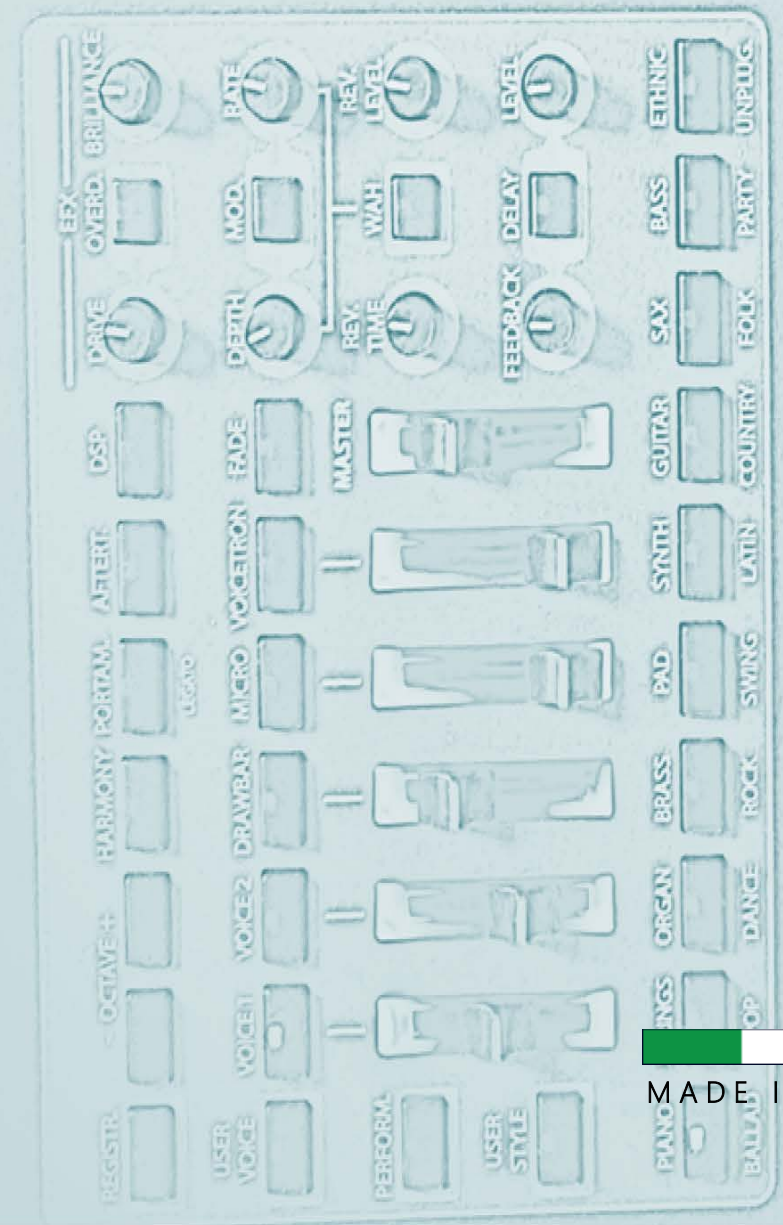
KETRON EVENT

English user's manual



MADE IN ITALY

SAFETY INSTRUCTIONS

RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PEOPLE

CAUTION: to reduce the risk of fire or electric shock, do not expose this instrument to rain or humidity.

IMPORTANT INSTRUCTIONS FOR SAFETY AND INSTALLATION

CAUTION

When using an electrical device, it is important to take precautions such as the following.

Read the Instruction Manual before using the instrument.

An adult should always supervise children when they play the instrument.

Do not use the instrument in areas subject to seepage or water spray, such as next to a sink, a swimming pool, on a damp surface etc. Do not place containers with liquids on the instrument to prevent accidental seepage of liquid into the instrument.

The instrument should be used only on a stand recommended by the manufacturer.

Do not operate this instrument at an exceedingly high volume for an extended period: that could cause permanent hearing loss.

Position the instrument in such a way as to ensure appropriate ventilation.

Keep away this instrument from heat sources, such as radiators, stoves or other products that produce heat.

Connect the instrument to the mains only with the mains adapter. You will find the identification and power supply details under the instrument.

Disconnect the power supply cable during storms or when not used for an extended period.

If necessary, disconnect the instrument using the power supply switch on the back panel. When positioning the instrument, always ensure that this switch is easy to reach.

Take the instrument to a service centre if:

a) the power supply cable or plug are damaged.
b) objects or liquid have fallen into the instrument.
c) the instrument has been exposed to rain.
d) the instrument is not properly functioning, or performance is impaired.
e) the instrument has been dropped or the chassis is damaged.

Never attempt to repair the instrument on your own; all repairs should be carried out by a qualified technician.

KEEP THIS INSTRUCTION IN A SAFE PLACE

PREVENTING RADIO/TV DISTURBANCE

This instrument operates on the radio frequency band. If it is not installed correctly and strictly in compliance with the instructions provided it may disturb the reception of radio-television appliances. Although the instrument you have purchased has been designed in compliance with applicable laws and in such a way as to provide reasonable protection against such disturbances, there is no guarantee that these will not occur. To check whether any disturbance you are experiencing is in fact produced by your instrument, turn it off to see if the disturbance disappears. Turn the instrument on again to see if the disturbance reappears. Once you are certain that your instrument is in fact causing the disturbance, take any of the following measures:
Adjust the antenna of the radio or TV receiver.
Place the instrument in a different position with respect to the radio or TV receiver.
Place the instrument further away from the receiver.
Connect the plug of the instrument to another socket so that the instrument and the receiver are connected to two different circuits.
If necessary, call in a servicing technician.

POWER SUPPLY

When you connect the instrument to other appliances (amplifier, mixer, MIDI instruments etc.), ensure that all these units are off first before making any connections.
Read the recommendations regarding Radio and TV disturbances.

INSTRUMENT CARE

Clean the surfaces of the instrument with a soft dry cloth. Never use gasoline, diluting agents, or solvents of any kind.

OTHER PRECAUTIONS

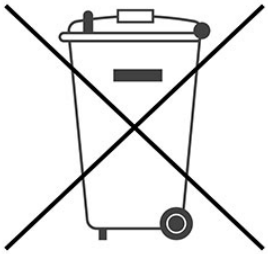
If you wish to use your instrument in a foreign country and have doubts about the power supply, consult a qualified technician before you leave. The instrument should never be subjected to strong shocks.

CURRENT ADAPTERS

When connecting this instrument to the mains socket, use only the KETRON current adapter supplied with the instrument. The use of different current adapters may damage the power supply circuits of the instrument. It is therefore of fundamental importance to use only an original adapter, requesting the correct model when ordering a new adapter.

INFORMATION FOR USERS

“Implementation of Directive 2002/95/EC, 2002/96/EC and 2003/108/EC on reduced use of dangerous substances in electrical and electronic appliances and waste disposal”.
The crossed bin symbol shown on the appliance means that at the end of its life the instrument must be disposed of separately from other waste. At the end of its life the user should therefore take the instrument to a separate waste centre for electronic and electrical products or return the same to the dealer when purchasing a new and similar instrument, whichever is applicable. Disposing of the instrument correctly so that it may be consequently recycled and disposed of in an environmentally compatible manner helps to prevent possible negative effects to the environment and health and ensures that the components of the instrument are recycled. Unauthorised disposal of the product by the user entails the application of administrative penalties.



INFORMATION TO USERS OF HOUSEHOLD OR PROFESSIONAL EQUIPMENT

In accordance with the implementation of theDirective 2012/19/EC on waste electrical and electronic equipment (WEEE).
The crossed-out bin symbol on the equipment or its packaging indicates that the product at the end of its useful life must be collected separately from other waste to allow proper treatment and recycling. The user must, therefore, give the equipment at the end of its life free of charge to the appropriate municipal centres for the separate collection of electrical and electronic waste, or return it to the retailer in the following ways:: for very small equipment, i.e. with at least one external side not exceeding 25 cm, free delivery is provided without obligation to purchase at stores with a sales area of electrical and electronic equipment exceeding 400 square meters. For smaller stores, this is optional.
For equipment larger than 25 cm, delivery is expected to all points of sale in 1 against 1 mode, i.e. delivery to the retailer can only take place at the time of purchase of a new equivalent product, at the rate of one to one.
Adequate separate collection for the subsequent disposal of discarded equipment for environmentally compatible recycling, treatment and disposal helps to avoid possible negative effects on the environment and health and promotes the reuse and/or recycling of the materials of which the equipment is composed.
The abusive disposal of the product by the user involves the application of the penalties referred to in the current law.
KETRON s.r.l. has chosen to join Consorzio ReMedia, a primary Collective System that guarantees consumers the correct treatment and recovery of WEEE and the promotion of policies oriented to environmental protection.

IT

This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste..

 V1.1 04/12/22

Contents

PART ONE: PLAYING AND SINGING WITH EVENT

01 Getting started

An introduction to EVENT

Congratulations on purchasing the new KETRON **EVENT**. Now you can access outstanding sound quality to deliver your best and most authentic performance yet. This user manual explains each function of this instrument in detail. Please read it carefully, at least the parts that interest you the most, to get the best performance from **EVENT** in live sessions, recording studios, or in any other context you want to use this musical instrument.

The **REAL STYLES** you find in **EVENT** result from an extraordinary technological innovation that Ketron has designed and built to allow musicians to express their musical performances with the highest level of realism and quality. **EVENT** can deliver world-class multi-track arrangements in full audio while still giving you all the editing possibilities offered by MIDI.

In the past, Ketron was known for incorporating **LIVE DRUMS** and **LIVE GUITARS** in arrangements. With the latest edition of the brand-new **REAL BASS** and **REAL CHORD**, **EVENT** has now become one-of-a-kind arranger workstation in the market.

You will also be able to create your **REAL STYLES** in full audio format, thanks to the extensions introduced in the new **Live Modeling** feature.

REAL SOLOS voices help enhance your solo parts: they sound exactly as they were played, and the sound decay fades out gradually and naturally. Try it yourself. ‘Hearing’ is believing. **Morphing** is also available with **EVENT**, a simple feature to make your music always sound original and give more depth to your live performances: this powerful feature helps the dynamic transition from one sound to another without taking your hands off the keyboard. Imagine continuously changing the organ stops, activating the rotor effects, starting the vibrato from the **DRAWBAR** section, or migrating from a Pad to a broader orchestral sound full of instrumental voices. There are no limits to your creativity.

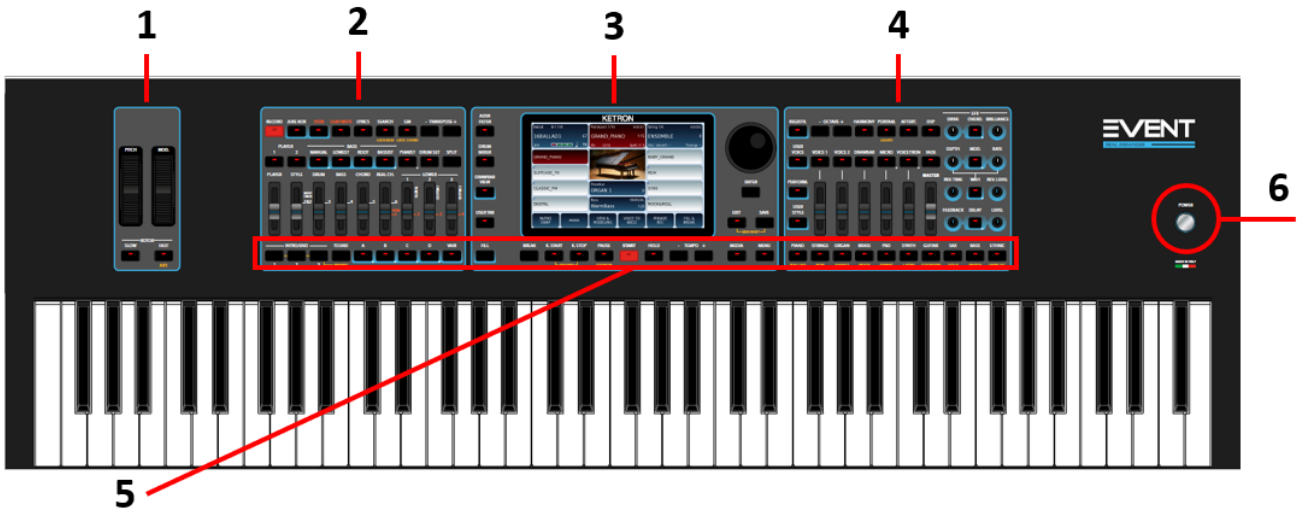
Event inherits from the **LOUNGE** module just released, the recently introduced feature called **Stem** which allows the reproduction of up to five audio tracks simultaneously in perfect synchronization. Each audio track has individual Mute and Volume controls, and it is possible

to modify the key and the Tempo without altering the pitch of the rhythm. You can mute one or more tracks from playback, for example, the piano or bass track, in case you want to perform those parts live.

Since its foundation, KETRON has designed and built instruments well-known for their remarkable editing possibilities acclaimed by the most demanding musicians. All the innovations described in this manual go to extend even further the level of musical realism offered by the instruments produced by the Italian factory, which dares to go where no one has gone before.

Panel Description

Front panel overview



EVENT's front panel sections:

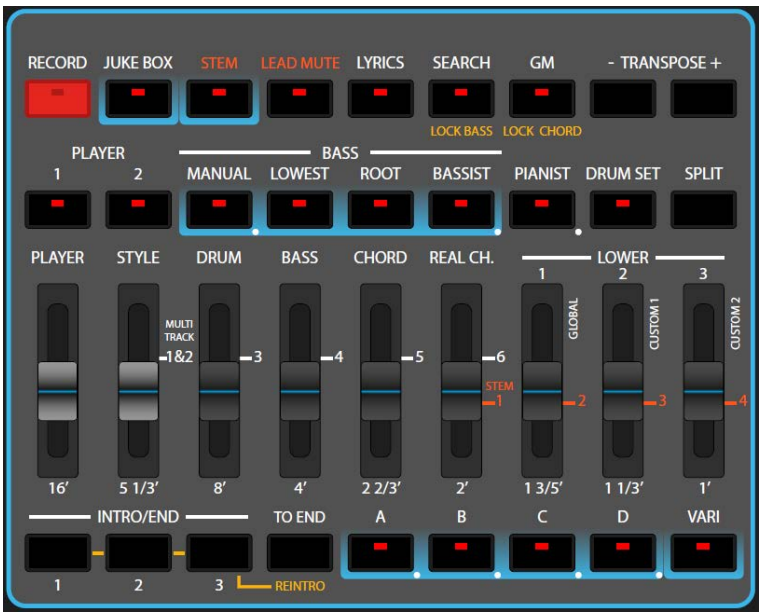
1. At the top left you can find the area dedicated to the modulation and pitch bend wheels, ROTOR, and articulation control.
2. The next area has dedicated controls for the Accompaniment and Players.
3. The 7" touch-sensitive screen sits in the middle of the panel. It displays the instrument's current operating status.
4. On the right side, you can access the various voice types played on the keyboard.
5. In this row, you can find the interactive buttons to control styles, tempo, and access the bank of styles and voices.
6. To the right, you can find the power button of the instrument.

Front Panel – Left Side

To the far left side of the panel, you can find:

- **PITCH** bend wheel: Move it up or down to apply pitch-bend effect.
- **MODULATION** wheel: Move it up or down to control the depth of the LFO value and/or the filter cutoff frequency.
- **ROTOR SLOW/FAST**: the two keys allow you to emulate the behaviour of the classic Leslie speakers that gradually change the speed of the rotor via a switch.
- **ARTICULATION:** you can press the Articulation button to change the instrument's articulation while playing a sound with articulation (ART will be displayed on the screen above the name of the voice).

Player and Accompaniments styles controls



From left to right and from the top to bottom:

- **RECORD**: Toouch to get into RECORD Mode to access Record songs features
- **JUKEBOX**: Playback controls with JUKEBOX functionality
- **STEM**: With STEM you can play multitrack backing tracks
- **LEAD MUTE**: This mutes the melody track of the MIDI file, the LEAD track of a STEM or mutes the melody from an audio track. To set the melody track/chanel number (for MIDIFILE), see the MIDI section in the PLAYER settings
- **LYRICS**: You can find out more about Karaoke in the View lyrics section
- **SEARCH**: Enables quick searching for files in **PLAYER 1** and **PLAYER 2** pages
- **LOCK BASS**: This freezes the current Bass Chord being played. This feature has to be activated in the MODE page before this button is used to turn it on/off during style play.
- **GM**: Edit and control page of the 16 MIDI tracks of the PLAYER
- **LOCK CHORD**: This freezes the current CHORD being played - to obtain the typical "*Ostinato*" found in some musical genres, such as Disco Funk. This feature has to be activated in the MODE page before this button is used to turn it on/off during style play.
- **TRANSPOSE +/-**: Manage the pitch with the Transposer
- **PLAYER 1 & 2**: Songs and video playback
- **BASS MANUAL/LOWEST/ROOT/BASSIST**: Various Bass playback features to Play the bass
- **PIANIST**: The instrument switch to pianist mode. When you activate a style, the chord recognition anlyses what you play with both hands and no longer only with the **LOWER** part. This also instantly eleminates the split point on the keyboard.
- **DRUM SET**: Open DRUM SET section.
- **SPLIT**: Used to set the split point on the keyboard. While holding down the SPLIT key, the screen displays the current note that divides the left and right-hand sections of the keyboard. Touch another key on the keyboard to change it. If you

want to keep this setting permanently, enable the LOCK command. The split setting has no effect in **PIANIST**mode.

- Sliders Area: The nine front panel sliders can be used in two alternative ways.
  - Volume control level for PLAYER, STYLE, DRUM, BASS, CHORD, REAL CHORD, LOWER 1-2-3.
  - As an organ **DRAWBAR control**.
- This is the Accompaniment style control area:
  - Press **INTRO/END 1**, **2** and **3** to start and stop songs played with accompaniment.
  - Open the four main variations of the **ABCD** arrangement
  - **VARI**: Activates an alternate rhythm track with more 'color'.

Central panel

The in-depth description of the touch screen is in another dedicated section. As for the front panel keys (from left to right and from top to bottom):

- **ADSR FILTER**: press this button to enter ADSR parameters (VOICE 1, VOICE 2, DRUM, BASS, LOWER) for keyboard voices and style track CHORD.
- **DRUM MIXER**: press this button to enter the active drum kit mixer.
- **DRAWBAR VIEW**: press this button to manage Drawbar organ sounds.
- **USER TAB**: displays another set of style control icons at the bottom of the **HOME** page & the programmable USER icon.
- **FILL, K.START, K.STOP, PAUSE, START, HOLD**) see the dedicated paragraph.
- **TEMPO +/-**: press this buttons to increase and decrease the tempo (BPM), adjusting the accompaniment style and the backing tracks being played by the PLAYER. For all the details, see the paragraphs Tempo in accompaniment styles and Tempo in musical pieces (MIDI and MP3).
- **DATA KNOB**: The data wheel allows you to scroll through items in a list (styles, voices, audio and MIDI songs, and so on) and quickly change numerical values

(tempo, transpose, filters, and so on). When you are on the main page, the wheel manages the tempo of the style (DIAL TEMPO) by default.

- **ENTER**: Press this button to confirm an entry on the screen.
- **EXIT**: Press this button to go back to the previous screen. Most of the time you'll be redirect to the HOME page.
- **SAVE**: Press this button to store the created or modified resources (styles, voices, songs) in the USER area on the disk.
- **MEDIA**: Press this button to manage Media options (Disk, USB drives ... etc).
- **MENU**: Press to access to the global configuration menu.

Right-side panel

On the right side (excluding the EFX area), from left to right and from top to bottom:

- **REGISTR.**: Press this button to go to Registration and Playbox.
- **OCTAVE +/-**: This pair of keys allows you to simultaneously transpose the VOICE 1 and VOICE 2 parts up or down one or two octaves.
- **HARMONY**: Press this button to enable Harmony mode.
- **PORTAM.**: Press this button to enable *"Portamento"* already assigned within the Voice.
- **AFTERT.**: Press this button to enable Aftertouch on the keyboard (affects **VOICE 1)**. It works according to the parameter (LFO, Soft LFO, BEND, Off) stored in the Edit Voice.
- **DSP**: Press this button to open DSP Effect Control, here you can control EQ effects, you can assign it on GLOBAL or to single keyboard-played parts.
- **USER VOICE**: If active, the list of Voices accesses the USER Voices; otherwise, the list refers to the factory voices.
- **VOICE 1**: Switch on or off VOICE 1's sound.
- **VOICE 2**: Switch on or off VOICE 2's sound.

- **DRAWBAR**: Switch on or off the Drawbar sound.
- **MICRO**: Press this button to turn on the microphone connected to the MICRO 1 input. By holding it down for a few moments, you access the MICRO 1 and MICRO 2 microphone Edit page.
- **VOICETRON**: Press this button to turn on the vocal harmonizer for MICRO 1. By holding it down for a few moments, you access the edit page of the vocal harmonizer.
- **FADE**: Press this button (while playing) to stop the performance by slowly fading out the volume. It acts on the accompaniment style, on the song played by the PLAYER, and on the keyboard-played parts in real time.
- **PERFORM.**: provides access to Performance feature.
- **USER STYLE**: If active, the list of accompaniment styles displayed are USER Styles, otherwise the list displayed are factory styles.
- Slider area: the six sliders control the volume level of the **VOICE 1**, **VOICE 2**, **DRAWBAR**, **MICRO** (microphone), **VOICETRON** parts and overall **MASTER** volume.
- The ten buttons at the bottom row allow access to the style or voice families, depending on whether you have selected the style or voice window on the HOME page of the screen.

In the EFX area, on the right, you can easily control all the effects assigned to the keyboard parts:

- Distortion and Overdrive, Brilliance;
- Depth and Rate of Modulation Effects and Wah Wah;
- Reverb length and level, Feedback and Delay level.

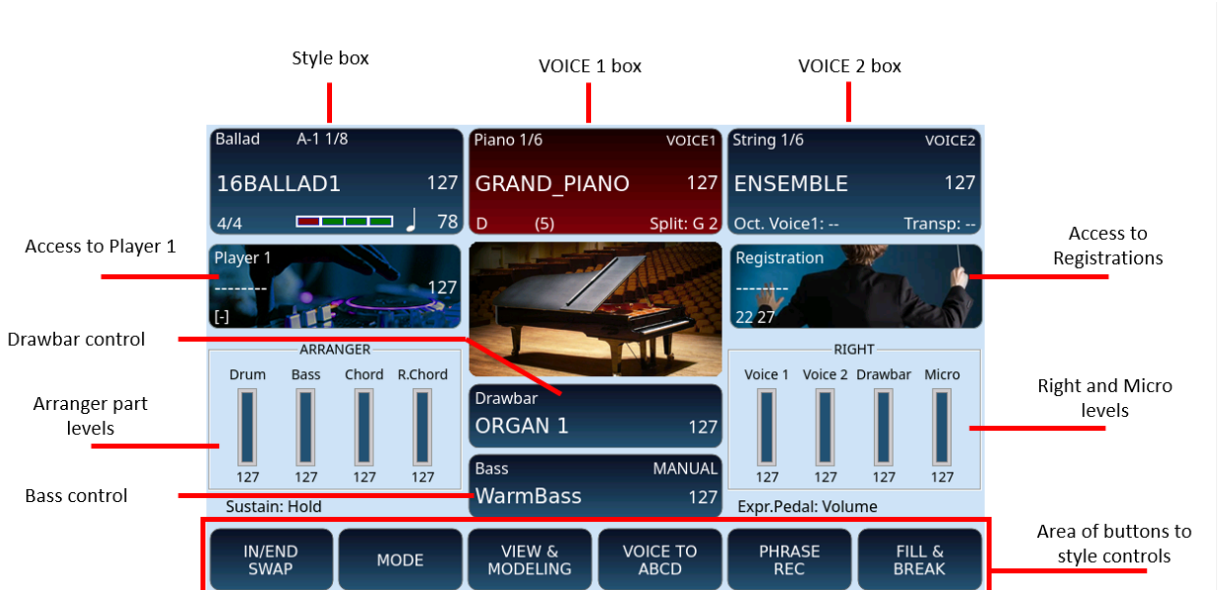
All the instructions are in the EFX control on panel paragraph.

Warning

There are a huge number of **EVENT** functions, and, to maximize stability of the instrument, some keys on the front panel are disabled during certain operations to facilitate ease of use. Should this extremely rare occasion occur, do not panic. Simply press the **EXIT** button (sometimes even twice to go back up steps) to return to the HOME page. Then try again.

Large high resolution Touch screen

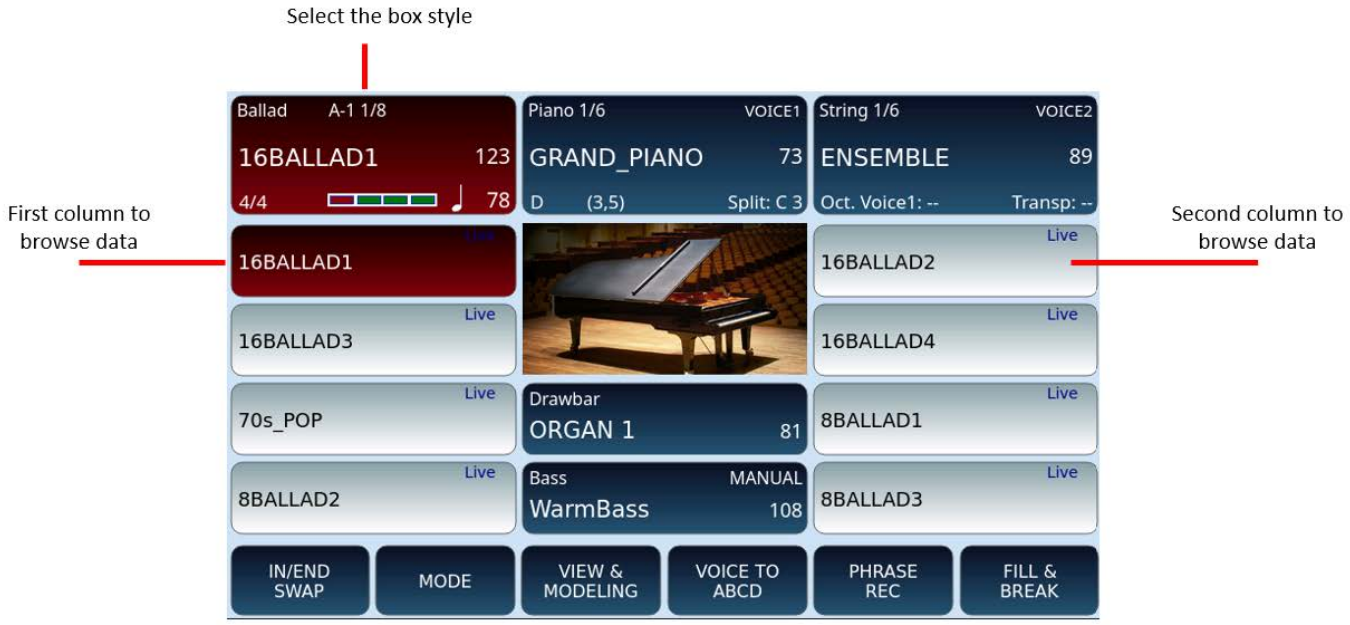
It is easy to work with **EVENT** thanks to the large, graphic, and intuitive 7" colour screen. After turning on the instrument, the **HOME** page appears which facilitates access to the primary functions for the main use of the instrument as an arranger.



Description:

- The top left frame displays and is where you can control the accompaniment style in action. Find out more here: Controlling the style.
- The top center displays and is where you control the first voice - VOICE 1. Find out more in the Description of the selected voice paragraph.
- The top right displays and is where you control the second voice - VOICE 2 with the third frame in the top right area of display.
- On the second row, the frame on the left allows access to the Player and the frame on the right, access to the Registrations.
- In the centre of the sreen, the Drawbar frame allows you to switch to the search and control of the organ voices.
- Third row on the left, the ARRANGER frame shows the volume levels of the style's parts; and the RIGHT shows the levels of the playable parts in real time.
- Further down the Bass frame opens the search and control page for bass voices.
- On the bottom line are the control buttons used to control the currently playing style. By pressing the **USER TAB** button on the front panel, you can see even more functions, including yours programmed.

The two data scroll areas appear when you press one of the front panel's voice family or style buttons. These two columns, on the right and left, show the enabled elements in the frame, such as accompaniment styles, voices, Drawbar or Bass voices. You can scroll through the list by turning the pages with the data wheel. When you have found the item you are looking for, select it by touching it on the screen. In the example, we see the choice of styles, but the same goes for the selection of voices.



Power on the instrument

This chapter is about Audio/video inputs and outputs and will show all the connection options. Now, to get started, let us plug in what is needed to turn on the meter:

1. Connect the power supply to the DC 9V socket on the rear panel of the instrument.
2. Plug the other end of the power cord into an AC outlet.
3. Connect to **EVENT** a pair of stereo headphones (optional) to the **HEADPHONE** output, alternatively you can connect the instrument to an external PA speaker system (optional) using the LEFT/RIGHT main **OUTPUT**.
4. Make sure the MASTER volume slider is set to the minimum position.
5. Switch on **EVENT** by pressing the **POWER** button on the right-side of the panel.
6. Wait until the Home page shows up; now you are all set up and ready to start.

Power off the instrument

If needed, save any resources (accompaniment styles, voices, registrations etc) that you have edited.

Now you can turn off the instrument:

1. Switch off all connected external units first to avoid power damages to these equipment or sever popping sounds.
2. Make sure the MASTER volume slider is set to the minimum position.
3. Switch off **EVENT** by pressing the **POWER** button on the right-side of the panel.

