M-AUDIO

KeyRig 49

Easy-to-Use 49-Note USB Keyboard

User Guide

Manual abstract:

KeyRIg 49 User Guide | 4 About this Guide 4 ThisUserGuidecoverssetupandfeaturesoftheKeyRig49USBkeyboard.Evenifyouareexperiencedwith MIDIandcomputer audio, we recommend reading this User Guide to help you get the most out of KeyRig 49 This keyboard can be used with many third-party music software applications See your specific software's documentation for more information on this KeyRig 49 USB Keyboard Minimum System Requirements Windows < Pentium 3 - 800 MHz or higher (CPU may be higher for laptops) < 256 MB RAM < DirectX9.0borhigher < Windows XP (SP2) or higher (Windows 98, Me, NT, or 2000 not supported) < One native USB port 5 Mac OS < MacintoshG3800/G4733MHzorhigher** (CPU may be higher for laptops) < OS X 10 3 9 with 256 MB RAM, < OS X 10 4 2 or greater with 512 MB RAM < One native USB port *Home and Professional Edition only. Windows Media Center Edition is not currently supported. **G3/G4 accelerator cards are not supported. M-Audio suggests you also check the minimum system requirements for any third-party software applications you plan on using with your new M-Audio hardware, as they may be greater than the above. KeyRIg 49 User Guide | 5 Installation and Setup 6 The KeyRig 49 USB keyboard is class-compliant This means that you may simply connect the provided USB cable between KeyRig 49 and your Windows XP or Mac OS X computer and switch the keyboard on Additional drivers are not mandatory for normal operation As you become more familiar with KeyRig 49, you may wish to take advantage of this product's professional features such as: using yournewkeyboardwithmorethanoneapplicationatthesametime(multi-client)orsendingadvancedMIDImessagesusingKeyRig 49'sEditmode.WhenusingWindows,someofthesefeaturescanonlybeaccessedafterinstallingtheoptionalKeyRig49drivers. NodriversarerequiredforMacOSX.TheoptionalPCdriversarefoundontheKeyRig49CD-ROMincludedwiththispackage. PLEASE NOTE: If you are installing the optional drivers for KeyRig, disconnect your KeyRig until you are instructed to connect it. To install the optional Windows XP drivers for KeyRig 49: 1.InserttheKeyRig49CD-ROMintoyourcomputer'sCD-ROMdrive. 2. hecomputerwillautomaticallydisplaytheinteractiveinstallscreen. Ifyourcomputerfailstolaunchtheinstaller, T manually start it by clicking on Start > My Computer > KeyRig 49 3. hooseKeyRig49keyboardfromthepulldownmenuandclick"Install." C 4 5 Follow the driver installer's on-screen direction prompts At various points in this installation process, you may be notified that the driver being installed has not passed WindowsLogoTesting.Click"ContinueAnyway"toproceedwithinstallation. 6. Click"Finish"oncetheinstallerhascompletedtheinstallation. 7 Connect your KeyRig 49 to an available USB port using the cable provided 8. Makesurethatthepowerswitchonthebackofthekeyboardisinthe"on"(I)position. 9. Youwillbeaskedifyouwanttosearchthe Internetforadriver.Select"No,notthistime"andclick"Next." 10 Windows will display a Found New Hardware Wizard 11.Choose"Installthesoftwareautomatically,"andclickNext. 12. @@@@No MIDI input configuration in necessary.*

