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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO WK-200. You'll find the answers to all your questions on the CASIO WK-200 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual CASIO WK-200
User guide CASIO WK-200
Operating instructions CASIO WK-200
Instructions for use CASIO WK-200
Instruction manual CASIO WK-200



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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 a CASIO AD-5 (for WK-200) or AD-12 (for WK-500) 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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..E-69 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/E-3 English Other Useful Digital Keyboard Functions>

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..... E-72 General Guide · In this manual, the term "Digital Keyboard" refers to the WK-200/WK-500.

· Illustrations in this User's Guide show the WK-500. · In this manual, buttons and other controllers are identified using the numbers shown below. 21 3 4 5 6 7 8 9 bk bl bm bn bo bs bp bq br bt ck cl cm cn co dl dm dn do dp cp cq cr dq cs ct dk dl dr E-4 ds dt ek General Guide 1 2 3 4 5 6 7 8 9 POWER button E-9, 24, 44, 47, 49, 55, 68 MAIN VOLUME knob E-9 MIC VOLUME knob E-17 PRESET SCALE button (WK-200) SCALE EDITOR button (WK-500) E-53, 54, 55 RECORDER button E-48, 49, 50, 51, 52 RHYTHM EDITOR button E-42, 43 METRONOME, BEAT button E-11 INTRO, REPEAT button E-27, 32, 39, 42, 43 NORMAL/FILL-IN, REW button E-26, 30, 36, 39, 42, 43 E-26, 30, 39, 42, 43 ck Area1, TR2, WATCH button E-19, 31, 46, 47, 50, 55 E-19, 32, 46, 47, 50, 55 English cl Area2, TR3, REMEMBER button cm Area3, TR4, NEXT button E-19, 30, 46, 47, 50, 55 cn Area4, TR5, AUTO button E-19, 34, 46, 47, 50, 55 co STORE, TR6, MUSIC CHALLENGE button E-19, 35, 47, 50, 55 cp SPLIT button E-13, 14 cq LAYER button E-13, 16 cr AUTO HARMONIZE/ARPEGGIATOR, TYPE button E-41, 56, 57 bk VARIATION/FILL-IN, FF button bl SYNCHRO/ENDING, PAUSE button E-26, 39, 40, 42, 43 cs SAMPLING button E-18, 19, 20, 21 ct FUNCTION button E-6 dk CARD, SAVE/LOAD button (WK-500 only) E-60, 61, 62, 63, 64 bm START/STOP, PLAY/STOP button E-25, 26, 28, 31, 32, 36, 48, 50, 51, 52, 64 bn ACCOMP ON/OFF, CHORDS, PART SELECT bo TEMPO buttons E-11, 27, 40 bp TONE,

MUSIC PRESET button button E-25, 28, 30, 32, 37, 41, 42, 43, 52, 67 E-9, 12, 18, 20, 21, 22, 24, 56 E-12, 19, 20, 22, 36, 40, 43, 47, 48, 51, 55 bq RHYTHM, ONE TOUCH PRESET button br SONG BANK button E-26, 28, 30, 51 bs Number buttons, []/[+] buttons E-6 bt BANK, CHORD/TRI, LISTEN button E-19, 31, 46, 47 dl Speakers dm Song Bank list dn Music Preset list do Display dp Rhythm list dq Tone list dr PITCH BEND wheel (WK-500 only) E-16 ds CHORD root names E-37 dt Percussion instrument list E-12 ek SD CARD SLOT (WK-500 only) E-60 el em en eo ep eq er el USB port E-65 em SUSTAIN/ASSIGNABLE JACK E-15 en PHONES/OUTPUT jack (WK-200) PHONES jack (WK-500) E-9, 69 ep DC 9V terminal (WK-200) DC 12V terminal (WK-500) E-8 eq MIC IN jack E-17 er LINE OUT R, L/MONO jack (WK-500 only) E-69 eo AUDIO IN jack E-17, 69 E-5 General Guide Using the 10-key Pad (bs) Use the number buttonw starts to flash to let you know when battery power is low.



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Replace the batteries with new ones. Low battery indicator (flashes) E-8 Playing the Digital Keyboard 21 7 bp bs English bo Turning on Power and Playing 1.

Press 1. This turns on power. ct Using Headphones 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. PHONES/OUTPUT jack (WK-200) PHONES jack (WK-500) 2.

Try playing something on the keyboard. Use 2 to adjust volume. Decrease Increase · Headphones do not come with the Digital Keyboard. e display. While the tempo value is flashing, you can use bs (10-key) to change it. Note that you must input leading zeros, so 89 is input as 089. · The tempo value will stop flashing if you do not perform any operation for a short while. 1. Press 7. This starts the metronome.

This pattern changes with each beat. 2. Press 7 again to stop the metronome. Changing the Beats Per Measure Tempo value (flashes) 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. Changing the Metronome Sound Volume The metronome volume setting is changed automatically with the volume level of the currently selected Auto Accompaniment or song. The metronome volume cannot be adjusted independently. · For information about changing the Auto Accompaniment volume, see page E-40. · For information about changing the song volume, see page E-28.

1. Hold down 7 until the beats per measure setting screen appears on the display. Bea t · 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 7. · You cannot adjust the balance between the metronome and note volume during Auto Accompaniment and built-in tune play. 2.

Use bs (10-key) to enter the number of beats per measure. · 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. E-11 Controlling the Keyboard Sounds bqbp bs cp cq 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. ct 3. Try playing something on the keyboard. The tone of the instrument you selected will sound. To select an instrument for playing 1. Press bp. Tone number Tone name Playing with a Piano Tone (Piano Setup) S t .GrPno 2. Use bs (10-key) to select the tone number you want. The corresponding tone number and tone name will appear on the screen.

