measures your reaction speed as you press keys in response to keyboard keys that light and to on-screen fingering guide indications. The game ends when you advance successfully After a short while, the playing time display changes to a score. To clear the score from the display, press (TONE), (RHYTHM), or (SONG BANK). You can cancel a game at any time by pressing or . This causes a keyboard key to start flashing, and starts the Music Challenge song. After the keyboard key changes from flashing To lit, press the key with the finger indicated on the screen as quickly as possible. This causes the lighting of the key you press to go out, indicating you have cleared the first note. The next key will start flashing, so get ready to press it next. The time it takes you to press the keyboard key after it lights appears on the display (Unit: 0.

Pressing a key before it goes from flashing to lit, will not advance to the next note. The tempo of the game songs cannot be changed. All buttons except , , and are disabled while a game is in progress. With Auto Accompaniment, simply select an accompaniment pattern. 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 Auto Accompaniments are made up of the following three parts.



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The press of a button sets up the Digital Keyboard so those songs sound exactly the way you thought they should. See the separate "Appendix" for a complete list of the 305 Music Presets that are available. Hold down **bn** (TONE) until the indicator shown Use the **br** (10-key) [4] (o) and [6] (p) keys Use the **br** (10-key) [+] key to select on. Use **br** (10-key) to select the preset number At this time the Digital Keyboard will go into Auto Accompaniment synchro start standby (page E-41). Pressing (TONE), (RHYTHM), or (SONG BANK) will return to the screen that was displayed before you held down in step 1, above. Play along on the keyboard with the The Arpeggiator makes it possible to play an arpeggio pattern automatically. There are 90 different arpeggio patterns from which to choose in order to match the music you are playing. Press again to turn off Arpeggiator. Because of this, these two functions cannot be used at the same time. Hold down **cq** until the Auto Harmonize or If you do not perform any operation for a few seconds, the display will return to the previous screen automatically.

Use the following procedure when you want an arpeggio pattern to keep playing after you release the keyboard keys. Use the **br** (10-key) [] and [+] keys to select 001 through 012 are Auto Harmonize types (page E-42). Do not select them when using the Arpeggiator. Uses the actual notes played plus the same notes three octaves. Speed (The number of arpeggio notes per beat) Falling Repeat pattern alternating between rising and falling (Type A) Repeat pattern alternating between rising and falling (Type B) Random arrangement of notes of the pressed keys You can use the following procedure to delete user song data stored as song numbers 153 through 162.

Use the following procedure when you want to delete sampled sounds, user songs and all other data, except for recorded songs, currently in Digital Keyboard memory. Used memory (Unit: Kbytes) Remaining memory capacity Performing this procedure also will delete protected sampled sound data (page E-25). It is recommended that you save important data to your computer's hard disk (page E-59). This operation does not delete recorded song data. Used memory (Unit: Kbytes) Remaining memory capacity Use the **br** (10-key) [4] (o) and [6] (p) keys Use the **br** (10-key) [] and [+] keys to select After the delete procedure is complete, "Complete" will appear followed by the screen in step 2 of the above procedure.

After the delete procedure is complete, "Complete" will appear on the display. You can save Digital Keyboard user area data to a memory card and load data from a memory card to Digital Keyboard memory. You also can play music files (MIDI files) stored on a memory card on the Digital Keyboard. When using a memory card, make sure you observe all of the precautions in the instructions that come with it. Memory cards have a write-protect switch that you can use to protect against accidental deletion of data. Avoid using a memory card under the following conditions. Such conditions can corrupt data stored on the memory card. Areas subjected to strong electrostatic charge and digital noise · Never touch the contacts of a memory card when loading it or removing it from the Digital Keyboard. While data is being stored to or recalled from a memory card, never perform any other Digital Keyboard operation or remove the memory card. Doing so can corrupt the data on the card and damage the card slot.

Never insert anything besides a memory card into the card slot. Doing so creates the risk of malfunction. Electrostatic charge discharging from your fingers or the memory card to the card slot can cause malfunction of the Digital Keyboard. If this happens, turn the Digital Keyboard off and then back on again. A memory card can become quite warm after very long use in the memory card slot. This is normal and does not indicate malfunction. Use an SD memory card or an SDHC memory card with a capacity of 32GB or less. Use of a memory card with a capacity that is greater than 32GB and other types of memory cards is not supported. User data that can be saved and loaded Data Type Sampled sound (page E-19) User songs (page E-29) Recorded songs (page E-44) All data Description Sampled sound data Song data imported from an external device (cannot be saved to a memory card). \*1: Sampled drum set sounds \*2: Standard MIDI file (format 0, 1) \*3: Data recorded playing along with built-in song Operation is not guaranteed when any other type of memory card is used.

