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You can read the recommendations in the user guide, the technical guide or the installation guide for CASIO WK-220. You'll find the answers to all your questions on the CASIO WK-220 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-220
User guide CASIO WK-220
Operating instructions CASIO WK-220
Instructions for use CASIO WK-220
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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-E95100L adaptor. · The AC adaptor is not a toy. · Be sure to disconnect the AC adaptor before cleaning the product. This mark applies in EU countries only. Manufacturer: CASIO COMPUTER CO.

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) 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 General Guide · In this manual, the term "Digital Keyboard" refers to the CTK-4200/WK-220/WK-225. · Illustrations in this User's Guide show the WK-220. · In this manual, buttons and other controllers are identified using the numbers shown below. · There is a button number reference at the back of this manual. You can tear it out and refer to the button numbers as required. 1 2 3 4 5 6 7 8 9 bk bl bm bq bp bo bn br bs dk dl dt ck cl cm cn co cp cq cr dm dn do dp cs ct dk dq E-4 dr General Guide · The following explains the meaning of the \$ symbol that appears on the product console and with the key names below.

\$: Indicates a function that is enabled by holding down the button for some time. 1 POWER button E-10 2 VOLUME knob E-10 3 RECORDER button E-50 4 RHYTHM EDITOR button E-45 5 METRONOME, \$ BEAT button E-13 6 INTRO, REPEAT button E-29, 41 7 NORMAL/FILL-IN, REW button E-28, 41 8 VAR./FILL-IN, FF button E-28, 41 9 SYNCHRO/ENDING, PAUSE button E-28, 41 bk START/STOP, PLAY/STOP button E-27, 38 bl \$ CHORDS, ACCOMP, PART SELECT button E-30, 39 bt Area1, WATCH button E-33, 48 ck Area2, REMEMBER button E-34, 48 cl Area3, NEXT button E-32, 48 cm Area4, AUTO button E-36, 48 cn STORE, MUSIC CHALLENGE button E-37, 49 co SPLIT button E-15 cp LAYER button E-15 cq AUTO HARMONIZE/ARPEGGIATOR, \$ TYPE button E-43, 57 bm TEMPO buttons E-13 bn TONE button E-14 bo RHYTHM, \$ ONE TOUCH PRESET button E-38, 42 bp SONG BANK button E-28 bq MUSIC PRESET button E-56 br Number buttons, [I/[+] keys E-7 bs BANK, LISTEN button E-33, 48 cr PIANO/ORGAN button E-14 cs CHORD BOOK button E-44 ct FUNCTION button E-7 dk Speakers dl Song Bank list dm Display dn Music Preset list do Rhythm list dp Tone list dq CHORD root names E-39 dr Percussion instrument list E-14 E-5 English General Guide Back ds dt ek el em en eo ds USB port E-59 dt SUSTAIN/ASSIGNABLE JACK E-17 ek MIC VOLUME knob (WK-220 and WK-225) E-19 (WK-220 and WK-225) E-19 em AUDIO IN jack E-19 en DC 9.



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5V terminal E-9 eo PHONES/OUTPUT jack E-11 el MIC IN/SAMPLING jack E-6 General Guide Using the 10-key Pad (br) FUNCTION Button (ct) Functions English 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. ct To select a function 1. Press ct (FUNCTION) to display the function menu. 2. Use the br (10-key) [4] (o) and [6] (p) keys to display the function you want. Setting St .

GrPno Number Buttons Use the number buttons to enter numbers and values. · Enter the same et DC 9.5V 3. Insert the tabs of the battery cover into the holes on the side of the battery compartment, and close the cover. Tabs Tabs AC adaptor · 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. No bending! No winding! Low Battery Indication The indicator shown below starts to flash to let you know when battery power is low. Replace the batteries with new ones.

Low battery indicator (flashes) · Never insert metal, pencil lead, or other foreign objects into the battery compartment. Sensitivity Use the procedure below to control how much the volume of played notes change in accordance with playing speed. Select the setting that best matches your playing style. 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "Touch" (page E-7). Touch 2. 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. Normal Touch Response More sensitive Touch Response than Type 1 Type 1 (1) Type 2 (2) E-12 Playing the Digital Keyboard Using the Metronome The metronome lets you play and practice along with a steady beat to help keep you on tempo. Changing the Metronome Tempo English Use the following procedure to change the tempo of the metronome.