1. Press bp and bq at the same time. This selects the grand piano tone. Settings Tone Number Reverb Transpose Touch Response · See the separate "Appendix" for a complete list of available tones. · 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. · When one of the drum sets is selected, each keyboard key is assigned a different percussion sound. : "001" : "06" : 00 : Off: Returns to initial default On: No change Pedal Effect : SUS Rhythm Number : "161" (WK-200), "181" (WK-500) Accompaniment : Rhythm part only Local Control : On Drum Assign : Off Split : Off Layer : Off Chorus : Off Octave Shift (Upper) : 0 Auto Harmonize : Off Arpeggiator : Off Scale : Equal E-12 Controlling the Keyboard Sounds Layering Two Tones 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. 1.

Select the first tone you want to use. Press bp and then use bs (10-key) to select the tone you want. Example: 026 ELEC.PIANO 1 (WK-500) 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 1.

Select the tone for the right side range (page E-12). Press bp and then use bs (10-key) to select the tone you want. Example: 335 FLUTE 1 (WK-500) E.Pi ano1 2. Press cq.

Flute 1 2. Press cp. Lights 3. Use bs (10-key) to select the second tone you want. Example: 212 STRINGS (WK-500) Lights Str in 4. Play something on the keyboard. Both tones sound at the same time. g s 3. Use bs (10-key) to select the left side range tone you want. Example: 056 VIBRAPHONE 1 (WK-500) Vi bes 4.

Play something on the keyboard. 1 5. Pressing cq again to unlayer the keyboard (so it plays only the tone you selected in step 1). · Each press of cq 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. VIBRAPHONE 1 Split point FLUTE 1 Disappears F3 E-13 English Splitting the Keyboard between Two Different Tones Controlling the Keyboard Sounds 5. Pressing cp again to unsplit the keyboard (so it plays only the tone you selected in step 1). · Each press of cp toggles between split (two tones) and unsplit (one tone). Using Reverb Reverb adds reverberation to notes. You can change the duration of the reverb.

1. Press ct and then use the bs (10-key) [4] (and [6] (E-6.) keys to display "Reverb" (page) Disappears Reve r b 2. Use the bs (10-key) [] and [+] keys to select the reverb setting you want. Off (oFF) Turns off reverb.

The larger the number selected, the longer the reverb duration. · If you turn on both layer and split, layering will be applied to the right side range of the keyboard only. To change the split point 1 to 10 1. While holding down cp, 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. Key name Reve r b Indicator disappears when reverb is turned off. C4 Using Chorus Chorus is a function that adds depth and breadth to notes. It makes you sound as if you are playing multiple instruments. 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6.) keys to display "Chorus" (page) Cho r us 2. Use the bs (10-key) [] and [+] keys to select the chorus type you want. There are five chorus types, plus an off setting.



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Chorus Indicator disappears when chorus is turned off.

· The actual effect produced by chorus depends on the tone you are using. E-14 Controlling the Keyboard Sounds 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-3 for information about options. 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. Connecting a Pedal Unit Connect an optional pedal unit. SUSTAIN/ASSIGNABLE JACK 1.

Press **ct**. Trans . 2. Use the **bs** (10-key) [**]** and [**+**] keys to select the Selecting the Pedal Effect transpose setting you want.) 1.

Press **ct** and then use the **bs** (10-key) [**4**] (and [**6**] (E-6).) keys to display "OTHER" (page Fine Tuning (Tuning) Use the tuning feature when you need to adjust the pitch slightly to play along with another musical instrument. Also, some artists perform their music with slightly altered tuning. You can use the tuning feature to adjust tuning so it exactly matches a performance on a CD. · The tuning setting range is 99 to +99 cents.

Flashes OTHER 2. Press **bs** (10-key) [**7**] (ENTER) key. 3. Use the **bs** (10-key) [**4**] (to display "Jack".) and [**6**] () keys 1. Press **ct** and then use the **bs** (10-key) [**4**] (and [**6**] () keys to display "Tune" (page E-6). Tune 2. Use the **bs** (10-key) [**]** and [**+**] keys to adjust the tuning. Jack 4. Use the **bs** (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. Sostenuo (SoS) Soft (SFt) Rhythm (rHy) E-15 English Changing the Pitch (Transpose, Tuning, Octave Shift) Controlling the Keyboard Sounds Octave Shift Octave Shift lets you raise or lower the pitch of the keyboard notes in octave units. · The octave shift setting range is 2 to +2 octaves. · When using Split (page E-13), you can individually set the left and right keyboard ranges to the pitches you want. Using the Pitch Bend Wheel to Shift the Pitch of Notes (WK-500 Only) You can use the pitch bend wheel to slide the pitch of notes smoothly upwards and downwards.

This technique makes it possible to produce effects that are similar to sounds produced when bending notes on a saxophone or electric guitar. 1. Keep pressing **cq** until the screen shown below appears on the display. If you want to use Split, turn on Split before pressing **cq**. · If you do not perform any operation for a few seconds after this screen appears, the display will return to the previous screen automatically.