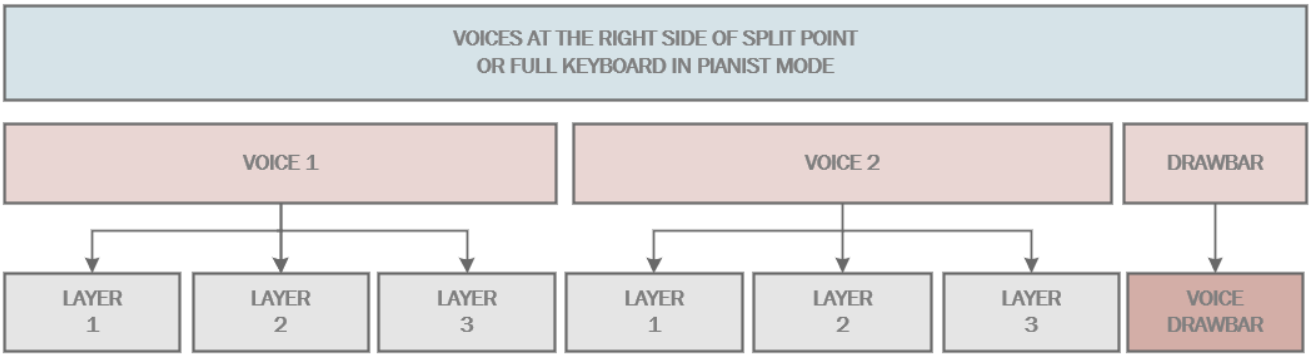
02 Playing the voices

Playback of sounds

EVENT *features a wide selection of musical instrument voices. You can play in a wide variety of situations: an acoustic or electric piano, a vintage organ with Drawbar controls, a whole collection of orchestral sounds, a multi-timbral synth with multiple layered and split voices. It is hard to put into words the immense musical possibilities: follow the instructions below and try all the voices. Let yourself be captivated by the realism of the acoustic instruments, the energy of the electric instrument tones and the pulsating power of synth sounds.*

Voice parts that can be played in real time

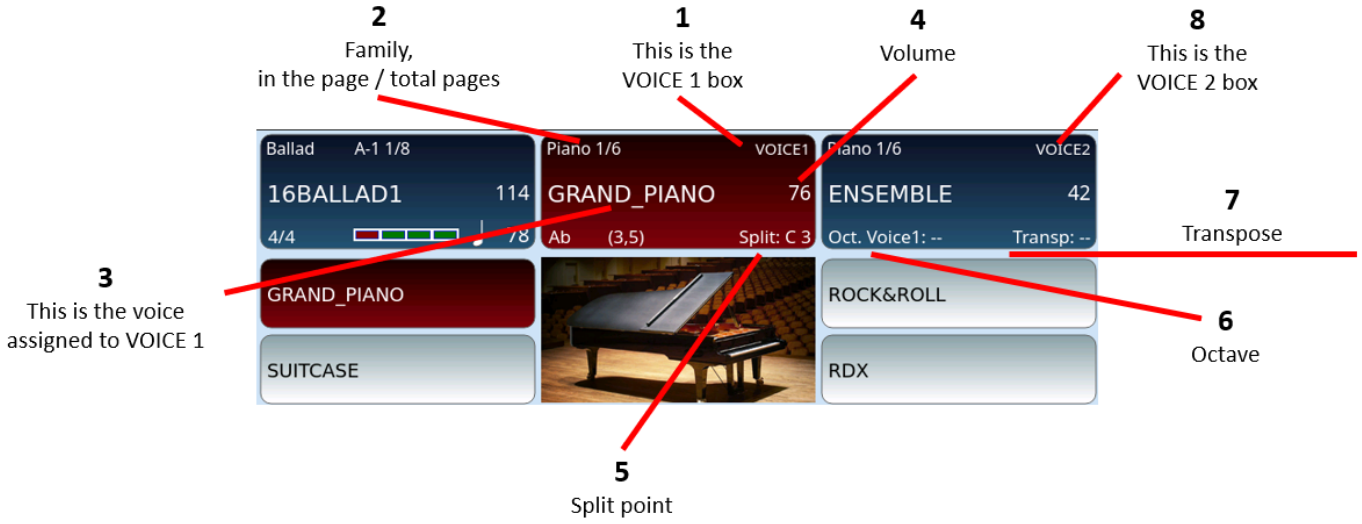
EVENT allows you to play in real time up to three parts simultaneously (**VOICE 1**, **VOICE 2** and **DRAWBAR**) on the right side with the split point active, or across the entire range of the keyboards with split deactivated, i.e., in **PIANIST** mode. The **VOICE 1** and **VOICE 2** parts are made up of one to three sounds each, thanks to three freely assignable oscillators per voice part. The **DRAWBAR** voice is dedicated exclusively to the organ sound and can be played in conjunction with the **VOICE 1** and **VOICE 2** parts – that is 7 lead voices in total!



Three other parts can be played in split with the left hand (**LOWER 1**, **LOWER 2** and **LOWER 3**) and their configuration is inherent in the Styles. To set the associated voices, see the Programming styles and accompaniments chapter.

LEAD VOICES - VOICE 1 and VOICE 2

On the **HOME** page, the frame at the top centre and the one to its right on the screen control the two main voices:



1. The frame at the top centre controls VOICE 1.
2. Shows the instruments bank and how many pages of sounds are left. In the example, "Piano 1/6" means that the GRAND_PIANO voice is on the first page of voices in the Piano bank, and this PIANO Bank has six pages in total.
3. Name of the selected voice. (ART appears above if voice has articulation).
4. Volume (move the volume slider to adjust the level).
5. The selected split point note: The **EVENT** keyboard can be split into two zones to assign different voices and roles. The split note is the one that divides the two areas (for left hand and right hand). You can edit this note using the **SPLIT** button on the front panel.
6. You can change octave with the **OCTAVE -/+** buttons.
7. You can transpose keys with **TRANSPOSE -/+** buttons.
8. On the right, there is a similar frame where you can see VOICE 2 and it's corresponding voice name and volume.

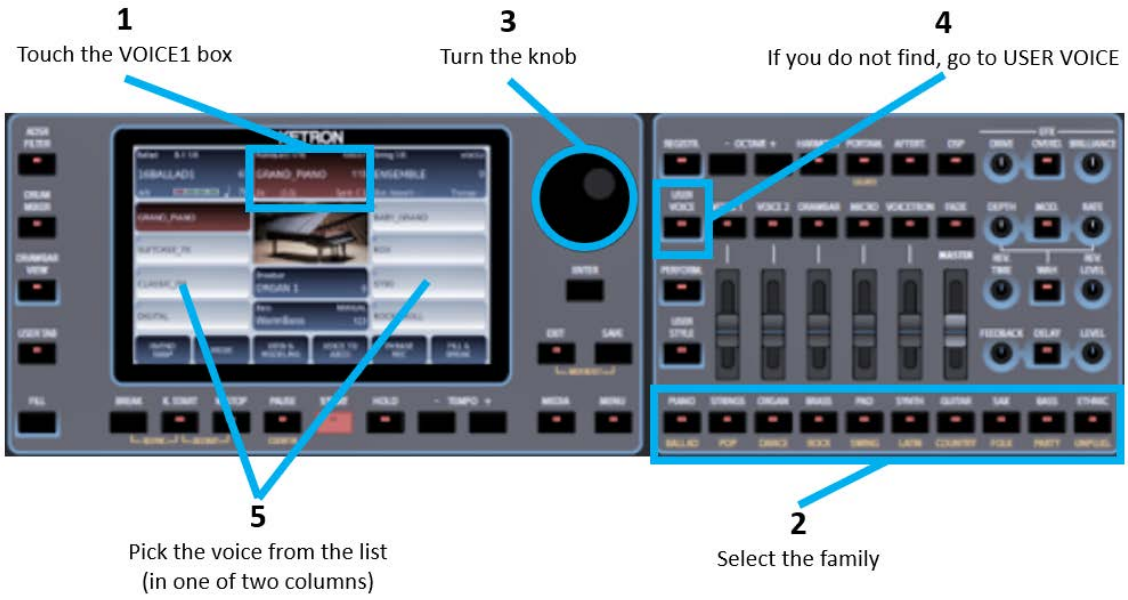
When you turn on **EVENT**, the instrument is ready to be played with the lead voice - VOICE 1 set to the GRAND_PIANO program that includes the Classic Grand sample, and to the left of the split point with the LOWER 1 and 2 voice parts set by the default style (default is set to Softpad and El Piano 1).

If you don't hear any sound, please check:

1. The MASTER volume slider must be up.
2. The VOICE 1 button must be on: if not, press this button to enable it.
3. The VOICE 1 corresponding volume slider must be up.

Choosing voices to play

How does one get access to all the other sounds?



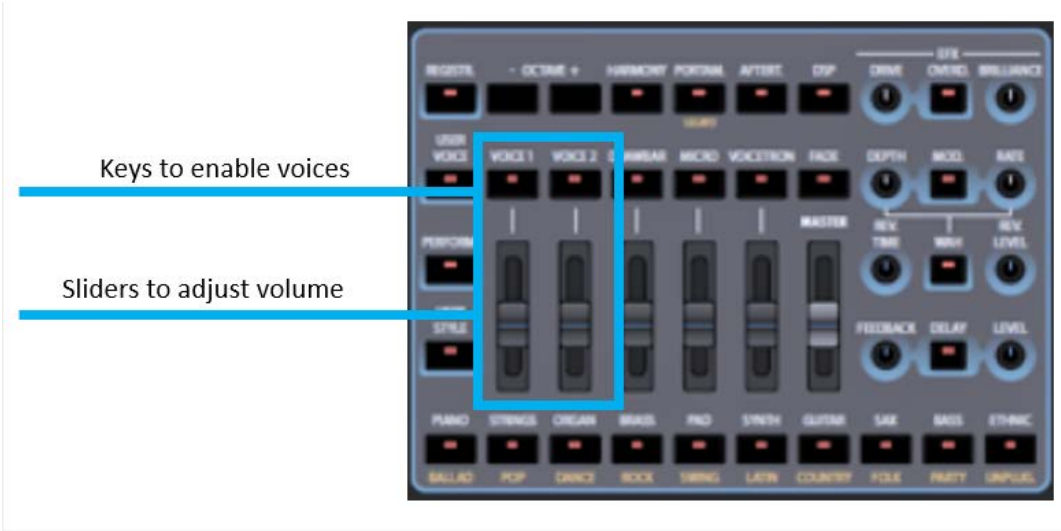
How to change voices, drawbar organ voices or program:

1. Touch on the screen the section of Voice 1 at the top.
2. Select weather you want to access USER Voices or Factory voices by using the button **USER VOICE**:
    - User voice off, you are browsing through factory voices.
    - User voice on, you are browsing through user voices.
3. Press on the right side of the panel the voice group (PIANO, STRING, ORGAN, BRASS, PAD, SYNTH, GUITAR, SAX, BASS ed ETHNIC) where you believe the voice you are looking for resides, e.g. if looking for a Violin, press STRINGS.
4. Scroll through the displayed voices on the screen by turning the data wheel to change pages.
5. Touch on the screen the wanted voice.

Now try to play with your right hand to hear the sound that you have selected.

Real Solo Voices®

Voices marked with the ® symbol belong to the **REAL SOLOS** category. You can find them in different families and among STRINGS, BRASS, SAX and more. These lead tones have the characteristic of sounding precise as the player plays them, and then the sound naturally fades out, as it does with the original instrument. In this case, Ketron spared no resources: the PCM sample is more extended, and this choice makes it possible to achieve the greatest possible naturalness including articulation of the actual voice.



1. Repeat the above operations, after touching the VOICE 2 frame on the top left of the screen to activate a second layered sound.
2. Attention! If you do not hear the second tone, make sure that:
    - The VOICE 2 led button on the front panel is on.
    - The volume slider below VOICE 2 must be up.

Selected voice description

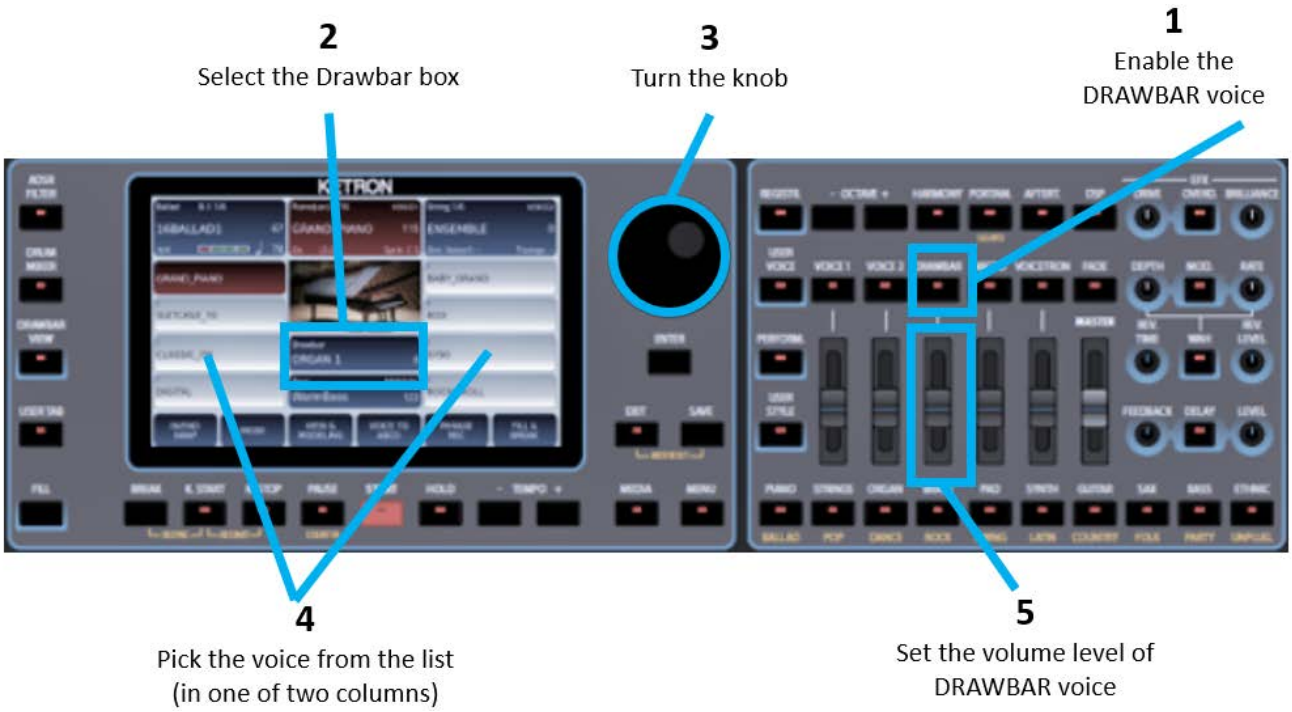
You can check the three-layered sound composition that makes up each VOICE by touching the VOICE 1 or VOICE 2 icon on the screen for about 2 seconds to open the voice editor. Refer to Voice Edit.

Drawbar

The 24 Drawbar voices transform **EVENT** into a vintage electric organ, thanks to the availability of authentic sounds and all the classic controls of the original instruments. These voices are managed by a dedicated sound generator which allows them to be customized to the maximum level of detail.

Drawbar Voices are given to the Drawbar part. The Drawbar voices are an extra apart from the PCM voices of the ORGAN family that can be assigned to the VOICE 1 and VOICE 2 parts using the ORGAN key. In other words, **EVENT** features a sound generator exclusively

dedicated to organ sounds: the Drawbar voice can be used together with a VOICE 1 or VOICE2 to which a PCM organ sound (**TWIN ORGAN**) is assigned.



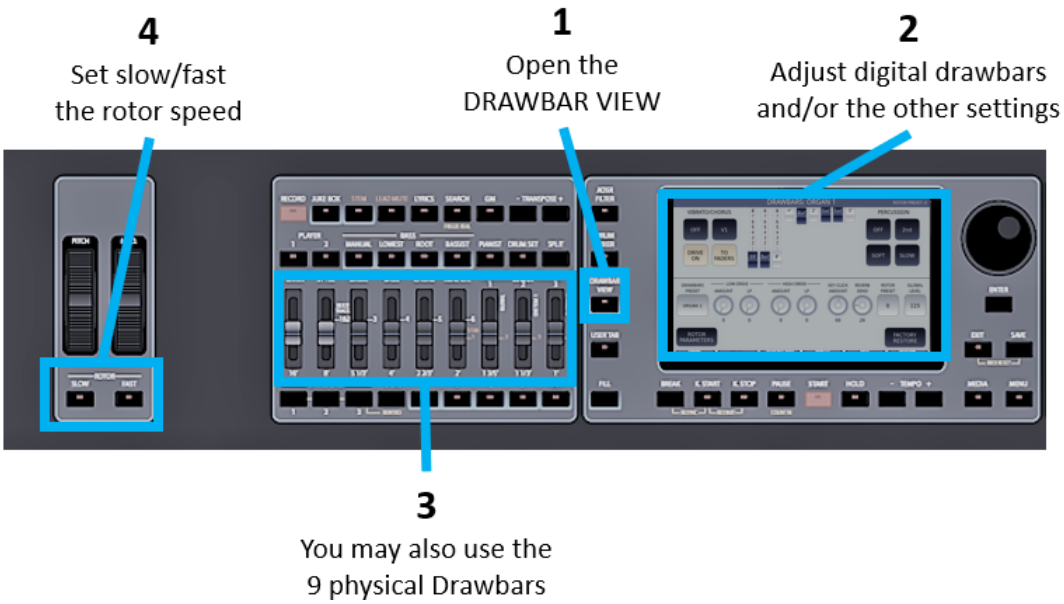
Step by step:

1. Press the **DRAWBAR** button on the front panel to activate the drawbars.
2. Touch the Drawbar icon on the screen to activate its management on the screen.
3. Rotate the main data knob and select one of the 24 Drawbar organ sounds by touching it.
4. Select the voice from those displayed on the screen.
5. Set the volume of the Drawbar voice using the dedicated volume slider on the front panel.

You are now ready to play an organ voice, but as with any self-respecting organ, you now have access to several other typical controls.

Please note! These sounds are also heard together with VOICE 1 and/or VOICE2 if these are turned on.

Drawbar View

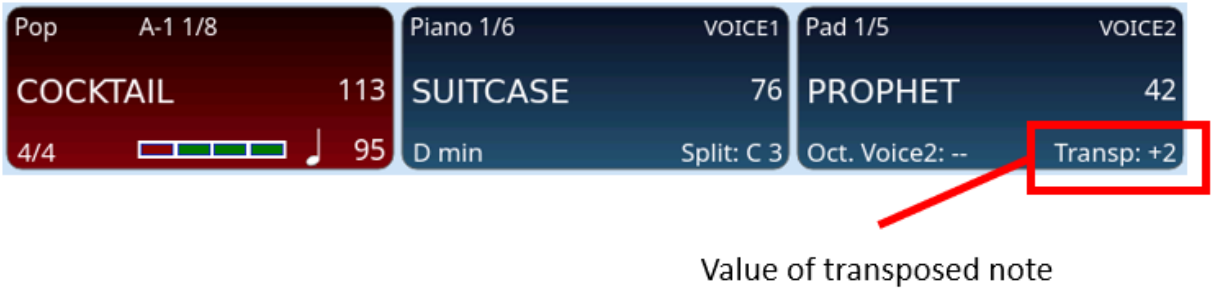


After enabling the Drawbar voice, you can exploit its potential as follows:

1. Press the **DRAWBAR VIEW** button on the front panel.
2. The display is shown as above. More on the referral page.
3. Use the nine digital faders on the screen or alternatively the nine physical faders on the panel as real Drawbars to edit the current DRAWBAR Sound as needed.
4. Use the ROTOR control **SLOW/FAST** buttons to manage the speed simulation of the rotary speakers.
5. The many editable parameters/options are described in Drawbar voice editing.
6. To exit the **DRAWBAR VIEW** page, press the DRAWBAR button or the **EXIT** button, both of which are located on the front panel.

How to use the Transpose to change the key

EVENT allows you to transpose the instrument's pitch by ±24 notes, semitone by semitone. The value of any key transposition is visible in the VOICE 2 frame of the display.

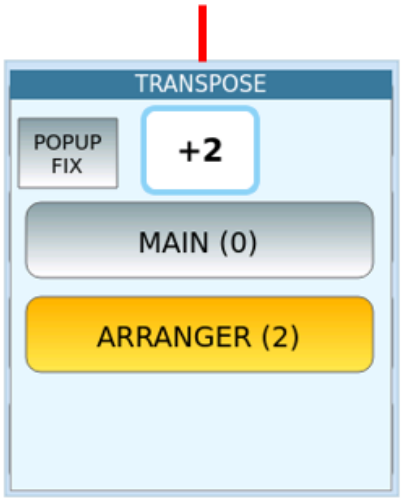


Value of transposed note

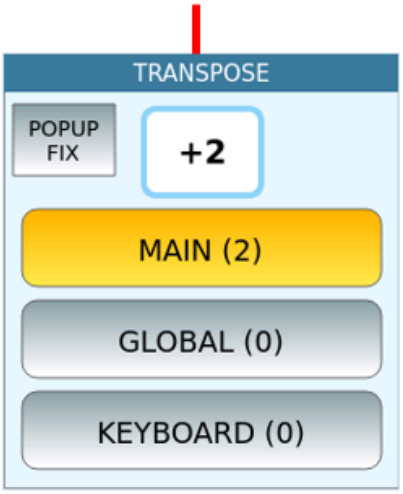
Options:

- Press the Transposer + or – button on the front panel as many times as needed to change the pitch.
- If you press both Transposer +/- buttons, the window displaying the current transpose value is displayed.
- You can turn the main data knob to quickly change the value or touch the transport value to immediately reset it to zero.
- Depending on whether you are playing the styles of the arranger or a song from the PLAYER, the different values on which the transposition will impact can appear and you can decide the individual parts to be affected by the transposer values:
    - **ARRANGER**: this is default setting; affects intonation of the keyboard sound and the reproduction of the arranger's styles only.
    - **KEYBOARD:** this applies to the keyboard parts but not the songs. Any transposition metadata saved in the track will be considerd: it will be set to the value saved in the song at the beginning and restored to 0 at the end.
    - **GLOBAL:** this applies tothe keyboard parts and the audio/MIDI backing tracks performed by the **PLAYER**. Any transposition metadata saved in the song will be considered: it will be set to the value saved in the song at the beginning and restored to 0 at the end.
    - **MAIN:** this applies to the keyboard parts and song (MIDI files only). Unlike the other methods above, any transposition metadata saved in the song will NOT be considered.
- If not used, the window disappears after five seconds: if you want to keep it open longer, press **POPUP FIX**.

Transpose in style mode



Transpose in player mode



You can save transpose metadata in the MIDI file.

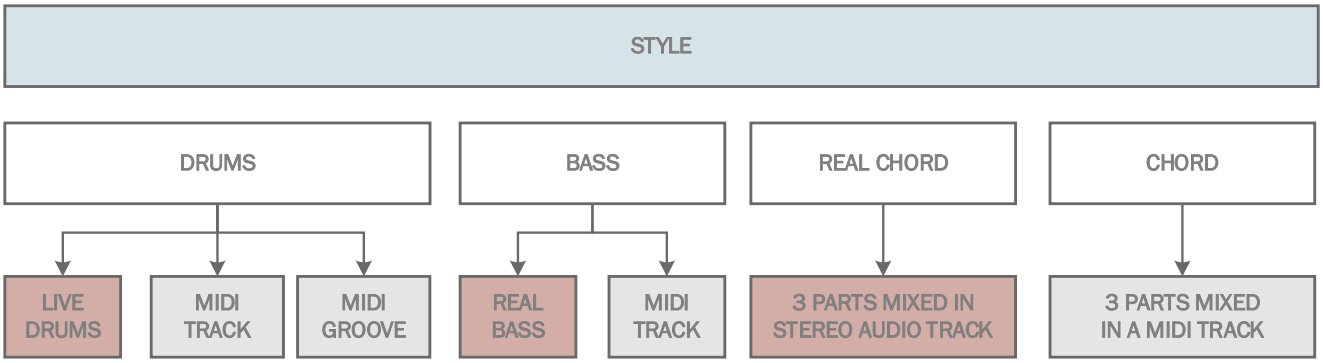
03 Playing with the styles

Play along with your favourite band

*The arranger section represents the heart beat of **Event**. It allows you to perform incredibly realistic live performances and to build and produce your songs in the "EVENT studio", accessing a vast Database of rhythms and harmonies to ensure endless hours of pure enjoyment playing your repertoire. **EVENT** comes standard with over 600 professional accompaniment styles. You can easily customize them, create new ones, or import them from outside for an unlimited number of KETRON styles to be saved in the USER STYLE memory.*

The accompaniment style structure

The accompaniment styles of **EVENT** consist of five parts: **DRUMS, BASS, CHORD,** and **LIVE CHORD** and **LONG CHORD**. The styles with only audio elements **(LIVE DRUMS, REAL BASS** and **REAL CHORD**) are called **REAL STYLES**. These make the difference compared to the past: the whole style is the result of authentic audio recordings performed in linear audio streaming; in this scenario, the realism rate reaches heights never reached before in an arranger. However, it is possible to combine MIDI tracks with audio tracks or replace them and keep them in sync with the Midi clock in real time.



The **CHORD** and **LIVE CHORD** parts both consist of three and five pre-mixed parts respectively. **CHORD** is in MIDI format and therefore, it is the only part that can be edited in detail.

The style category (**REAL** or **LIVE**) is highlighted on the onscreen list of styles.

The table below gives you information of the possibilities in each category.

Parts	Real Styles	Live Styles	Legacy Styles
DRUM	Audio	Audio	MIDI
BASS	Audio	MIDI	MIDI
REAL CHORD	Audio		
CHORD		MIDI + Audio (Live Guitars)	MIDI

Thanks to the sliders on the panel, you can mix the four parts as you like in real-time. The **REAL STYLES** have access to both accompaniment channels with chords: you can, therefore,

freely use the **MIDI CHORD** track, use the **LIVE CHORD** audio track instead or reinforce the sound by making them both play.

LIVE STYLES work with the **CHORD** track in MIDI format, except adding an audio track for the **LIVE GUITARS**.

Expert advice

The factory accompaniment styles are files with the following extensions:

- **Real Styles** can handle both MIDI parts and audio parts at the same time, but Real Styles are those that have three audio tracks inside them, namely **Real Drums**, **Real Bass** and **Real Chord**. They are recognizable by the **Real** logo in red.
- **Live Styles** can have **Live Drums** and **Live Guitars** in audio format while the other tracks are in MIDI format. They are recognizable by the blue **Live** logo.
- Legacy styles, which only manage MIDI tracks, have the .kst extension and are recognizable by the blue **MIDI** logo

You can upload accompaniment styles from other sources to **EVENT**:

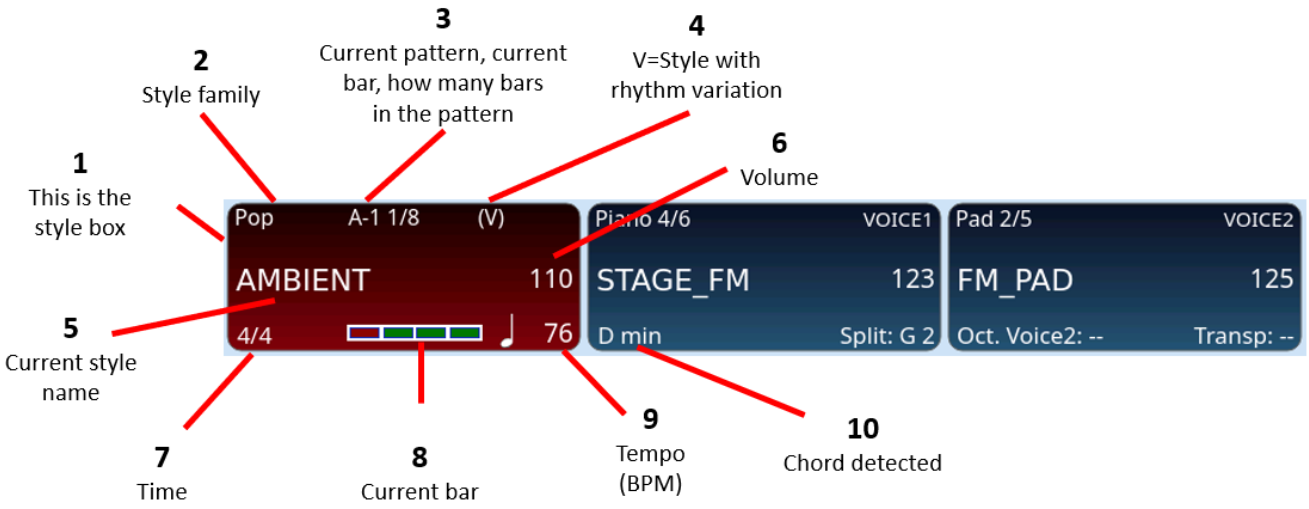
- All the styles that, from the factory, were present in the most recent Ketron models (**MIDJPRO**, **SD9**, **SD90**, **SD60**, **SD7**, **SD40**): these styles also have the extension .kst.
- Check out the Ketron online shop or the AjamSonic website: you'll be able to purchase additional professional styles which are compatible with **EVENT**.

MIDI tracks of accompaniment styles are assigned to the following tracks according to the table below.

Part	MIDI Channel
GROOVE1	1
GROOVE3	2
LOWER 1	3
LOWER 2	4
LOWER 3	5
CHORD1	6
CHORD2	7
CHORD3	8
GROOVE2	9
DRUM	10
CHORD4	11
CHORD5	12

All MIDI settings of the **EVENT** styles can be changed. The settings for this mode are in the MIDI chapter.