Start/Stop 1. Press bm. Use y (slower) and t (faster) to change the tempo setting. Holding down either button changes the setting at high speed. · Pressing t and y at the same time will initialize the tempo setting in accordance with the currently selected song or rhythm. · Pressing causes the tempo value to flash on the display. While the tempo value is flashing, you can use (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 5. This starts the metronome. This pattern changes with each beat. bm br 2. Press 5 again to stop the metronome.

Changing the Beats Per Measure You can configure the metronome to use a bell sound for the first beat of each measure of the song you are playing. · You can specify 0, or a value from 2 to 6 as the number of beat per measure. · When playing a built-in song, the beats per measure setting (which determines when the bell sounds) is configured automatically for the currently selected song. Tempo value (flashes) 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-42. · For information about changing the song volume, see page E-30. 1. Hold down 5 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 . 5 · You cannot adjust the balance between the metronome and note volume during Auto Accompaniment and built-in tune play. 2. Use br (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-13 Controlling the Keyboard Sounds bn br cocrp co cp cr ct Select from a variety of musical instrument sounds Your Digital Keyboard lets you select tones for a wide variety of musical instrument sounds, including violin, flute, orchestra, and more. Even the same song sound takes on a different feel by changing the instrument type. 3. Try playing something on the keyboard. The tone of the instrument you selected will sound. To select an instrument for playing 1. Press bn (TONE). Tone number Tone name Playing with a Piano or Organ Tone Pressing toggles between the piano and organ modes. Each press of toggles the tone setting between a piano tone (Tone Number 001) and an organ tone (Tone Number 079).

cr cr St .GrPno 2. Use br (10-key) to select the tone number you want. The corresponding tone number and tone name will appear on the screen. · Use the number buttons to enter the tone number.

Specify three digits for the tone number. Example: To select 001, enter 0 3 0 3 1. In addition to the tone number, you also can configure the settings listed below. Reverb Transpose Touch Response : "06" : 00 : Off: Returns to initial default On: No change Pedal Effect : SUS Rhythm Number : "161" (When a piano tone is selected) "094" (When an organ tone is selected) 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 · See the separate "Appendix" for a complete list of available tones. · When one of the drum sets is selected, each keyboard key is assigned a different percussion sound.

E-14 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 (TONE) and then use tone you want. Example: 032 ELEC.PIANO 1 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. bn br (10-key) to select the To select the two tones for a split keyboard 1. Select the tone for the right side range (page E-14). Press (TONE) and then use tone you want. Example: 303 FLUTE 1 E.

Pi ano 1 2.



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Press **cp**, **bn** **br** (10-key) to select the Flute Lights 1 2. Press **co**. 3. Use **br** (10-key) to select the second tone you want. Example: 205 STRINGS Lights 3. Use **br** (10-key) to select the left side range **Str** in Both tones sound at the same time. **g s** tone you want. Example: 064 VIBRAPHONE 1 4.

Play something on the keyboard. 5. Pressing **cp** again to unlayer the keyboard (so it plays only the tone you selected in step 1). · Each press of toggles between layered (two tones) and unlayered (one tone). **Vi bes** 4.

Play something on the keyboard. 1 **cp** This will sound the tones assigned to the left and right side ranges of the keyboard. VIBRAPHONE 1 Split point FLUTE 1 F3 E-15 English Splitting the Keyboard between Two Different Tones Controlling the Keyboard Sounds 5. Pressing **co** again to unsplit the keyboard (so it plays only the tone you selected in step 1). · Each press of toggles between split (two tones) and unsplit (one tone).

Using Chorus Chorus is a function that adds depth and breadth to notes. It makes you sound as if you are playing multiple instruments. **co** 1. Press **ct** (FUNCTION) and then use the **br** · If you turn on both layer and split, layering will be applied to the right side range of the keyboard only. (10-key) [4] (o) and [6] (p) keys to display "Chorus" (page E-7). To change the split point 1. 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. Key name **Cho r us** 2.

