Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for M-AUDIO EKEYS 49. You'll find the answers to all your questions on the M-AUDIO EKEYS 49 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual M-AUDIO EKEYS 49
User guide M-AUDIO EKEYS 49
Operating instructions M-AUDIO EKEYS 49
Instructions for use M-AUDIO EKEYS 49
Instruction manual M-AUDIO EKEYS 49

Evolution eKeys⁴⁹ Keyboard User Manual

EVOLUTION   eKeys49
Tested To Comply With
FCC Standards
FOR HOME OR OFFICE USE

Modifications not authorized by the manufacturer may void users authority to operate this device.
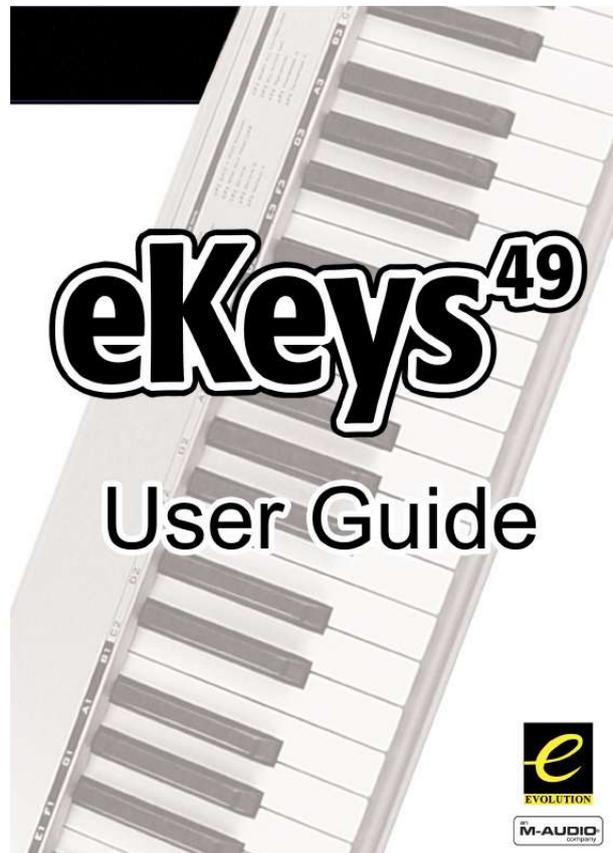
Note:
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. 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.
- Consult the dealer or an experienced radio/TV technician for help.

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eKeys⁴⁹
User Guide

EVOLUTION
M-AUDIO
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Manual abstract:

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: -Reorient or relocate the receiving antenna. -Increase the separation between the equipment and receiver. -Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. - Consult the dealer or an experienced radio/TV technician for help. VST is a trademark of Steinberg Soft und Hardware GmbH ASIO is a trademark of Steinberg Soft und Hardware GmbH DirectX is copyright 2002 Microsoft Sound Studio II, PictureBoard and Music Teacher are copyright 2003 Evolution Electronics Ltd All rights reserved 24 1 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual 2 23 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Introduction Introduction Congratulations on your purchase of the Evolution eKeys 49 computer music package. The package contains the eKeys 49 USB music keyboard along with software covering diverse approaches to learning and making music on your PC computer. PictureBoard is an exciting tool for general early learning and musical fun. You can play sounds and trigger pictures using the eKeys 49 keyboard which helps to teach essentials such as numbers, animal names and the alphabet. Comes with a huge collection of pictures and soundsets to keep everyone entertained. Music Teacher contains lessons and practise guides so you can learn from scratch or simply run through a quick refreshment course. Use the software to grade your ability to play both notes and rhythm. Sound Studio is your complete PC recording studio. Record tracks using both MIDI and audio, and use the extensive editing tools and other features to make professional sounding compositions. We hope you will have as much fun playing and working with eKeys 49 as we had creating it. Now it's time to unleash your creativity.