To play with the pitch bend wheel 1. While playing a note on the keyboard, rotate the pitch bend wheel on the left of the keyboard upwards or downwards. The amount the note bends depends on how much you rotate the pitch bend wheel. · Do not have the pitch bend wheel rotated as you turn on the Digital Keyboard. Oc t U octave.

pp er 2. Use the **bs** (10-key) [**]** and [**+**] keys to shift the · Split On : This step affects the right side keyboard range only. · Split Off : This step affects the entire keyboard range. Specifying the Pitch Bend Range Use the following procedure to specify how much the pitch of the note changes whenever the pitch bend wheel is rotated upwards or downwards. You can specify a range from 0 to 12 semitones (one octave). 3. Press **cq**. · Split On : The screen shown below will appear. Use the **bs** (10-key) [**]** and [**+**] keys to shift the octave for the left side keyboard range. · Split Off : The screen shown below will appear.

Advance to step 4. 1. Press **ct** and then use the **bs** (10-key) [**4**] (and [**6**] (E-6).) keys to display "OTHER" (page) Oc t Lowe r 4. Press **cq** again. Flashes OTHER 2. Press **bs** (10-key) [**7**] (ENTER) key. 3. Use the **bs** (10-key) [**4**] (to display "Bend Rng".) and [**6**] () keys Bend Rn the range.

g 4. Use the **bs** (10-key) [**]** and [**+**] keys to change E-16 Sampling Sounds and Playing Them on the Digital Keyboard 1 3 **bqbp bs** English **bt ck cl cm cn co** You can sample a sound from a microphone, a portable audio player, or other device, and then play the sound on the keyboard. For example, you could sample the bark of your dog and then use the sound in a melody. You also can sample and use passages from a CD. The sampling feature is a great way to create new sounds that are highly creative.

cs ct 2. Turn down the volume levels of the external device and the Digital Keyboard. 3. Turn on the external device or microphone, and then turn on the Digital Keyboard. · When using a microphone, adjust the input volume level with 3.

Connection and Preparation · Before connecting, make sure that the Digital Keyboard, external devices, and/or the microphone all are turned off. · It will take a few seconds after you turn on the Digital Keyboard before you will be able to use the microphone. · Sampled sounds are recorded in monaural. 1. Connect a microphone or external device to the Digital Keyboard. MIC IN jack Digital Keyboard AUDIO IN jack CD player, Cassette player, etc. Stereo mini plug · You also could connect a commercially available microphone. · Connection of an external device requires commercially available connecting cords, supplied by you. 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. E-17 Sampling Sounds and Playing Them on the Digital Keyboard Sampling and Playing a Melody Sound (Melody Sampling) Use the procedures in this section to sample a sound and play it as the melody part on the Digital Keyboard.

· Up to five sampled sounds can be stored in Digital Keyboard memory as tone numbers 671 through 675 (WK200: 571 through 575). Simply select the tone number where the sound you want is located to assign the sound to the keyboard. 4. After the sound you want to sample is finished, press **cs**. Sampling will stop when you release **cs**. · Even if you do not press **cs**, sampling will stop automatically whenever there is no more sound being input from the external device or microphone. Sampling also will stop automatically 10 seconds after it is started. Sampled sound 1 To sample a sound S1 :Or Used memory (Unit: Kbytes) g nl 1.



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Press bp and then use bs (10-key) to enter the tone number (WK-500: 671 to 675) (WK-200: 571 to 575) where you want to store the sampled sound. No sampled sound stored Remaining memory capacity 5.

Play something on the Digital Keyboard. · You may not be able to get 10 seconds of sampling if Digital Keyboard memory is low due to storage of other data. If this happens, deleting other memory data you no longer need will free up memory space and you should be able to sample for 10 seconds. See "Deleting a Sampled Sound" on page E-23 for more information. No Da t a Lights · In place of the above steps, you could press cs and bp at the same time and then select a tone number.

2. Press cs. This enters sampling standby. The allowable sampling time (in seconds) will appear on the display momentarily and then the display will change to the following. · Sampling sound and storing it will delete any sound data currently stored under the same tone number.

To help ensure that you do not accidentally delete important data, be sure to read "Protecting Against Accidental Deletion of Sampled Sounds" on page E-24.

Wa i t i n Flashes g 3. Output the sound from the external device. In the case of a microphone, output the sound in the direction of the microphone. Sampling will start automatically. Samp l i n Lights g E-18 Sampling Sounds and Playing Them on the Digital Keyboard 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. Changing the Volume of Sampled Sound Looped Playback You can use the following procedure to change the volume level of the looped playback of each sampled sound, if you want. 1. Press the button of the sampled sound whose volume you want to change (bt to cn).

C4 · This will cause the sounds loop to sound. Looping a Sampled Sound You can use the following procedure to loop a sampled sound so it continues to repeat, as you play on the Digital Keyboard. 2. While the loop is sounding hold down the same sampled sound button (bt to cn) as you press any keyboard key. · Pressing the keyboard key quickly will increase sample sound volume, while pressing slowly will decrease volume. 1. Press bq. 2. While holding down cs, press co. This enters repeat standby.

3. After the sampled sound is at the volume level you want, release its button (bt to cn). Funk Lights 8B t 3. Press the button (bt to cn) that corresponds to the melody sampling tone number you want to select. This will start looped playback of the selected sound.

To select this tone number: WK-500 671 672 673 674 675 WK-200 571 572 573 574 575 Press this button: bt ck cl cm cn 4. Press the same button again to stop playback. 5. Press co to return to the screen that was displayed before step 2 of this procedure. E-19 English Sampling Sounds and Playing Them on the Digital Keyboard Applying Effects to a Sampled Sound You can apply various effects to sampled sounds.