Use the **br** (10-key) [] and [+] keys to select the chorus type you want. There are five chorus types, plus an off setting. **C4** Indicator disappears when chorus is turned off. Using Reverb Reverb adds reverberation to notes. You can change the duration of the reverb. · The actual effect produced by chorus depends on the tone you are using. 1. Press **ct** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "Reverb" (page E-7). **Reve r b** 2. Use the **br** (10-key) [] and [+] keys to select the reverb setting you want.

Off (oFF) 1 to 10 Turns off reverb. The larger the number selected, the longer the reverb duration. Indicator disappears when reverb is turned off. E-16 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. 1. Press **ct** (FUNCTION). **Trans . SUSTAIN/ASSIGNABLE JACK** 2. Use the **br** (10-key) [] and [+] keys to select the transpose setting you want. Selecting the Pedal Effect 1. Press **ct** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "OTHER" (page E-7). Flashes 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 feature specifies the frequency of the A4 note. You can set a frequency within the range of 415.5 to 465.9 Hz. The initial default setting is 440.0 Hz. **OTHER** 2. Press **br** (10-key) [9] (ENTER) key. 3.

Use the **br** (10-key) [4] (o) and [6] (p) keys to display "Jack". 1. Press **ct** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "Tune". **Jack** 4. Use the **br** (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. **Tune** 2. Use the **br** (10-key) [] and [+] keys to adjust the tuning. · Performing this step causes the display to change from "Tune" to a value that indicates the current frequency setting as shown below. You can change the frequency in 0.1 Hz steps. 440 . 0Hz · Even if you do not perform a (10-key) operation to adjust the tuning, the current frequency setting will appear automatically after a few seconds. Sostenuuto (SoS) Soft (SFt) Rhythm (rHy) **br** E-17 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-15), you can individually set the left and right keyboard ranges to the pitches you want. 1. Keep pressing **cp** until the screen shown below appears on the display. If you want to use Split, turn on Split before pressing . · If you do not perform any operation for a few seconds after this screen appears, the display will return to the previous screen automatically. **cp Oc t U** octave. **pp er** 2. Use the **br** (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. 3.

Press **cp**. · Split On : The screen shown below will appear. Use the (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.

br Oc t Lowe r 4. Press **cp** again. E-18 Sampling Sounds and Playing Them on the Digital Keyboard **bo bn bo bn br** English **bs bt ck cl cm cn bs bt ck cl cm cn** 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. **cr cs ct** Connection and Preparation · Before connecting, make sure that this Digital Keyboard, as well as the microphone (WK-220 or WK-225) or external device (CTK-4200) being connected, are all turned off. · Use a commercially available dynamic microphone. · Connection of an external device requires commercially available connecting cords, supplied by you.



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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. 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 (MIC VOLUME).

1. Connect a microphone or external device to the Digital Keyboard. <CTK-4200> Stereo mini plug ek · 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. CD player, Cassette player, etc. Digital Keyboard AUDIO IN jack <WK-220/WK-225> · You cannot sample sounds input from through the AUDIO IN jack. MIC IN/SAMPLING jack B E-19 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 601 through 605. Simply select the tone number where the sound you want is located to assign the sound to the keyboard. 3.

What you should do next depends on your Digital Keyboard model as described below. · CTK-4200: Output sound from the external device. · WK-220, WK-225: Output the sound in the direction of the microphone. Sampling will start automatically. · Sampling will not start if the volume of the sound is too low.

To sample a sound 1. Press bn (TONE) and then use br (10-key) to enter the tone number (601 to 605) where you want to store the sampled sound. No sampled sound stored Sam Flashes p lin g 4. After the sound you want to sample is finished, No Lights Da t a press cr and cs at the same time. cr cs Sampling will stop.

· Even if you do not press and , 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. 2. Press cr and cs at the same time. 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. S1 :Or Sampled sound 1 Used memory (Unit: Kbytes) g nl Wa i t i n Flashes g 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-26 for more information. · 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-26. E-20 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 (C4 bt to cn). · 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 (any keyboard key. bt to cn) as you press 1. Press bo (RHYTHM). 2. Press cr and ct at the same time. This enters repeat standby. · Pressing the keyboard key quickly will increase sample sound volume, while pressing slowly will decrease volume. 3. After the sampled sound is at the volume level you want, release its button (bt to cn).