Features List Ports: · · · · MIDI OUT USB MIDI OUT/IN Software: · PictureBoard · Music Teacher · Sound Studio II Power: USB powered DC IN for external PSU Keyboard: · 49 note velocity sensitive keyboard · Pitchbend wheel · Modulation wheel · Volume/control slider · Sustain foot pedal socket · Octave +/- buttons · Advanced functions button 22 3 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual What's In The Package? Your Evolution eKeys 49 Standard MIDI Controller numbers (MIDI CC's) 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 Bank Select Modulation Breath Control Controller 3 Foot Control Porta Time Data Entry Channel Volume Balance Controller 9 Pan Expression Effects Controller 1 Effects Controller 2 Controller 14 Controller 15 Gen Purpose 1 Gen Purpose 2 Gen Purpose 3 Gen Purpose 4 Controller 20 Controller 21 Controller 22 Controller 23 Controller 24 Controller 25 Controller 26 Controller 27 Controller 28 Controller 29 Controller 30 Controller 31 Bank Select LSB Modulation LSB Breath Control LSB Controller 35 Foot Control LSB Porta Time LSB Data Entry LSB Channel Volume LSB Balance LSB Controller 41 Pan LSB Expression LSB Controller 44 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 Controller 46 Controller 47 Gen Purpose 1 LSB Gen Purpose 2 LSB Gen Purpose 3 LSB Gen Purpose 4 LSB Controller 52 Controller 53 Controller 54 Controller 55 Controller 56 Controller 57 Controller 58 Controller 59 Controller 60 Controller 61 Controller 62 Controller 63 Sustain Pedal Portamento Sostenuto Soft Pedal Legato Pedal Hold 2 Sound Variation Resonance Release Time Attack Time Cut-off Frequency Controller 75 Controller 76 Controller 77 Controller 78 Controller 79 Gen Purpose 5 Gen Purpose 6 Gen Purpose 7 Gen Purpose 8 Portamento Control Controller 85 Controller 86 Controller 87 Controller 88 Controller 89 Controller 90 120 121 122 123 124 125 126 127 All Sound off Reset all Controllers Local Control All Notes Off Omni Off Omni On Mono On (Poly Off) Poly On (Mono Off) Channel Mode Messages 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 Tremelo Depth Chorus Depth Celeste (De-tune) Phaser Depth Data Increment Data Decrement Non-Reg Param LSB Non-Reg Param MSB Reg Param LSB Reg Param MSB Controller 102 Controller 103 Controller 104 Controller 105 Controller 106 Controller 107 Controller 108 Controller 109 Controller 110 Controller 111 Controller 112 Controller 113 Controller 114 Controller 115 Controller 116 Controller 117 Controller 118 Controller 119 package should contain the following items: · · · · Evolution eKeys 49 USB keyboard User Manual eKeys 49 Installer CD-ROM USB cable If any of the above listed items are missing, please contact the retailer you purchased the product from. About The Manual This instruction manual covers the operation of the eKeys 49 USB keyboard. We do not explain how to set it up, however with third party music software, most programs will work straight away with the eKeys 49 keyboard. To learn about the included software PictureBoard, Music Teacher and Sound Studio, please insert the eKeys 49 Installer CD-Rom and click "Software Installation". Once installed you can read more about how to operate these great programs in their respective help menus.

Before You Connect Your Keyboard... You are probably eager to plug in your eKeys keyboard and get started, but it's sensible to check the installation documentation first. You can power the keyboard either via USB or an optional external power supply. Use only one method at a time. 49 Power & Connection Via USB 1. 2. 3. Check that the on/off button on the back of the unit is set to "Off".

Plug in the USB cable provided with the eKeys 49 keyboard to a free USB port on your computer. Plug in the other end of the USB cable to the USB socket on the eKeys 49 keyboard. The single USB cable not only powers the keyboard but also sends MIDI data to and from your computer system. Windows XP & Mac OS X If you are using Windows XP or Mac OS X you can now simply switch the power position to "on". Because the eKeys 49 keyboard is class compliant it will work with out any further installation. 4 Extra RPN Messages 128 129 130 131 Pitch Bend sensitivity Fine Tune Coarse Tune Channel Pressure 21 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Useful MIDI data General MIDI Instruments Piano 0 Acoustic Grand Piano 1 Bright Acoustic Piano 2 Electric grand Piano 3 Honky Tonk Piano 4 Electric Piano 1 5 Electric Piano 2 6 Harpsichord 7 Clavinet Installing Drivers For Windows 98/ME 1.