The accompaniment styles - details



On the **HOME** page, the main screen shows the accompanying style:

1. The frame of the style is always the first in the upper left corner.
2. Style family.

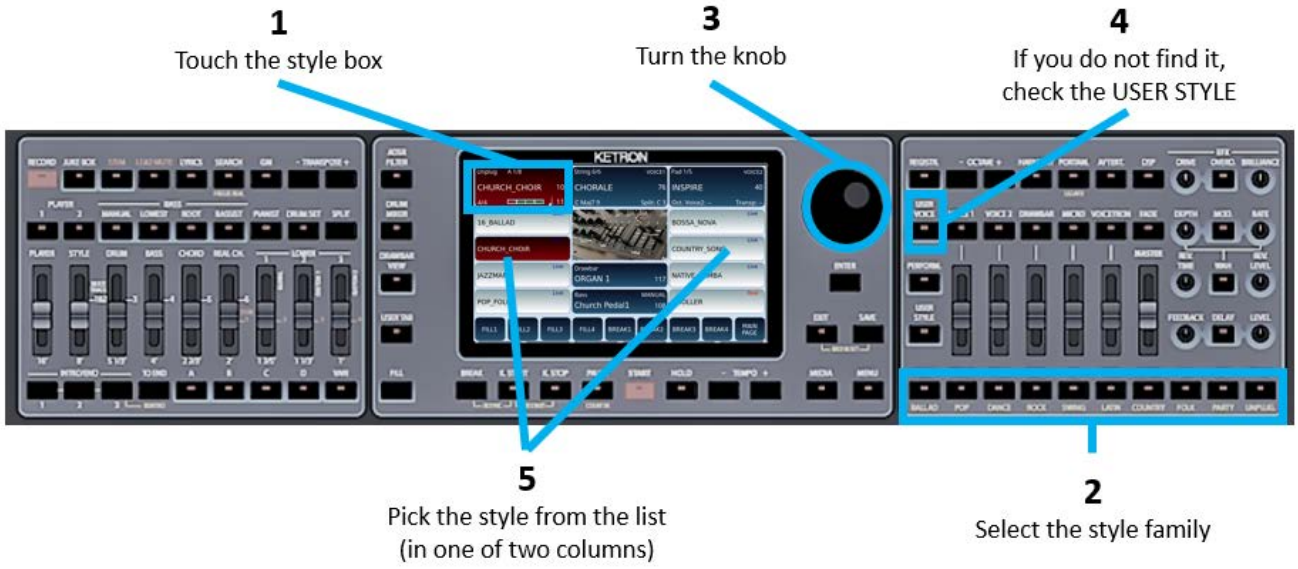
The pattern being played (ABCD, IN for Intro, END for Ending, BRK for BREAK, FIL for FILL), the rhythmic variation (1 or 2 – e.g. A1 or A2), the measure in progress / how many measures the pattern being played consists of. In the example A-1 1/8 (V) means: Pattern A is playing. Rhythmic variation 1 of Arranger A is on. Measure 1 of pattern A is playing. When it comes to the end of the count, it starts from 1 once more. Total measures in pattern A: 8.

3. Rhythmic variation 1 of Arranger A is on. Measure 1 of pattern A is playing. When it comes to the end of the count, it starts from 1 once more. Total measures in pattern A: 8.
4. The mark (V) indicates that the style has a rhythmic variation.
5. The name of the selected style.
6. The volume (act on the STYLE slider to edit it).
7. The Time Signature, which is the time in key, of the style (in this case, 4/4).
8. The representation of a measure within the beat that lights up in real time when the style/midifile is being played (always keep an eye on it: it will help you play in time with accuracy).
9. BPM tempo is on.

10. The chord played on the keyboard is shows in the centre frame of VOICE 1.

When you power on **Event**, the instrument is ready to be played with accompaniment styles.

How to select an accompaniment style



To choose the style you want to play:

1. Touch the style control frame, in the top left corner of the screen.

2. Press the button corresponding to one of the ten families of styles: Ballad, Pop, Dance, Rock, Swing, Latin, Country, Folk, Party and Unplug.

3. Scroll through the list on the screen by turning the main data knob.

4. If you do not find the style you are looking for, check the **USER STYLE** button:

- if it is off, you are navigating through factory styles.
- If it is on, you are looking in the User styles area.

5. Touch the desired style on the screen.

Attention! If you were just using the **PLAYER** and now want to return to the accompanying styles, you must exit the **PLAYER** mode by deactivating both PLAYER buttons (1 and 2) on the front panel.

Leading the virtual band in real time

The arranger section is a virtual band at your disposal, always ready to play with you. When you activate the accompaniment style, the band will start playing along with you, according to your rhythm and harmony.

How to start the style

After selecting the style, there are several possibilities to start the accompaniment:

- Starting the style as soon as you play a chord:- Press and turn on **K. START** (keyboard start); next, press any of these buttons (**INTRO/END**, **ABCD**, **FILL** or **BREAK**) and then, when you are ready, start playing with your hands on the keyboard in the chord recognition area (left of split point if PIANNIST is off, or the entire keyboard if PIANNIST is on). The style starts automatically with the part you selected.
- Starting the style as soon as you press the intro/ending with drums only:- With the **K. START** button disabled, press the relative **INTRO** or **END** button of the pattern you want to start with. In this mode, you can also interupt with **FILL** and **BREAK.**
- Starting the style with any variation immediately:- With **K. START** disabled, select one of the four ABCD patterns and then press the red **START** button to start playing the style immediately (Drums only unless a chord is played).
- Press **PAUSE,** the arranger performs a COUNT **IN** measurement and then starts with the selected **ABCD variation**.
- If you want to set a dedicated tempo but don't know the numeric value, press the two **TEMPO -/+** keys at the same time and touch TAP button on the screen in time with the tempo of the song you want to play: the style starts at the end of the number of beats provided (three by 3/4, four by 4/4, six by 6/8 and 12/8 and so on).

Each style consists of three introductory patterns:

- **INTRO 1**: one starting counting measure.
- **INTRO 2**: a short musical sequence with different chords
- **INTRO 3**: a series of measures, usually wider, with a discrete harmonic progression. In some styles, a solo instrument guides the opening of the piece.

How to change variations (A, B, C, and D)

The main arranger section supports four variations useful for managing the arrangement dynamically between verse, chorus, instrumental interlude and special song sections:

- Each variation must be enabled by pressing one of the four buttons on the panel: **A**, **B**, **C** and **D**. Note that if you press and hold down any of these buttons for 2 seconds (dot next to them), you will enable the REAL DRUM LOCK of the current arrangement – meaning if you now press another Arranger (e.g. Arranger B, the Live drums from A will be used through out/locked. To unlock the Real Drums, press and hold down Arranger A once more, or press and hold down another Arranger to lock it's Real Drums through the performance.

- **VARI**: for some styles, there is an alternative variant of the rhythm or chord track for each of the four patterns: it can be turned on/off in real-time by pressing the variation button that is currently active once again to toggle between the variations. The presence of this Variation within a style (as not all styles have this) is indicated with a (V) at the top of the style section of the screen.

Song parts and sections throughout the song can be controlled by:

- **FILL:** four musical breaks can be activated in two ways: by pressing the **FILL** button or automatically with the **ABCD** pattern. See more how to customize below in the Style Modes chapter.
- **BREAK:** four more musical breaks can be enable in real time via the **BREAK** button.
- On the panel you have only one **FILL** button and one **BREAK** button: if pressed, the musical break linked with the current variation playing starts; however, after activating **FILL & BREAK** from the buttons at the bottom of the display, will appear the four **FILL** and four **BREAK** available and you can activate them irrespective of the variation currently being played, in other words, directly.

To conclude your performance

There are six alternatives to end the accompaniment, paying attention to the fact that the buttons are the same as those pressed for starting: **INTRO / END** (with the **IN/END SWAP** property disabled). By default, buttons act as INTROS (when the style is off) and ENDINGS (when the style is playing).

- **END 1**: consists of a quick end of a short number of measures.
- **END 2**: in analogy with Intro 2, here the ending takes place with a short musical sequence and different chords
- **END 3**: as for Intro 3, a wider series of measures with a decent harmonic progression. In different styles, a solo instrument guides the ending part.
- **TO END:** quickly ends your song, it plays END **1** directly, without waiting for the completion of the current pattern, so be careful when you press this button!
- **K. STOP:** If you activate this function, when you take your hands off the keyboard after pressing a chord for a moment, the style stops immediately. It's a bit abrupt but you can use it for rhythmic syncopation. If you play the chord for more than 2 seconds, the style playing resumes.
- **FADE:** Press this button to complete the performance of the song by slowly fading the volume out. If the style is NOT playing and you press this button, it acts as a FADE IN.

For the ending in "*Ritardando*", press the two **TEMPO -/+** buttons simultaneously, touch **RIT.**button on the screen, and start one of the endings above. The tempo of the song automatically slows down as it plays.

Controlling the style as it is playing in real time

The **EVENT** screen offers you a load of real-time information: do not hesitate to keep an eye on it to have total mastery of the arranger section during your performances. See the example at the beginning of this chapter.

Expert advice

There are other, more sophisticated possibilities for controlling accompaniment style patterns in real time:

- **REINTRO:** When the style is playing, holding **TO END** while also press **INTRO/END 3** allows the instrument to perform the **INTRO** and then continue (formally knows as REINTRO on the previous KETRON models). The same result can be obtained by pressing the button **IN/END SWAP** at the bottom of the screen which allows you to repeat the INTRO at any point during your pefrormance while the style is playing.
- **RESYNC:** By pressing **BREAK** and **K. START** at the same time, you get the re-synchronization of the streaming of the audio tracks present in the various parts of the style.
- **RESTART:** By pressing **K. START** and **K. STOP** at the same time, the pattern of the running style starts from the first measure.
- **PAUSE:** By pressing this key while the style is playing, the style/accompaniment stops immediately, leaving you the option to continue playing on the keyboard (great for impressive solos). Press this button again to resume playing the style.

Control the execution of the various tracks

Pay attention to the **HOLD** key: if you activate it, the accompanying parts of the style continue to play even when you lift your hands from the keyboard; otherwise, only the rhythm part continues to play if HOLD is off.

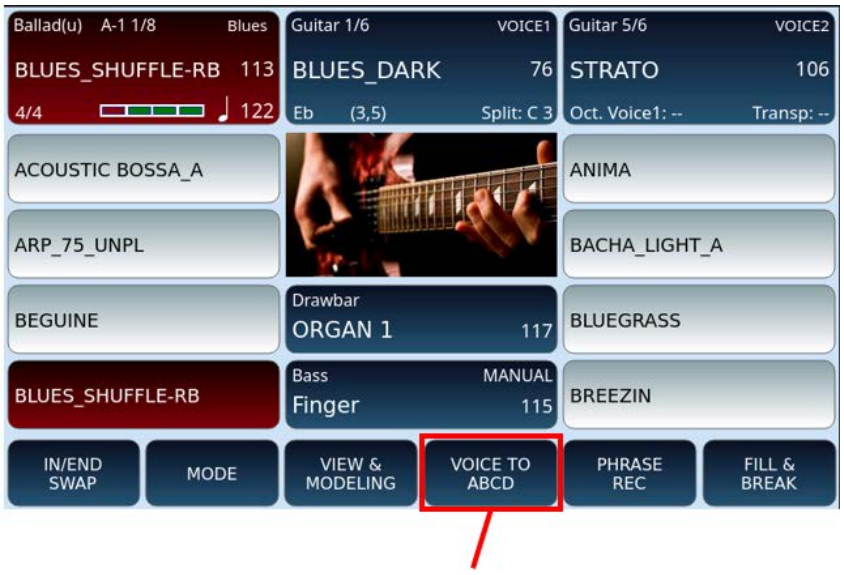
From the point of view of volume levels, you can take advantage of sliders, while the **STYLE** slider controls the overall volume of the style and is influenced by the parameter set in Style Mode, the other sliders control the volume of specific individual style parts (**DRUM**, **BASS**, **CHORD**, **REAL CH)** as on a traditional mixer.

EVENT is a versatile real-time arranger; you can alternate (or even aggregate) the **CHORD** and **REAL CHORD** tracks and activate a different rhythmic part by pressing the **VARI** button. The same style can be used with countless interpretations, allowing you to continuously vary the sound scenario on various occasions. The sky indeed is your limit!

Playing lead parts during a style in real time

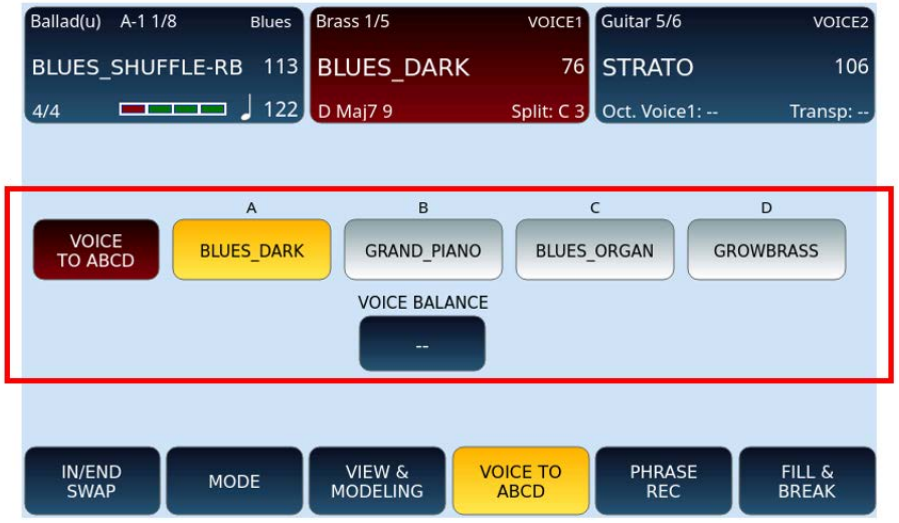
We have seen above how to set the sounds for the parts to be played with the keyboard. Here we do not want to repeat ourselves, but we do want to highlight how to take advantage of this opportunity when performing and accompanying styles.

5 parts which you can play manually (in real time) are at your disposal (**VOICE 1**, **VOICE2**, **DRAWBAR, LOWER 1**, **LOWER 2**, **LOWER 3**) and their relative volume sliders allow you to control the volume levels of each of them, compared to the volume of the entire **STYLE** or individual parts of the **STYLE**: each part has its own volume control slider for real time adjustment during your performance.



VOICE TO ABCD to assign the voices to each style variation

Normally, **EVENT** allows you to play the **GRAND PIANO** sound for all variations, however you have the option to associate different voices with **VOICE 1** for **ABCD** variations. When you change the active variation, the instrument calls up the voice you have configured when this feature is turned on.



You can set which voices to assign to which variations as follows:

Select the desired style.

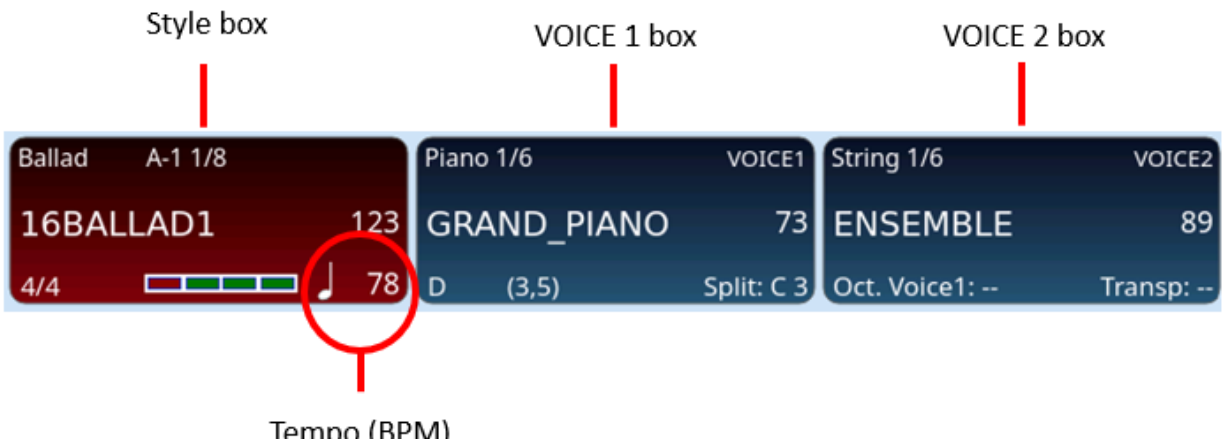
1. Touch the button **VOICE TO ABCD** at the bottom of the screen. It turns yellow.
2. The page where the voices associated with each **ABCD** variation are highlighted is now displayed.
3. Press and hold the voice of a variation on the screen to open the voice selection page.
4. Touch a new voice from the list and press the **EXIT** button to confirm your selection.
5. **Important!** Don't forget to turn on the **VOICE TO ABCD** function by touching the first icon on the left: it turns to red when active. Otherwise, these settings will have no effect and the current selected voice will be heard through all variations.
6. Press **VOICE BALANCE** and set the volume balance of each of the voices with respect to the arranger section and the other voices: the value 0 is the perfect balance, negative values (up to -30) unbalance the volume in favour of the arranger section, while positive values (up to +30) are in favour of keyboard voices.

You can also customize all the other interactive parts of the style (**LOWER 1-2-3**) but, to do this, you need to enter the View & Modeling mode illustrated in the paragraph that you will find later in this manual.

At the end of everything, remember to save these settings in the style by pressing the **SAVE** button on the front panel and storing the changed style among the **USER STYLES**. Don't be scared – the factory styles cannot be over-written so even if you start off with a factory style, the stored changes will be replicated in an equivalent style but in the USER STYLES section.

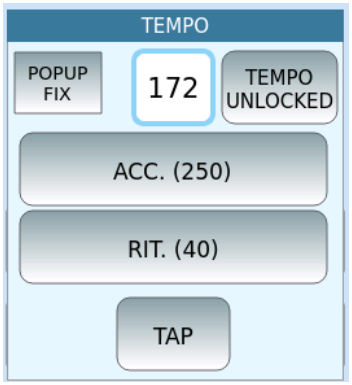
Tempo in accompaniment styles

Tempo is normally displayed in the style frame.



To increase or decrease the Tempo / BPM (beats per minute) of a style, simply turn the data knob or press one of the TEMPO –/+ buttons on the panel.

Pressing both buttons together opens the Tempo control window.



EVENT allows you to set the Tempo in beats per minute (BPM), from 65 to 250.

- **POPUP FIX:** If not used, the window disappears after five seconds: if you want to keep it opened longer, press POPUP FIX.
- **TEMPO**: This is the current BPM.
- **TEMPO UNLOCKED/LOCKED**: In cases where you change the accompaniment style while playing on the fly, the new style starts playing with the default tempo of the new style (UNLOCKED) or with the tempo of the previous one (LOCKED). If the LOCKED parameter is active, the time in the style frame is marked with an asterisk. This is great when you have folks on the dannce floor and you want to go from song/style to song/style, while maintaining the same tempo.
- **ACC**: Speed up the time progressively until you press the same button again.
- **RIT.** : It activates the Delay typical of song endings. To stop the progressive delay, press this button again. However, it does not go lower than 40 BPM.
- **TAP: Press the TAP TEMPO** button to start the accompaniment style after tapping the TAP button to the time: 3, 4 or 6 taps are required depending on the timing of the style.

Harmony with Sounds

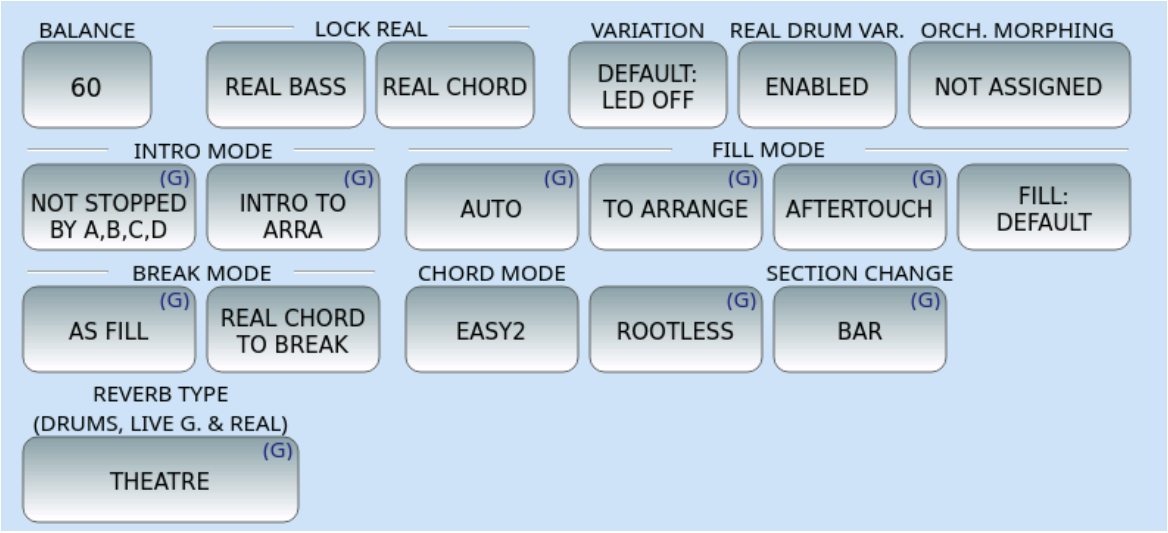
By activating the **HARMONY** function via the dedicated panel button, the instrument adds harmonic parts to the notes played with the right hand, based upon the chord played in the LOWER part (left of the split point). The result is a more full-bodied sound thanks to a series of harmonic intervals within the sound that you are using in the **VOICE1** or **VOICE 2** parts.

This option has no effect for sounds that have not been configured. Several types of harmonization are available: it's all explained in the Harmony paragraph of this manual.

Customizing how styles are used: Mode page

In the bar at the bottom of the screen, the **MODE** command opens the configuration page of the current style.

The changes you make are effective immediately, but you must save them in the style if these settings need to be used in the future associated with the style. Factory styles cannot be edited, but should you start off with a factory style, you can then save the modified style in the **USER STYLE** area. There is no actual limit to the number of custom styles you can create and store since these styles are stored as files in the internal SSD drive, so the limitation is really set by the size of the SSD drive.



Parameters above explained:

- **BALANCE**: represents the volume of the arranger section, which is a value between 16 (low) and 63 (high) and relates to the position of the style volume slider on the panel.
- **LOCK REAL:** allows you to "freeze" the chord of the audio tracks of the style, while the MIDI CHORD track follows the chord changes according to what is played by the keyboard. This lends itself to being useful in certain Funky and Dance contexts; you can set which parts (**REAL BASS** and / or **REAL CHORD**) are locked here.Once this is active, now to apply the 'lock/freeze' in real time, simply press the **LOCK BASS** (search) or **LOCK CHORD** (GM) button on the front panel next to the musical tempo buttons.
- **VARIATION**: When the VARI LED is on, the operation of the Variation is enabled if this is available within the LIVE DRUMS, or the chords or on the three Grooves (subtle drum and groove variations and drum riffs). Variations can also be applied to chords 3, 4 and 5, and configuring this is possible on the Settings page. The Variation for Grooves 1 and 2 is displayed on the first DRUMS (Groove Variation On/Off) page.

- **REAL DRUM VARIAT.**: When ENABLED, this allows you to activate the rhythmic variation associated with the **VARI** key; when DISABLED, rhythmic variation is not allowed, even if the **VARI** button is active.
- **ORCH. MORPHING**: This is a new feature in the world of arrangers which allows you to quickly switch from one sound to another in a gradual way with interpolation of the sound (morphing) in the accompanying parts; for example, it allows you to switch from an organ sound with a slow Leslie effect to a fast one. You can choose whether to activate Morphing by using AFTERTOUCH, using the optional SUSTAIN pedal or whether to disable it all together.
- **INTRO MODE**: This determines what interuptions can be applied to the INTRO of styles when playing.
    - If the value is set to **NOT STOPPED BY A, B, C, D** , then as the INTRO of the style plays (typically more noticable with **INTRO 2** and **INTRO 3** which have a longer number of measures), they always finish playing completley before the style moves on to play one of the ABCD variations.
    - If the value is set to **STOPPED BY A, B, C, D** then by simply pressing any of the variations while the INTRO plays (**ABC or D**), the INTRO is imemdiately interupted and the style immediately starts to play the variation that has been activated
    - **INTO TO ARR A:** When turned on, this means that when you press one of the INTRO keys, the arranger automatically sets variation **A as the next variation to play once the INTRO is complete**, regardless of which Variation was selected on the panel prior to starting the style.
- **FILL MODE**: Determining when a FILL in is played. Trigger fills with minimum button pushing while you focus on playing.
    - **AUTO**: with AUTO turned on, every time you change the ABC or D variation, the arranger inserts a FILL measure (some styles have a specific pattern for each target variation, others have one for ABCD).
    - **TO ARRANGE**: by pressing the FILL button on the panel, the arranger plays the next variation immedately the FILL has been played (e.g. if you are playing variation **A**, the arranger plays the **FILL** and then immediately switches to variation **B** ... if playing B, then onto C ... and so on until **D,** then returns to **A** automatically).
    - **AFTERTOUCH**: activates the **FILL** when you apply more pressure on the keys when changing chords.
    - **FILL**: as an alternative to the DEFAULT usage, you can set it up such that one of the FILLS (1, 2, 3 or 4) directly activates **TO END**, i.e. the particular FILL (when pressed) will lead directly to the instant ending of the style. It is useful when you want to end a style immediately, without going through the normal **ENDINGS 1**, **2** or **3**.
- **BREAK MODE**: This establishes the activation time of the **BREAK** pattern.
    - **AS FILL**: when the FILL is pressed, it follows the setting of the FILL parameter (see above).

    - **END MEASURE**: the **BREAK** pattern is started only after the current measure of the variatio is complete, that is, at the start of the next measure.
    - **REAL CHORD TO BREAK**: You can decide whether or not to keep the track of the **REAL CHORD** playing when the BREAK is played or not.
- **CHORD MODE**: Once enabled, the preferred chord fingering type can be set. Keep in mind that, in **PIANIST** mode, chord recognition takes place over the entire keyboard, otherwise, the chords will be recognized only with the part played to the left of the split point. Here are the various Chord modes explained better -
    - **EASY1**: The major chord is obtained by playing only the tonic note. With the tonic plus the minor third you get the minor chord. With the tonic plus the seventh you get the seventh chord. Of course, it is always possible to play the full chords as well in this mode.
    - **EASY2**:This is similar to **EASY1**, except for it keeps in memory all the notes of the previously pressed chord, even if one note or more than one is released. This is the default setting, and you can of course change it.
    - **EASY3**:This is similar to **EASY1**, except for it transforms the notes of LOWER into One Finger Chord. Great for those who are just introduced into the Arranger world or when giving Arranger Keyboard lessons.
    - **FINGER1**: The chord is recognized by considering only the notes actually played. Less 'forgiving'.
    - **FINGER2**: Like **FINGER1**, but keeps all previously pressed chord notes in memory, even if one note or more than one is released. More 'forgiving'.
    - **ROOTLESS**: Activate this option, regardless of the choices above, to request the recognition of chords without playing the tonic, as is typical in the jazz style performances.
- **SECTION CHANGE**: determines when the next Variation selected **ABCD** is actually activated:
    - **BAR**: If this is set, the next variation starts immediately it is pressed - at the end of the current bar.
    - **BEAT**: This is the default setting in which the variation seleted starts at the end of the current measure.
- **REVERB TYPE**: You can manipulate the master effects by changing the reverb types. In addition to the standard REVERB that affects MIDI parts, under the **MODE** menu, you have the ability to change the special type of reverb that acts only on the LIVE DRUMS, LIVE GUITARS and REAL CHORDS (in other words, only the audio elements of the style). The other parts of the arranger, such as MIDI chords, use standard reverb generated by **EVENT**.

Attention! As explained above, if you want to keep the changed or modified settings, remember to save in a USER style all the changes made on this page. So each style governs it's own parameters as set above.

Expert advice

On the View &Modelling EFX Edit page, you can assign Insert effects to BASS, CHORD (MIDI), and REAL CHORD tracks, with the ability to edit all effects parameters.

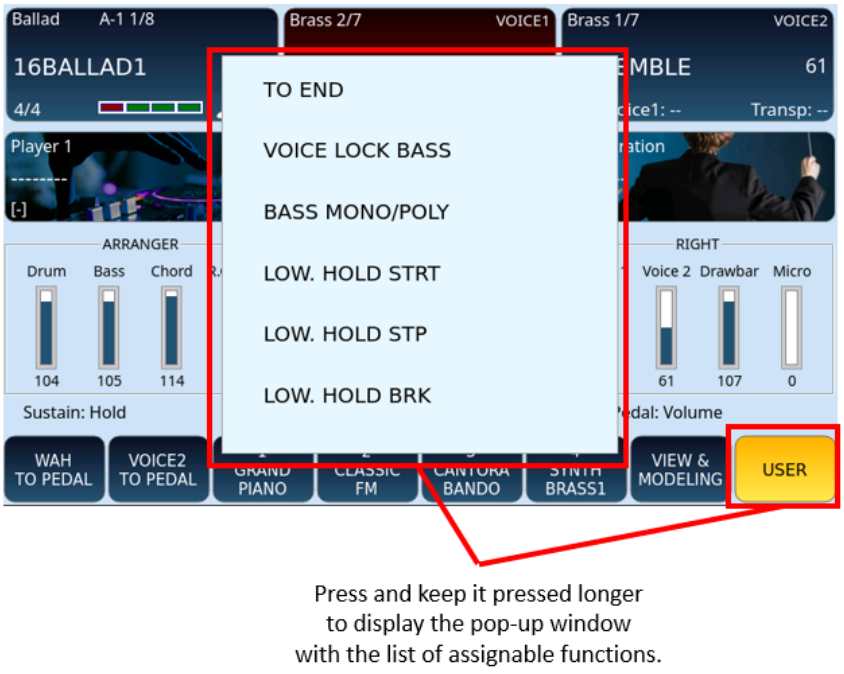
Customizing the use of styles: USER TAB

In the bar at the bottom of the screen, **EVENT** features a set of standard style control icons. Pressing the USER TAB button on the front panel brings up a second set of buttons as shown below.

Some buttons are already preset and ready to use:

- **WAH TO PEDAL:** you can control the WAH effect using the optional expression pedal.
- **VOICE 2 TO PEDAL:** you can control the volume of VOICE2 using the expression pedal.
- **1 GRAND PIANO:** Instant access to and turning on this voice (favorite voice).
- **2 CLASSIC FM**: as above.
- **3 CANTORA BANDO**: as above.
- **4 SYNTH BRASS1**: as above.
- **VIEW & MODELING:** Touching this displays another window where these functions can be set.
- **USER:** access the storage of different and customized functions.

You can configure a second set of buttons that is displayed in the same positions at the bottom of the **HOME** page by pressing the **USER TAB** button.



Assign a function to **USER TAB** buttons:

1. Enable the **USER** button on the screen.
2. Touch for 2 seconds any of the icons at the bottom of the screen.
3. After a few seconds, the list of possible assignable functions appears on the screen.
4. Turn the main data knob until you find the desired function to assign to this icon.
5. Touch the affected function on the list to confirm.

The number of assignable functions is extended and allows you to customize all the parameters of the arranger while playing a style. Here is the current complete list of programmable parameters (which can be updated later via OS updates).