S Lights y n t hPo p 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: 601 602 603 604 605 Press this button: bt ck cl cm cn 4. Press the same button again to stop playback. 5. Press bs to return to the screen that was displayed before step 2 of this procedure. E-21 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 606, 607, and 608.

Simply select the tone number where the drum set you want is located to assign the drum set sounds to the keyboard. 1. Press bn (TONE) and then use br (10-key) to enter the tone number (601 to 605) to which you want to apply effects. 2. Press bn (TONE) to cycle through 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 bo (RHYTHM). 2.

Press bn (TONE) and then use br (10-key) to enter the tone number (606, 607, or 608) for the drum set whose sounds you want to change. No Lights Da t a Loop 3 (Loop3) Pitch 1 (Pch1) Pitch 2 (Pch2) 3. Press cr and cs at the same time. Pitch 3 (Pch3) 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 Flashes Da t a · 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. E-22 Sampling Sounds and Playing Them on the Digital Keyboard 4. Press the keyboard key* to which you want to assign the drum sound you are about to sample.



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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. 6. After the sound you want to sample is finished, press cr and cs at the same time.

Sm Used memory (Unit: Kbytes) p l D r m l Remaining memory capacity Wa i t i n Flashes g * Drum sounds cannot be assigned to these keys (WK-220, WK-225). Sampling will stop. · Even if you do not press and , 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. cr cs 7. Press the keyboard key. · You can repeat steps 3 through 6 to change other sounds that make up the currently selected drum set. 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-26 for more information. C2 C7 5. What you should do next depends on your Digital Keyboard model as described below. · CTK-4200: Output sound from the external device. · WK-220, WK-225: Output the sound in the direction of the microphone. Sampling will start automatically. · Sampling will not start if the volume of the sound is too low. Sam Flashes p lin g · 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-26. E-23 English Sampling Sounds and Playing Them on the Digital Keyboard Editing Sampled Drum Set Sounds 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.

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 (10-key) [] and [+] keys to change the pitch. · You can change the pitch within a range of 64 to 63 semitones. br 1. Press bn (TONE) and then use br (10-key) to enter the tone number (606, 607, or 608) for the drum set you want. To delete a keyboard key's sampled sound While holding down the keyboard key whose sound you want to delete, press (RHYTHM). In response to the "DelSure?" message that appears, press the (10-key) [+] (YES) key to delete, or [] (NO) 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 2. Press cr and cs at the same time. 3.

Press ct (FUNCTION). bo br Sm Flashes at high speed p l D r m l Disappears Using a Drum Sampling Tone in Auto Accompaniment (Drum Assign) Use the following procedure to change the rhythm part of an Auto Accompaniment pattern to a drum set sound that you sampled. 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 (FUNCTION) again exits the editing mode and returns to step 2 of this procedure. ct 1. Press bo (RHYTHM) and then use br (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. Indicates keyboard keys that have sounds assigned. 2.

Press bn (TONE) and then use br (10-key) to 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 3. Press bn (TONE). 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. bn 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. E-24 Sampling Sounds and Playing Them on the Digital Keyboard 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. 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. 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "SAMPLING" (page E-7). 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "SAMPLING" (page E-7). Flashes 2.

Press the br (10-key) [9] (ENTER) key. 3. Press the br (10-key) [6] (p) key. SAMP L I N G 2. Press the br (10-key) [9] (ENTER) key. Au t o S t o 4. Press the br (10-key) [] key to turn off automatic sampling stop. p Au t o S t r t 3. Press the br (10-key) [] key to turn off automatic sampling start. This enables manual sampling start, which operates as described below.

· Melody sampling (page E-20): 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 an external device or the microphone. · Melody sampling (page E-20) Press and at the same time. · Drum sampling (page E-22) Press and at the same time, or press any keyboard key.

cr cr cs cs cr cs E-25 English Sampling Sounds and Playing Them on the Digital Keyboard Deleting a Sampled Sound You can use the following procedure to specify a sampled tone number and delete its data. Protecting Against Accidental Deletion of Sampled Sounds You can use the following procedure to protect each sampled sound against accidental deletion.