2. Synth Effects 96 SFX Rain 97 SFX Soundtrack 98 SFX Crystal 99 SFX Atmosphere 100 SFX Brightness 101 SFX Goblins 102 SFX Echoes 103 SFX Sci-Fi Ethnic 104 Sitar 105 Banjo 106 Shamisen 107 Koto 108 Kalimba 109 Bag Pipe 110 Fiddle 111 Shanai Percussive 112 Tinkle Bell 113 Agogo 114 Steel Drums 115 Woodblock 116 Taiko Drum 117 Melodic Tom 118 Syn Drum 119 Reverse Cymbal Bass Reed 64 Soprano Sax 65 Alto Sax 66 Tenor Sax 67 Baritone Sax 68 Oboe 69 English Horn 70 Bassoon 71 Clarinet Pipe 72 Piccolo 73 Flute 74 Recorder 75 Pan Flute 76 Bottle Blow 77 Shakuhachi 78 Whistle 79 Ocarina Synth Lead 80 Syn Square Wave 81 Syn Sawtooth Wave 82 Syn Calliope 83 Syn Chiff 84 Syn Charang 85 Syn Voice 86 Syn Fifths Sawtooth Wave 87 Syn Brass & Lead 32 Acoustic Bass 33 Electric Fingered Bass 34 Electric Picked Bass 35 Fretless Bass 36 Slap Bass 1 37 Slap Bass 2 38 Syn Bass 1 39 Syn Bass 2 Chromatic Percussion Strings/Orchestra 8 Celesta 9 Glockenspiel 10 Music Box 11 Vibraphone 12 Marimba 13 Xylophone 14 Tubular bells 15 Dulcimer Organ 16 Drawbar Organ 17 Percussive Organ 18 Rock Organ 19 Church Organ 20 Reed Organ 21 Accordion 22 Harmonica 23 Tango Accordion 40 Violin 41 Viola 42 Cello 43 Contrabass 44 Tremolo Strings 45 Pizzicato Strings 46 Orchestral Harp 47 Timpani Ensemble 48 String Ensemble 1 49 String Ensemble 2 (Slow) 50 Syn Strings 1 51 Syn Strings 2 52 Choir Aahs 53 Voice Oohs 54 Syn Choir 55 Orchestral Hit 3. 4. 5.

6. Power up your PC. Insert the eKeys 49 Installer CD-ROM. The installer should open automatically. If not, select run from the start menu and type d:\setup. exe where 'd' is your CD-ROM drive, then press ENTER. Click on 'install drivers'. Follow instructions on screen. When finished exit setup. Switch on the eKeys 49 .

Windows will proceed with the installation of a USB driver and a MIDI driver. Once completed, you are ready to go. Windows will ask you to restart your computer. Installing Drivers For Windows 2000 1. 2. Power up your PC. Insert the eKeys 49 Installer CD-ROM. The installer should open automatically. If not, select run from the start menu and type d:\setup.exe where 'd' is your CD-ROM drive, then press ENTER.

Click on 'Driver Installer'. Follow instructions on screen. When finished exit setup. Switch on the eKeys 49 keyboard. Windows will automatically recognise the keyboard and ask for the E-Keys Installer CD-ROM. Select the CD-ROM drive and click OK. Windows will then ask you to select the CD-ROM drive again for the MIDI driver. If Windows reports the drivers have not been digitally signed, click on 'Continue Installation'. Select the drive once more. Click OK and you are ready to go.

3. 4. 5. 6. 7.

8. Guitar 24 Nylon Acoustic 25 Steel Acoustic 26 Jazz Electric 27 Clean Electric 28 Muted Electric 29 Overdrive 30 Distorted 31 Harmonics Brass 56 Trumpet 57 Trombone 58 Tuba 59 Muted Trumpet 60 French Horn 61 Brass Section 61 Syn Brass 1 62 Syn Brass 2 Synth Pad 88 New Age Syn Pad 89 Warm Syn Pad 90 Polysynth Syn Pad 91 Choir Syn Pad 92 Bowed Syn Pad 93 Metal Syn Pad 94 Halo Syn Pad 95 Sweep Syn Pad Sound Effects 120 Guitar Fret Noise 121 Breath Noise 122 Seashore 123 Bird Tweet 124 Telephone Ring 125 Helicopter 126 Applause 127 Gun Shot 9. 10. 11. Once installation is complete, you will be asked to re-start your PC.