Incorporating a Sampled Sound into a Drum Set (Drum Sampling) You can use the procedure to change the drum sounds that are assigned to each keyboard key. · You can store up to three drum sets and store them as tone numbers 676, 677, and 678 (WK-200: 576, 577, and 578). Simply select the tone number where the drum set you want is located to assign the drum set sounds to the keyboard. 1. Press bp and then use bs (10-key) to enter the tone number (WK-500: 671 to 675) (WK-200: 571 to 575) to which you want to apply effects. 2. Press bp to cycle thorough the available effects, described below. Effect Type (Display) Original (Orgnl) Loop 1 (Loop1) Loop 2 (Loop2) Description Normal sampled tone (no looping, no effect). 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 the pitch from high to low, at a decreasing rate. Changes the pitch from high to low, at a decreasing rate, and then raises the pitch when the key is released. 1. Press bq. bq lights. 2. Press bp and then use bs (10-key) to enter the tone number (WK-500: 676, 677, or 678) (WK-200: 576, 577, or 578) for the drum set whose sounds you want to change. Loop 3 (Loop3) No Da t a Lights Pitch 1 (Ptch1) Pitch 2 (Ptch2) · In place of the above steps, you could press cs and bq at the same times and then select a tone number.

Pitch 3 (Ptch3) 3. Press cs. Tremolo (Trem1) Alternates volume between high and low. Funny 1 (Funy1) Funny 2 (Funy2) Funny 3 (Funy3) Adds vibrato and changes the pitch by a gradually increasing amount. Alternates between high pitch and low pitch.

Adds vibrato and changes the pitch from low to high. No Da t a Flashes 4. Press the keyboard key to which you want to assign the drum sound you are about to sample. This enters sampling standby. The allowable sampling time (in seconds) will appear on the display momentarily and then the display will change to the following.

· Avoid assigning the same sampled sound to the keyboard for play along and for looped play. Doing so will cause, the Loop 1 effect to be applied to the keyboard tone while looped play of the sampled sound is being performed. Wa i t i n Flashes g E-20 Sampling Sounds and Playing Them on the Digital Keyboard 5. Output the sound from the external device. In the case of a microphone, output the sound in the direction of the microphone. Sampling will start automatically. Editing Sampled Drum Set Sounds English You can use the procedures in this section to copy the drum sound assigned to one keyboard key to another key, to change the pitch of a sound, and to delete a sampled sound. Sam p lin g 1. Press bp and then use bs (10-key) to enter the tone number (WK-500: 676, 677, or 678) (WK200: 576, 577, or 578) for the drum set you want. Lights 2.

Press cs. 3. Press ct. 6. After the sound you want to sample is finished, press cs. Sm p l D r m l Smp l D r m l Flashes at high speed Remaining memory capacity Sampling will stop when you release cs. · Even if you do not press cs, sampling will stop automatically whenever there is no more sound being input from the external device or microphone. Sampling also will stop automatically 10 seconds after it is started. This is the editing mode. · While in the editing mode, you can copy a sound, change the pitch of a sound, or delete a sound (each of which is described below).

Pressing ct again exits the editing mode and returns to step 2 of this procedure. Indicates keyboard keys that have sounds assigned. 7. Press the keyboard key. · You can repeat steps 3 through 6 to change other sounds that make up the currently selected drum set.



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There are eight sounds per drum set. · You may not be able to get 10 seconds of sampling if Digital Keyboard memory is low due to storage of other data. If this happens, deleting other memory data you no longer need will free up memory space and you should be able to sample for 10 seconds. See "Deleting a Sampled Sound" on page E-23 for more information. 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 Indicates the keyboard key whose sound was copied. · A keyboard key that already has a sampled sound assigned cannot be selected as a copy destination. · Sampling a sound will delete any sound data currently assigned to the same keyboard key. To help ensure that you do not accidentally delete important data, be sure to read "Protecting Against Accidental Deletion of Sampled Sounds" on page E-24. E-21 Sampling Sounds and Playing Them on the Digital Keyboard To change the pitch of a sampled sound While holding down the keyboard key of the sampled sound whose pitch you want to change, use the bs (10-key) [] and [+] keys to change the pitch. · You can change the pitch within a range of 64 to 63 semitones. Other Sampling Functions Changing to a Manual Sampling Start 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. To delete a keyboard key's sampled sound While holding down the keyboard key whose sound you want to delete, press bq.

In response to the "DelSure?" message that appears, press the bs (10-key) [+] button to delete, or [] to cancel the delete operation. · Deleting a sampled sound will return the key to its initial default built-in sound. Example: To delete the sound assigned to key D4 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6).) keys to display "SAMPLING" (page Flashes Disappears SAMP L I N G 2. Press the bs (10-key) [7] (ENTER) key. Using a Drum Sampling Tone in Auto Accompaniment Use the following procedure to change the rhythm part of an Auto Accompaniment pattern to a drum set sound that you sampled. Au t o S t r t 3. Press the bs (10-key) [] key to turn off automatic sampling start. This enables manual sampling start, which operates as described below.

· Melody sampling (page E-18): Sampling starts when you release cs, which you press in step 2 of the sampling procedure. · Drum sampling (page E-20): Sampling starts when you release the Digital Keyboard key you press in step 4 of the sampling procedure. 1. Press bq and then use bs (10-key) to enter the rhythm number of the Auto Accompaniment pattern you want. You cannot use a Drum Sampling Tone in a user rhythm, so do not select a user rhythm in the above step.