@@@@When using the Key Rig software in standalone mode, be sure to select your ASIO-compatible sound card and output channels from the pull down menu at the top of Key Rig's screen as shown. KeyRIg 49 User Guide | 7 The KeyRig 49 Keyboard 8 Key Names Thelettersprintedabovethewhitekeysstandforthenamesofthemusicalnotesthekeysrepresent.Thenumbernexttoeach letter marks the octave each key belongs to (More information on octaves can be found in the following section) Black keys are "semitones"totheiradjacentwhitekeysanddon'thaveadedicatedletter.Asemitonerepresentsthedistanceinpitchfromonenote to its immediate neighbor Blackkeysusuallyhavethesamenameasthenexthigherorlowerwhitekey,buthaveanadditionalsharpsymbol(#semitone higherthantheletterindicates),orflatsymbol(b-semitonelowerthantheletterindicates)attachedtothem.Forexample,thename oftheblackkeytotherightofC3isC#3(C-sharp3),butitcanalsobecalledDb3(D-flat3),sinceitisalsoadjacenttotheDkey onitsright.Inotherwords,blackkeyshavetwovalidnames,dependingonthecontextofthemusicalnotationtheyarepartof. Octave Buttons An octave contains 12 notes, and each octave is marked out clearly on your KeyRig 49 keyboard by black and white sections starting onC.Eachoctaveisgivenanumber. KeyRig 49 is able to shift the pitch of its keys up or down by one or more octaves When the keyboard's octaves are not shifted (octaveshiftsettozero),thelightsaboveboththeOctave"<"andOctave">"buttonswillbelit.Thedefaultoctaveshiftdesignation is zero and will be the octave setting each time you power up the keyboard IfyoupresstheOctave">"buttononce,thelightabovetheOctave"<"buttonwillgoout,indicatingthekeyboardisnowplaying anoctavehigher. IfyoupresstheOctave">"buttonagain,thekeyboardwillbeshifteduptwooctaves.Itispossibletoshiftthe keyboardupatotaloffouroctavesusingtheOctave">"button.Toshifttheoctavedown,presstheOctave"<"buttoninthesame manner:pressingonceforoneoctave,twicefortwooctaves,andthreetimesforthreeoctaves.Itispossibletoshiftthekeyboard down a total of three octaves Toreturnthekeyboard'soctaveshifttozero,pressboththeOctave"<"and">"buttonsatthesametime.BothLEDswilllight, indicatingthattheoctaveshifthasreturnedtozero. Insummary,whentheOctavebuttonsaresettocontroloctaveshift(default),if thelightisonlylitabovetheOctave">"button,theoctaveisshiftedup.Ifthelightisonlylitabovethe Octave"<"button,theoctave is shifted down Pitch Bend Wheel As the name indicates, the Pitch Bend wheel is usually used to bend the notes played on the keyboard up or down 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 The usual setting is two semitones but can be up to two octaves up or down KeyRIg 49 User Guide | 8 Modulation Wheel The Modulation wheel is typically used for modulation of the sound you are playing This real-time controller was originally introduced onelectronickeyboardinstrumentstogivetheperformeroptionssuchasaddingvibrato,justlikeplayersofacousticinstrumentsdo. KeyRig'sModulationwheelisassignabletocontrolmanypossibleparameters.(Seechapter"AdvancedKeyRig49FeaturesinEdit Mode"formoreinformationonthis.) Volume Slider TheVolumeslidercansendMIDImessagesthatcontrolthevolumeofthenotesyouareplaying. TheVolumeslidercanalsobe assigned to control different parameters such as pan (balance), attack, reverb, and chorus (See chapter "Advanced KeyRig 49 FeaturesinEditMode"formoreinformationonthis.)Somesoftwareapplicationsrespondtovolumecontrol MIDImessages,and some programs (like M-Audio's Session) utilize the mouse and graphic user interface to control the volume of instruments Sustain Pedal Jack Youcanconnectamomentary-contactfootpedal(notincluded)totheSustainjackonthebackofyourM-Audiokeyboard.

The keyboardwillautomaticallydetectthecorrectpolaritywhenpoweringup.Ifyouwanttoreversethepolarity,simplypressthepedal when you switch on your keyboard The foot pedal is normally used for sustaining the sound you are playing without having to keep your fingers pressing down the keys This is similar to an acoustic piano's sustain pedal function KeyRIg 49 User Guide | 9 Advanced KeyRig 49 Features in Edit Mode 9 Thebuttontotheleftofthekeyslabeled"EditMode"isusedtoaccessadditionaladvancedfunctionsofthekeyboard.Whenthis buttonispressed,thekeyboardwillenterEditmodeandthekeysonthekeyboarssigned to transpose the keyboard, the lights above the buttons indicate the direction ofthetransposition.Toreturnthekeyboard'stransposeshifttozero,pressboththeOctave"<"and">"buttonsatthe same time KeyRIg 49 User Guide Channel | 11 MIDIdatafromthekeyboardcanbesentonanyof16MIDIchannels.KeyRig49'sdefaultistotransmitMIDIdataonchannel 1.However,certainMIDIperformanceorrecordingscenariosmayrequirethekeyboardtosenddataonadifferentchannel. You can change the channel on which data is sent using the following method: 1. PresstheEditModebutton.