Using An External Power Supply You can also use a mains adapter (not included) with the following specification: 9V DC output, 250-300mA, centre positive. Make sure you are not powering the eKeys 49 keyboard already via USB, then simply plug in the power supply to the socket labelled DC 9V and switch the power on. Note: Do not leave the adapter plugged in for long periods of time if the unit is not in use. 20 5 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Getting Started Assuming the installation process was completed successfully, it is now time to have a closer look at the eKeys 49 keyboard. However, at the moment, when you press a key you will not hear any sound. This is because when you press a key, the keyboard sends out MIDI data. MIDI data gives instructions on how a sound should play, but in order to hear that sound you need some software which can read this MIDI data, and play sound back accordingly. We have provided such software on the Evolution eKeys 49 Installer CDROM. If you have not done so already, install 'PictureBoard' from the CD-ROM. To do this insert the CD-ROM and click on 'Software Installer'.

Make sure 'PictureBoard' is selected for installation. When the installation is complete, open PictureBoard. PictureBoard is a great piece of software that will play a sound, and trigger an image when a key is pressed. The piano set should automatically have been opened for you. If not, click on 'Open' and select the 'Piano.MB' file. Press a key on the keyboard. You should npress the octave '-' key. Now press both the octave '+' and '-' keys together. Both LED's will now be lit.

This returns the octave shift to 0. If both the lights are on above the Octave '+' or '-' buttons, you know you have an octave shift of 0. If the light is only above the octave '-' key, the octave shift is down. If the light is above the octave '+' key, the octave shift is up. Pitchbend Wheel As the name indicates, the pitch bend wheel is usually used to bend the notes played on the keyboard, up or down.

Press and hold a key while moving the wheel and you will get the idea. This allows you to play phrases not normally associated with keyboard playing, including guitar style riffs. Your sound source determines how far you can bend the note. Its typically set to 2 semitones but can be up to 2 octaves +/-. Modulation Wheel The modulation wheel is, as implied, typically used for modulation of the sound you are playing.

This type of real-time controller was originally introduced on electronic keyboard instruments to give the performer the option of for instance adding vibrato just like players of acoustic instruments do. Just like the pitch bend wheel, the modulation wheel is fully MIDI assignable. To find out how, read the section "Basic Programming Operations" on page 17. 18 7 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Volume Slider Now try adjusting the Volume slider as you play. This slider sends a MIDI message that controls the volume of the notes you are playing. You will hear the sound is louder as you move the slider upwards. The volume slider can be assigned to different effects such as pan (balance), attack, reverb and chorus and many more. How to do this is explained in the 'Advanced Functions' Section. Trouble-Shooting My Evolution hardware suddenly stopped working after having performed fine since installation. Switch off the unit and leave for 10 seconds.

Then restart your computer and try again.

If the problem persist you may have to re-install drivers for the unit. My drivers are listed in the Device Manager and are said to be working OK, but the keyboard is not recognised in any software. Win2000 and XP have a limitation to how many MIDI device drivers you can have installed at any one time. There is no indication that you are using the maximum number of drivers - the drivers will install as if there is not a problem. To fix this problem: Go to http://www.evolution.co.uk/support/faq/index.html and locate the above question.

You will find a link to an exe file that will solve this problem for you. I have plugged in a sustain pedal to my Evolution keyboard, but it works the wrong way round. The polarity of the sustain pedal is calculated by the keyboard when it is powered up. On power up, the sustain pedal is assumed to be in the OFF position. So, if you want the sustain pedal to be off when it is unpressed, make sure the pedal is unpressed when you power up.

When I press a key, there is a delay before I hear any sound. This delay is known as latency. Latency with MIDI signals is due to the soft-synth you are using. MIDI data is simply control data. The MIDI is read by the soft-synth.

The soft-synth then completes a large number of complex calculations, in order to produce the sound you hear. All this takes time. We recommend getting a proper soundcard. You can get a decent one these days for under £30. If you already have an adequate sound card, try re-installing the latest drivers for the sound card, or try reducing the buffer sizes of the audio drivers. You can do this in the Sound Studio II and Sound Studio Pro II programs by going to 'Audio' 'Audio system settings' where you can reduce the buffer sizes of the MME or ASIO drives. I can't get any sound from my Evolution Software. In your software go to Options\Devices. Here you will see a list of MIDI Inputs and MIDI outputs. If you have MIDI inputs available, if no driver names appear in the Output column, you need to re-install your soundcard or update the soundcard drivers.