2. Press bp and then use bs (10-key) to enter the tone number of the sampling drum set that contains the sound you want to use. 3. Press bp. 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 bp again. · When manual sampling start is enabled, sampling starts when you release cs or the keyboard key, not when you press it. Sampling does not start if you hold down the button or key. · Some rhythm part drum sounds cannot be replaced by sampled sounds. E-22 B Sampling Sounds and Playing Them on the Digital Keyboard Changing to Manual Sampling Stop 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. Deleting a Sampled Sound English You can use the following procedure to specify a sampled tone number and delete its data. 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6).) keys to display "DELETE" (page) 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6).) keys to display "SAMPLING" (page Flashes 2. Press the bs (10-key) [7] (ENTER) key. 3. Press the bs (10-key) [6] () key. DELETE 2. Press the bs (10-key) [7] (ENTER) key. Au t o S t o 4. Press the bs (10-key) [] key to turn off automatic sampling stop.

Used memory (Unit: Kbytes) S1 :Or g nl Even when there is no sound input from an external device, sampling will continue until you press and release cs or a keyboard key. Remaining memory capacity 3. Use the bs (10-key) [] and [+] keys to select the tone number of the data you want to delete. · When manual sampling stop is enabled, sampling stops when you release cs or the keyboard key, not when you press it. Sampling does not stop if you hold down the button or key.

4. Press the bs (10-key) [7] (ENTER) key. This displays a delete confirmation message. Su r e? 5. Press the bs (10-key) [+] (YES) key to delete the data, or [] (NO) or [9] (EXIT) to cancel the delete operation.

· After the delete procedure is complete, "Complete" will appear on the display followed by the screen in step 2 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-21. E-23 Sampling Sounds and Playing Them on the Digital Keyboard Protecting Against Accidental Deletion of Sampled Sounds You can use the following procedure to protect each sampled sound against accidental deletion. 1. Press bp and then use bs (10-key) to enter the tone number of the sampled tone you want to protect. 2. Press ct and then use the bs (10-key) [4] (and [6] (E-6).) keys to display "SAMPLING" (page 3. Press the bs (10-key) [7] (ENTER) key. 4.

Use the bs (10-key) [4] (to display "Protect".) and [6] () keys Protect 5. Press the bs (10-key) [+] key to turn on protection. Once protected a tone cannot be deleted. A protected tone is indicated as shown below. Protected *1 : Or g nl Saving Sample Data on an External Device · SD memory card (WK-500 only) (page E-61) · Computer (page E-68) Maintaining Sampled Sound Data in Memory After you save sampled sound data in memory, it will remain there as long as power is supplied to the keyboard. However, if you disconnect the AC adaptor when there are no batteries loaded, sampled sound data will be deleted.

Use the bs (10-key) [4] (to display "Protect".) and [6] () keys Protect 5. Press the bs (10-key) [+] key to turn on protection. Once protected a tone cannot be deleted. A protected tone is indicated as shown below. Protected *1 : Or g nl Saving Sample Data on an External Device · SD memory card (WK-500 only) (page E-61) · Computer (page E-68) Maintaining Sampled Sound Data in Memory After you save sampled sound data in memory, it will remain there as long as power is supplied to the keyboard. However, if you disconnect the AC adaptor when there are no batteries loaded, sampled sound data will be deleted.



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Tips for Maintaining Data · Use both batteries and the AC adaptor together. · Make sure that batteries with sufficient power are loaded whenever you disconnect the AC adaptor. · Connect the AC adaptor to the keyboard and plug it into a power outlet before replacing batteries.

Before connecting or disconnecting the AC adaptor or replacing batteries, first press 1 to turn off power. E-24 **Playing Built-in Songs** **br bs** English 8 9 **bk bl** **bm bn bo** With this Digital Keyboard, built-in tune data is referred to as "songs". You can listen to the built-in songs for your own enjoyment, or you can play along with them for practice. **ct 2.** To change to another song while demo playback is in progress, use **bs** (10-key) [**] and [+]** keys to enter the song number you want (page E-6).

This will cause demo playback to jump to the song whose number you entered. · You cannot use **bs** (10-key) number buttons to select a song. · In addition to simple listening enjoyment, the built-in songs can be used with the lesson system (page E-29) for practice. · You can increase the number of tunes using your SD memory cards (WK-500 only) (page E-62) or computer (page E-65). 3.

To stop demo playback, press **bm**. Demo playback continues until you stop it by pressing **bm**. **Playing the Demo Songs** Use the following procedure to play back built-in songs. 1. Press **bm** and **bn** at the same time. This will start playback of the demo songs. · See page E-75 for information about song numbers and the song sequence. · Demo playback always starts from song number 151. **Flashes Song number Tune name Demo T u n e** E-25 **Playing Built-in Songs** **Playing Back a Particular Song** Use the procedure below to play back one of the built-in songs. You can play along on the keyboard with song playback.

Pause, Skip Forward, Skip Back Use the operations in this section to perform pause, skip forward, and skip back operations. **Pause Start/Stop** 1. Press **bl**. This pauses song playback. 1. Press **br**. Song number Tune name 2. Press **bl** again to resume playback from the point where you paused it. **Skip Forward** **Tw** **n k l e 2.** Use **bs** (10-key) to enter the number of the song you want. · See page E-75 for a complete list of available songs. 1. Press **bk**. This skips song playback forward to the next measure. Each press of **bk** skips ahead one measure.

Holding down **bk** skips forward at high speed until you release it. · Pressing **bk** while song playback is stopped performs lesson function phrase skip forward (page E-30). 3. Press **bm**. This starts playback of the song.