2. ressoneofthe16channelkeysfromD1toE3,whicheveronerepresentsthechannelyouneed.KeyRigwillexitEdit P mode as soon as a channel key has been pressed Forexample,ifadevicespecifiesthatyouneedtosenddataonchannel10,presstheEditModebutton,andthenF2to select channel 10 This channel is usually dedicated to drum sounds when working with GM compatible synthesizers and sound modules Thechannelcanalsobeassignedtotheoctave"<"and">"buttonsbypressingtheEditModebuttonandthenC#2.This willallowtheOctave"<"and">"buttonstoincrementordecrementthroughthechannels.Whenchannel16isreached and">"ispressed,channel1willbeselected.IftheOctave"<"and">"buttonsareassignedtovarythechannel,thelights abovethebuttonswillnotchange,sinceitisnotpossibletohaveachannelwithanegativevalue.Pressingboththe"<"and ">"buttonstogetherwillrecallKeyRig49'sdefault,channel1. Program Change Program changes are used to change the instrument or voice you are controlling with your KeyRig 49 Program change messagescanbebeneficialwhenusingtheKeyRig49keyboardtocontrolMIDIsoundmodulesorsynthesizers.Somemusic software applications support these messages, however, others do not Check your software's User Guide to find out if it can process program change messages Inthisexample,wewilldemonstratehowtochangetheinstrumentonaGeneralMIDIsoundmoduletoacellosound.Todo thisweneedtosendaprogramchangeof42,whichwillselectacellosoundfromtheGeneralMIDIInstrumentsstandardlist (seeAppendixA). Therearetwomethodstosendtheprogramchange: 1) Increment/Decrement Program Change: 1. PresstheEditModebutton. 2. Presstheblackkeyaboveabove F1(F#1).NowtheOctave"<"and">"buttonscanbeusedtochangetheprogram. 2) Quick Select Program Change 1. PresstheEditModebutton. 2. Presstheblackkeyaboveabove F4(F#4),representing"program." 3. PresskeysD4,thenB3,thenC5.Thisentersthecombination:"4,""2,""ENTER." NowthekeyboardissettoplaytheGMcellosound42(fromtheGeneralMIDIInstrumentsstandardlist).Thefulllistof GeneralMIDIprogramnumbersisgiveninAppendixAattheendofthismanual. Method 1 is useful if you want to cycle through different instruments for the purpose of comparing and choosing which sound works best in your song Method 2 is more useful if you want to select a specific sound patch, as is the case here IftheOctave"<"and">"buttonshavebeenassignedtocontroltheprogramnumber(Method1),thelightsabovethe buttonswillnotchange,sinceitisnotpossibletohaveaprogramwithanegativevalue.Pressingboththe"<"and">" buttonstogetherwillrecallProgram0,whichselectsthefirstsoundpatchonanysynthesizercapableofprocessingMIDI program changes KeyRIg 49 User Guide Bank LSB and Bank MSB | 12 Program changes are the most commonly used messages to change instruments and voices However, the number of instrumentsaccessibleusingonlytheprogramchangeMIDIcommandislimitedto128.Sincesomedeviceshavemorethan 128 voices, they require a method to organize their large number of sounds into banks These devices then access the sounds withinthesebanksbyusingprogramchangemessages.Seechapter"MIDIMessagesExplained"foradditionalinformation. Generally, these devices use Bank LSB (Least Significant Byte) and Bank MSB (Most Significant Byte) change messages KeyRig49cansendthesebankchangemessagesintwopossibleways: 1) Incremental/Decremental Bank LSB and Bank MSB Change: 1. PresstheEditModebutton.*