The output column allows you to choose which output driver you want for generating the MIDI sounds. Most soundcards will have an option such as "FM synth" or "SBLive Synth". Click on these driver names to use the sounds of your soundcard for playback of MIDI data. If you just have a sound chip, the software synth to select may be like "Microsoft SW synth". Click on the driver name of your choice. Rule of Thumb: If you have numerous output drivers enabled (highlighted in blue) and cannot hear any output, de-select all but one of them and try again. Repeat this process until you hear some sounds. 17 Foot Switch You can plug any polarity foot switch (not included) in to the foot switch socket on your Evolution keyboard. The keyboard will automatically detect the correct polarity on power up. If you want to reverse the polarity, just make sure the pedal is pressed when you switch on your keyboard.

The foot switch is normally used for sustaining the sound you are playing without having to keep your hands on the keyboard, just like a piano. Setting up the Software Before you use the software, it's a good idea to set it up so that it is communicating with the eKeys 49 properly. Once you have set this up, your settings will be saved so that each time you open the software, it will be communicating with the eKeys 49 straight away. If you have not done so already, install Music teacher v3.0 and Sound Studio II.

Open up Music Teacher or Sound Studio II by double-clicking on the icon on your desktop. Play the eKeys 49 keyboard. Can you hear any sound? If so all is good and you can go on to set up the other program. If not select 'Devices..

.' from the Options menu ('MIDI Devices' in Sound Studio II). Here you have a list of MIDI inputs and outputs. Make sure the eKeys 49 is selected as the MIDI input device. If you plugged the eKeys 49 straight in to Windows XP and are not using Evolution's drivers, the eKeys 49 will be called 'USB Audio Device'. In all other cases, the eKeys 49 will be called 'USB MIDI in'. In the MIDI Outputs you should select the output with 'synth' or 'synthesis' in the name. Make sure it is the only MIDI output that is selected. Selected devices are highlighted blue. Click on 'OK' to save the settings.

You should now be able to hear a piano sound when you play the eKeys 49. If not, go back in to Devices and select the next MIDI output. Click to de-select the previous MIDI output and click 'OK'. Try the eKeys 49 again. Repeat this process for each MIDI output in turn until you can hear sound. 8 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Reset All Controllers If you find there is an effect on a voice that you do not want, rather than having to worry about what that effect may be, you can send a 'Reset all Controllers' MIDI message to set all effects to 0. @@@@@@@@@@Open Sound Studio II. Sound Studio II is a MIDI Sequencer. @@@@@@@@This is called the 'MS Wavetable Synth'. @@@@Play the keyboard.

@@@@@@By default (I.e. @@@@@@@@@@@@@@@Then, the keyboard can be used to play notes again. The diagram on the following page shows what each key on the keyboard represents in edit mode: · · · · · Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the black key above D2 (named D#2), representing MIDI OUT FROM USB.

Edit mode will finish. The keyboard is now able to send data received from the computer out of it's MIDI OUT socket, to whatever device is connected. You need to select the eKeys 49 USB MIDI Out as the MIDI output device in your sequencer to use the MIDI output. 16 9 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual The Volume Slider As with the Modulation Wheel, the volume Slider can be assigned to any of the 131 effects at the back of this manual. To assign the Volume Slider to an effect: · · · Or Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the Black Key above D4 (named D#4), representing SLIDER ASSIGN. Use the Numerical Data Entry keys G3 B4 to enter the number of the effect you want to assign to the Volume Slider. Alternatively, you can use the '+' and '-' buttons to change the value. Advanced functions The Octave '+' And '-' Keys The Octave '+' and '-' Keys will '+1' or '-1' each time they are pressed. By default, the Octave '+' and '-' Keys control the octave shift either side of 0. This is the setting every time you turn the keyboard on. When both lights above the two octave buttons are on, you know the octave shift is set to 0. We have already seen the operation of these buttons for Octave control in the getting started guide section.

However, these two '+' and '-' buttons can also be used to control one of five more MIDI functions. In the diagram above you see that the first 6 black keys are labelled 'DATA = -----'.