Note that the memory card must be oriented correctly when you insert it into the memory card slot. Trying to force the memory card into the slot can damage the card and the slot. Before using a memory card, first be sure to format it on the Digital Keyboard. Before performing the procedure below, check to make sure that the memory card does not contain any data you might need. If you want to completely delete all of the data on the card, format it on your computer or using some other device.

With the top of the memory card facing Upwards (so you can see it), carefully insert the card into the memory card slot ( ) until stops with a click. Insert the memory card you want to format into Make sure that the write-protect switch of the memory card is not in the write-protect position. Press the memory card into the card slot and then release it. This will cause the card to disengage and eject partially. Pull the card out of the slot.

Do not perform any operation while this message is displayed. Use the following procedure to save Digital Keyboard data to a memory card. To save this type of data Sampled sound Recorded song Do this Select the tone number of the sampled sound you want to save. Select the song you want to save and put the Digital Keyboard in playback standby. Enter the file name of the data you are saving. Use the (10-key) [4] (o) and [6] (p) keys to move the cursor to the character you want to change, and then use [+] and [] to change the character. Pressing [7] (EXIT) will return to the screen that was displayed before you pressed [9] (ENTER). This will save the data to the memory card. You cannot save a user song (song data loaded from an external device) to a memory card. If there is a file with the same name already on the memory card, a message will appear asking if you want to overwrite it.

Insert a memory card into the memory card slot. 3. Hold down **bq** until the screen shown below Use the **br** (10-key) [4] (o) and [6] (p) keys You also could use [] and [+]. To save this data Sampled sound Recorded song Recorded song (SMF 0 format) All data Display this screen "SAv" "SmpITone" "SAv" "Rec. song" "SAv" "SMF 0" "SAv" "All Data" · You can input the following characters in a file name. Saving a recording made while playing along with a built-in song in SMF 0 format will save only what was played on the keyboard. The above procedure stores Digital Keyboard data in a folder named "MUSICDAT" on the memory card.



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The "MUSICDAT" folder is created automatically when you format the memory card on the Digital Keyboard (page E-54). If you store a file in any location other than inside the "MUSICDAT" folder, you will not be able to recall, delete, or play the file on the Digital Keyboard. You also will not be able to recall, delete, or play any file you store inside of a subfolder you create inside the "MUSICDAT" folder.

The message "No File" will appear on the display if you try to perform a recall, delete, or play operation while there is no file inside the "MUSICDAT" folder. Pressing [7] (EXIT) will return to the screen that was displayed before you pressed [9] (ENTER). Use the br (10-key) [ ] and [+] keys to select Loading Data from a Memory Card into Digital Keyboard Memory Use the following procedure to load data from a memory card into Digital Keyboard memory. This will load the data into Digital Keyboard memory. If there is already data stored in the user area where you are trying to load data, an overwrite confirmation message will appear.

Press the (10-key) [+] (YES) key to overwrite, or [ ] (NO) or [7] (EXIT) key to cancel. Whenever you copy a file to the memory card that you plan to recall on the Digital Keyboard, be sure to store the file in the memory card's "MUSICDAT" folder. To load this type of data Sampled sound User song Recorded song Do this Select the tone number of the sampled sound you want to load. Select the song number of the song you want to load. Select the song you want to load and put the Digital Keyboard in playback standby.

Into the memory card slot. Hold down bq until the screen shown below Use the following procedure to delete data saved on a memory card. To delete this type of data Sampled sound User song Recorded song All data Do this Select the tone number of the sampled sound. select the song number of the user song. Select the song and put the Digital Keyboard in playback standby. Pressing [7] (EXIT) will return to the screen that was displayed before you pressed [9] (ENTER). Use the br (10-key) [ ] and [+] keys to select The number of the data (file) you want to delete. Insert a memory card into the memory card slot. 3. Hold down bq until the screen shown below Use the br (10-key) [4] (o) and [6] (p) keys You also could use [ ] and [+].