WAH TO PEDAL	MICRO 1 UP	HALF BAR
OVERDRIVE TO PEDAL	VOICETR DOWN	BASS SUS PEDAL
DRUM MUTE	VOICETR UP	SCALE
BASS MUTE	REGIS DOWN	FOOTSWITCH CH. DELAY
CHORDS MUTE	REGIS UP	BASS TO ROOT
TO END	TEXT PAGE DOWN	ENDING 1
VOICE LOCK BASS	TEXT PAGE UP	ENDING 2
BASS MONO/POLY	PDF PAGE DOWN	ENDING 3
LOW. HOLD STRT	PDF PAGE UP	BASS LOCK
LOW. HOLD STP	PDF SCROLL DOWN	INTRO LOOP
LOW. HOLD BRK	PDF SCROLL UP	PIANO TRIO
LOW. STOP MUTE	ARR. OFF	TALK ON/OFF
LOW. MUTE	VOICETR. ON/OFF	VOICE 2 TO PEDAL
LOW. & BASS	TO LOWEST	STYLE VOICE 1
LOW. VOI LOCK	PIANIST ON/OFF	STYLE VOICE 2
PIANIST AUTO/STD	BASSIST ON/OFF	STYLE VOICE 3
PIANIST SUSTAIN	MANUAL BASS	STYLE VOICE 4
BASSIST EASY/EXP	PDF CLEAR	VIEW & MODELING
DRY ON STOP	MICRO EDIT	
MICRO 1 DOWN	MICRO 2 EDIT	

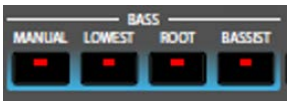
Most of these functions are intuitive and, moreover, you will find the description in the pages of this manual. Some, however, require further explanation:

- **VOICE 2 TO PEDAL:** the volume of **VOICE 2** is controlled by the Expression pedal. It does not alter the volume of **VOICE 1**.
- **STYLE VOICE 1, 2, 3, 4**: Select each of the four items already stored in the **VOICE TO ABCD** menu. Unlike the latter which instantly recalls the sounds to each of the four variations and activates them as the variations are pressed, here the sound selection is manual and therefore not associated with the variation buttons. This

means that you have to manually call up the voices as needed during your performance.

Playing the bass part

You can play the bass part in many ways.



Options explained below:

- **MANUAL**: Set the Bass to manual mode in orde to manually play the bass notes individually with the left hand, while playing the style.
- **LOWEST:** Assign the bass the lowest note of the chord regardless of the fundamental. In this way the Bass can play the inversion of the chord.
- **ROOT:** Give the bass the keynote of the chord. It is the alternative to LOWEST.
- **BASSIST:** Press the BASSIST button on the front panel to allow the performance of loose bass on a chord performed with the right hand: the part to the left of the split point is available to play the bass part in real time.

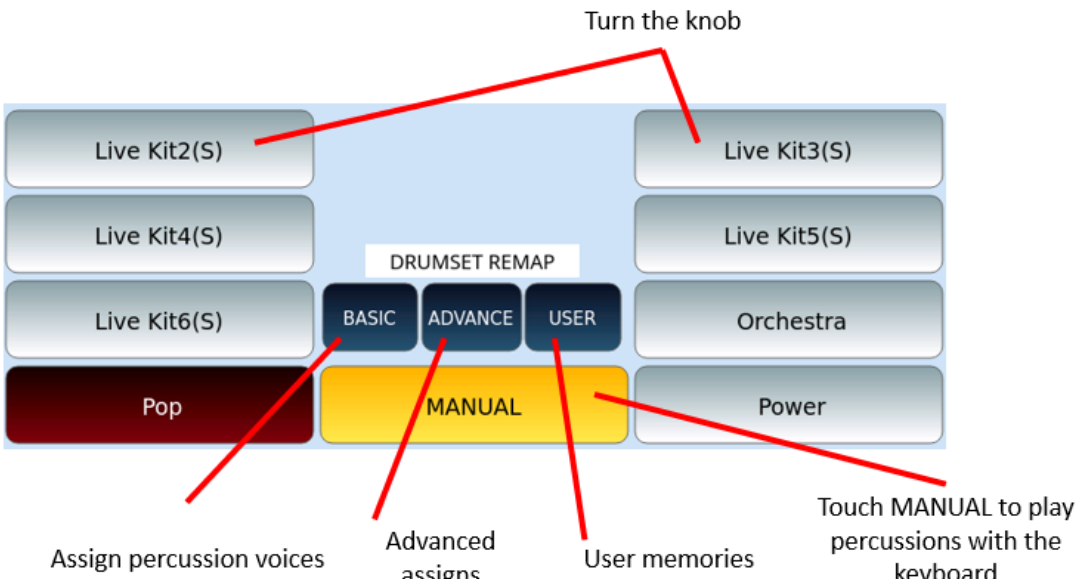
You can do more through the Walking Bass function, which can be activated on the SETTING page of the Bass in VIEW & MODELING.

In BASSIST mode, you can change the program you play with:

1. Touch BASS control frame on the screen in the centre towards the bottom of the screen.
2. Scroll through the list by turning the data wheel
3. You can also change the instrumentation by tapping one of the 12 sound banks on the screen: PIANO, CHROM, ORGAN, ACCORDION, GUITAR, STRING CHOIR, BRASS, SAX FLUTE, PAD, SYNTH, ETHNIC and BASS-FX.

Playing percussion with Drum Set on the keyboard

You can access the manual percussive kit control page by pressing the **DRUM SET** button on the panel.



Options

1. Press the MANUAL button to turn the keybed of EVENT into a percussion controller.
2. Turn the main data knob to scroll through the Drum Kit list (factory and USER) in two columns.
3. Touch the wanted Drum Kit.

You can use the 76 keys on the keyboard to play the various DRUM KITS even with the style running. The volume is controlled by the same slider as the DRUM part of the style.

See the Drum Set Remap paragraph for editing the part related to rhythm tracks: **BASIC,ADVANCE** and **USER.**

04 Singing

Singing with a microphone

*If you perform as a singer or play backing tracks for one or two singers, you can use **EVENT** as a control console, avoiding the expense of a mixer or an additional vocal effects unit. Take **EVENT** with you on stage, connect the microphone and an audio system, you have everything you need to make your vocal performances excellent and exciting.*

Connecting microphones to EVENT

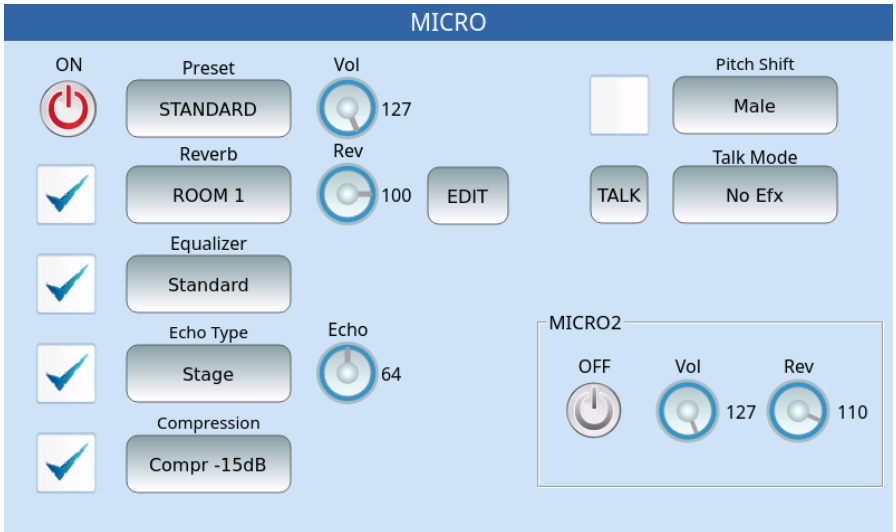
Up to two different microphones can be connected to the MICRO1 and MICRO2 inputs on the back panel of the instrument. To achieve an optimal signal-to-noise ratio, you need to adjust the input gain with knobs located next to the input ports: speak or sing into the microphone, and if the gain is too high, the signal will be distorted, if the gain is too low, the signal level will be too weak and may be imperceptible. We recommend using professional-quality microphones and cables.

See Connecting a microphone (MICRO 1) and Connecting a guitar or bass (MICRO 2).

Press the MICRO button on the front panel to activate the microphone connected to the MICRO 1 input.

Editing MICRO 1 and MICRO 2

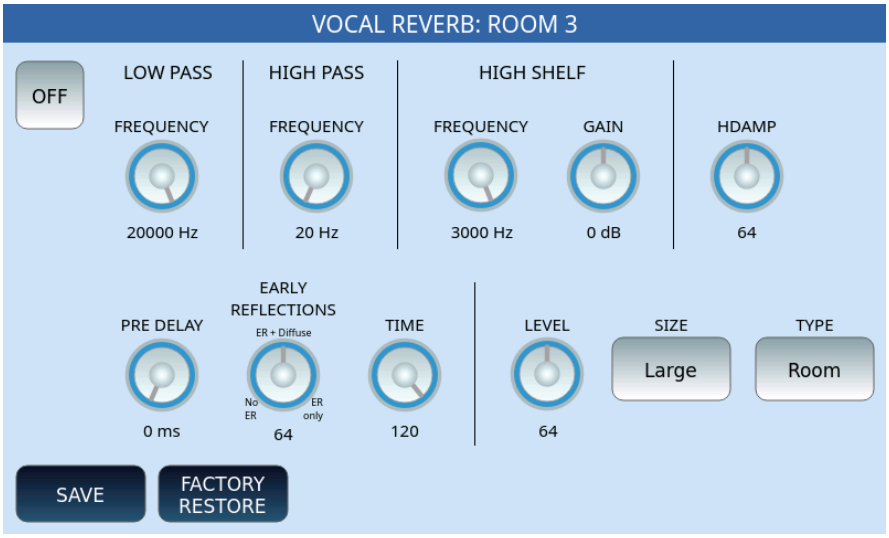
To access microphone signal customization, press and hold the **MICRO** button on the front panel for a few moments and this page opens on the screen.



The MICRO1 input signal passes through an effect chain set up as follows:

- **ON/OFF**: enables or disables microphone input (corresponds to pressing the MICRO button on the front panel).
- **Preset**: touch this part of the screen to select a preset microphone setting from STANDARD, MELLOW, SMALL, LARGE, GATED, LIVE, ECHO ONLY, SPECIAL EFX1, SPECIAL EFX2, DOUBLE VOICE and User Preset 1 to 10. Each preset has different parameters of volume, reverb, echo, effects and equalizer parameters. Use the data knob to scroll through the available knob, or touch name to load a preset.
- **Vol.**: adjust the output volume of the data knob. The value ranges from 0 to 127.
- **Reverb**: this effect, like the three that follow at the bottom of the screen, has a checkmark that can be tapped to enable or disable the effect. Touch the Reverb icon to select one of the available options: ROOM 1, ROOM 2, ROOM 3, HALL 1, HALL 2, HALL 3, PLATE 1 and PLATE 2. Press the Edit button on the screen to open the reverb customization page.
- **REV**: Adjusts the amount of delivery of the selected reverb.
- **Equalizer**: this is a four-band parametric equalizer: see below the paragraph dedicated to the EQ of the microphone.
- **Echo Type**: it is a replica of a signal after a certain amount of time. Select a delay value from Mono, Stereo, Triplet, Multitap, Reflection, Stage, PingPong, and EchoTap.
- **Compression**: reduces dynamic range. Select a compression preset between Compr -15dB, Compr -18dB, Compr -21 dB, Compr -24dB, Limiter -6dB, and Limiter -18 dB. Each preset has a different threshold and ratio values (limiters have an infinity ratio value).
- **Pitch Shift**: increases or decreases the intonation of the voice, drastically changing the sound of the voice. Select a preset from Male, Female, Robot, Duck, Bear, Mouse, Dark, Cartoon, Double Choir.
- **Talk**: This mutes (turns off) the effects on the signal in order to use the microphone to speak and not to sing.
- **Talk Mode**: to use when **Talk** is enabled. In general, it acts on the reverberation by reducing its length to increase speech comprehension in the room. Possible values: No EFX , Short1 and Short2.
- **MICRO 2**: the **MICRO 2** input could also be exceptionally used for a microphone. In the frame at the bottom right of the screen, you can activate it ON/OFF, adjust the volume and the reverb send.

Reverb settings

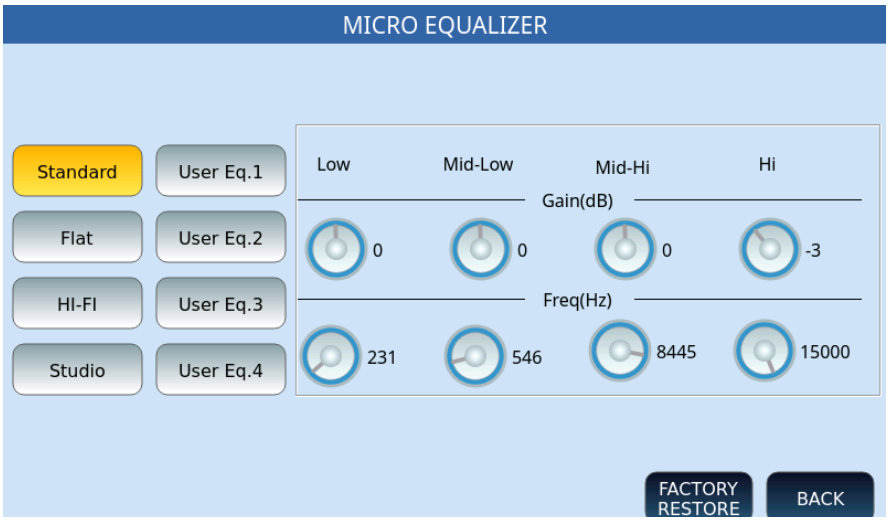


Options:

- LOW PASS FREQUENCY: the low-pass filter, which allows the passage of frequenciesbelow the cut-off frequency andblocks high frequencies, is adjustable between 500Hz and 20000Hz.
- HIGH PASS FREQUENCY: the high-pass filter, which allows the passage of frequencies above the cut-off frequency and blocks low frequencies, is adjustable between 20Hz and 1000Hz.
- HIGH SHELF FREQUENCY and GAIN: enhances or attenuates the high frequencies by adjusting them between 800 Hz and 3000 Hz, while the gain ranges from -12dB to 6 dB maximum.
- HDAMP: is the progressive attenuation of acute frequencies (High Frequency Damping), a value between 0 and 127.
- PRE-DELAY: da 0 ms.a 250 ms.
- EARLY REFLECTIONS: from 0 (no ER), to 64 the intermediate value of diffuse ER, 127 (ER only).
- TIME: from 0 to 120.
- LEVEL: Set the reverb length and level from 0 to 127.
- SIZE: Select SMALL, MEDIUM or LARGE.
- TYPE: Select the reverb type between Room, Hall, Plate 1, or Plate 2.
- At the bottom, press the **SAVE** button on the screen to save the settings.
- Next to it, the **FACTORY RESTORE** button allows you to restore this effect to factory configurations.

Microphone EQ

Touch the **Equalizer** icon on the MICRO page to configure the microphone EQ. The signal is processed by two Shelving filters, one for low frequencies (LOW) and one for high frequencies (HIGH) and by two bell filters, one for medium-low frequencies (MID-LOW) and one for medium-high frequencies (MID-HIGH).



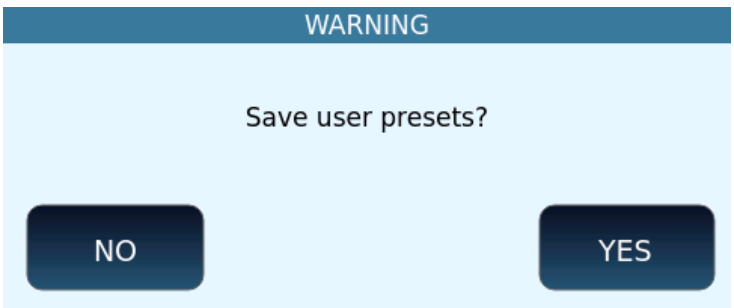
Options:

- Select one of the buttons on the left to call up one of the eight settings (four defaults and four USERS): Standard, Flat, Hi-Fi, Studio, User Eq. 1/2/3/4.
- **Gain (dB):** Adjust the cut or increase below/above the centre frequency. The range is from -12 to +12 dB.
- **Freq (Hz)**: Set the centre frequency. The ranges of the different bands are from 80 to 2000 Hz (BASS), from 60 to 3000 Hz (MID-BASS), from 60 to 10300 Hz (MID-HIGH) and from 500 to 15000 Hz (HIGH).
- The **BACK** button returns to the previous page.
- The **FACTORY RESTORE** button restores the factory defaults.
- Otherwise proceed with saving as follows.

Saving a personal microphone setup for instant future recall on stage or at the studio

All microphone-related parameters such as volume, reverb and echo, effects and equalizer parameters can be saved in a user memory.

After changing the settings at one of the four User locations (Eq.1, Eq.2, Eq.3, or Eq.4), proceed.



1. Tap **SAVE** on the front panel.
2. At the first pop-up window, confirm **YES** to save USER EQ to memory.
3. Touch **NO** to cancel the operation.

PART TWO: PLAYING MUSIC AND BACKING TRACKS OR VIDEOS/MULTI MEDIA WITH EVENT

05 Player

Playing music and videos

EVENT *includes a complete and ready-to-use multi media player. If you perform live, you can alternate performances played in real time (with or without accompaniment) with other moments in which you sing (or let someone else sing) over backing tracks; or you can just play music and even videos too. While playing the songs,* ***EVENT*** *can show on the screen the lyrics of the songs, the score or even just a series of images. You can also play songs played from an external player wirelessly, thanks to the built-in* ***Bluetooth*** module*. In short, with a single portable instrument, you can organize multimedia shows everywhere using a wide variety of content.*

Playing various media files

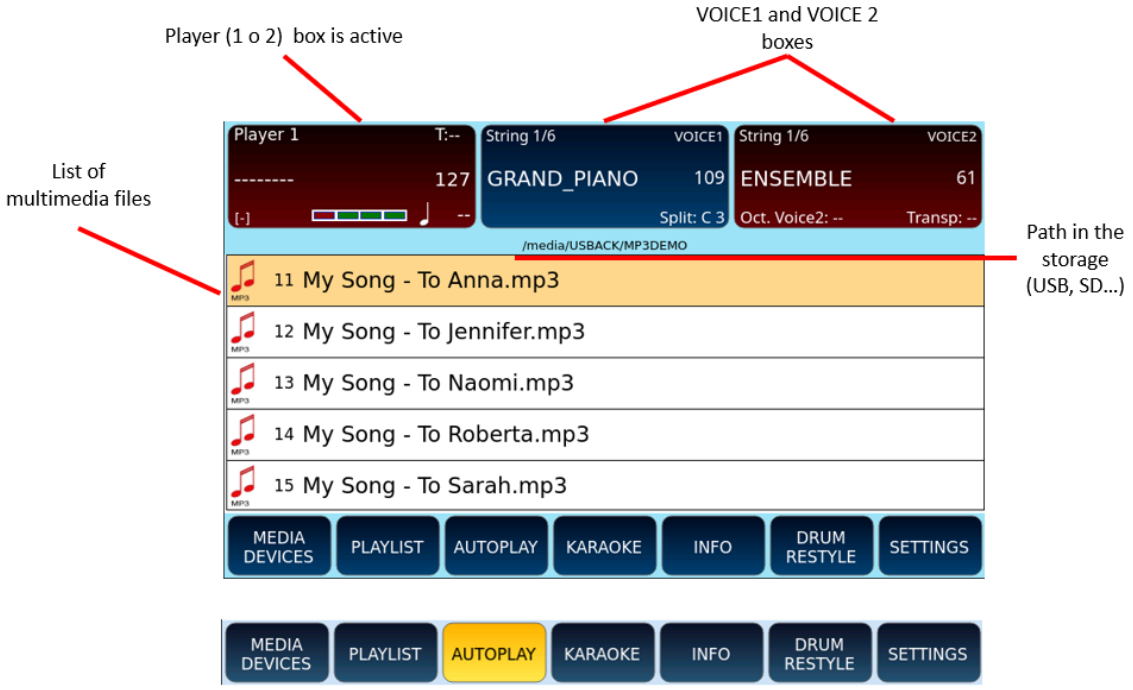
The **PLAYER** section of **EVENT** plays diverse types of multimedia files:

- MIDI: SMF, KAR
- Audio: WAV, MP3
- Audio/video: MP4, AVI, MOV, FLV
- Audio with lyrics: CDG
- Image: JPG, PNG
- Text: TXT
- Documents: PDF.

These files can be played from internal memory (UserFS) or from an external media device, such as a USB disk or SD memory card (see the MEDIA chapter for instructions on how to access the contents of an external memory device).

EVENT has two multimedia players (**PLAYER 1** and **PLAYER 2**): press one of the two buttons on the panel or touch the PLAYER1 icon on the screen to enter the PLAYER mode and open the dedicated page. Press the **PLAYER** button again to return to the arranger's initial mode.

Please, note! When you activate the **Bluetooth** module, **PLAYER 2** is not available.



In the **PLAYER** screen, at the top left, all the information of the currently selected file is displayed as follows:

- The name of the current song.
- The volume levels.
- The current measure and progression of beats, in the case of MIDI files (.mid or .kar).
- Tempo, in the case of MIDI files (.mid or .kar).

As in the styles page, the split point information is visible in the VOICE 1 frame, while the octave and pitch transposition are visible in the VOICE 2 frame. The SPLIT point cannot be changed in **PLAYER** mode unless it is LOCKED.

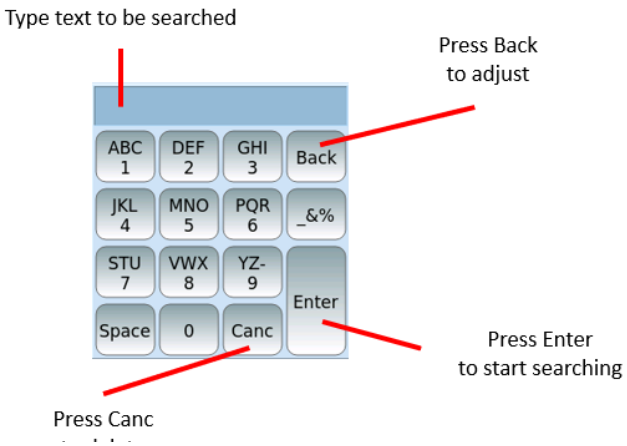
The main settings of the PLAYER are customizable in the Settings pages of the PLAYER.

Searching for songs within the PLAYERS

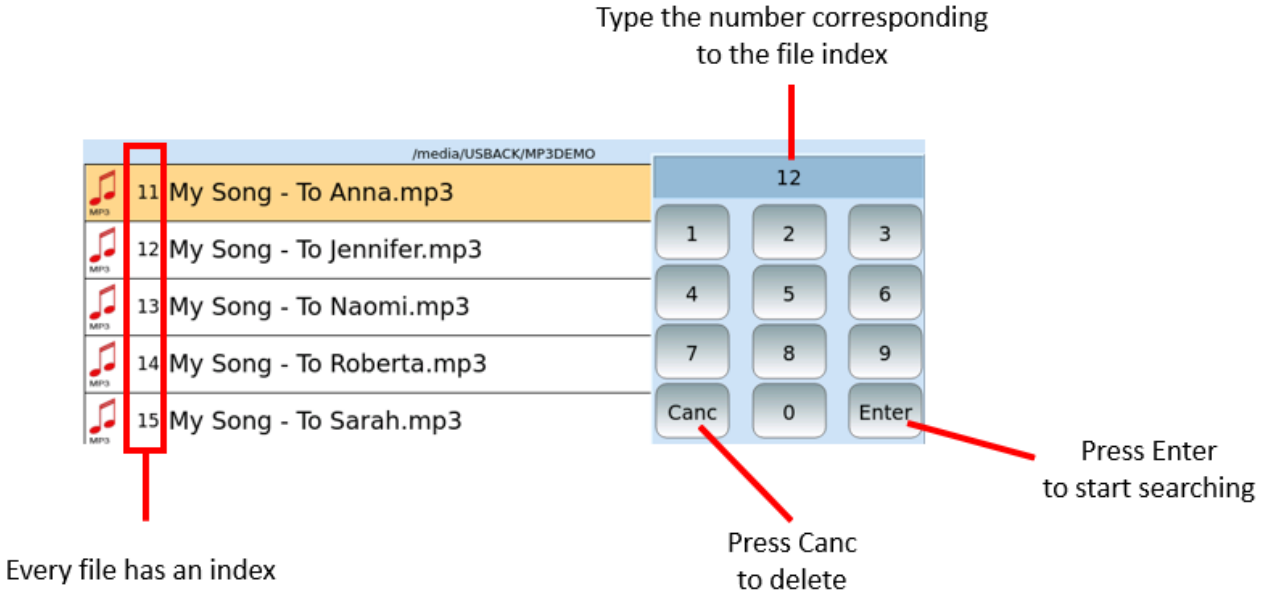
Once you have pressed the front panel button **PLAYER 1** or **PLAYER 2**, you can press the **SEARCH** button on the front panel, to search for media files within the folder already selected, using a search string, or select the USB or SD memory drive and navigate through the folders.

There are three search modes: the first two searches for files only within the current folder, while the third is a global search and acts on all folders.

The first time you press the **SEARCH** button, the string search is enabled.



Press the **SEARCH** button a second time to enable the search by numerical index.



Press the **SEARCH** button a third time enables the global search by typing any string and pressing the **ENTER** button on the screen. The string is found without considering uppercase and lowercase characters, so you do not need to use the **Shift** key.

Playing a media file such as a wave, Midifile, Mp3 ... etc.

To play a file in **PLAYER** mode:

1. Use the data knob to scroll through the list of files and folders and select a MIDI file or audio. The currently selected file will be highlighted.
2. Press the **ENTER** key on the front panel to enter a folder or **EXIT** to go back to the previous folder or the root folder.
3. Press **ENTER** or **START** on the front panel to play the currently selected song. The LED of the **START** button lights up.
4. Press **START** again to stop the song.
5. Press **PAUSE** to pause the song.
6. To resume from PAUSE, press **PAUSE** or **START** again.
7. Press TRANSPOSE to change the key of the current song – like a DJ.
8. Press the **TEMPO** button to change the speed (BPM) of the song being played – like a DJ.
9. Use the **PLAYER** volume slider in the front panel on the left to adjust the volume.

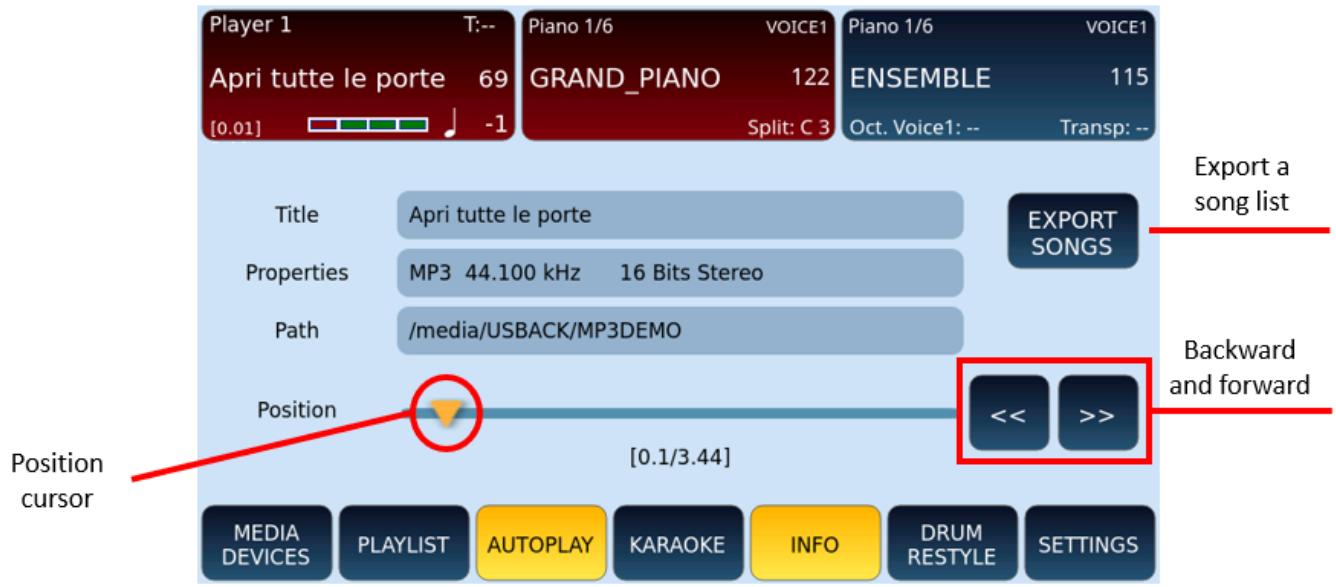
When the **AUTO PLAY** feature is turned on, the files in the folder are automatically played one after the other.

At the bottom of the screen, there are buttons that give you access to these related features:

- MEDIA DEVICES: On the right side of the screen a window allows you to choose other storage devices, in addition to the internal one, to select other multimedia files. All the details are in the MEDIA chapter.
- PLAYLIST: You can manage your playlists with the PLAYLIST feature.
- AUTOPLAY: Automatically plays all songs in the current folder. Touch AUTOPLAY button to enable or disable this option.
- KARAOKE: See below how to customize the Karaoke page.
- INFO: View the information of the song being played and control playback.
- DRUM RESTYLE: Renew the rhythm track (replace boring midi drums of Midifiles with Live Audio Drums of EVENT).
- SETTINGS: Customize the basic playback settings of the songs being played.

Playback control parameters

This page is opened by pressing the INFO button on the main page of the PLAYER and is useful when a song is playing.