Tempo Note Sustain pedal Beat Measure Measure number Skip Back 1. Press 9. Key Fingering 4. Press **bm** again to stop playback. Song playback will continue (repeat) until you press **bm** to stop it. You can cancel song repeat by pressing 8 ("REPEAT" indicator disappears from the display). This skips song playback back to the previous measure. Each press of 9 skips back one measure. Holding down 9 skips back at high speed until you release it. · Pressing 9 while song playback is stopped performs lesson function phrase skip back (page E-30).

E-26 **Playing Built-in Songs Repeating Playback of Specific Measures** You can use the procedure in this section to repeat particular measures for practice playing along until you master it. You can specify the start measure and the end measure of the section you want to play and practice. **Start End** 4. Pressing 8 again returns to normal playback. **English Changing the song number** clears the start measure and end measure of the repeat operation. These measures are repeated. **Changing Playback Speed (Tempo)** You can use the following procedure to change the speed (tempo) in order to slow down playback to practice difficult passages, etc. 1. Press 8 to temporarily turn off song repeat ("REPEAT" disappears from the display). 2.

When song playback reaches the measure you want to specify as the start measure, press 8. This specifies the measure as the start measure. 1. Press **bo**. Use **y** (slower) and **t** (faster) to change the tempo setting.

Holding down either button changes the setting at high speed. · Pressing **y** and **t** at the same time will return the current song to its original default tempo. · Pressing **bo** causes the tempo value to flash on the display. While the tempo value is flashing, you can use **bs** (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. **Flashes 3.** When playback reaches the measure you want to select as the end measure, press 8 again. This specifies the measure as the end measure and starts repeat playback of the measures in the specified range. · During repeat play you can use **bl** to pause playback, **bk** to skip forward, or 9 to skip back. **Lights E-27 Playing Built-in Songs Adjusting the Song Volume** Use the following procedure to adjust the balance between the volume of what you play on the keyboard and song playback volume. **Turning Off the Part of One Hand for Practice (Part Select)** 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. 1. Press **ct** and then use the **bs** (10-key) [**4]** (and [**6]** (E-6.)) keys to display "Song Vol" (page 1).

Press **bn** to select the part you want to turn off. Each press of **bn** cycles through the settings shown below. **Son song volume. g Vo l Right hand part off** 2. Use the **bs** (10-key) [**] and [+]** keys to adjust the Left hand part off **Playing with the Tone as Song Playback** The procedure below lets you select the same keyboard tone as the one being used in the song and play along with your favorite tunes. **Both hand parts off** 1. After selecting a song, hold down **br** 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. **Both hand parts on** 2. Play along with song playback.

· If you select a song that uses different tones for left and right hand play, the right hand part tone is assigned to the keyboard. 2. Press **bm**. 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.

Increasing the Selection of Songs 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. · SD memory card (WK-500 only) (page E-62) · Computer (page E-68) · For information about how to delete song data loaded from an external device, see page E-57. E-28 **Using Built-in Songs to Master Keyboard Play** **br bs** English 8 9 **bk bm bn bt ck cl cm cn** **Step Up Lesson** **Flow ct** To master a song, it is best to break it up into shorter parts (phrases), master the phrases, and then put everything together.



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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. Phrase 1 · Right Hand Lesson 1, 2, 3 · Left Hand Lesson 1, 2, 3 · Both Hand Lesson 1, 2, 3 Phrases The built-in songs are pre-divided into phrases to help you master keyboard play. Song start Song end Final Phrase 4 Repeat the above to practice phrase 2, 3, 4, and so on, until you reach the final phrase of the song. Phrase 1 Phrase 2 Phrase 3 4 After mastering all of the phrases, practice the entire song. 4 Now you have mastered the entire song! E-29 Using Built-in Songs to Master Keyboard Play Messages that Appear during Lessons 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. · Note that certain phrases will cause "Wait" to appear instead of "Phrase". 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-34). This message appears during Auto Step Up Lesson (page E-34) immediately before practice from Phrase 1 up until the phrase currently being practiced. Appears at the end of Auto Step Up Lesson (page E-34). 2. Press cm (or bk) to move forward one phrase, or 9 to move back one phrase.

· Holding down bk or 9 scrolls through phrases at high speed. · The Digital Keyboard remembers the last phrase you practiced for up to 20 songs. To recall the last practice phrase for the current song (if it is available), hold down cm. Phrase number <Wait> <Ph r ase> NextPhrs First measure of the selected phrase From top 3. Press bn to select the part you want to practice.

Each press of bn cycles through the settings shown below. Complete Right hand practice Selecting the Song, Phrase, and Part You Want to Practice First, select the song, phrase, and part you want to practice. Left hand practice 1. 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 bn while a lesson is in progress. 4. Hold down br for about two seconds. The same tone used for song playback will be assigned to the keyboard (page E-28). E-30 Using Built-in Songs to Master Keyboard Play Lessons 1, 2, and 3 Now it is time to start the lessons. First, select the song and part you want to practice. 2. Play notes on the keyboard in accordance with 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. Lesson 1: Listen to the song.

First, listen to the example a few times to familiarize yourself with what it sounds like. 1. Press bt. This starts example play. Lights Flashes Lights <Lesson 2 Guidance> Master playing the correct note with the correct finger as instructed by the guidance. Practice playing with the correct timing. Lights 2. To stop Lesson 1, press bt or bm. 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. 4 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.

4 Pressing the correct keyboard key causes song playback to resume and the key for the next note flashes. 1. Press ck. This starts Lesson 2. Lights 3. To stop Lesson 2, press ck or bm. If you complete Lesson 2 play to the end, a score that rates your play appears on the screen. Bravo! Again! You pass! Advance to the next lesson. Go back and try again. Lights E-31 English the instructions provided on the display and by voice fingering guide.