These keys are used to select the function of the Octave '+' and '-' buttons. Some of the functions the '+' and '-' keys can be used for can not send out a value less than 0. In this case, the lights above the '+' and '-' buttons will remain on. To select the function of these buttons: ·· Press the ENTER key (C5). Move the Volume Slider upwards to increase the value of the effect. If you have made an error while entering the numerical data value, you can press the CANCEL key (C1) to exit Edit mode without changing the effect assigned to the Volume Slider. Note that each time the keyboard is turned off, the data assigned to the Volume Slider will be lost. Each time the keyboard is powered up, the Volume Slider will default to being assigned to Volume(effect number 07). Pitchbend Sensitivity It is possible to alter the sensitivity of the Pitchbend wheel by assigning effect number 128 to the Modulation Wheel or Volume Slider. This will allow you to alter the pitchbend range up to 1 octave up and down.

Just In Case It All Goes Wrong! The eKeys 49 has been designed to make MIDI on your computer as simple as possible. However, sometimes times things can go wrong. In many cases it is not the keyboard that is at fault, but the receiving device. To counter this, there are two useful MIDI functions: All Notes Off Use this if you find there are hanging notes that you can not stop playing. To send an 'all notes off' MIDI message: ···Press the 'Advanced Functions' button, which will put the keyboard into Edit mode.

Press the black key that represents the function you want for the '+' and '-' keys. Edit mode will finish as soon as you have selected the function and you will be able to play notes again. Definition Of Advanced Functions Octave Shift Octave shift can be achieved using two methods. The first has already been described in the 'Getting Started Guide' and involves using the octave '+' and '-' keys. To assign the '+' and '-' keys to control the octave if they are not already: ···Press the 'Advanced Functions' button to get the keyboard into Edit mode.

Press the Black Key above D3 (named D#3), representing ALL NOTES OFF. Edit mode will exit, and there will no longer be any hanging notes. 10 15 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual The Modulation Wheel It is possible to assign MIDI effects to the Modulation wheel. Some useful effects are: 01 Modulation 07 Volume 10 Pan (balance) 05 Portamento There are 131 effects in total. However, for these effects to have any affect on the sound, the receiving MIDI device has to be able to read and respond to these MIDI effect messages. Most devices will respond to volume, modulation, and pan data as a minimum. The full list of effects is given at the back of this manual. To assign an effect to the modulation Wheel: ·· Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the black key above C1 (named C#1), representing DATA = OCTAVE. Edit mode will finish as soon as C#1 has been pressed.

The second method will allow a quick octave change. It is useful if you are using the octave '+' and '-' buttons for a different MIDI function and do not want to have to change this: ·· or Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the black key below B2 (named Bb2), representing OCTAVE + to increase the octave by 1. Press it again to reduce the octave by 2 ...etc. · or Press the black key above F2 (named F#2), representing OCTAVE to decrease the octave by 1. Press it again to decrease the OCTAVE by 2 ..

.etc. ··· Or Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the Black Key above C4 (named C#4), representing WHEEL ASSIGN. Use the Numerical Data Entry keys G3 B4 to enter the number of the effect you want to assign to the Modulation Wheel.

· Press the black key above G2 (named G#2), representing OCTAVE 0 to set the Octave shift back to 0. When you have chosen your Octave shift press C5, representing ENTER to leave Edit mode. Transpose Alternatively, you can use the '+' and '-' buttons to change the value. ·· Press the ENTER key (C5). Move the Modulation Wheel upwards to increase the value of the effect.

In some cases it is useful to reduce, or increase the Pitch by a number of semitones rather than a whole octave. For example, you may be playing a song with a singer and the singer is having trouble hitting the top notes. In this case is a good idea to try reducing the pitch down one or two semitones*. This is achieved using a MIDI function called Transpose. Transpose works in the same way as Octave shift above, except the shift is + or 12. As with Octave shift, there are two ways of transposing the keyboard. You can use the Octave '+' and '-' buttons, or the black keys F#3, G#3 and Bb3. These black keys represent TRANSPOSE -, TRANSPOSE 0 and TRANSPOSE + respectively. To assign the octave '+' and '-' buttons to transpose: If you have made an error while entering the numerical data value, you can press the CANCEL key (C1) to exit Edit mode without changing the effect assigned to the Modulation Wheel. Note that each time the keyboard is turned off, the data assigned to the Modulation Wheel will be lost.