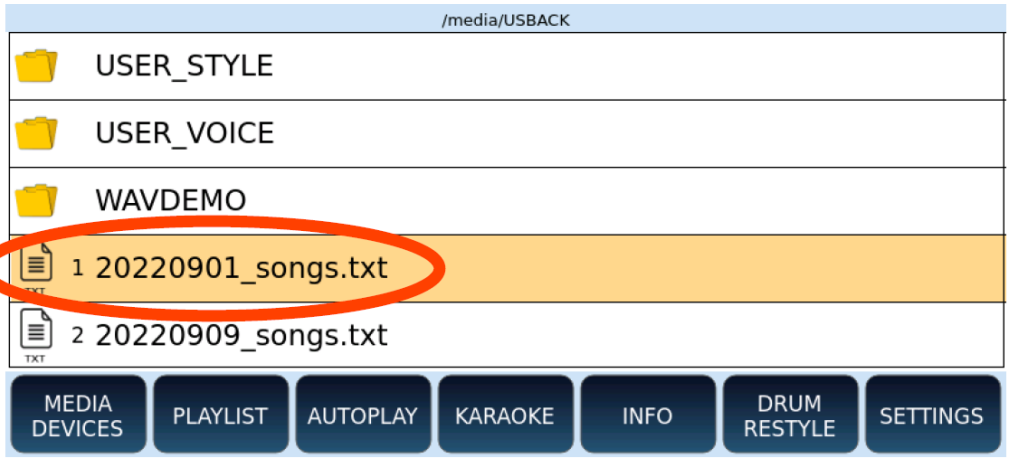


In the middle of the screen, you can see the name of the file, its properties (MIDI, WAV, MP3, and its attributes) and the path in the storage memory.

Thanks to the bar and the playback slider, you can move back and forth in the execution of the song:

- Move the position cursor along the bar with your finger.
- Press one of the two << or >> buttons to skip about three seconds forward or backwards of your song currently being played.

The **EXPORT SONGS** button is useful to get the song list of all the songs played by the instrument since it was last turned on. The result is a text file (txt) saved on the internal disk of the instrument.



Viewing lyrics and chords in sync with Songs

When you play a piece of music that includes MIDI events of the text or chords, they are displayed spontaneously on the screen page in "preview" in a part of the screen as follows.

Note: the text appears automatically if you have activated the AUTO LYRICS option on the SETTINGS page | MIDI.

Options:

- If the text does not appear, press the **LYRICS** button on the front panel.
- Press it again to return to the previous video page.
- If no text appears, the MIDI file does not have MIDI LYRICS. If you have a text file, score in PDF format or an image with useful information for this purpose, you can link these files and display texts, scores, images.
- Click and the screen is entirely dedicated to text.

Expert advice

The instrument recognizes chord meta events in MIDI files; in audio files with lyrics, the supported format is **Winamp**.

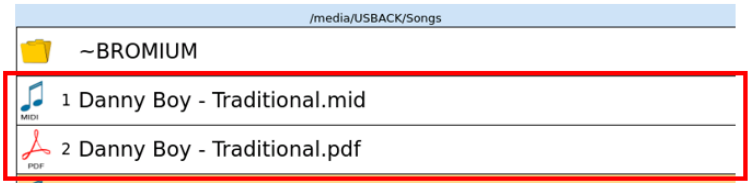
Customizing the Karaoke page

By pressing the KARAOKE button (visible at the bottom of the PLAYER main page), new buttons appear on the screen that allow you to customize the KARAOKE page.

All the details in the dedicated paragraph.

Viewing text & pdf files, scores and images

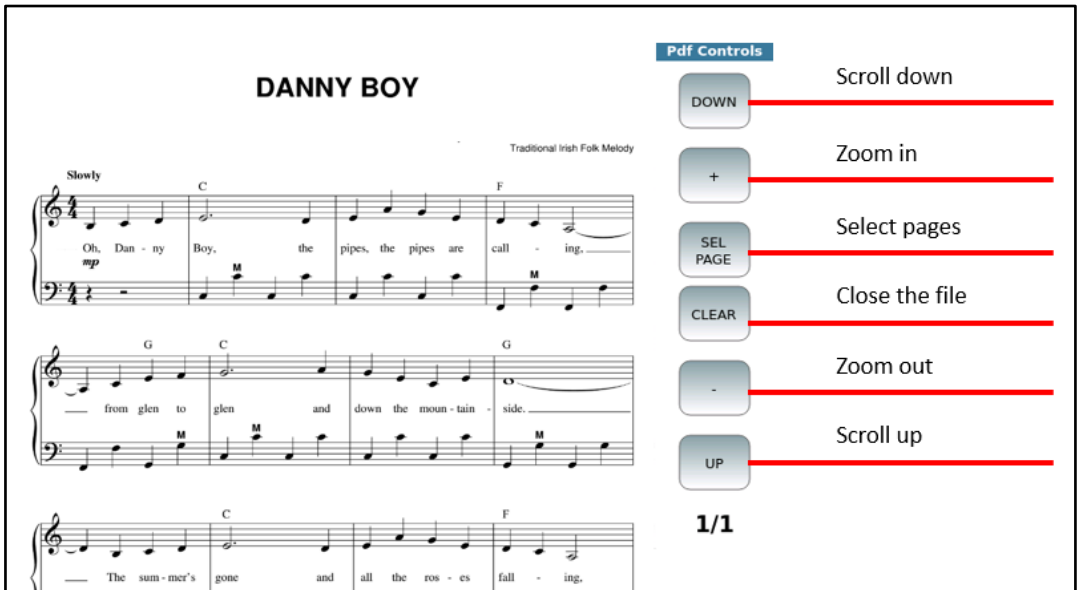
You can link a text file or a PDF file to any other file in the same folder with the same name. If there is a file with the same name as the song when the song starts, the linked file with the song also opens automatically.



Options:

- If you have a score in PDF format, you can follow the score of the song corresponding to the MIDI file.
- If you have the lyrics of the song in txt format, in the same way you can read it on the screen (this time not synchronized).
- The text file can also be useful for reading any of your other useful annotations.
- Similarly, you can view image files as well. It is sufficient that the file has the same name as the MIDI file.

When displaying PDF files, you can control the view using the buttons on the right.



PLEASE NOTE: You can enable/disable this feature through the SKIP FILE LINK option available in the SETTINGS | GENERAL pages.

Synchronizing your own text with audio files

If a text file is linked to an audio file (WAV or MP3), you can program it to scroll automatically (like Midifiles with built in lyrics), while the music is playing.

In order to do this, the following is required:

- The audio file and text file must have the same name (except for the extension).
- Must be in the same folder.
- The SHOW AUTOLYRIC option on the Settings page of the Player must be enabled.

Step by step:

1. Assign the Text Record option to one of the switches on the optional FOOTSWITCH.
2. Assign the Text Page + and Text Page - options to two of the switches on the FOOTSWITCH (optional).
3. Start playing the audio file.
4. Press the **RECORD** button on the front panel or the text recording switch on the FOOTSWITCH to start recording. A "TXT Rec" warning text will appear on the STATUS BAR at the top of the screen.
5. Use the value selector or the Page + and Page Text - switches to turn pages manually as the song plays the first time around. The instrument will keep track of

when and where the pages are turned. You can also use the data knob: always forward and never backward.

6. When synchronization is complete, press the **START** or **STOP** button. You will be asked to save the text synchronization.

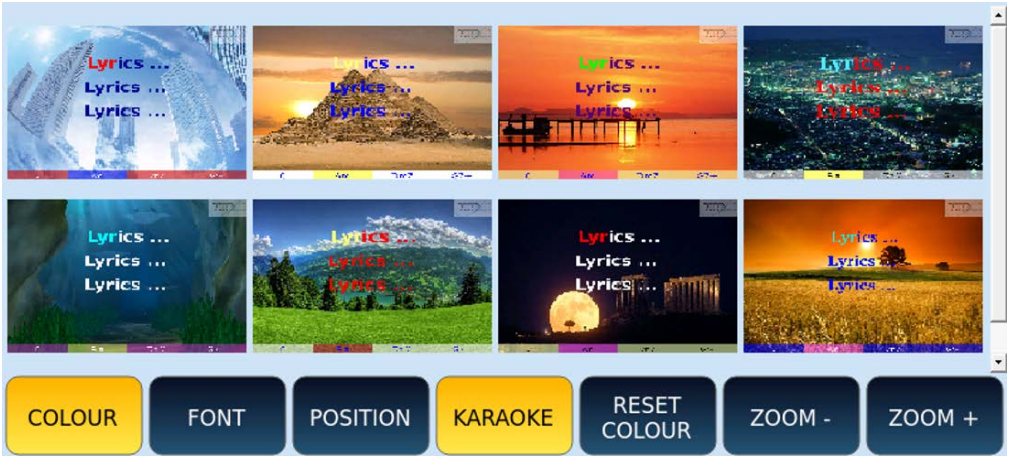
7. Tap **YES** to confirm the next message.

Warning! You can play MP3 files with synchronized text on older KETRON models (such as MIDJAY and MIDJYA PLUS) only if the MP3 file has a fixed bit rate and does not contain meta events.

Customizing the Karaoke page

After starting to play a song from the **PLAYER**, you can press the KARAOKE button at the bottom of the screen and new buttons appear on the screen that allows you to customize the KARAOKE page.

COLOUR: Press this button to change the background image or colours of the KARAOKE page.



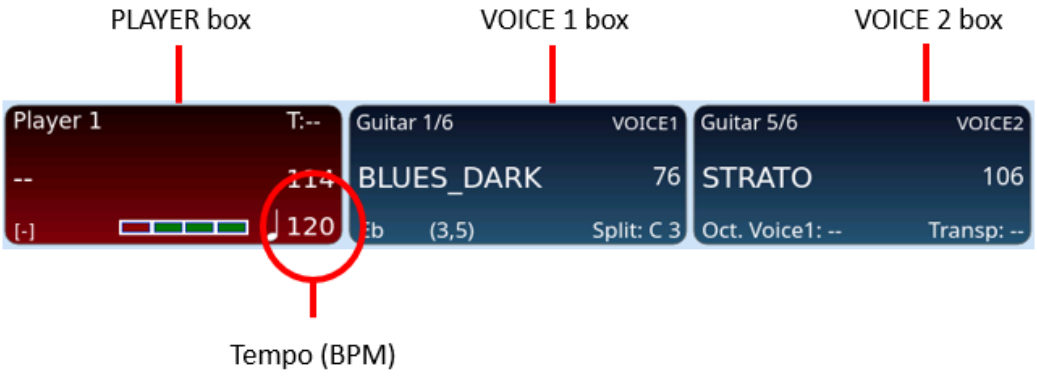
FONT: Press this button to change the colour (Lyric Colour) and font (Lyric Font) of display of the KARAOKE text.

Other options:

- **POSITION:** Press to left-align or centre the text KARAOKE.
- **KARAOKE:** Press to return to the display of the main page of the **PLAYER.**
- **RESET COLOUR**: Press this button to restore the colours to the factory standard.
- **ZOOM –/+**: Press one of the two ZOOM buttons to zoom in or out of the font size of the displayed KARAOKE text.

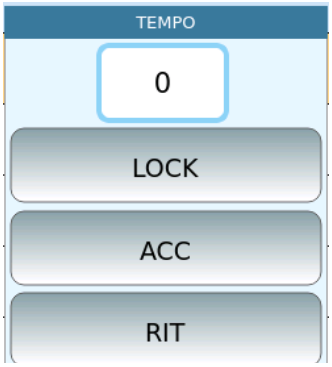
Setting the Tempo for Songs (MIDI, Wave and MP3)

The current Tempo is displayed in the PLAYER frame.



To increase or decrease the number of the BPM in a song, simply press one of the TEMPO –/+ buttons on the panel.

Pressing both buttons together opens the BPM control window.



EVENT allows you to set the Tempo in BPM value ranging from 65 to 250 for MIDI files, while for audio files the value is expressed in % (-49/+49).

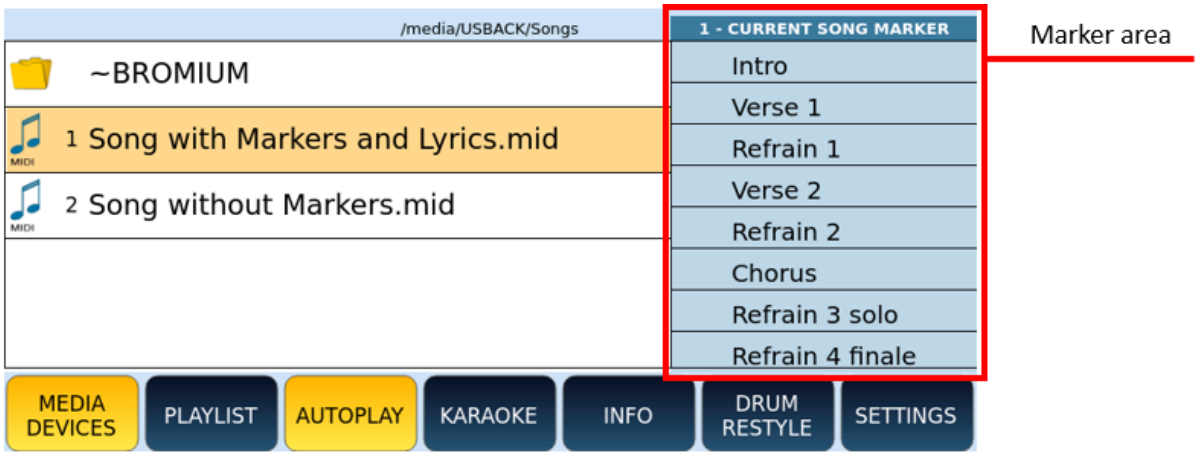
- TEMPO: The number corresponds to the current BPM (MIDI file) or variation % (MP3).
- LOCK: Freezes Tempo between consecutive songs and ignores MIDI Tempo change events (MIDI files only).
- ACC: (“*Accelerando*”). Accelerates Tempo of the song to a speed of 5 BMP/down beat (MIDI files only).
- RIT.: (“*Ritardando*”). Slows down song Tempo to 5 BMP/beat down (MIDI files only).

Showing Markers in Songs

Markers of a MIDI file allow you to quickly switch from one point to another of a piece of music (verse, chorus, ending). They can also be used to repeat a pass several times in a loop.

EVENT displays markers under two conditions:

- You have activated the AUTO SHOW on the MARKER page of the SETTINGS function.
- The MIDI file contains MARKER MIDI events (you can insert these events via any DAW software application).



How to use Markers:

1. Open the MIDI file containing the marker events with the PLAYER.
2. If the markers do not appear, make sure that the AUTOSHOW setting is active in the PLAYER Settings.
3. Start playback.
4. Press the various Markers to immediately move the playback to that point.
5. You can loop two marking points between them:
6. The premise is that the LOOP option is active in the Settings of the PLAYER.
7. Start playback of the song.
8. Once you have passed the return Marker, press the ENTER button.
9. A green icon appears showing that when the next Marker is reached, you return to the position of the selected Marker.
10. To exit the loop, press the marked Marker again.

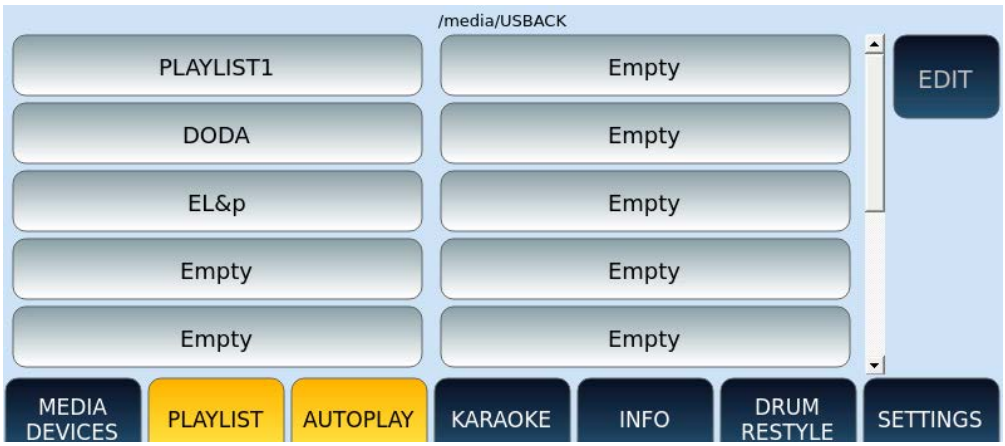
PLAYLIST – ORGANIZING YOUR SONGS FOR A PERFORMANCE

PLAYLISTS are memory areas where you can arrange your music set lists for live performances. In the **PLAYLISTS** the songs are placed in a sequential order that represents your set list for the event. You can manage up to 100 lists stored in the instrument. And each list can contain an unlimited number of music tracks.

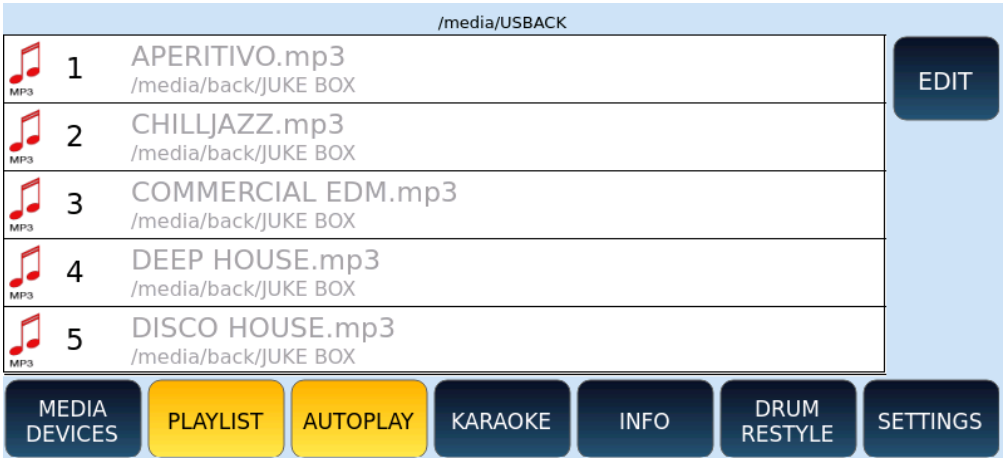
The **PLAYLIST** differs from the **JUKEBOX** thanks to the possibility of establishing the playback order of the songs, while in the **JUKEBOX** mode the songs are always displayed in alphabetical order in the **SET** collection and easily selectable by touching each virtual Pad.

How to access the PLAYLIST feature

Press the **PLAYLIST** button on the screen on the main page of the **PLAYER.**

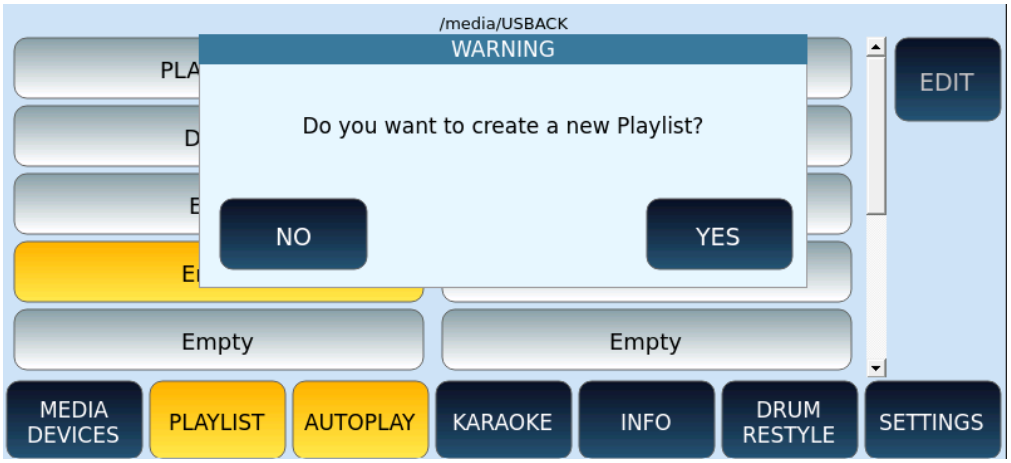


Touch a playlist item to access the PLAYLIST page, which shows all the songs in the list. Press the EXIT button on the front panel to toggle between the PLAYLIST SELECTION page and the PLAYLIST page.

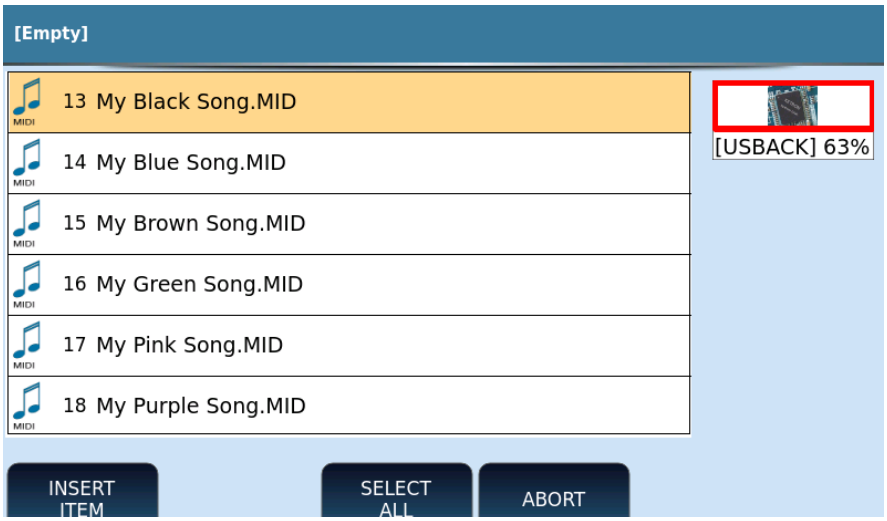


How to create a new PLAYLIST

To create a new list, select an **empty** item on the PLAYLIST selection page. The screen displays a pop-up window. Touch the **YES** icon to confirm.



The next page appears as shown in the following example.



Next steps:

1. Touch **INSERT ITEM**.
2. Navigate to the folders and select the songs (one by one or press **SELECT ALL** to select the entire contents of a folder).
3. Touch **ABORT** to leave the current page.
4. Otherwise continue by pressing the **SAVE** button on the front panel to save the list.
5. You can now name the **PLAYLIST** and press **ENTER** to confirm.

How to change the list of items within the PLAYLIST

To change the contents of a list, press the **EDIT** icon on the right side of the screen: notice how new icons appear at the bottom, as shown.

Options available are as follows:

- **ERASE PLAYLIST**: Press this button to clear the entire list.
- **INSERT ITEM:** This button allows you to add new songs to the list.

    - Use the data knob and the EXIT/ENTER keys on the front panel to navigate through folders.
    - Select the song you want to insert.
    - Press INSERT ITEM on the screen to add it to the list or press ABORT to cancel the operation.
- **APPEND ITEM**: this button allows you to add new songs directly to the bottom of the list.
- **REPLACE ITEM:** this button allows you to replace one item in the list with another in the same position.

Next steps:

1. Press the **REPLACE ITEM** button.
2. Select the song you want to replace.
3. Use the data knob and the **EXIT/ENTER** keys on the front panel to navigate through folders.
4. Select the new song.
5. Press the **ENTER** button on the front panel to replace the old one or press **ABORT** to cancel the operation.
6. Press the **REMOVE ITEM** button to remove an item from the list.
7. Select the item you want to remove.
8. Press **YES** to confirm or **NO** to cancel the operation.
9. To change the order of the songs, use Drag & Drop, i.e., select an element by pressing on the screen and drag it to the desired position.
10. When you have finished editing, press **EDIT** again to save your changes and return to PLAYLIST mode.

JUKEBOX FUNCTIONALITY

JUKEBOX mode provides an alternative way to access files and songs. You can set as many songs as you want and have them at your fingertips for quick and easy access that allows you to quickly navigate through song collections.

Technical notes. You will find many similarities between JUKEBOX and PERFORMANCE: the difference is that the former handles only music and video, while the latter works with accompaniment styles and registrations.

The songs are listed on the screen in alphabetical order, but you are free to bring into action the various songs in the sequence you decide on the moment (if you are looking for a strict order, then the PLAYLISTS are for you).

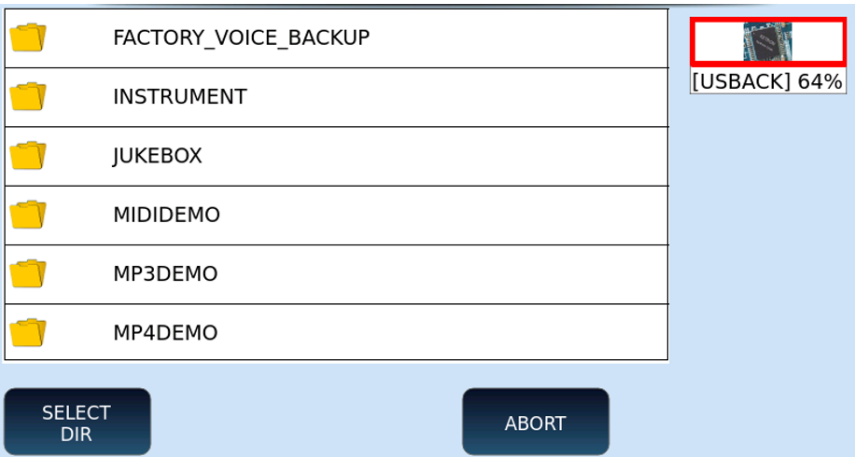
In this context, a collection of songs is called **Set**. Each **Set** is linked to a specific folder path, and when selected, all songs in that folder are uploaded to Virtual Pads.

Press the **JUKEBOX** button: the LED button lights up and the dedicated page appears on the screen.

Virtual Pads show the names of files in a Set collection in alphabetical order (and you cannot change the order of songs in the list).

Step by step:

1. Touch a virtual Pad to instantly play the associated song (does not require pressing the START button on the start panel).
2. Touch the song on the Virtual Pad again to stop the song.
3. Turn the data knob to scroll through all the songs in the Set.
4. At the bottom of the screen, the buttons correspond to the Set collections.
5. Touch a SET button to load all the songs in it.
6. To add songs to a SET collection, copy the songs to the folder linked to that SET, using file operations provided in Disk Edit or Connect to PC/Mac.
7. Touch and hold a SET button to change the location of the folder linked to that collection, as in the following procedure.



8. Use the selection knob, EXIT, and ENTER buttons on the front panel to navigate through folders.

9. Select a folder on the screen and touch SELECT DIR button to associate that folder with the SET collection.

10. The SET collection inherits the name of the destination folder.

11. The files contained in the folder will be uploaded to the Virtual Pads when you select that SET.

12. If you do not want to confirm the change, press the ABORT button, and return to the previous page.

13. To exit from **JUKEBOX** press **EXIT** on the panel.

Please note. You cannot upload a **PLAYLIST** to a SET collection of the **JUKEBOX.**

Crossfading Volumes between PLAYER 1 and PLAYER 2

EVENT has two MIDI and two audio based players (MP3, WAV). You can start a song on PLAYER 1 and then switch to the song playing on PLAYER 2 with crossfade times that can be interactively controlled by you, simply by moving up/down each player's respective volume slider below it.

Step by step:

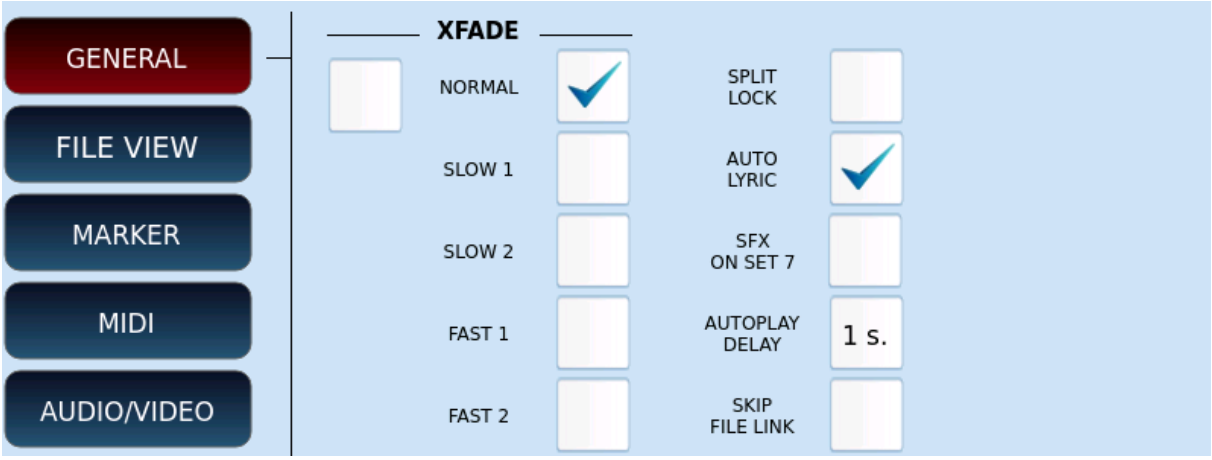
1. Open the first song on PLAYER 1 and start playback as we saw above in the chapter Play multimedia files..
2. Control the volume level via the PLAYER slider on the front panel.
3. Make sure the STYLE slider on the front panel is down to the bottom/zero.
4. While the first song is playing, press PLAYER 2 and select a second song. The two songs can be of the same or different format.
5. Start playing the second song as well: having the STYLE slider at zero, you hear only the first song.
6. Now play with the two sliders PLAYER and STYLE (which also correspond to sliders for PLAYER 1 and PLAYER 2) on the front panel. By lowering the first and raising the second, you will obtain the desired fade effect and with the times you set on the spot.