Using Built-in Songs to Master Keyboard Play 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. Playing a Particular Song All the Way Through 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. 1. Press cl. This starts Lesson 3. Lights 1. Use bn to turn off both hand parts and then press bm.

Try playing with both hands and find out how the Digital Keyboard evaluates your effort.

Lesson Settings Playing without Phrase Repeat You can turn off phrase repeat for Lessons 1, 2, and 3. 1. Press 8. Lights This disables phrase repeat play. 2. Play the song along with the song playback. <Lesson 3 Guidance> Press the keyboard keys you learned in Lesson 2. 4 Song playback will wait for you to play the correct note. · Note guide sounds the correct note to be played. Disappears Turning Off Voice Fingering Guide Use the following procedure to turn off voice fingering guide, which tells you which finger to use to play each note in Lesson 2 and Lesson 3.

4 If you are still unable to press the correct keyboard key, the Digital Keyboard will display keyboard guidance and voice fingering guide will tell you what finger to use, just as in Lesson 2. 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6).) keys to display "LESSON" (page) 4 Pressing the correct key will cause song playback to resume. Flashes 3. To stop Lesson 3, press cl or bm. · 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. L ESSION 2. Press bs (10-key) [7] (ENTER) key. Speak E-32 Using Built-in Songs to Master Keyboard Play

3.

Press the bs (10-key) [] key to select the OFF setting. Indicator disappears when voice fingering guide is turned off. Changing the Phrase Length English 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.



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1. Press **ct** and then use the **bs** (10-key) [**4**] (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.) and [**6**] (E-6.) keys to display "LESSON" (page 2. Press **bs** (10-key) [**7**] (ENTER) key. 3. Use the **bs** (10-key) [**4**] (to display "PhraseLn".

) and [**6**] () keys 1. Press **ct** and then use the **bs** (10-key) [**4**] (and [**6**] (E-6.) keys to display "LESSON" (page 2. Press **bs** (10-key) [**7**] (ENTER) key. 3. Use the **bs** (10-key) [**4**] (to display "NoteGuid".) and [**6**] () keys Ph r aseLn 4. Use the **bs** (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. Phrase lengths are as specified in the song.

No t eGu i d 4. Press the **bs** (10-key) [**]** key to select the OFF setting. The following options are available for songs loaded from external sources only. Short (Ln1) Middle (Ln2) Length of one phrase is one measure. Length of one phrase is two measures. Length of one phrase is four measures. 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. Long (Ln3) 1. Press **ct** and then use the **bs** (10-key) [**4**] (and [**6**] (E-6.) keys to display "LESSON" (page 2.

Press **bs** (10-key) [**7**] (ENTER) key. 3. Use the **bs** (10-key) [**4**] (to display "Scoring".) and [**6**] () keys Sco r i n setting. Indicator disappears when performance evaluation is turned off. g 4. Press the **bs** (10-key) [**]** key to select the OFF E-33 Using Built-in Songs to Master Keyboard Play Using Auto Step Up Lesson With Auto Step Up Lesson, the Digital Keyboard advances through each lesson automatically. Auto Step Up Lesson Procedure Phrase 1 Lesson 1 4 Lesson 2 4 Lesson 3 1. Select the song and part you want to practice (page E-26). 2.

Press **cn**. Listen to the first phrase in Lesson 1. · In Lesson 1, the sample phrase is played only once before advancing to Lesson 2. Phrase 2 Lesson 1 4 Lesson 2 4 Lesson 3 4 Phrase 1, 2 · Lesson 3* 4 Flashes Lights 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 **cn** or **bm**. Phrase 3 Lesson 1 4 Lesson 2 4 Lesson 3 4 Phrase 1, 2, 3 · Lesson 3* 4 · You can change the step and phrase during Auto Step Up Lesson using **9**, **bk**, and **bt** to **cm**. · Starting Auto Step Up Lesson automatically turns on phrase repeat (page E-32) and play evaluation (page E-33). These features cannot be turned off during lessons.

4 Next phrase practice using the same procedure 4 Final phrase Lesson 1 4 Lesson 2 4 Lesson 3 4 From Phrase 1 to the final phrase · Lesson 3* 4 Lesson complete * Auto Step Up Lesson advances to the next phrase, regardless of whether the "Bravo!" result is attained. E-34 Music Challenge Keyboard Game 1 brbqbp brbq English Playing time Score Displayed during a game. **bm** Music Challenge is a game in which the object is to press keys in accordance with the on-screen keyboard as quickly as possible. **co** 4. The game ends when you advance successfully through 20 notes. · Your playing time appears on the display. After a short while, the playing time display changes to a score. To clear the score from the display, press **bp**, **bq**, or **br**. · You can cancel a game at any time by pressing **co** or **bm**. 1.

Press **br**. 2. Press **co**. This causes a key on the on-screen keyboard to start to flash, and starts the Music Challenge song. Number of remaining notes **M** · CHA L . ! T i me 1 9 . 2 Sco r e 80 · The notes used for each game are selected randomly. · The tempo of the game songs cannot be changed. · All buttons except 1, **bm**, and **co** are disabled while a game is in progress.

3. After the key changes from flashing to lit, press it as quickly as you can. This causes the on-screen keyboard key to go out to let you know that you cleared the first note. The next onscreen keyboard key starts to flash, so get ready to press the next key. · The time it takes you to press the keyboard key after the on-screen key lights appears on the display (Unit: 0.