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1. Press **ct** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "DELETE" (page E-7). Flashes 1. Press **bn** (TONE) and then use **br** (10-key) to enter the tone number of the sampled tone you want to protect. DELETE 2. Press the **br** (10-key) [9] (ENTER) key. 2. Press **ct** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "SAMPLING" (page E-7). 3. Press the **br** (10-key) [9] (ENTER) key. 4. Use the **br** (10-key) [4] (o) and [6] (p) keys to display "Protect". S1 :Or Used memory (Unit: Kbytes) g nl Protect 5.

Press the **br** (10-key) [+] key to turn on protection. Once protected a tone cannot be deleted. A protected tone is indicated as shown below. Remaining memory capacity 3. Use the **br** (10-key) [] and [+] keys to select the tone number of the data you want to delete. 4. Press the **br** (10-key) [9] (ENTER) key. This displays a delete confirmation message. *1:Or Protected g nl Su r e? 5. Press the **br** (10-key) [+] (YES) key to delete the data, or [] (NO) or [7] (EXIT) to cancel the delete operation.

· After the delete procedure is complete, "Complete" will appear on the display followed by the screen in step 1 of the above procedure. Saving Sample Data on an External Device See page E-62 for details about how to transfer sampled data to a computer for storage. · For information about deleting individual drum sounds in a drum sampling set, see "Editing Sampled Drum Set Sounds" on page E-24. E-26 Playing Built-in Songs **bp** **br** English 6 7 8 9 **bk** **bl** **bm** 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 (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. **br** · In addition to simple listening enjoyment, the built-in songs can be used with the lesson system (page E-31) for practice.

· You can increase the number of tunes using your computer (page E-59). **br** 3. To stop demo playback, press **bk**. Demo playback continues until you stop it by pressing Playing the Demo Songs Use the following procedure to play back built-in songs. **bk**. 1. Press **bk** and **bl** at the same time. This will start playback of the demo songs. · See page E-69 for information about song numbers and the song sequence. · Demo playback always starts from song number 151.

Song number Tune name Demo T u n e E-27 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 9. This pauses song playback. Tune name Song number 1. Press **bp** (SONG BANK). 2. Press 9 again to resume playback from the point where you paused it.

Skip Forward Tw i n k l e 2. Use **br** (10-key) to enter the number of the song you want. · See page E-69 for a complete list of available songs. · Use the number buttons to enter the song number. Specify three digits for the song number.

Example: To select 001, enter 0 3 0 3 1. 1. Press 8. 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-32). 8 8 8 Measure number 3. Press **bk**. This starts playback of the song. Beat Key Sustain pedal Note Skip Back 1. Press 7. 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-32). 7 7 7 Tempo Measure Fingering 4. Press **bk** again to stop playback. Song playback will continue (repeat) until you press stop it. You can cancel song repeat by pressing . 6 **bk** to Indicator disappears when song repeat is turned off. E-28 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 6 again returns to normal playback.

Disappears These measures are repeated. 1. Press 6 to temporarily turn off song repeat. 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. Disappears 1. Press **bm**. Use **y** (slower) and **t** (faster) to change the tempo setting. Holding down either button changes the setting at high speed. · Pressing **y** and **t** at the same time will return the current song to its original default tempo. · Pressing causes the tempo value to flash on the display.

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. 2. When song playback reaches the measure you want to specify as the start measure, press This specifies the measure as the start measure. Flashes 6. **bm** **br** 3. When playback reaches the measure you want to select as the end measure, press 6 again. This specifies the measure as the end measure and starts repeat playback of the measures in the specified range. · During repeat play you can use to pause playback, to skip forward, or to skip back.

8 7 9 Lights E-29 English Changing the song number clears the start measure and end measure of the repeat operation. 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** (FUNCTION) and then use the **br** (10-key) [4] (o) and [6] (p) keys to display "Song Vol" (page E-7). 1. Press **bl** to select the part you want to turn off. Each press of below. **bl** cycles through the settings shown Right hand part off Son the song volume. g V o l 2. Use the **br** (10-key) [] and [+] keys to adjust 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.