See also the Cross Fade (XFade) procedure configurable on the **SETTINGS** page of the **PLAYER.**

Player Settings

The basic settings of the PLAYER are managed in the **SETTINGS** pages that can be called up via the SETTINGS button on the screen of the main page of the PLAYER. Here is a rundown of the various icons found on this page:

GENERAL

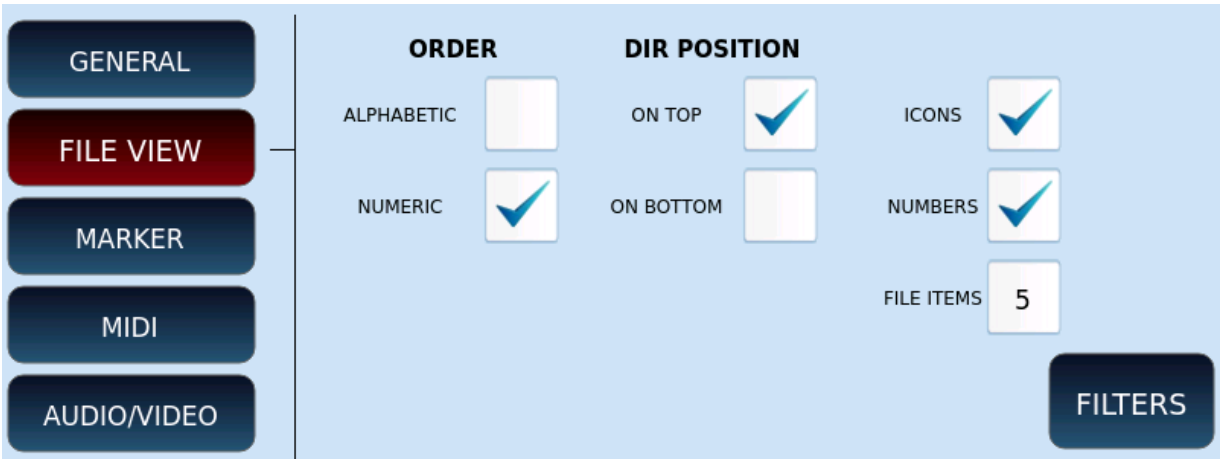


Options:

- XFADE: Change the speed of the crossfade. You can enable/disable Cross Fade and then set a value between NORMAL, SLOW 1, SLOW 2, FAST 1 and FAST 2. Cross Fade can also be done via the Fade procedure between PLAYER 1 and PLAYER 2.
- SPLIT LOCK: You can lock the Split point.
- AUTO LYRIC: automatically shows lyrics (if present in the file) when starting a song.
- SFX ON SET 7: Replaces JUKEBOX set 7 with the SFX effects folder.
- AUTOPLAY DELAY: Establishes the second interval between the performance of one song and the next.
- SKIP FILE LINK: Enables the ability to view texts, scores, images as soon as you select a piece of music, going to open automatically, a TXT file, PDF or image with the same name, if it exists.

FILE VIEW

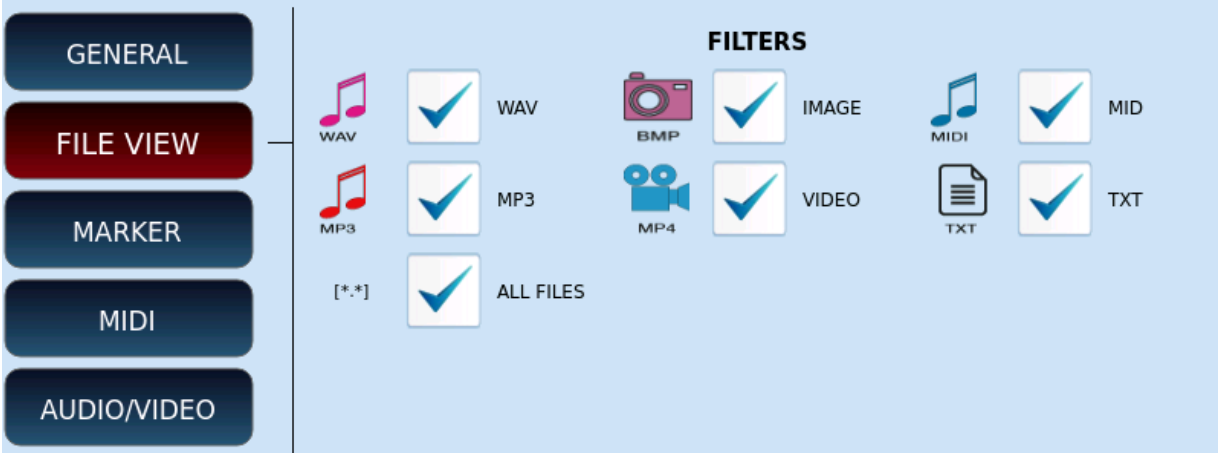
This page allows you to customize how songs and files are listed on your screen.



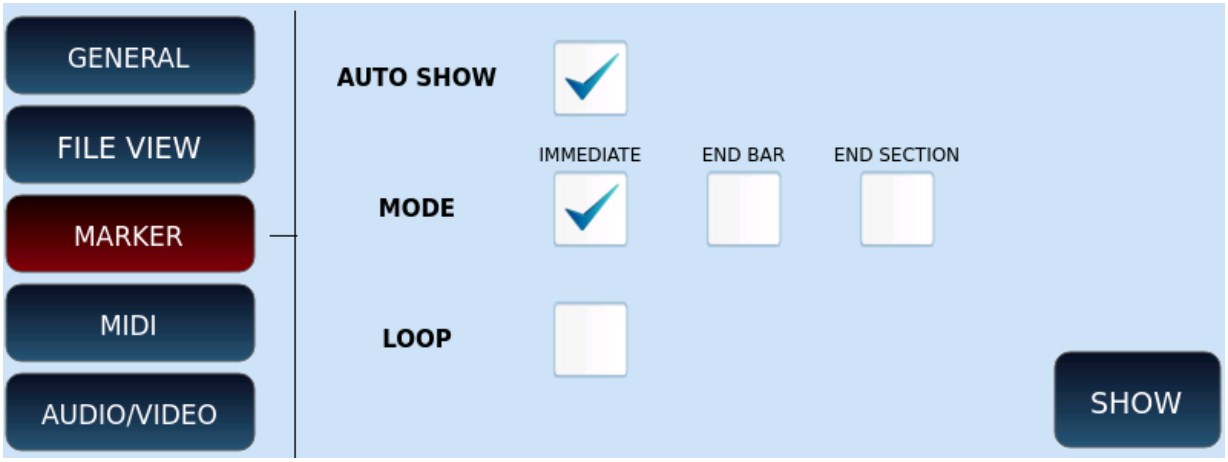
Options:

- ORDER: sorting can be alphabetical or numeric by index of the file in folder.

- DIR POSITION: Depending on your choice ON TOP or ON BOTTOM, displays folders at the top or bottom of the file list.
- ICONS: You can request to show or hide file icons.
- NUMBERS: Shows or hides the index of the file. It is useful to perform an index search.
- FILE ITEMS: defines the number of files and folders to be displayed (from 4 to 12) at a timee. Touch this part of the screen and use the data knob to edit.
- FILTERS: Press this button to open the filter configuration page for the file types to be displayed, as follows.



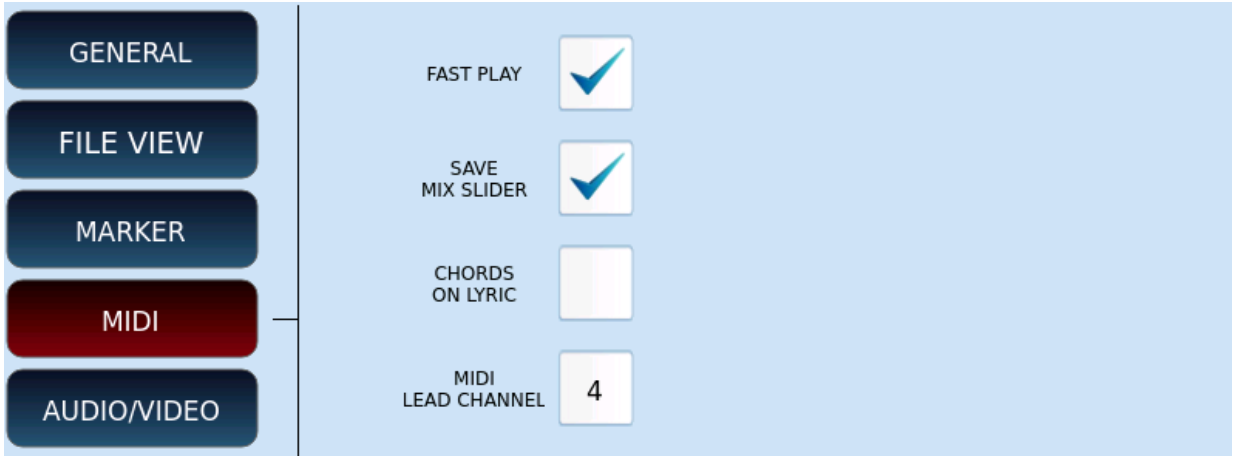
MARKER



Options:

- AUTO SHOW: Automatically shows the MARKER selection window when starting a song (MIDI file only).
- MODE: determines how the PLAYER jumps to a marking position.
- IMMEDIATE: immediately jumps to the selected marker point.
- END BAR: Jumps to the selected marker point after completing the current measurement.
- END SECTION: Jumps to the selected marker point after completing the current section (for example, after completing the verse).
- LOOP: Playback loops measurements between two Marker points.
- SHOW: Press the SHOW button on the screen to display the list of Marker points. This is useful in cases where you have not activated AUTO SHOW before starting a song containing MARKER events.

MIDI

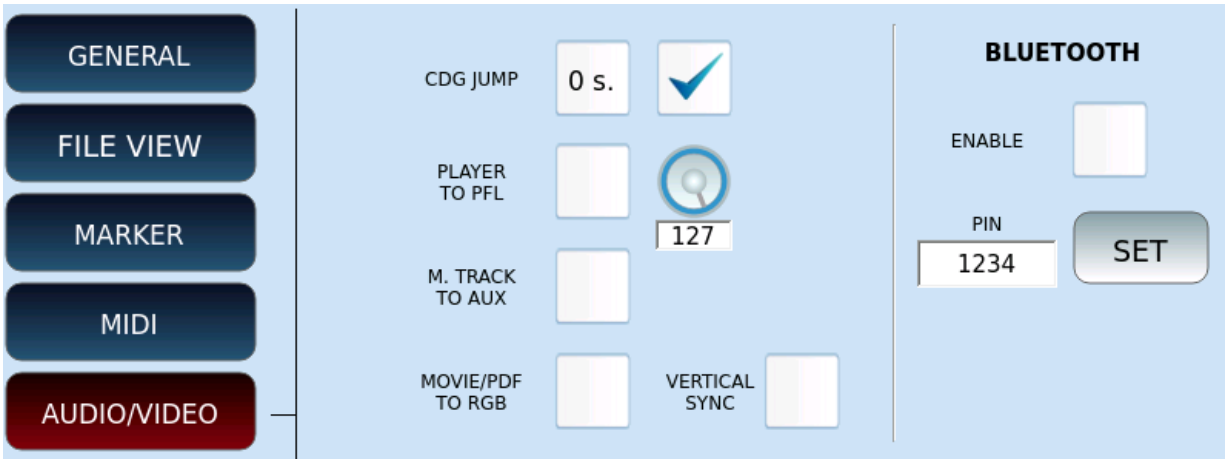


Options:

- FAST PLAY: speeds up the loading process of a MIDI file, processing first measurements faster (which generally contain CC MIDI messages, program changes, sysex and so on).

- SAVE MIX SLIDER: If you enable this option, in the procedure of saving a MIDI file, the system also saves the value of the volume sliders for each part within the file.
- CHORD ON LYRIC: shows chords (if any) below the LYRICS lines, instead of at the bottom of the screen.
- MIDI LEAD CHANNEL: the MIDI channel that usually records the lead song or main melody.

AUDIO/VIDEO



Options:

- CDG JUMP:
  - The first field defines the initial skip time of the CDG file. Values range from 0 to 30 seconds.
  - The second is a check frame that, if marked, skips the initial part of CDG files (often used for informational purposes).
- PLAYER TO PFL: enables PFL playback. When the volume slider of one of the two players reaches zero, the audio output will be heard on the headphones, but not on the main outputs. The knob next to it adjusts the volume of the pre-listening on headphones.
- M. TRACK TO AUX: This option sends multi-track audio tracks to the separate AUX output.
- MOVIE/PDF TO RGB: Displays the contents of PDF files, images and videos on the external monitor.
- VERTICAL SYNC: Enable Vertical Sync for video playback. It may be necessary with some display monitor models.
- BLUETOOTH ON PLAYER 2: Replaces the PLAYER 2 with the ability to play the input streaming signal from the Bluetooth channel. Mark ENABLE to activate the connection (the step-by-step guide is in the chapter Connecting a Bluetooth device.
- PIN: This numeric code is used in the Pairing procedure of the instrument with Bluetooth devices.
- SET: Press the **SET**button to change the Bluetooth Pairing PIN.

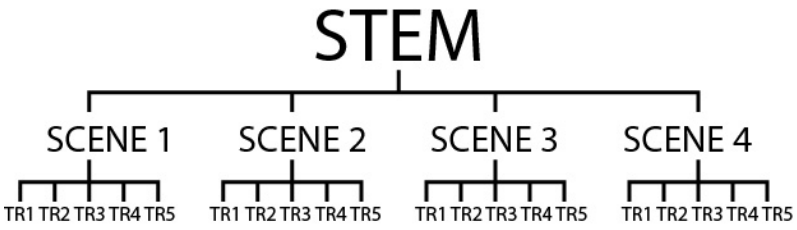
06 Stem

Playing with Multi tracks

Imagine having an audio track divided into several audio tracks and, in this way, you can easily exclude the tracks you intend to perform live: the singer's part or an instrumental part. Here you will find useful the innovative Stem function that Ketron has recently introduced on its new generation of musical instruments. This allows you to use your studio projects (individual tracks) with your performance on the EVENT.

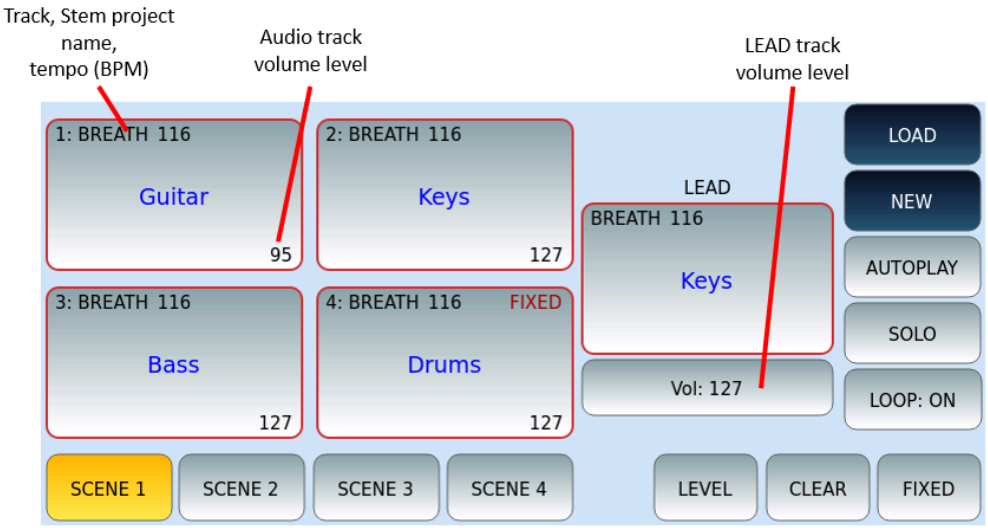
What is a Stem?

While mixing, it is widespread practice to create groups of audio tracks to process together before combining them into a final master stereo mix. These groups are referred to as sub-mixes, subgroups or **Stem** and are used by sound engineers to facilitate the mixing process. A **Stem** could be the mix of all the audio signals coming from the microphones of the drums or the mix of all the voices of a choir.



In this instrument, a Stem (or Stem project) consists of four scenes, and each scene consists of five audio tracks for a total of 20 tracks. Within each scene, the five audio tracks can be looped simultaneously.

Press the **STEM** button on the front panel. The LED button lights up and the STEM page appears on the screen.



Options:

- 5 Pads area (main Lead track and 4 other accompanying tracks): to each Pad you can associate a different audio file (.wav only) to be played in loop and synchronized with the other tracks.
- Touch a Pad to mute or unmute a track.
- Touch and hold a Pad to associate an audio file.
- The volume of the 4 Stem Pads is controlled via the 4 sliders with the highlights 1-2-3-4 in orange colour on the left side of the front panel.
- **VOL**: adjusts the volume of the main track (LEAD). Touch **VOL** button and use the data knob to adjust the volume with values ranging from 0 to 127.
- **SCENA 1/2/3/4**: upload the corresponding scene. You can assign up to five synchronized audio files to each scene.
- **LOAD**: press this button to load a previously saved Stem project.
- **NEW**: delete all scenes and Pads and initialize a new Stem project.
- **AUTOPLAY**: press this button to enable/disable automatic switching between scenes. At the end of a loop cycle, the instrument automatically moves to the next scene.
- **SOLO**: it puts in only the desired track and silences all the others. Touch **ONLY** button and then touch desired Pad to put in only the track.
- **LOOP ON/OFF**: Determines whether to repeat audio tracks from the Stem project endlessly.
- **LEVEL:** adjusts the volume of a track. Press the **LEVEL**button on the screen and then touch desired Pad. Then turn the data knob to adjust the volume of the selected track. Values range from 0% to 200%.
- **CLEAR:** removes the associated trace from a Pad. Touch **CLEAR**button and then touch desired Pad to remove the audio file from the Pad.
- **FIXED:** enables or disables transposition to a track. Touch **FIXED**button and then touch desired Pad to make the track unaffected by transposition. This is useful for drum and percussion tracks whose pitch should never be changed.

Playing a Stem project

Step by step:

1. Press the START button on the front panel to play audio tracks from the selected scene. Disabled songs (Gray pad) are not played.
2. Press **START** again to stop.
3. Press the **TEMPO +/-** buttons on the front panel to adjust the Tempo (BPM). We suggest writing the BPM value of the audio track to the end of the file name, like

REAL DRUMS: when an audio file is loaded with the information about Tempo in the name, the Tempo of the Stem is set to the one of that track.

4. Press the **TRANSPOSE** +/- buttons on the front panel to change the pitch of the audio tracks (fixed tracks will not be affected by transposition).

5. Press one of the **SCENES** buttons on the screen to load another scene. The scene changes at the end of the current measurement. You can change scenes by pressing the **A, B, C and D** buttons on the front panel.

6. Press the **LEAD** button on the front panel to deactivate or reactivate the main track.

7. Use the sliders in the front panel to adjust the volume of audio tracks as follows:

   - Slider PLAYER: global volume of the Stem project.
   - Slider REAL CHORD: track linkedto Pad 1.
   - Slider LOWER 1: track linkedto Pad 2.
   - Slider LOWER 2: track linked to Pad 3.
   - Slider LOWER 3: track linked to Pad 4.
   - The LEAD track is controlled by the numeric value of the VOL. button on the screen.

Creating a Stem project

How to create a new Stem project:

1. Press the NEW button on the screen.

2. A pop-up window appears on the screen asking you to confirm that you delete the current scenes: press **Yes** to continue (pressing **No**, you will stop the creation process).

3. Touch and hold a Pad to load an audio file there. The list of all available audio files will appear on the left. Touch name to load the track. Press the **EXIT** button on the front panel to close the track selection windows.

4. Repeat all operations for all affected Pads.

5. If one or more drums tracks have been charged, touch **FIXED** button on the screen and then the Pads corresponding to the drums track to make them unalterable by transposition.

6. Adjust the track volumes: touch **LEVEL** button on the screen, touch Pad corresponding to the desired track and then turn the data knob.

7. Repeat this step for the other scenes. Touch **SCENE 1**, SCENE 2, SCENE**3**, and **SCENE 4** buttons to switch scenes.

8. At the end, press the **SAVE** button on the front panel. Touch **SAVE AS** button to name your Stem project. A virtual alphanumeric keyboard will appear on the screen. Dial the new name and then press the **ENTER** key on the front panel. Press the **CANCEL** button or press **EXIT** to cancel the operation.

9. In the **SAVE** window, press the **REGISTRATION** button to save the Stem project as a recording.

Please note:

- We suggest including the BPM value of the audio track at the end of the file name (for example, a file named Sax_120.wav).
- Once you have saved a Stem project, you can upload it by tapping the **LOAD** button: the list of all Stem projects will appear on the left. Touch name to upload the project.
- If you save a .txt file with the same name in the same folder as your Stem project, the text file will appear as LYRIC when a Stem project is uploaded, as described in Link texts.

Expert advice

- Stem project files have the .stm extension.
- All audio files used in Stem projects are necessarily saved in a dedicated location on the internal SSD: /media/back/STEM/WAVE/.
- The only recognized format is WAV with 16-bit resolution and sample rate of 44,100Hz.

PART THREE: PRODUCING YOUR OWN MUSIC WITH EVENT

07 Registration, Playbox, Performance

Storing your favourite settings

Registration memories allow you to store and quickly recall global EVENT settings for any music. Create thousands of Registrations on your instrument and use them to have all the settings you need instantly ready for any occasion. You can use PLAYBOX to access four folders with your favourite music at your fingertips. To group your Registrations and favourite styles, you can instead use the PERFORMANCE environment, where immediate access to your music resources is guaranteed.

Registration – Snap shot of the instrument at any time

In the **Registration** locations, you can store the active style, sounds, volume of all parts, settings of the two microphone inputs, effects, MIDI configuration, images, song audio, MIDI files, Stem, text documents...

Preferred ways to use Registrations:

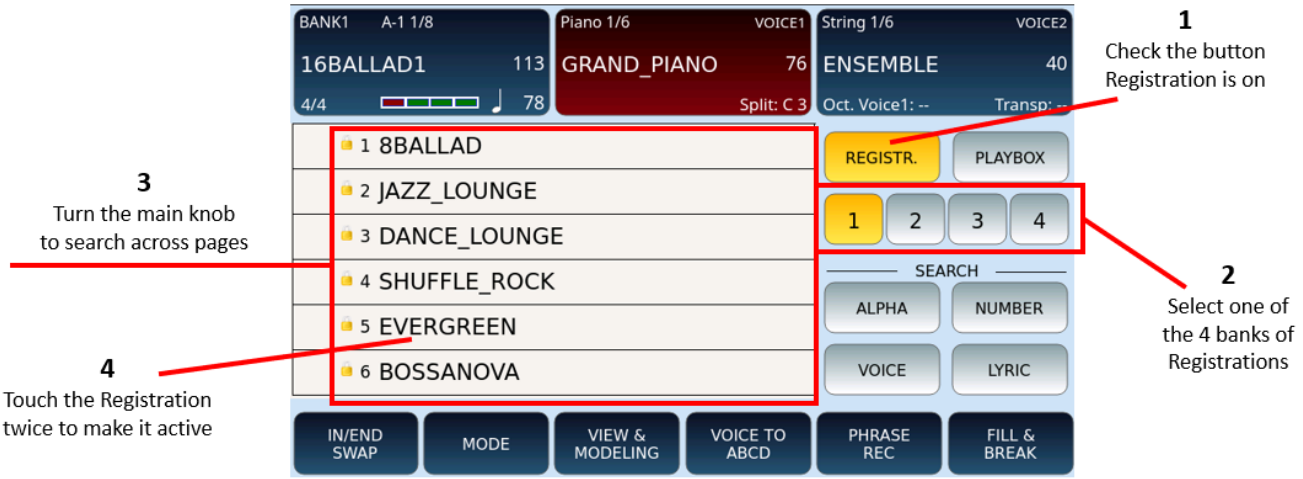
- Live, **Registrations** can be useful to be ready to play a large number of music tracks by opening in a moment the settings provided for each performance.
- In the studio, **Registrations** are useful for storing your settings as work notes to be opened later when the creative process requires multiple production sessions, even after a long time.
- In general, you can think of **Registrations** as your notebook where you have saved your favourite configurations of the instrument. They are always at your disposal and will help you not to forget any detail (but absolutely none) when it comes to playing with the utmost concentration on your music.

Expert advice

In the instrument there are **four banks of 1024 Registration** each for a total of 4096 general configurations to be easily recalled at the appropriate time.
EVENT Registrations are actually files with the. srg extension. The optional Ajamsonic package adds a further 400 Registrations of popular tunes ready to go out of the box.

Recalling a Registration (e.g. on Stage)

1. Press the **REGISTR.** Button on the front panel or touch the Registration section from the home screen.
2. On the touch screen, select one of the four available banks where your registration resides.
3. Touch the desired **Registration** from the list displayed on the screen.



You can search for songs using the search function: press the **ALPHA** button in the SEARCH area of the screen, type the text (even partial) and press **Enter** on the screen to search.

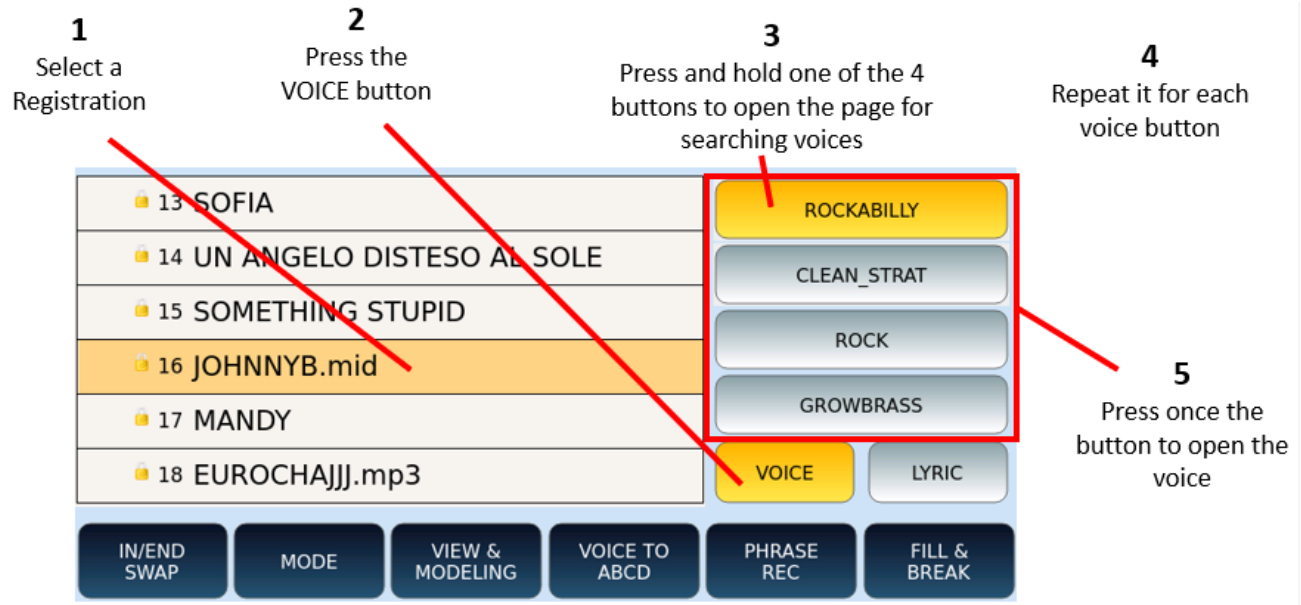
To return to the **HOME** page, press the **REGISTRATION** button again or the **EXIT** button on the front panel.

Expert advice

A faster way to select a registration (especially when you have many) is associated with the **NUMBER** button: you can type the number corresponding to the Registration**.** Obviously, it only works if you already have in mind (or on your set list or cheat sheet) the number assigned to the Registration.

Setting up Registration data

Set the voices to play



The **Voice** button in Registration is useful for having up to four voices to play on the keyboard to accompany a song or style (any resource you have associated with that **Registration** memory.

Creating/Saving a Registration at home or studio

As we have seen above, once you have set the style, sounds, effects, and all other configuration parameters needed to perform a song, do not forget to save the Registration to be able to open it in the future, at the appropriate time.

1. Press the **SAVE** button on the front panel.
2. Make sure **REGISTRATION** is selected (yellow) in the dialog box.

Options:

- Press **Save** to save to the current active location (e.g. if you just loaded a registraton and wanted to tweek and then save back to the same registration without renaming it).
- Press **Save As** to save to a memory location or bank other than the current one (e.g. a new registration or if you want to rename the current selected one). The instrument will ask you to name the new **Registration**.
- Press **Cancel** to cancel the operation. Nothing will be saved.

Expert advice

When you save a **Registration**, the instrument stores all the configuration parameters of the instrument – current status of the keyboard. However, if you want to exclude certain parameters from being loaded (e.g. Midi or footswitch set up which you want to be consistent throughout as you switch between registrations), you can customize **EVENT** via Registration Setup and determine which parameters are to be restored automatically from the stored **Registration** and which are not (to remain global settings for example).

Saving, linking or associating other resources within a Registration

All discussed so far isn't all a registration is capable of doing: it is also possible to attach multimedia files to each **Registration** to make the experience of using the instrument quick, complete and wide, especially live.

- If you have the PDF score or image (JPG, PNG) of a song: you can load it at the same time as you load it's corresponding registration and read the score during the performance.
- Let's say you have saved the lyrics of the song to sing or some personal notes in a text file. This document can also be instantly recalled from the Registration and displayed on the screen.
- A Registration can also be used to open music tracks already recorded, in MIDI file format or in audio format, ready to be played in real time with the setting of the instrument most congenial for you.

To associate or link Registrations to these types of files above ... and more:

1. Load a **Registration** and select the bank (1, 2, 3 or 4) where you want to store the final registration.
2. Go to **PLAYER** or **MEDIA** mode and load/open any file (PDF, TXT, JPG, PNG, MP3, WAV).
3. From that same screen (you do not need to be in Registration mode) press the **SAVE** button on the front panel and select **REGISTRATION** as we have seen above (it should be yellow).

Preparing your set lists with the PLAYBOX

PLAYBOX is a distinctive feature of **EVENT** that allows you to manage up to four folders in which to save your favourite songs/files/all the resources needed for a song. Once you activate a **PLAYBOX** folder, you will have access to four folders where you have saved your music, ready to be fed to the MIDI, MP3, and WAVE player.