2. ressttheblackkeyaboveG1(G#1)orBb1(A#1),representingBankLSBorBankMSBrespectively.Nowthe P Octave"<"and">"buttonscanbeusedtochangeBankLSBorBankMSB. 2) Using the Quick Select Method: 1. PresstheEditModebutton. 2. Presstheblackkeyaboveabove G4(G#4),orBb4(A#4),representingBankLSBorBankMSBrespectively. 3. ressthewhitekeysassociatedwiththebanknumberyouwishtoselect,andthenpressC5(Enter).Forexample, P pressingtheC4(thenumber3),A3(thenumber1),andC5(Enter)keysinthisstepselectsbank31. AswithProgramchanges,iftheOctave"<"and">"buttonsareselectedtovarytheBankLSBorMSBnumber(Method1), 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">"buttonstogetherwillrecallBank0. Bank change messages must be followed by a program change message in order to recall a sound Bank change message by themselves do not activate a sound, but only locate and access a predefined location of a set (bank) of 128 sounds PLEASE NOTE: Each time the keyboard is turned off, optional MIDI parameters assigned to the Octave buttons will be lost. When the keyboard is powered up, the Octave buttons will default to controlling octave shift. KeyRIg 49 User Guide | 13 Other Assignable Controllers on KeyRig The Modulation Wheel 10 ItispossibletoassigndifferentMIDIcontrollernumberstotheModulationwheel.Theseparametersarecalled MIDIcontinuous controllers. Thereare132(countingfromandincludingzeroto131)MIDIcontinuouscontrollers(MIDICC's).Forthesecontroller valuestohaveanyeffectonthesound,thereceivingsoftwareordevicehastobeabletoreadandrespondtotheseMIDIcontroller messages KeyRig 49 accepts controller numbers 0-131 Numbers beyond 127 are a proprietary method M-Audio uses to simplify thetransmissionofcertain,otherwisemorecomplicatedmulti-partMIDImessages.Afulllistofcontrollervaluesisgivenattheback ofthismanualinAppendixB. @@PresstheEditModebutton. 2. Presstheblackkeyaboveabove C4(C#4),representing"WHEELASSIGN." 3. @@PresstheENTERkey(C5). @@@@PresstheEditModebutton. 2. Presstheblackkeyaboveabove C4(C#4),representing"WHEELASSIGN." 3. PressA3toenter"1." 4. PressG3toenter"0"soyouhaveentered"10.

" 5. @@PresstheEditModebutton. 2. PresstheblackkeyaboveD4(D#4),representing"SLIDERASSIGN." 3. @@4. @@@@@@@@@@@@@@@@@@@@@@@@@@@PresstheEditModebutton. 2. PresstheblackkeyaboveD3(D#3),representing"ALLNOTESOFF." 3. @@PresstheEditModebutton. 2. PresstheblackkeyaboveC3(C#3),representing"RESETALLCONTROLLERS." 3. Editmodewillexit,andallcontrollervalueswillberesettotheirdefaultvalues.

Warranty Terms and Registration Warranty Terms 14 M-Audio warrants products to be free from defects in materials and workmanship, under normal use and provided that the product is ownedbytheoriginal,registereduser.Visitwww.m-audio.com/warrantyfortermsandlimitationsapplyingtoyourspecificproduct. Warranty Registration ImmediatelyregisteringyournewM-AudioproductentitlesyoutofullwarrantycoverageandhelpsM-Audiodevelopand manufacturethefinestqualityproductsavailable.