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Both hand parts off 1. 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. 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 bl. 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. · See page E-62 for details about how to transfer sampled data to a computer for storage. · For information about how to delete song data loaded from an external device, see page E-58. E-30 Using Built-in Songs to Master Keyboard Play bp br English 678 bk bl bsbt ckcl cm bs btck clcm 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. 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-31 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-36). Appears at the start of Auto Step Up lesson 1, 2, or 3 (page E-36). This message appears during Auto Step Up Lesson (page E-36) immediately before practice from Phrase 1 up until the phrase currently being practiced.

Appears at the end of Auto Step Up Lesson (page E-36). 2. Press cl (or 8) to move forward one phrase, or 7 to move back one phrase. 87 · Holding down or 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 . cl Phrase number <Wait> <Ph r ase> NextPhrs Listen Watch Remember From top First measure of the selected phrase 3. Press bl to select the part you want to practice. Each press of below. bl cycles through the settings shown Right hand practice Complete 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-28). 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. bl while 4.

Hold down bp (SONG BANK) for about two seconds. The same tone used for song playback will be assigned to the keyboard (page E-30). E-32 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 bs. This starts example play. Flashes Lights 2. To stop Lesson 1, press bs or bk. 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. 1. Press bt. This starts Lesson 2. 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. 3. To stop Lesson 2, press bt or bk. 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. E-33 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. Use bl to turn off both hand parts and then press 1. Press ck. This starts Lesson 3. bk. Try playing with both hands and find out how the Digital Keyboard evaluates your effort. 2. Play the song along with the song playback.

<Lesson 3 Guidance> Press the keyboard keys you learned in Lesson 2.



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Lesson Settings Playing without Phrase Repeat You can turn off phrase repeat for Lessons 1, 2, and 3. 4 Song playback will wait for you to play the correct note. · Note guide sounds the correct note to be played. 1. Press 6. This disables phrase repeat play. Disappears 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. 4 Pressing the correct key will cause song playback to resume. Turning Off Voice Fingering Guide 3.

To stop Lesson 3, press ck or bk. · If you complete Lesson 3 play to the end, a score that rates your play appears on the screen the same as with Lesson 2. 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. 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "LESSON" (page E-7). Flashes L E S S O N 2. Press br (10-key) [9] (ENTER) key. S setting. p eak 3. Press the br (10-key) [] key to select the OFF E-34 Using Built-in Songs to Master Keyboard Play Turning Off Note Guide Use the following procedure to turn off note guide, which sounds the note to be played next in Lesson 2 and Lesson 3.

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. 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "LESSON" (page E-7). 1. Press ct (FUNCTION) and then use the br (10-key) [4] (o) and [6] (p) keys to display "LESSON" (page E-7). 2. Press br (10-key) [9] (ENTER) key. 3. Use the br (10-key) [4] (o) and [6] (p) keys to display "NoteGuid". 2. Press br (10-key) [9] (ENTER) key. 3. Use the br (10-key) [4] (o) and [6] (p) keys to display "PhraseLn". No t eGu i d 4. @ @ @ @ @ @ @ @ @ @ Length of one phrase is two measures. Length of one phrase is four measures. 2. Press br (10-key) [9] (ENTER) key. 3. @ @ @ @ Select the song and part you want to practice (page E-28).

2. Press cm. Listen to the first phrase in Lesson 1. @ @ @ @ @ @ @ @ @ @ @ @ @ @ After a short while, the playing time display changes to a score. @ @ · You can cancel a game at any time by pressing or . 1. Press bp (SONG BANK). 2. @ @ C H A L . ! T i m e 1 9 .

2 Score Fingering Score Number of remaining notes 80 3. @ @ @ @ @ @ The shorter the time, the higher your score. @ @ · The tempo of the game songs cannot be changed. @ @ C H A L . @ @ @ @ @ @ @ @ @ @ @ @ · Use the number buttons to enter the rhythm number.

Specify three digits for the rhythm number. @ @ @ @ Use the following procedure to play the basic rhythm part. 3. @ @ Play along with the rhythm. 5. @ @ It is just like having your own personal back up group on call. 5. @ @ @ @ 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 bl. This enables chord input on the accompaniment keyboard. Accompaniment keyboard 1. Hold down bl until the chord input mode selection screen appears on the display. Chord input mode Cho r d Lights 3.