Suggested ways to use this feature:

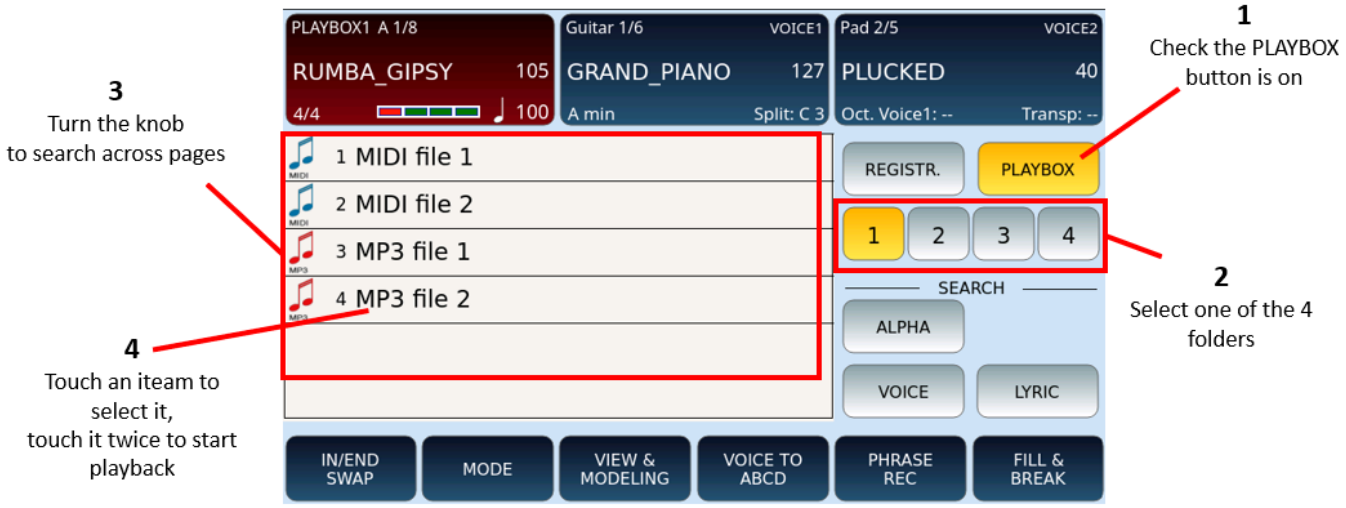
- You can prepare up to four alternate playlists for a live performance and, after turning on the **PLAYBOX** feature, move to your favourite playlist at the moment and have the music you want at your fingertips.
- If you want to avoid spending too much time searching or looking for **Registrations** live , you can facilitate your work by copying all the songs needed

into specific folders according to the logic of your preference and simply open them on the screen and use as needed.

- Save time from exiting and entering different menus (such as **PLAYER** and **REGISTRATION)** and bring all the files you need for your performance to one place.

CREATING A PLAYBOX: To create/prepare the **PLAYBOX** environment, you need to work from the Disk Edit mode: copy your favourite files (MIDI files, MP3 and WAV) to one of the four folders via the **DISK** menu where the **PLAYBOX** folder (root) is located, which contains the four folders PLAYBOX 1, PLAYBOX 2, PLAYBOX 3 and PLAYBOX 4.

Once the folders are created, they are ready to use.



PLAYING FROM/USING THE PLAYBOX:

1. Press the **REGISTR.** button on the front panel (or touch the Registration section of the screen from the home page) and touch the **PLAYBOX** icon on the screen.
2. Select one of the 4 PLAYBOX folders on screen by touching either buttons 1, 2, 3 or 4.
3. The screen displays the list of music tracks that you have previously copied to the specific folder. If necessary, turn the data knob to scroll through the list across multiple pages.
4. Touch a file once and then the **START** button on the front panel to start playback, or – if you want to start immediately – double-touch the file.

Performance

Performance is a feature of **EVENT** that allows you to organize your favourite resources, including accompaniment styles and Registration. It is a helpful feature for many **EVENT** users, especially for musicians who are used to playing live and need quick

access to accompaniments during live shows. Performances become a quick-access list of preferred accompaniment styles and Registrations, which may have stored a piece of music or video or text, pdf ... etc.

Press the **PERFORM** button on the front panel to open the **PERFORMANCE** page, as in the example below.

On each page, you can set up to 18 accompanying and registration styles to have at your fingertips. Use the data knob to dial through the pages.

In this context, a collection of styles is called **Set**. Each **Set** is linked to a specific folder path, and when selected, all songs in that folder are uploaded to Virtual Pads.

Options:

- The virtual Pads show the names of the files included in a Set collection. They are listed in the order defined when each style or Registration was saved within the Performance container (to change the sorting of the Pads in alphabetical order, remove the numbering using the **REMOVE** button of the **NUMBER ASSIGN**in the Disk Edit page).
    - Touch a virtual Pad to immediately open the associated style or Registration (does not require the START button on the start panel).
    - The same goes for Registration associated with songs.
    - From here on, the control of style playback depends on the ABCD, Break, Fill, and Ending controls.
    - If you touch another virtual Pad, the associated style or song in the Registration starts instead of the previous playback.
- At the bottom of the screen, the buttons links to the Set collections.
    - Touch a SET button to load all the songs in it.
    - To add songs to a SET collection, copy the styles and Registrations to the folder linked to that SET, using file operations provided in Disk Edit or Connect to PC/Mac. Alternatively, you can open styles or Registrations and by activating the Save Process (SAVE) define that the asset should be stored in a Performance location.

- Touch and hold a SET button to change the path of the folder linked to that collection, as we saw done above for the JUKEBOX function.

To exit the **Performance** function, press the **EXIT** button on the panel.

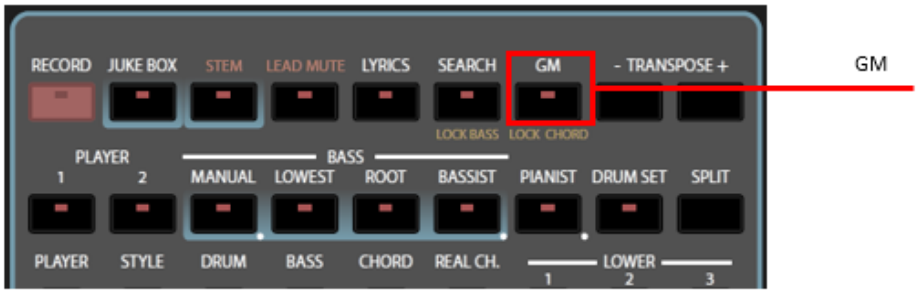
08 GM and Drum Restyle

Fine-tuning of songs and adding Live Drums to songs

MIDI file users often need to improve, customize, and adapt standard songs to sound as expected. Sometimes it is a matter of rearranging a piece by renewing the instrumental assignments. Each musician has their sensitivity, taste, and artistic attitude. The GM and Drum Restyle features allow you to pick up your MIDI files, refresh them, and play according to your musical style.

GM: MIDI file edit

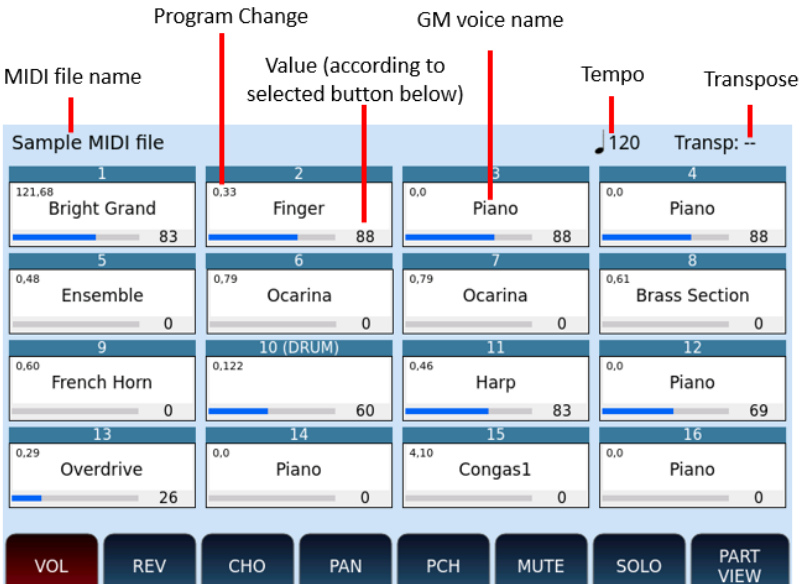
After opening a MIDI file in the **PLAYER**, press the **GM** button on the front panel to open the EVENT MIDI sequencer editor**.**



In **GM** mode, you can manage all 16 MIDI tracks: you can change the sound, volume level, pan, effects and reverb and chorus send of each track. The GM sound module can be used by the **PLAYER** to play MIDI files or by an external MIDI device connected to the MIDI PORT IN **GM** (see MIDI).

16 MIDI tracks

All 16 MIDI tracks are displayed on a grid, and blank tracks are blank. A red dot at the top right of each track's slot will monitor MIDI activity on the corresponding channel. A blue bar indicates the value of the currently selected control



The buttons at the bottom of the screen control the operations:

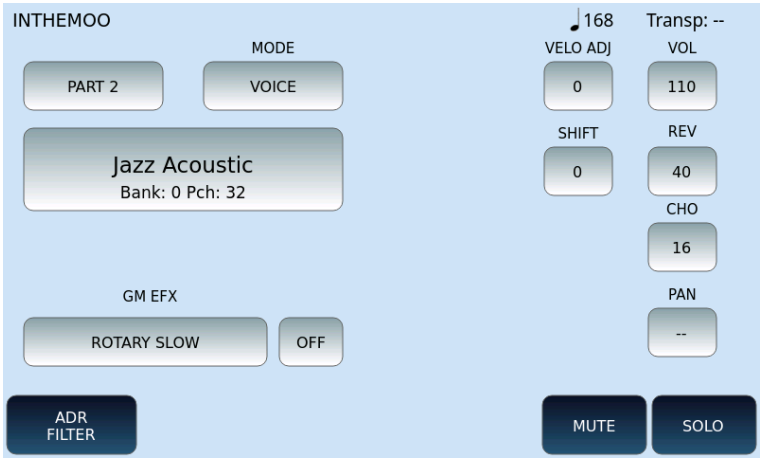
- VOL.: Display the volume for each of the 16 tracks. Touch a track on the screen and then use the data knob to change the value from 0 to 127.
- REV.: Display the reverb level for each track. Touch a track on the screen and then use the data knob to change the value from 0 to 127.
- CHO: Display the Chorus level for each track. Touch a track on the screen and then use the data knob to change the value from 0 to 127.
- PAN: View the pan pot setting for each track. Touch a track on the screen and then use the data knob to change the value from L64 to R64. The median value "- -" corresponds to the centre of the stereo landscape.
- PCH: Select the PROGRAM CHANGE button and then select the track you want to test or change the sound linked to the GM VOICE SELECT page.
- MUTE: Select the MUTE button and then the track to silence (disabled tracks are marked with "M" on the screen).
- ONLY: Select the SOLO button and then the track to play (isolated tracks are marked with "S" on the screen).
- PART VIEW: Select the track first and then the PART VIEW button to open the detail information display page.

GM VOICE SELECT

This page appears after selecting one of the 16 tracks and pressing the PCH button:

1. Touch a sound bank in the list of buttons on the left
2. Turn the data knob to display the complete list of available items within the selected **GM** bench (there may be multiple pages).
3. Touch voice you want to associate with the MIDI track.
4. Press Exit to return to the main page of the sequencer with 16 MIDI tracks.

PART VIEW



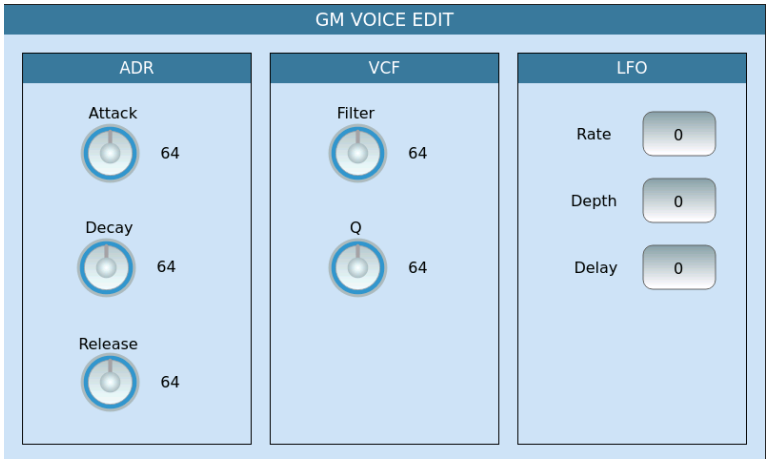
This page appears after selecting one of the 16 tracks and pressing the PART VIEW button:

- PART 1, PART 2, up to PART 16: Select this button and turn the data knob to move from one MIDI track to the next.
- MODE: Assigns a category to the track among the following values
    - VOICE: normal instrument track.
    - DRUM: rhythm track.
    - GROOVE: groove track (rhythm track in Ketron proprietary format)

    - VOICETRON: voice harmonization track.

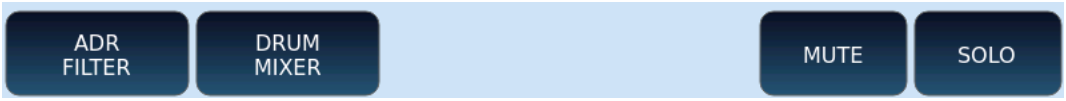
- GM Voice Select: The button displays the name of the assigned **GM** voice, its bench and the Program Change. Press it to open the GM VOICE SELECT page and change the associated sound.
- EFX2 INSERT: Lower down you can see any INSERT effect associated with the track. Press this button to open a list of all effects available to the system and select a different one. Don't forget to press ON/OFF to activate it.
- ADJ VEIL: This value controls the sensitivity of the dynamics (positive values make the track stronger, negative values make the track softer). Values range from -127 to +127.
- VOL: Set the volume level from 0 to 127.
- SHIFT: This parameter is available only on tracks of VOICE category and controls the transposition of the tone. Values range from -24 to +24.
- REV: Set the reverb send level. Values range from 0 to 127. See the DSP Effect Control paragraph to change the reverb type.
- CHO: Set the delivery level of the Chorus. Values range from 0 to 127. See the DSP Effect Control paragraph to change the Chorus type.
- PAN: Controls the position on the stereo panorama of the track. Values range from -64 (all left) to 64 (all right) with the value "--" as the centre position (>|<).

At the bottom of the screen, there are the **MUTE**, **SOLO** and ADR filter buttons that open the **GM VOICE EDIT** page where you can adjust the attack, decay and release of the amplitude envelope (ADR), the cut and resonance of the filter (VCF) and the frequency, depth and delay of the low frequency oscillator (LFO) used for modulation effects.

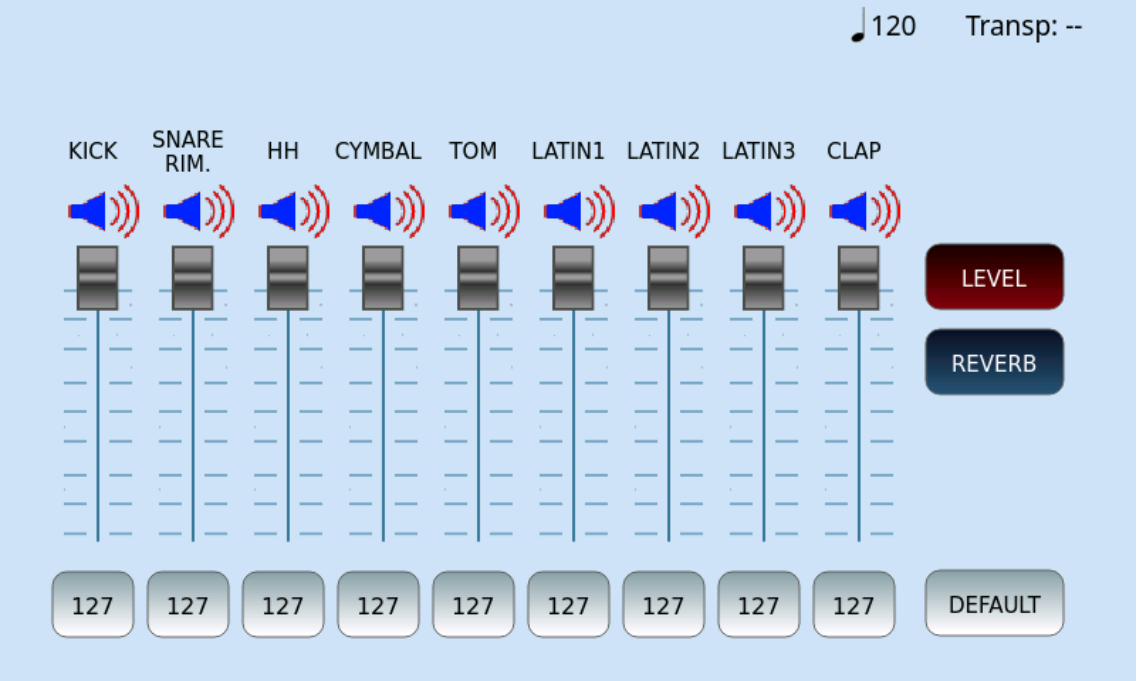


DRUM MIXER

If the selected track is of the DRUM category, the **PART VIEW** page displays the additional DRUM **MIXER** button.



If you press that button, the page appears where all the individual drum sounds are displayed, with the volume and reverb levels.



You can customize the drum sounds, increasing – for example – the reverb on the snare drum (if too dry), or removing unwanted instruments, such as congas, from the mix. To deactivate and reactivate a selection, touch corresponding icon button.

Press the EXIT button on the front panel to return to the previous page.

SAVING THE MIDI SONG WITH THE NEW CHANGES

All changes applied to the 16 tracks in **GM** mode can be permanently applied to the MIDI file. And not only that: you can also store the volume of the front panel sliders **PLAYER**, **DRUM** and **BASS,** the tonality transposition values (GLOBAL, KEYBOARD) and the Time.

This is of course available by pressing the **SAVE** button on the panel.

Options:

- INITIAL: This option saves metadata at the beginning of the MIDI file. It preserves all variations of program, volume, pan, reverb, chorus and so on in the rest of the MIDI file.
- GLOBAL: This option saves changes globally. It blocks any other program variation, volume, pan, reverb, chorus and so on that maybe found within the MIDI file.

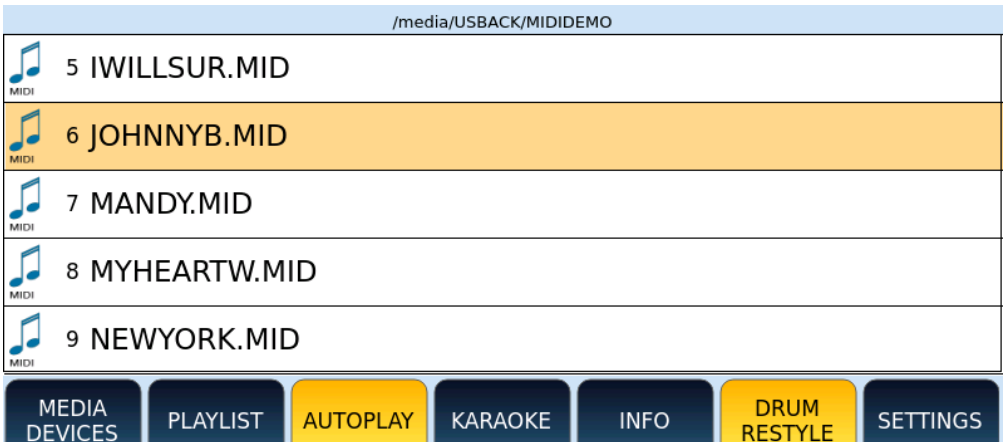
- REMOVE SETUP: Removes previous changes made by the instrument to the MIDI file.

And then on the 2nd row, the system asks if you want to replace the original MIDI file that was opened. Here you can make the following choices – touch ... :

- CANCEL: The operation is canceled. All changes are lost and the midifile is not altered.
- YES: The changes made are applied to the original MIDI file. The next time you reopen that MIDI file you will have the new version. Choose this ONLY if you no longer need the original version of the midifile, else choose the next option below -
- NO: the original file is not modified, and **EVENT** asks you to name the new MIDI file, as follows (meaning the origial untouched file AND the new modified file will both exist after this operation).

Drum Restyle (Out with the old, in with the new)

This feature allows you to enhance the drums track of a MIDI file by synchronizing a new rhythm track. It is very useful when the drums sound weak, not effective enough or when you want to add more realism to the percussion. You can play and record all the different rhythm variations by pressing the A, B, C, D, FILL, BREAK, or IN/END buttons.



Operations:

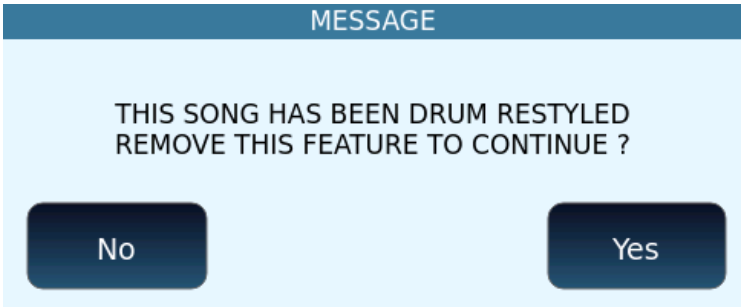
1. Open the **PLAYER**.
2. Select a MIDI file.
3. Press DRUM RESTYLE.
4. Rhythm selection section appears.
5. Press the START button on the front panel to start playing the MIDI file.

6. As the midifile plays, select the style family and, within the selected one, touch the percussion style you prefer.
7. As the drum style and Midifile play in sync, press the panel keys A, B, C, D, FILL, BREAK, and IN/END: By doing so, you can control the rhythm variations in real time during playback of the musical piece.
8. Conclusion options:
    - Press the EXIT button on the front panel to close the rhythm selection page, abandoning any changes.
    - Press the SAVE button on the front panel or simply wait for the MIDI file to end to save the sequence of variations within the MIDI file.

Please note! In DRUMS RESTYLE mode, the instrument synchronizes the BPM of the rhythm with those of the MIDI file, without changing the Time Signature and the original Tempo. If the timing of the MIDI file is 3/4, the Drum style by rhythmic logic should also have the same timing of 3/4.

How to undo DRUM RESTYLE associated with a MIDI file (removing the new remixed drums above):

1. Press **PLAYER** 1 or 2.
2. Select a MIDI file that has already been processed with DRUM RESTYLE as above.
3. Touch DRUM RESTYLE button at the bottom of the screen.
4. A window appears as shown in the example that executes and press YES to remove the DRUM RESTYLE track.



PART FOUR: CREATE VOICES, STYLES, AND MUSIC WITH EVENT

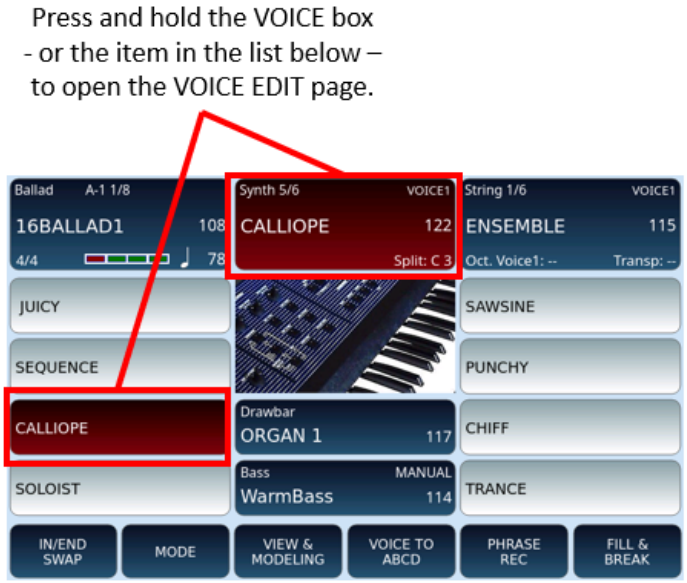
09 Creating your own voices

Programming and creating your own sounds

*When you purchase **EVENT,** you find many ready-to-use and effective voices for most musical needs. However, the most demanding musicians often need to shape the sounds according to their tastes. Therefore, some create original sounds to get an exclusive musical repertoire. **EVENT** offers the possibility to control everything you need. On the one hand, you can adjust the main parameters of the entries in layers and drawbars immediately. In more depth, most experts can work on ADSR filters to shape a sound in detail. As for the percussive parts, it is possible to build the mappings of the instruments according to the most personal occurrences. Those who play oriental music can activate the specific scales of that repertoire too.*

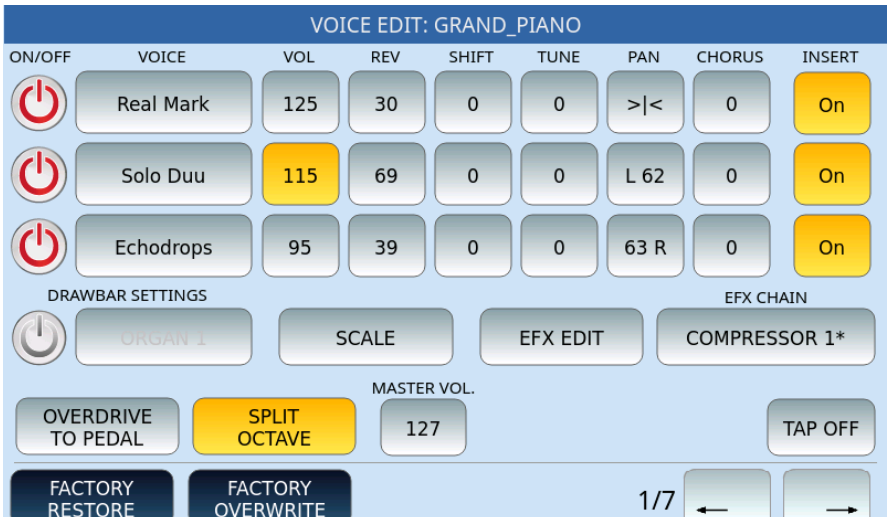
The Voice Editor

When you touch and hold down for 2 seconds the top centre screen frame of VOICE 1 or the name of an item from the list on the screen, the VOICE EDIT page appears, where you can check for yourself the three-layer entries that make up the program.



Attention! The VOICE EDIT functionality is possible only with **VOICE 1**. Once you have created the preset with **VOICE 1**, you can upload it to **VOICE 2**.

On the following page, you can edit the parameters of each layer.



Options:

- **ON/OFF**: Activate or not the oscillator to which a Voice is assigned.
- **VOICE:** Touch button to open the search through the **GM** preset entries. USER entries are excluded from this feature.
- **VOL:** Adjust the volume from 0 to 127.
- **REV**: Adjust the send to the reverb effect, from 0 to 127.
- **SHIFT**: Adjust the transposition of the layer. Values range from -36 to +36 semitones.
- **TUNE:** Adjust the fine tuning of the layer in hundredths of a semitone (100 cents includes a semitone and 1200 cents an octave).
- **PAN**: Check the position on the stereo panorama for the level. Values range from -64 (all left) to 64 (all right) with 0 as the centre position (>|<).
- **CHORUS**: Adjust the delivery to the effect of the Chorus, from 0 to 127.
- **INSERT ON/OFF**: Enables or disables the INSERT effect for the layer.
- After the three levels, the row dedicated to **the DRAWBAR SETTINGS** appears.
- **SCALE:** Opens the scale customization page of each layer entry.
- **EFX EDIT:** This on-screen button opens the editing page of the selected effect.
- **EFX CHAIN**: Allows you to select the programmed chain effect on the DSP page.

Under the first three voices that can be activated in layers, the **VOICE 2** button appears that allows you to activate a specific voice, so that it is loaded together with **VOICE 1**. This item must be selected before entering **EDIT VOICE** mode. On this page, you can activate or deactivate that voice.

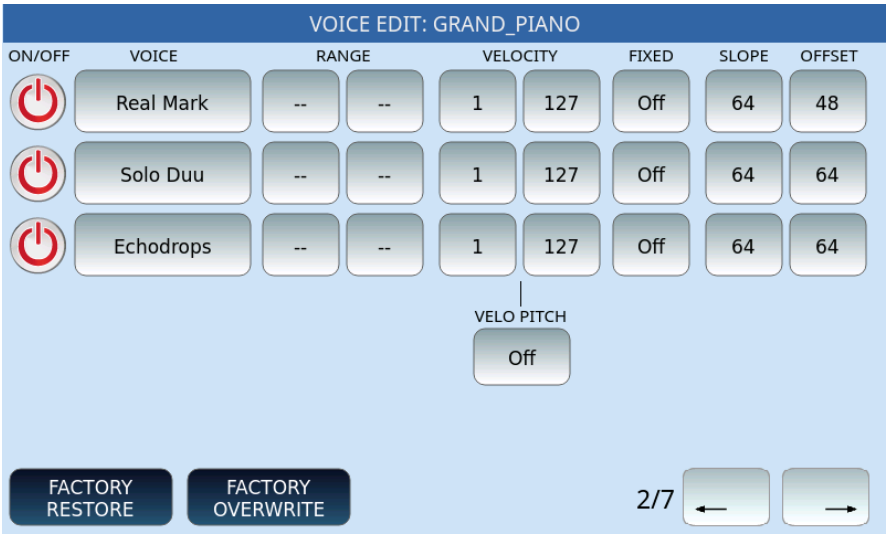
Further down, other functions are available:

- **OVERDRIVE TO PEDAL**: The button on the screen assumes two states (on/off) to allow or not control of the distortion with the pedal.
- **SPLIT OCTAVE**: This button on the screen also assumes two states (on/off). Allows you tolower the sound by an octave:

- assigned to the right side of the keyboard when the split point is greater than C1;
- to the entire keyboard in PIANIST mode.

- **MASTER VOL:** Touch button and turn the data knob to manage the master volume as an alternative to the physical sliders on the front panel.
- **TOUCH/TAP OFF**: Press this button twice to calculate the BPM to set to the active Delay effect.

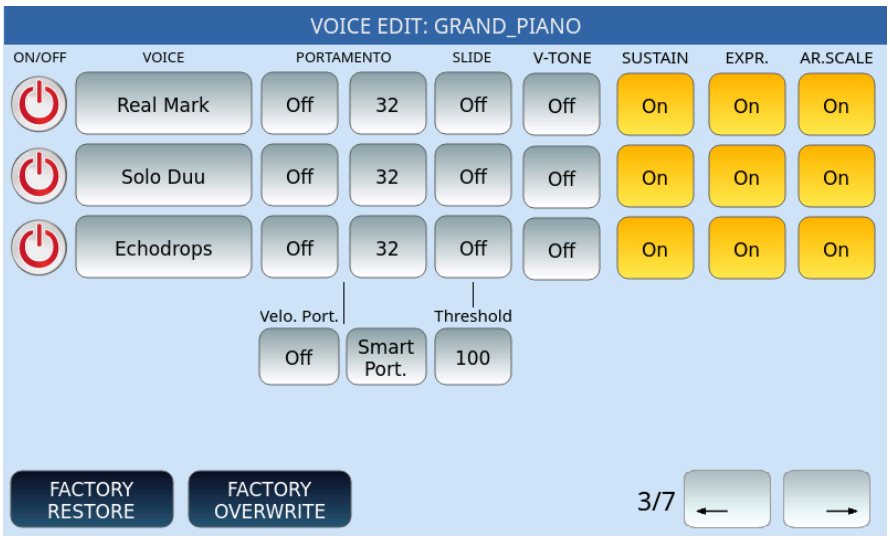
At the bottom right, two buttons with arrows allow you to scroll the screen to the right (or left) to display seven pages of parameters. Page 1 is the one described above, now we see page 2 of 7.