Registeronlineatwww.m-audio.com/registertoreceiveFREEproductupdates and for the chance to win M-Audio giveaways KeyRIg 49 User Guide | 19 Technical Info 15 Caution: Electro Static Discharge, Electrical Fast Transient and Conducted RF interference may cause the unit malfunctioning. In such case, unplug the unit and plug it in again to restore normal operation. Note: Your M-Audio product has been tested to comply with FCC Standards FOR HOME OR OFFICE USE. Modifications not authorized by the manufacturer may void user's 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: · · · · Re-orientorrelocatethereceivingantenna. Increasetheseparationbetweentheequipmentandreceiver. Connecttheequipmenttoanoutletonacircuitdifferentfromthattowhichthereceiverisconnected. Consultthedealeroranexperiencedradio/TVtechnicianforhelp. ASIO isatrademarkofSteinbergSoftundHardwareGmbH. @@© 2007 Avid Technology, Inc. All rights reserved. @@@@@@Be advised that some GM modules count their sound patches from 1 128 instead. Both methods are common. As a result, and depending on the sound module you use, there may be an offset of -1 between the sent program change number and the recalled sound patch. Piano 0 Acoustic Grand Piano 1 Bright Acoustic Piano 2ElectricGrandPiano 3 Honky Tonk Piano 4ElectricPiano1 5ElectricPiano2 6 Harpsichord 7 Clavinet Chromatic Percussion 8 Celesta 9 Glockenspiel 10MusicBox 11Vibraphone 12 Marimba 13 Xylophone 14 Tubular bells 15Dulcimer Organ 16DrawbarOrgan 17 Percussive Organ 18 Rock Organ 19 Church Organ 20 Reed Organ 21 Accordion 22 Harmonica 23 Tango Accordion Guitar 24 Nylon Acoustic 25 Steel Acoustic 26JazzElectric 27CleanElectric 28MutedElectric 29 Overdrive 30Distorted 31 Harmonics Bass 32 Acoustic Bass 33ElectricFingeredBass 34ElectricPickedBass 35 Fretless Bass 36 Slap Bass 1 37 Slap Bass 2 38 Syn Bass 1 39 Syn Bass 2 Strings/ Orchestra 40Violin 41Viola 42 Cello 43 Contrabass 44 Tremolo Strings 45 Pizzicato Strings 46 Orchestral Harp 47 Timpani Ensemble 48StringEnsemble1 49StringEnsemble2(Slow) 50 Syn Strings 1 51 Syn Strings 2 52 Choir Aahs 53VoiceOohs 54 Syn Choir 55 Orchestral Hit Brass 56 Trumpet 57 Trombone 58 Tuba 59 Muted Trumpet 60 French Horn 61 Brass Section 62 Syn Brass 1 63 Syn Brass 2 Reed 64SopranoSax 65AltoSax 66TenorSax 67BaritoneSax 68 Oboe 69EnglishHorn 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 85SynVoice 86 Syn Fifths Sawtooth Wave 87 Syn Brass & Lead 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 Synth Effects 96 SFX Rain 97 SFX Soundtrack 98 SFX Crystal 99 SFX Atmosphere 100 SFX Brightness 101 SFX Goblins 102SFXEchoes 103 SFX Sci- Fi Ethnic 104 Sitar 105Banjo 106 Shamisen 107 Koto 108 Kalimba 109 Bag Pipe 110 Fiddle 111 Shanai Percussive 112 Tinkle Bell 113 Agogo 114SteelDrums 115 Woodblock 116TaikoDrum 117 Melodic Tom 118SynDrum 119 Reverse Cymbal Sound Effects 120 Guitar Fret Noise 121 Breath Noise 122 Seashore 123 Bird Tweet 124 Telephone Ring 125 Helicopter 126 Applause 127 Gun Shot KeyRIg 49 User Guide | 21 Appendix B - Standard MIDI Controller Numbers (MIDI CC's) 00 Bank Select 01 Modulation 02 Breath Control 03 Controller 3 04 Foot Control 05 Porta Time 06DataEntry 07ChannelVolume 08 Balance 09 Controller 9 10 Pan 11Expression 12EffectsController1 13EffectsController2 14 Controller 14 15 Controller 15 16 Gen Purpose 1 17 Gen Purpose 2 18 Gen Purpose 3 19 Gen Purpose 4 20 Controller 20 21 Controller 21 22 Controller 22 23 Controller 23 24 Controller 24 25 Controller 25 26 Controller 26 27 Controller 27 28 Controller 28 29 Controller 29 30 Controller 30 31 Controller 31 32 Bank Select LSB 33 Modulation LSB 34 Breath Control LSB 35 Controller 35 36 Foot Control LSB 37 Porta Time LSB 38DataEntryLSB 39ChannelVolumeLSB 40 Balance LSB 41 Controller 41 42 Pan LSB 43ExpressionLSB 44 Controller 44 45 Controller 45 46 Controller 46 47 Controller 47 48 Gen Purpose 1 LSB 49 Gen Purpose 2 LSB 50 Gen Purpose 3 LSB 51 Gen Purpose 4 LSB 52 Controller 52 53 Controller 53 54 Controller 54 55 Controller 55 56 Controller 56 57 Controller 57 58 Controller 58 59 Controller 59 60 Controller 60 61 Controller 61 62 Controller 62 63 Controller 63 64 Sustain Pedal 65 Portamento 66 Sostenuto 67 Soft Pedal 68 Legato Pedal 69 Hold 2 70SoundVariation 71 Resonance 72 Release Time 73 Attack Time 74 Cut- off Frequency 75 Controller 75 76 Controller 76 77 Controller 77 78 Controller 78 79 Controller 79 80 Gen Purpose 5 81 Gen Purpose 6 82 Gen Purpose 7 83 Gen Purpose 8 84 Portamento Control 85 Controller 85 86 Controller 86 87 Controller 87 88 Controller 88 89 Controller 89 90 Controller 90 91ReverbDepth 92TremeloDepth 93ChorusDepth 94Celeste(De-tune) 95PhaserDepth 96DataIncrement 97DataDecrement 98 Non- Reg Param LSB 99 Non- Reg Param MSB 100 Reg Param LSB 101 Reg Param MSB 102 Controller 102 103 Controller 103 104 Controller 104 105 Controller 105 106 Controller 106 107 Controller 107 108 Controller 108 109 Controller 109 110 Controller 110 111 Controller 111 112 Controller 112 113 Controller 113 114 Controller 114 115 Controller 115 116 Controller 116 117 Controller 117 118 Controller 118 119 Controller 119 Channel Mode Messages: 120 All Sound off 121 Reset all Controllers 122 Local Control 123 All Notes Off 124 Omni Off 125 Omni On 126 Mono On (Poly Off) 127 Poly On (Mono Off) Extra RPN Messages: 128 Pitch Bend sensitivity 129 Fine Tune 130 Coarse Tune 131 Channel Pressure KeyRIg 49 User Guide | 22 Appendix C - Additional RPN Messages Youmayhavenoticedthatalthoughwehavestatedthereare128MIDIcontrollermessages(0127),AppendixBshows132 assignablecontrollermessages.