Use the accompaniment keyboard to play chords. This will cause bass and harmony Auto Accompaniment parts to be added to the rhythm part. The illustration below shows the chord keyboard range under WK-220 and WK-225 initial default settings. Chords (no melody played) Melody 2. Use the br (10-key) [] and [+] keys to select the chord input mode you want. · If you do not perform any operation after the chord input mode selection screen appears, the display will return automatically to the screen that was displayed before you held down . bl F3 Example: Pressing D-F -A-C on the accompaniment keyboard 4 Accompaniment for the D-F#-A-C chord (D7) sounds. # 4. Play other chords with left hand as you play the melody with your right hand. E-39 Using Auto Accompaniment FINGERED 1, 2, and 3 With these three input modes, you play chords on the accompaniment keyboard using their normal chord fingerings.

Some chord forms are abbreviated, and can be fingered with one or two keys. See page E-70 for information about chords that are supported and how they are fingered on the keyboard. Accompaniment keyboard CASIO CHORD Fingering Chord Type Major Chords Letters above the accompaniment keyboard indicate the chord assigned to each key. Pressing a single accompaniment area key in the CASIO CHORD mode will play the major chord whose name is marked above the key. All of the accompaniment area keys that are marked with the same chord name play exactly the same chord.

Minor Chords To play a minor chord, press the accompaniment area key that corresponds to the major chord, while also pressing one other accompaniment area key to the right. Example C (C Major) C C#D Eb E F F#G Ab A Bb B C C#DEb E F FINGERED 1 Play the component notes of the chord on the keyboard. FINGERED 2 Unlike FINGERED 1, 6th input is not b 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) Seventh Chords To play a seventh chord, press the accompaniment area key that corresponds to the major chord, while also pressing two other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F CASIO CHORD With CASIO CHORD, you can use simplified fingerings to play the four types of chords described below. Cm7 Minor Seventh Chords To play a minor seventh chord, press (C Minor Seventh) the accompaniment area key that corresponds to the major chord, while also pressing three other accompaniment area keys to the right. C C#D Eb E F F#G Ab A Bb B C C#DEb E F Accompaniment keyboard · When playing a minor, seventh, or minor seventh chord, it makes no difference whether the additional keys you press are black or white. FULL RANGE CHORD With this mode, you can use the full range of the keyboard to play chords and the melody. See page E-70 for information about chords that are supported. Accompaniment keyboard / Melody keyboard E-40 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 7.

This plays the fill-in for the normal pattern.



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· Normal pattern play will resume after the fill in pattern is complete. Lights 1. Press 8. This starts the variation pattern. Lights Variation Pattern Fill-in 2. Pressing 7 returns to normal pattern. Lights 1. While a variation pattern is playing, press 8. This plays the fill-in for the variation pattern.
· Variation pattern play will resume after the fill in pattern is complete. Lights Auto Accompaniment Intro Use the following procedure to play an intro of a few measures. 1. Press 6. This starts the intro pattern.

Normal pattern play will start when the intro pattern is finished. · If you press while an intro pattern is being played, the variation pattern will start when the intro pattern is finished. Auto Accompaniment Ending Use the following procedure to play an ending of a few measures. 8 1. @@@@ Press 9. This enters accompaniment start standby. Flashes 1. @@@@ · To start with intro pattern, press . @@@@ Press bm. Use y (slower) and t (faster) to change the tempo setting. Holding down either button changes the setting at high speed. @@ · While the tempo value is flashing, you also can use (10-key) to change it. · If you do not perform any operation for a few seconds after the tempo setting screen appears, the display will return to the screen displayed before you pressed . 2. Play a chord on the keyboard.

This will start accompaniment automatically. br bm Flashes E-42 Using Auto Accompaniment Using Auto Harmonize Auto Harmonize automatically adds harmony to notes you play with your right hand, which adds rich depth to the melody of your performances. You can select from among 12 types of Auto Harmonize to suit the type of music you are playing. Type number 001 Type Name Duet 1 Description Adds close (separated by 2 to 4 degrees) 1-note harmony below the melody note. Adds open (separated by more than 4 to 6 degrees) 1-note harmony below the melody note. 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. Adds big band style harmony.