Each time the keyboard is powered up, the modulation Wheel will default to being assigned to Modulation (effect number 01). Let's give this a go: We're going to assign effect number 10 to the modulation wheel. This means the modulation wheel will control the Pan or Balance. ······Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the Black Key above C4 (named C#4), representing WHEEL ASSIGN. Press A3 to enter '1'. Press G3 to enter '0', so you have entered '10'. Press C5 for ENTER. ····Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press the black key above D1 (named D#1), representing DATA = TRANSPOSE.

Edit mode will finish as soon as D#1 has been pressed. Press the '+' key and you will hear the pitch of the note you play go up. *A semitone represents the change in pitch from one note to another. So, changing 2 semitones, is the same as playing a note 2 notes higher.

Now when you move the modulation wheel up and down, you will hear the sound move from the left to the right speakers.

14 11 Evolution eKeys 49 Keyboard User Manual Evolution eKeys 49 Keyboard User Manual Channel MIDI data from the keyboard is sent on 1 of 16 channels. With the software we provide in this package generally, the channel the keyboard is sending data on is not important, since the software will receive data on all channels. However, some MIDI devices or MIDI software this keyboard can be used with require the keyboard to send data on a specified channel. If this is the case you can change the channel the data is sent on as follows: Method 1 is useful if you want to cycle through different instruments, to see which sounds best in your song. Method 2 is more useful if you want to select a specific number, as is the case here.

If the Octave '+' and '-' keys are selected to vary the Program number (method 1), the lights above the buttons will not change, since it is not possible to have a Program with a negative value. Pressing both the '+' and '-' buttons together will recall Program 0, which selects a Grand Piano sound. The full list of instruments accessible using program changes is given in Appendix ### at the back of this manual. Bank LSB and Bank MSB Program Changes are the most commonly used messages to change instruments and voices. @@@@Generally, these devices use Bank LSB and Bank MSB messages. @@@@This is achieved as follows: · · Press the 'Advanced Functions' button to get the keyboard into Edit mode. Press one of the 16 channel keys, D1 to E3 the one that represents the channel you need. As an example if a devices specifies you need to send data on Channel 10, press the Advanced Functions button, and then key F2 to select Channel 10. The Channel can also be assigned to the Octave '+' and '-' buttons. This will increment through the channels.

When Channel 16 is reached and '+' is pressed, Channel 1 will be selected. If the Octave '+' and '-' keys are selected to vary the Channel, the lights above the buttons will not change, since it is not possible to have a Channel with a negative value. Pressing both the '+' and '-' buttons together will recall Channel 1. Program Change Program changes are used to change the instrument or voice you are using. Let's change the instrument to a bass sound. To do this we need to send a program change of 32, which will select an acoustic Bass sound. There are two methods send a program change: 1. Incremental/Decremental Program change: · · · · ·Press the 'Advanced Functions' button. Press the black key above G1 (named G#1). Now the Octave '+' and '-' keys can be used to change the program.

Press '+' and continue to play some notes until you find the instrument you want. Bank LSB and Bank MSB can also be entered using the Quick Select method: · · · · Press the 'Advanced Functions' button. Press the black key above F1 (named F#1). Now the Octave '+' and '-' keys can be used to change the program. Press '+' and continue to play some notes until you find the instrument you want.

· · Press the advanced Functions button. Press the black key above G4 (named G#4), or A$ (named A#4), representing Bank LSB or Bank MSB respectively. · Press keys C4, then E3 then C5. This enters the combination '3', '2', ENTER. or Alternatively, you can use the '+' and '-' buttons to change the value, and then press ENTER.

Now the keyboard will play a Bass sound. As with Program change, if the Octave '+' and '-' keys are selected to vary the Bank LSB or MSB number (method 1), the lights above the buttons will not change, since it is not possible to have a Bank with a negative value. Pressing both the '+' and '-' buttons together will recall Bank 0. 2. Quick select Program Change · · · Or Press the advanced Functions button. Press the black key above F4 (named F#4),representing 'program'. Press keys C4, then E3 then C5. This enters the combination '3', '2', ENTER. Alternatively, you can use the '+' and '-' buttons to change the value, and then press ENTER. Now the keyboard will play a Bass sound.

12 13 .