To delete this type of data Sampled sound User song Recorded song All data Display this screen "dEL" "SmplTone" "dEL" "UserSong" "dEL" "Rec. Playing Back Data from a Memory Card You can use the following procedure to play back user song data (page E-53) directly from a memory card. Whenever you copy a file to the memory card that you plan to play on the Digital Keyboard, be sure to store the file in the memory card's "MUSICDAT" folder (page E-56). Into the memory card slot. This will display the file numbers and song names for the data stored on the display. Use br (10-key) to select the song you want to Each press of starts and stops playback. For information about memory card error messages, see page E-67. 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. Make sure you follow the steps of the procedure below exactly.

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. Turn off the Digital Keyboard and then start up Do not start up the music software on your computer yet! After starting up your computer, use a Never connect to a computer that does not conform to the above requirements. Doing so can cause problems with your computer. 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.

Start up your computer's music software. For information about how to select the MIDI device, see the user documentation that comes with the music software you are using. 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. From among the 16 available channels (numbered 01 to 16), you can specify any two neighboring channels (such as 05 and 06) as navigate channels. Be sure to turn on the Digital Keyboard first before starting up your computer's music software.

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. 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. Use the br (10-key) [4] (o) and [6] (p) keys 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. This also will automatically configure the next lower channel number as the navigate (L) channel. Use the br (10-key) [ ] and [+] keys to change You can turn off the sound on one or both of the navigate channels and play the cancelled part on the keyboard yourself. 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. 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.

Use the br (10-key) [4] (o) and [6] (p) keys Use the br (10-key) [ ] and [+] keys to specify (1) R only displayed (2) L only displayed (3) LR displayed (4) LR not displayed × × Use the br (10-key) [4] (o) and [6] (p) keys Use the br (10-key) [ ] and [+] keys to turn You can transfer sampled sounds, recorded songs, and other data in Digital Keyboard memory to a computer for storage. You also can load standard MIDI file (SMF) data to the Digital Keyboard, which greatly expands the Song Bank songs available to you. A special Data Manager application is required in order to transfer data to and from the Digital Keyboard. This Digital Keyboard can be connected to commercially available stereo, amplifier, or recording equipment, to a portable audio player or other equipment. 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. The same types of data that you can store to or recall from a memory card (page E-56) can be transferred to and from the Digital Keyboard.



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Note, that recorded song data can be transferred to a computer in the Digital Keyboard's native format only. You cannot save recorded song data to a computer as a standard MIDI file (SMF format). 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. After accessing the area site, navigate to the You should be able to find a link to Data Manager information on the product introduction page of this product. If you cannot find such a link, use the search form of the area site where you are located to enter the model name of this product and search for it. Note that site contents are subject to change without notice.

Playing an External Device from the Digital Keyboard connection requires commercially available connecting cords, supplied by you. The connecting cords should have a stereo mini plug on one end and a plug that matches the configuration of the external device on the other end. Check if your computer system complies with You downloaded in step 5 to install and use Data Manager. 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. 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-9). Replace the batteries with new ones or switch over to AC adaptor power (page E-9). Replace the batteries with new ones or switch over to AC adaptor power (page E-9). This happens when Auto Power Off (page E-10) is triggered. Carefully check inside all of the packing materials. 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-10). Replace the batteries with new ones or switch over to AC adaptor power (page E-9). 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-32). Screen contents are visible only from straight ahead.

Sound Nothing happens when I press any keyboard key. Check if something is plugged into on the back of the Digital Keyboard. If there is no sampled sound in memory, nothing will play if you press a keyboard key while a tone in the range of 601 to 608 is selected (page E-19). Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). 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. With rhythms 171 to 180, nothing will sound until you play a chord on the keyboard. Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). 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.

If there is no user song stored in memory, song playback will not start when you press while a song in the range of 153 to 162 is selected (page E-29). Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Nothing happens when I start playback of a built-in song. Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Symptom Notes keep sounding, without stopping. action · Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Replace the batteries with new ones or switch over to AC adaptor power (page E-9). 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. Turn power off and then back on to initialize all Digital Keyboard settings (page E-10).