1 sec). The shorter the time, the higher your score. · Pressing a keyboard key before the on-screen key goes from flashing to lit, will not advance to the next note. Time 0.3sec **M**.

CHA L . ! E-35 Using Auto Accompaniment **bq** **bs** 8 9 **bk** **bl** **bm** **bn** **bo** 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. **cr** **ct** Starting and Stopping the Rhythm Part Only 1. Press **bq**. Rhythm number Rhythm pattern name · 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 you want. 8B t 2.

Use **bs** (10-key) to select the rhythm number · See the separate "Appendix" for information about individual rhythms. 3. Press **bm** or 9. 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. This starts the rhythm. This pattern changes with each beat. 4. Play along with the rhythm. 5. To stop the rhythm, press **bm** again. E-36 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 **bn** 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-40. · You can use the split point to change the size of the accompaniment keyboard range (page E-14). 1. Start play of the Auto Accompaniment rhythm part.

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 2. Press **bn**. This enables chord input on the accompaniment keyboard. Accompaniment keyboard 1. Hold down **bn** until the chord input mode selection screen appears on the display. Chord input mode Lights Cho r d 2. Use the **bs** (10-key) [**]** and [**+**] keys to select the chord input mode you want.



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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 · For information about each chord input mode, see the separate "Appendix". · If you do not perform any operation after the chord input mode selection screen appears, the display will return automatically to the screen that was displayed before you held down bn. 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-37 Using Auto Accompaniment FINGERED 1, 2, and 3 With these three input modes, you finger 3-note or 4-note chords on the accompaniment keyboard. Note that with some chords, even if you do not finger the third or fifth note, they will be played anyway. Accompaniment keyboard CASIO CHORD Fingering Chord Type Major Chords Letters above the accompaniment keyboard indicate the chord assigned to each key. Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key.

All of the accompaniment area keys that are marked with the same chord name play exactly the same chord. Minor Chords To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right. Seventh Chords To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right. Minor Seventh Chords To play a minor seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right. Example C (C Major) C C#D Eb E F F#G Ab A Bb B C C#DEb E F FINGERED 1 Play the component notes of the chord on the keyboard.

FINGERED 2 Unlike FINGERED 1, 6th input is not possible. m7 or m7 5 is input. FINGERED 3 Unlike FINGERED 1, allows input of fraction chords with the lowest keyboard note as the bass note. Cm (C Minor) C C#D Eb E F F#G Ab A Bb B C C#DEb E F C7 (C Seventh) C C#D Eb E F F#G Ab A Bb B C C#DEb E F CASIO CHORD With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below. Cm7 (C Minor Seventh) C C#D Eb E F F#G Ab A Bb B C C#DEb E F Accompaniment keyboard · When playing a minor, seventh, or minor seventh chord, it makes no difference whether the additional keys you press are black or white.

FULL RANGE CHORD With this mode, you can use the full range of the keyboard to play chords and the melody. Accompaniment keyboard / Melody keyboard E-38 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 9. This plays the fill-in for the normal pattern. · Normal pattern play will resume after the fill in pattern is complete. Lights 1. Press bk. This starts the variation pattern.

Lights Variation Pattern Fill-in 2. Pressing 9 returns to normal pattern. Lights 1. While a variation pattern is playing, press bk. 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 8. This starts the intro pattern.

Normal pattern play will start when the intro pattern is finished. · If you press bk while an intro pattern is being played, the variation pattern will start when the intro pattern is finished. Lights Auto Accompaniment Ending Use the following procedure to play an ending of a few measures. 1. While an Auto Accompaniment is playing, press bl.

This will play the ending pattern and then stop Auto Accompaniment play automatically. Lights E-39 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 bl. This enters accompaniment start standby. Flashes 1. Press ct and then use the bs (10-key) [4] (and [6] (E-6.)) keys to display "AcompVol" (page A c ompVo l 2. Use the bs (10-key) [] and [+] keys to adjust the 2. Play a chord on the keyboard.

This will start full part accompaniment (normal). @@ · To start with intro pattern, press 8. @@@@ Press bo. Use y (slower) and t (faster) to change the tempo setting. Holding down either button changes the setting at high speed. @@@@ @@@@ @@@@ @@@@ @@@@ Adds country style harmony. Adds the note from the next lower octave. Adds the fifth degree note. Adds 2-note open harmony, for a total of three notes. Adds 2-note close harmony, for a total of three notes. Adds harmony that is optimal for strings. Adds 3-note open harmony, for a total of four notes. Adds 3-note close harmony, for a total of four notes. Adds block chord notes. @@@@ Press bn to enable Auto Accompaniment with chords (ACCOMP indicator lit) (page E-37).

· Auto Harmonize cannot be used while FULL RANGE CHORD is selected as the chord input mode. Select another mode if you want to use Auto Harmonize. 2. Hold down cr until the Auto Harmonize or Arpeggiator type number and type name appear on the display. · If you do not perform any operation for a few seconds, the display will return to previous screen automatically.

Type number Type name Due t Auto Harmonize type you want. 1 011 012 3. @@@ Do not select them when using the Auto Harmonize. 4. @@@@ @@@@ @@@@ @@@@ @@@@ Select the number of the rhythm you want to edit. 2. @@@@ @@@@ @@@@ @@@@ Setting Type Display Part Tone Vol. Pan Rvb Cho. @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ Press 6. This will display a message asking if you want to save the user rhythm.

B E-43 English Editing Auto Accompaniment Patterns 11-1. Press the bs (10-key) [] key to exit without saving. This displays the delete confirmation message. Press the bs (10-key) [+] key to exit the editing procedure.



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