002 · Auto Harmonize is controlled using the same button as the Arpeggiator (page E-57). Because of this, these two functions cannot be used at the same time. Duet 2 cq 003 004 005 006 007 008 009 010 011 012 Country Octave 5th 3-Way Open 3-Way Close Strings 4-Way Open 4-Way Close Block Big Band 1. Press bl to enable Auto Accompaniment with chords (ACCOMP indicator lit) (page E-39). · 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 cq 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 1 4. Press cq to turn on Auto Harmonize. If you play chords with your left hand and the melody with your right hand, harmony notes will be added to the melody. · Press again to turn off Auto Harmonize. 3. Use the br (10-key) [] and [+] keys to select the Auto Harmonize type you want.

· 013 through 102 are Arpeggiator types (page E-57). Do not select them when using the Auto Harmonize. cq Due t 2 S t .GrPno Lit when on E-43 English Using Auto Accompaniment Looking Up the Notes of Chords (Chord Book) You can use the Chord Book to look up chords that you do not know how to play. 3. Use the br (10-key) [] and [+] keys to select the type of chord you want. Selecting a chord type causes the chord to sound, and shows the chord name and its notes on the display. Example: Selecting M (Major) 1. Press cs. Cho r dBk 2.

On the chord keyboard, press the keyboard key that corresponds to the root note of the chord you want to look up. Chord keyboard M (Ma j o r) Chord type Chord notes · You can select any one of the following chord types. M(Major), m(minor), dim, aug, sus4, sus2, 7th, m7, b b M7, m7 5, 7 5, 7sus4, add9, madd9, mM7, dim7, 69, 6th, m6 · To display inverted forms of the chord, use keys [0] through [4] as shown below. To display this inverted form: br (10-key) Press this key: 0 1 2 3 4 Example: To look up C Normal form First inversion Second inversion Cho r dBk Third inversion Fourth inversion 4. After you are finished looking up what you want, press Root note cs to exit the Chord Book.

bp · You can also exit the chord book by pressing (TONE), (RHYTHM), (SONG BANK), or bo bn bq. E-44 Editing Auto Accompaniment Patterns 4 bo br English 6 7 8 9 bk bl You can use the procedure in this section to edit the Digital Keyboard's built-in Auto Accompaniment rhythm patterns and create your own "user rhythms". · You can store up to 10 user rhythms in Digital Keyboard memory, using rhythm numbers 181 through 190. ct Editable Contents
· Rhythm number Part on/off Tone number Volume level Left-right speaker balance (panning) Reverb depth (reverb send) Chorus depth (chorus send) Editable Accompaniment Patterns and Instrument Parts Any of the following parts that make up each rhythm that is assigned a rhythm number can be edited.

Accompaniment patterns (intro, fill-in, etc.

): 6 types Instrument parts (drum, bass, etc.): 8 types Accompaniment Pattern VARIATION VARIATION FILL-IN NORMAL NORMAL FILL-IN ENDING INTRO To edit and save an Auto Accompaniment 1. Select the number of the rhythm you want to edit. 2. Press 4. Lights Rhythm number Instrument Parts Button 1 1 Drum 2 Percussion 3 Bass 4 Chord 1 5 Chord 2 6 Chord 3 7 Chord 4 8 Chord 5 Button I-1 I-2 I-3 I-4 I-5 I-6 I-7 I-8 N N-1 N-2 N-3 N-4 N-5 N-6 N-7 N-8 NF NF-1 NF-2 NF-3 NF-4 NF-5 NF-6 NF-7 NF-8 V V-1 V-2 V-3 V-4 V-5 V-6 V-7 V-8 VF VF-1 VF-2 VF-3 VF-4 VF-5 VF-6 VF-7 VF-8 E E-1 E-2 E-3 E-4 E-5 E-6 E-7 E-8 bl Drm: Rh y . Accompaniment Pattern (Flashes) Instrument part Editable content 6 7 7 8 8 9 If the "Err Mem Full" message appears on the display, see page E-68 for information about what you should do. E-45 Editing Auto Accompaniment Patterns 3. Press a button from 6 to 9 to select the Accompaniment Pattern you want to edit. The name of the pattern will appear on the display.

7. To edit the other contents, press ct (FUNCTION) to display the screen for the setting you want. · Each press of (FUNCTION) will cycle through the settings shown below, from 1 through 6. · Use the (10-key) [] and [+] keys to change the currently selected setting.



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