Replace the batteries with new ones or switch over to AC adaptor power (page E-9). Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Some notes are cut off while they are playing. Output volume does not change even though is change my keyboard touch. In certain keyboard ranges, the volume and tone quality sound are slightly different from those in other keyboard ranges. With some tones, octaves do not change at the far ends of the keyboard. The pitch of the notes does not match other accompanying instruments or sounds strange when played long with other instruments. Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Turn power off and then back on to initialize all Digital Keyboard settings (page E-10). Operation When I perform a skip forward or skip back operation, the skip operation moves multiple song measures instead of only a single measure.

Computer Connection I can't exchange data between the Digital Keyboard and a computer. Check to make sure that the USB cable is connected to the Digital Keyboard and computer, and that the device is selected correctly with your computer's music software settings (page E-59). Turn off the Digital Keyboard and then exit the music software on your computer. Next, turn the Digital Keyboard back on and then restart the music software on your computer. While song playback is stopped or a Step Up Lesson is in progress, skip forward and skip back operations are performed in phrase units (page E-27).

Model Keyboard Touch Response Key Light System Maximum Polyphony Tones Built-in Tones Sampling Tones Functions Reverb Chorus Metronome Beats per Measure Tempo Range Song Bank Built-in Songs User Songs Step Up Lesson Lessons Lesson Part Functions Music Challenge Auto Accompaniment Built-in Rhythms Chord Book Function Recorder Keyboard Play Playing Along with a Built-in Songs Memory Capacity Other Functions Transpose Octave Shift Tuning Preset Scales Music Preset One Touch Preset Auto Harmonize Arpeggiator MIDI Musical Information Function Memory Cards Supported Memory Cards Functions SD or SDHC memory cards, 32GB or less SMF playback, file storage, file recall, file delete, card format  $\pm 1$  octaves (12 to +12 semitones) Upper/Lower  $\pm 2$  octaves A4 = 415.0 Hz) 17 305 180 12 types 90 types 16 multi-timbre received, GM Level 1 standard Tone, Rhythm, Song Bank numbers and names, staff notation, fingering, pedal operation, tempo, measure and beat number, chord name, etc.



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*@@Design and specifications are subject to change without notice. @@Be sure to read and observe the following operating precautions. Avoid the following locations for this 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. 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. These are "weld lines" that result from the plastic molding process. 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. @@@@ Use a different memory card. Use a different memory card. @@ file.*

*Sampled sounds (page E-19), user songs (page E-29) A sampled drum set sound cannot be copied (page E-23) to a keyboard key because the key already has a sampled sound assigned to it. 1. The format of the memory card is not compatible with this Digital Keyboard. You are trying to use an SDXC card. Delete the sampled sound that is currently assigned to the key you are copying to (page E-25). Copy the sampled sound to another key that does not yet have a sampled sound assigned to it. Use a different memory card. Use an SD or SDHC memory card. Delete the one or more of the sampled sounds currently assigned to the tone number (page E-25). Select another tone number that has less than eight sampled sounds currently assigned to it (page E-21). Delete some or all of the following user data from memory to make room for new data. Never remove a memory card from the card slot while a card access operation is in progress. Use a computer to create a folder named "MUSICDAT" on the memory card (page E-56). Adjust the memory card's write protect switch to enable data storage. 2.*

*Unprotect one or more of the sampled sounds, which will allow it to be overwritten or deleted. Save the new file to a different card or use another name. Remove the read-only attribute of the exiting file on the memory card and try again. Use a different memory card. This Digital Keyboard can play back song data files with a maximum size of about 320Kbytes.*

*The tone number you selected before starting sampling already has the allowable maximum of eight sampled sounds assigned to it. 1. There is not enough memory available to play back song data from a memory card. 2. There is not enough memory available for sampling. 1. The memory card is not set correctly in the card slot. 2. The memory card was removed part way through a card access operation. There is no data in the selected user area (tone, song number, etc.*

*). There is no folder named "MUSICDAT" on the memory card. You are attempting to play back SMF Format 2 song data. The memory card is write protected. 2. Sampled sounds (Tone Numbers 601 to 608) are protected. You are attempting to save a file using the same name as an existing read-only file. The song data on the memory is too big to play back. The data on the memory card is a type that is not supported by this Digital Keyboard. In addition to the chords that can be fingered with Fingered 1 and Fingered 2, the following chords also are recognized.*

*\*3 Inverted form not supported in some cases. 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. Since the chord input range is limited, this model may not support some of the chords shown above. .*



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