Thisisbecausemessages128131areadifferenttypeofMIDImessage,definedintheMIDI SpecificationasRPNmessages.M-Audiohascreatedfourmessagesthataresentlike MIDICCs,butactuallytransmitaseriesof RPNmessages.Thismakessendingthesecomplexmulti-partmessagesaseasyassendingaMIDICCmessage.Youcanassign thesetothecontrolsonyourKeyRig49keyboardinexactlythesamewayasanyotherMIDIcontrollermessage.

TheRPNmessages control the following: Controller Number 128 129 130 131 MIDI Message Pitch Bend Sensitivity Master Tune (coarse) Master Tune (fine) MonophonicAftertouch Use Alters the range of a pitch bend message Adjuststhetuningofyoursoundmoduleorsynthesizerinlargesteps Adjuststhetuningofyoursoundmoduleorsynthesizerinsmallsteps Adds a vibrato effect *Monophonic aftertouch is not an RPN message. However, it is an additional effect message defined in the General MIDI specification and this is why we have included it in Appendix C. M-Audio USA 5795 Martin Rd., Irwindale, CA 91706 M-Audio Germany Technical Support Kuhallmand 34, D-74613 Ohringen, Germany Technical Support web: tel (pro products): tel (consumer products): fax (shipping): www.m-audio.*

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