Options:

- **RANGE**: These two parameters establish the sound extension RANGE assigned to each layer by setting the lower limit and upper limit notes (C#-2 to G8).
- **VELOCITY**: Similarly, you can define the range of KEY VELOCITY by setting the minimum and maximum value for each layer. In this way, depending on the dynamics with which the keyboard key is pressed, different sounds can be played. If you set a fixed KEY VELOCITY, you can define its value in the FIXED KEY frame independently for each layer.
- **SLOPE:** This parameter sets the slope of the envelope (to be modified in relation to the filter or amplitude).
- **OFFSET**: This parameter sets the amount of envelope intervention based on dynamics (to be modified in relation to the filter or amplitude).

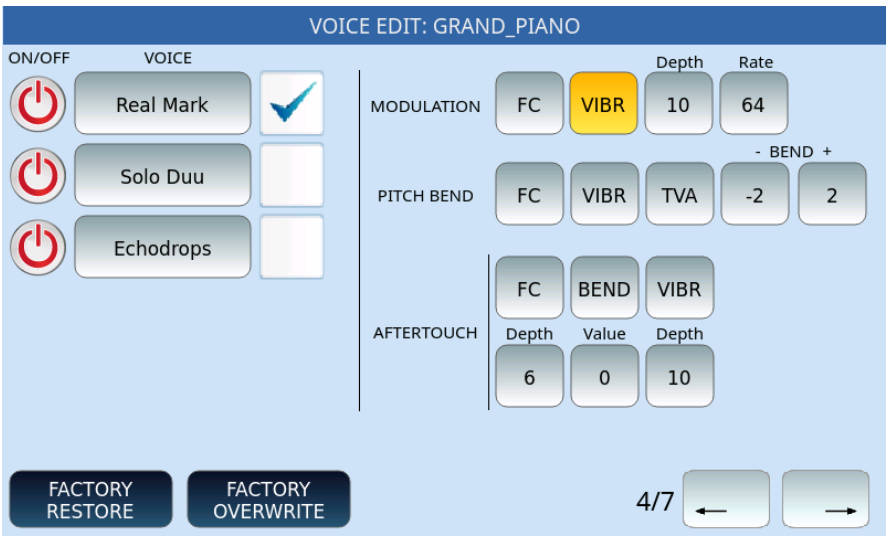
It follows page 3 on the screen:



Options:

- **PORTAMENTO**: These buttons are activated when at least one of the layer items has enabled Posture in its configuration. For each layer, you can define effect parameters (Off/On/Poly) and Portamento speed (3 through 127).
- **SLIDE:** Possible values are Off, SLIDE1, SLIDE 2 and SLIDE 3. At the bottom of the SLIDE column, indicate the effectiveness threshold of the Slide in the **Threshold** value (from 1 to 127).
- **V-TONE**: This button activates the function only to Voices marked with the V logo. The V-Tone allows, to the sound made with this characteristic, a sort of sound Round Robin, or an automatic and / or random system of the sound variable of the same wave. When you apply the **V-TONE** flag in the internal icon of the Voice on which you are working (obviously if prepared for this function) a tiny V will appear precisely to indicate the activation of this feature. At the same time, this symbol will also be displayed on the other Voices to indicate the available feature.
- **SUSTAIN:** Activate or deactivate the SUSTAIN pedal control on this item.
- **EXPR.** : Enable or disable the pedal control of the expression on this item.
- **AR. SCALE**: Turn Arabic scale progressions on or off on this Voice.

It follows page 4 on the screen:



Options:

- Each of the three Voices has a check mark to activate or not control via modulation wheel, Pitch Bend and Aftertouch.
- **MODULATION** If you enable modulation control for a voice, you can also customize the parameters.
  - FC: Toggles filter control.
  - VIBR: Activates/deactivates vibrato.
  - Depth: Defines the depth of vibrato (from 3 to 64).
  - Rate: Defines the vibrato speed (from 42 to 100).
- **PITCH BEND**:
  - FC: Toggles filter control.
  - VIBR: Activates/deactivates vibrato.
  - TVA: Toggles sending amplitude modulation to the oscillator.
  - Bend: Determines the range of variation of notes in the Pitch Bend (possible valora from -24 notes to +24).
- **AFTERTOUCH**:
  - FC: Toggles filter control.
  - Depth: Defines the depth of the aftertouch.
  - BEND: Determines the possible variation of the Pitch at the press of the key.
  - Value: The possible values of the Pitch Bend range from -128 to +127).
  - VIBR: Activates/deactivates the vibrato by pressing the button.
  - Depth: Defines the depth of the vibrato by pressing the key (from 3 to 64).

Page 5 follows:

The first group of options concerns Morphing, a powerful feature inherent in the instrument, the possibility of managing a dynamic transition from one sound to another:

- **MORPH/ROTOR**:
  - The Voice set as First will be the starting sound of the Morph effect.
  - The Voice set as Second will be the target sound, that is, the sound that will enter completely when the control acting on the Morphing is at maximum value.
  - The Voice set to All is always on.
- **TYPE**: Defines the behaviour of the MORPH effect between two or three VOICEs.
  - Normal: the transition takes place from the first to the second sound.
  - Rotor: the transition between the two sounds (typically Organ) is achieved through the Sustain pedal.
  - Coupling: the passage takes place by adding the second to the sound to the first
  - Off.
- **ASSIGN**: Morphing is enabled and managed through the assigned control, and which can be:
  - Mod. Wheel: The modulation wheel on the left of the front panel.
  - Pedal: Allows the smooth transition between First and Second via the volume pedal.
  - Aftertouch: The action of Aftertouch on the 76 keys while playing.
  - Sust. Toggle: Press and release the Sustain pedal to activate the Second voice. Press the pedal again to return to the First voice.
  - Sustain: Press and hold the pedal to activate the Second voice: upon release, the First voice returns.
  - Art. Toggle: The SLOW/FAST buttons on the left side of the front panel (in this case, these keys no longer control the rotor) control the articulation. Press and release the **FAST** button to activate the Second item: the LED button remains lit. Press **FAST** again to return to First.

    - **Art**: as Art**. Toggle**, with the difference that, holding down the **FAST** button activate the Second voice; when it is released, the First voice plays.

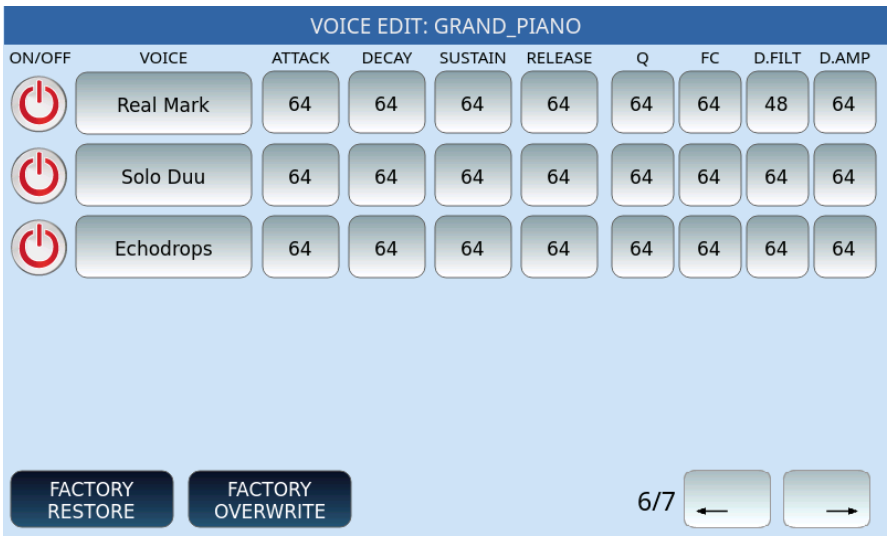
The second group of options concerns the control of the **WAH-WAH** effect:

- **WAH-WAH**: The first button turns the **WAH-WAH** effect on or off.
- **MODE: the** button linked to the first one determines the control assigned to activate the effect:
    - Module. Wheel
    - Pedal

There are other effects available:

- **HARMONY/TYPE**: This effect harmonizes notes played with your right hand in the right section of the split point, based on the chord played in the chord recognition section.
  The **TYPE** parameter can take the values: Full1, Full2, Cntry Up, Cntry Down, Bluegr. Up, Bluegr.Down, Folk1, Folk2 and 2 Hands.
- **NOTE MORPH./CROSS TIME**: Define the transition time from one sound to another.
- **LEGATO:** These buttons are activated when at least one of the layer items has activated the Legato in its configuration. The instrument has eight types of **LEGATO:** Mono Fast, Mono Medium 1, Mono Medium 2, Mono Slow, Poly Fast, Poly Medium 1, Poly Medium 2 and Poly Slow. Each time you press the **LEGATO MODE** button, you select a different type. With the **Smart Legato** button instead, as long as you play one note at a time, the sound is bound; if instead you play a chord (two or more notes at the same time), the sound is polyphonic and no longer bound.
- **VOICE MODE**: Can be activated or not in Normal, Duet1, Duet2, Steel, Trio1, Trio2,
- **DOUBLE:** This effect is applied to all three-layer items if active. In the case of **Down** it adds the lower octave of the note played, while **Up** adds the upper octave of the note played.

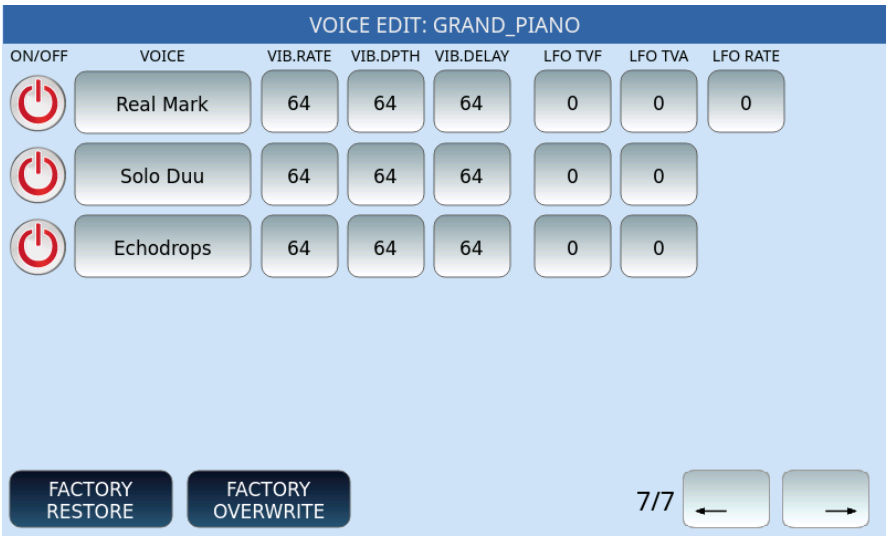
Page 6 follows:



Options:

- **ATTACK**: Sets the attack time of the sound envelope.
- **DECAY:** Sets the decay time of the sound envelope.
- **SUSTAIN:** Sets the length of stay of the resonance effect.
- **RELEASE:** Set the sound envelope release time
- **Q**: Set the resonance applicable to the sound.
- **FC:** Toggles filter control.
- **D.FILT**: The Voice filter is controlled through dynamics.
- **D.AMP**: The amplitude of the Voice is controlled through dynamics.

Page 7 follows:



Options:

- **VIB. RATE:** Vibrato frequency.
- **VIB. DPTH**: Vibrato depth.
- **VIB. DELAY:** Vibrato delay.
- **LFO TVF**: Amount of LFO on the filter.

- **LFO TVA**: Amount of LFO on the amplifier.
- **LFO RATE**: Oscillator frequency.

At the bottom of the screen of all pages are the buttons:

- **FACTORY OVERWRITE**: Before pressing the SAVE button on the front panel, press this button to open a window in which you can confirm the desire to save the original factory Voice preset.
- **FACTORY RESTORE**: If you have made some changes or modifications to a preset item and now you want to return to the original factory setting, before pressing the SAVE button on the front panel, press this button to open a window in which to confirm the desire to restoration of the original factory preset entry.

Effects Editor

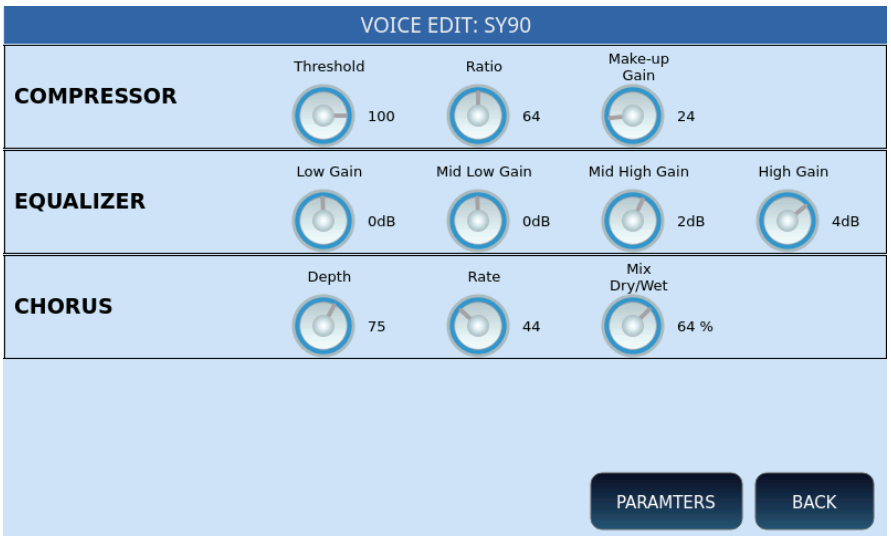
Here we take care of the effects management function recalled by pressing the **EFX EDIT** button on page 1 of 7 of customization entries. In fact, the parameters managed in these pages are saved within the VOICE preset.

Expert advice, a wider effects management is possible behind the DSP Effect Control where there are many more parameters and each effect has its own page. You can recognize the environment, thanks to the writing at the top right: here we are in VOICE mode, in the other mode we will see CHAIN.

On this page you can activate/deactivate the different effects using the ON/OFF buttons on the screen, in the two columns.

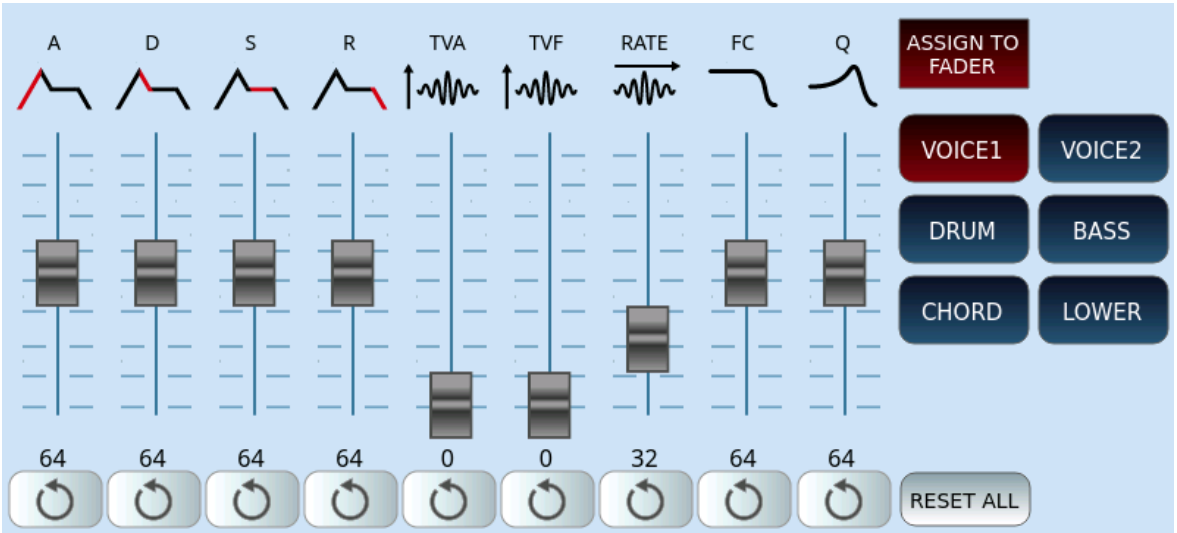
- COMPRESSOR, DISTORTION and BIT CRUSHER can be selected alternatively and, for each of them, customize the Make-Up Gain or the level through the dedicated knob on the screen.

- EQUALIZER: At the bottom of the screen, you can activate the equalizer by selecting one of the available settings, such as EQ1 (FLAT), EQ2-3-4 (BRIGHT), EQ5-6-7 (LOUDNESS), EQ8-9-10 (BASS), EQ11-12-13 (MIDI) and USER-1-13.
- On the second DSP, you can activate another effect between MODULATION, TREMOLO, WHA WHA and DELAY, with its Dry/Wet mix knob or depth.
- BACK: returns to the previous page on the screen, equivalent to the EXIT button on the front panel.
- PARAMTERS: this button opens the following page to allow you to adjust the parameters of each effect for compressor, EQ and chorus.



ADSR Filter

Press the **ADSR Filter** button on the front panel to open the screen page dedicated to the transformation of voices over time, customizing the envelope generators: attack, decay, sustain and release.



Virtual sliders on the screen allows you to assign values to each parameter:

- A=Attack. It is the initial phase of the sound: the lower value gets an immediate attack of the sound, the higher value determines a gradual growth of the sound.
- D=Decay. Immediately after the attack, decay kicks in. This value indicates the time it takes to transition from the initial peak to the next stage.
- S=Sustain. Determines the period in which the tone remains constant.
- R=Release. It establishes the duration of time necessary, with the key released, to attenuate the sound until total silence.
- TVA=Time Variant Amplifier, i.e. amount of volume applied to the tone in relation to ADSR settings.
- TVF=Time Variant Filter, i.e. amount of LFO on the filter applied to the tone in relation to ADSR settings.
- RATE=Speed of ADSR parameters.
- FC=Filter control.
- Q=Resonance control.

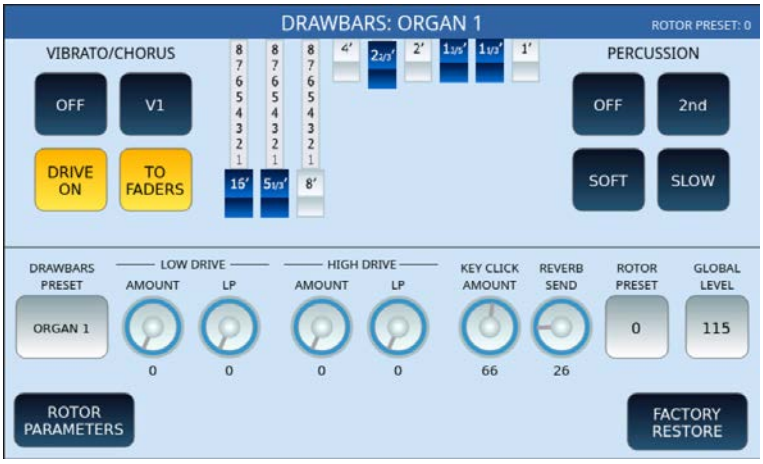
The row of buttons at the bottom of each slider resets the value to its original data: 64 for all, except TVA and TVF which go to zero and RATE which goes to 32. At the bottom on the right, the **RESET ALL** button acts on all nine parameters by restoring them.

Other buttons, on the right side of the screen:

- The **ASSIGN TO FADER** button allows you to activate the control of the above values through the physical panel sliders.
- A series of buttons allows you to activate/deactivate the parts to which ADSR filter changes are assigned: VOICE 1, VOICE 2, DRUM, BASS, CHORD and LOWER.

Editing or customizing Drawbar voices

After selecting a Drawbar item and activating the Drawbar View, the video page appears on the screen.



Options:

- Activate/deactivate the **VIBRATO/CHORUS.** Please note that the DRAWBARS section has a dedicated effects section separate from the main DSP section. Its purpose is to allow the best emulation of the Vibrato Scanner.
- Invoke the various effects:
    - V1, V2 and V3 are three levels of the vibrato effect, depending on the delay line signal.
    - C1, C2, and C3 are three levels of the Chorus effect, depending on the mix of the delay line signal with the original signal.
- Activate/deactivate **DRIVE ON/OFF,**i.e., the Overdrive that intervenes on the DRAWBARS section.
- **TO FADERS**: Allows you to disable the ability to control Drawbars with physical panel sliders, to make them available for their standard operation (volume levels of the **PLAYER** and parts of the accompanying style).
- At the centre stands the area of action of the nine digital Drawbars. By sliding your finger over the individual sliders on the screen, the value increases from 0 to 8 positions.
- In the **PERCUSSION** area, typical percussion controls are available:
    - ON/OFF.
    - 2nd/3rd to use the second or third harmonica for percussion.
    - NORMAL/SOFT: refers to the volume of percussion.
    - SLOW/FAST: refers to percussion decay.

At the bottom of the screen:

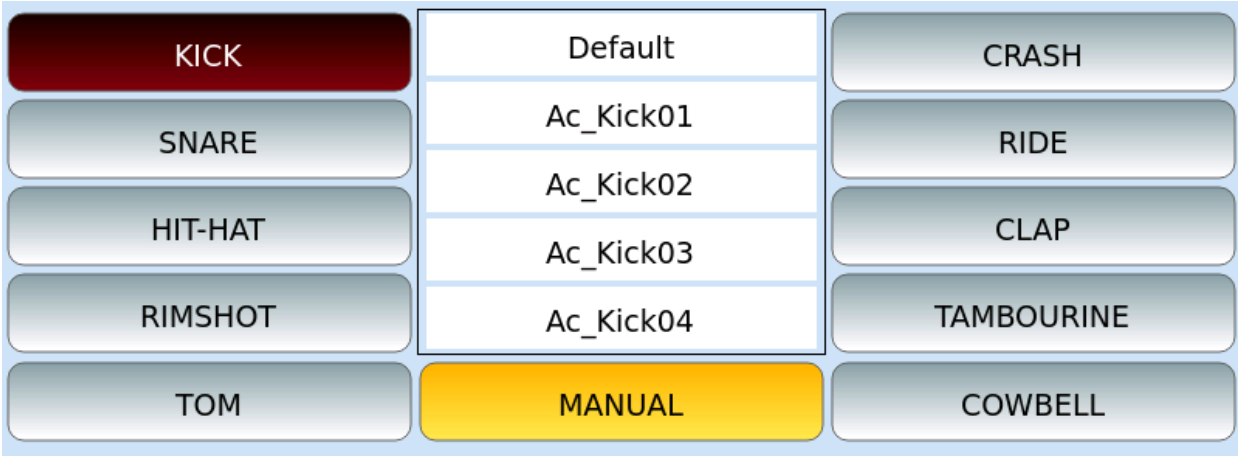
- The first button allows you to switch between the 24 factory Drawbar presets.
- **LOW DRIVE**: **AMOUNT/LP**: Adjust the amount of the Overdrive and the frequency of the low-pass filter that intervenes in the simulation of the rotating speaker of the woofer of the Leslie cabinet.
- **HIGH DRIVE**: **AMOUNT/LP:** Adjust the amount of the Overdrive and the frequency of the low-pass filter that intervenes in the simulation of the rotating horns of the Leslie cabinet.
- **KEY CLICK AMOUNT**: Check the click level, from 0 to 127.
- **REVERB SEND**: Adjust the send to the reverb effect, from 0 to 127.
- **ROTOR PRESET**: Choose a factory setting of the rotary effect from the seven available.
- **GLOBAL LEVEL**: Check the global voice volume level, from 0 to 127.
- The **ROTOR PARAMETER** button allows you to choose**:**
    - **HIGH ROTOR/LOW ROTOR**: adjust the top and bottom; the rotor (rotating speaker of the woofer) and the horns.
    - The SOUND REFLECTION configuration includes three configurable parameters with values from 0 and 127: **DIRECT SOUND** is the amount of sound that propagates directly without reflection, REFLECTION **INTENSIVITY** represents the intensity with which the sound wave reflects with an angle of incidence when it encounters walls and obstacles, while

REFLECTION DELAY determines thedelay of the sound that returns after bouncing against a wall or obstacle.

Drum Set Remapping

This is a function can be open by the three buttons of the DRUM SET REMAP area on the screen within the DRUM SET function.

BASIC

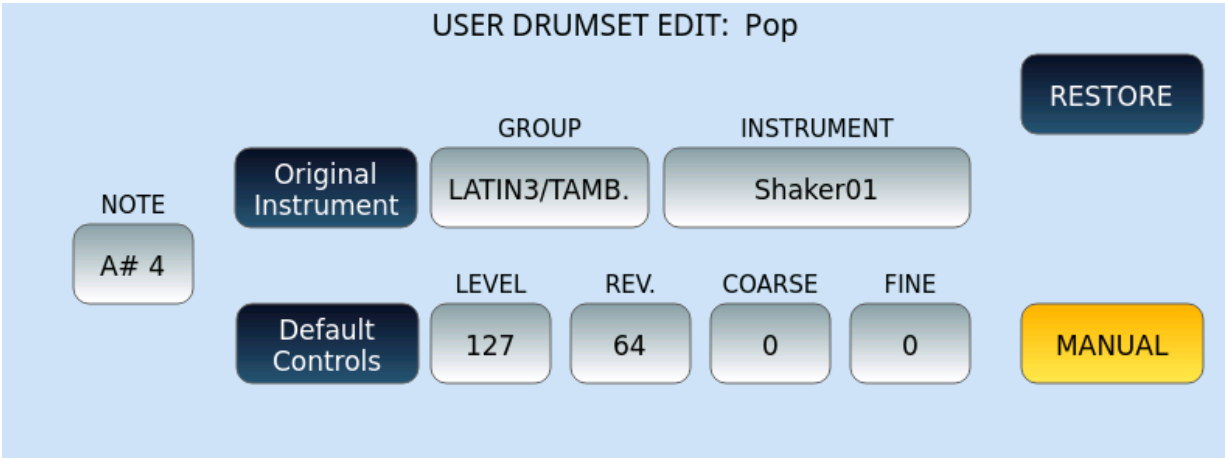


This page allows you to select the type of percussion and assign it within a customizable Drum Set.

ADVANCE

This page allows you to associate the type of percussion to each note and assign it within a customizable Drum Set.

USER



This page allows you to associate the type of percussion to each note and assign it within a customizable Drum Set that can be saved in the USER area.

Customizing/Using the Drum Mixer

Press the DRUM MIXER button on the front panel to access the function that allows you to customize the DRUM SET that is playing in the active style. Note that this can be done while you are playing in real time too.

The screen allows control of nine percussive instruments:

1. Touch speaker icon for each channel to MUTE each instrument individually.
2. Determine what value to act on:
    - **LEVEL:** This button activates the volume control. It can be a value from 0 to 15.
    - **REVERB**: Determine the amount of reverb to send to each track. It can be a value between 0 and 15.

- **PAN:** Determine the position of the instrument on the stereo panorama. At 0 it is all on the left, at 8 it is in the centre and 15 all on the right.
- **PITCH:** Establish the pitch. From -128 to +127.
- **VEIL COMPR.** : the compressor allows you to act on the response speed of the selected percussion.

3. Adjust the value of the selected parameter. You have three different modes available:

   - Activate the ASSIGN TO FADER button and then act on the 9 physical sliders in the left area of the front panel.
   - Slide your finger over the slider on the touch screen.
   - Touche of the 9 buttons at the bottom of the screen and turn the data knob.

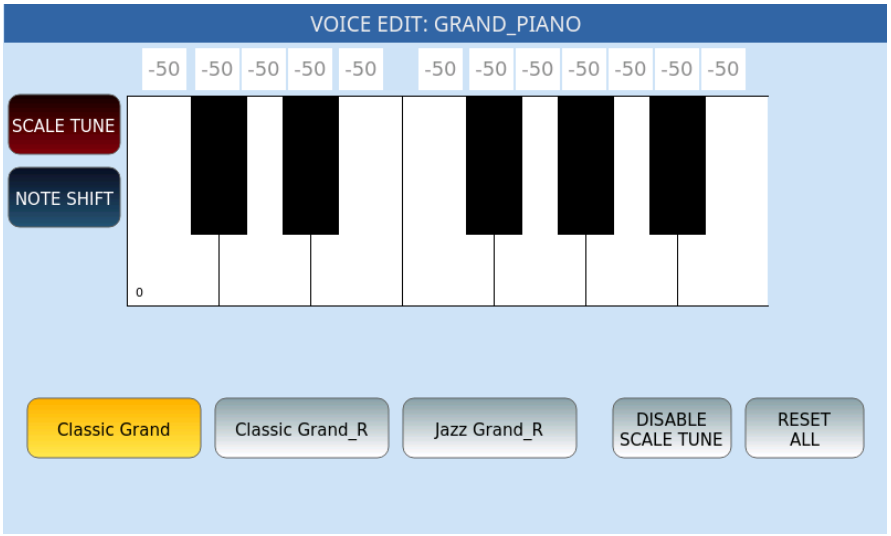
4. **DEFAULT**: Resets the Drum Set to system defaults.

5. **MANUAL**: In real time, you may use the sound as it was just adjusted (MANUAL) or as it was by default.

6. **SINGLE/GLOBAL**: In Global mode, the trades carried out affect the four variations of the Arranger. In Single mode, you act on the single variation.

Scale

This page is called up by touching the **SCALE** icon in the VOICE EDIT function page. The screen displays in the centre a virtual keyboard for changing the pitch of individual notes. This is particularly interesting for those who play Middle Eastern, Turkish music or similar which requires different scaling.



Options:

- **SCALE TUNE:** Activate this function, select the note to be edited on the screen, change the % value of the tuning of the note with the help of the dial (DIAL).
- **SHIFT NOTES**: Activate this function, select the note to be edited on the screen, change the pitch with the help of the dial (DIAL).
- The first three buttons in the centre of the screen have the sounds associated with VOICE 1, VOICE 2 and VOICE3: Apply the tuning or pitch variation on each voice.
- **DISABLE SCALE TUNE**: Use this button to toggle the alternate scale.
- **RESET ALL**: This button restores the starting conditions for the selected scale.

10 Creating your own styles

Building your accompaniments with existing content

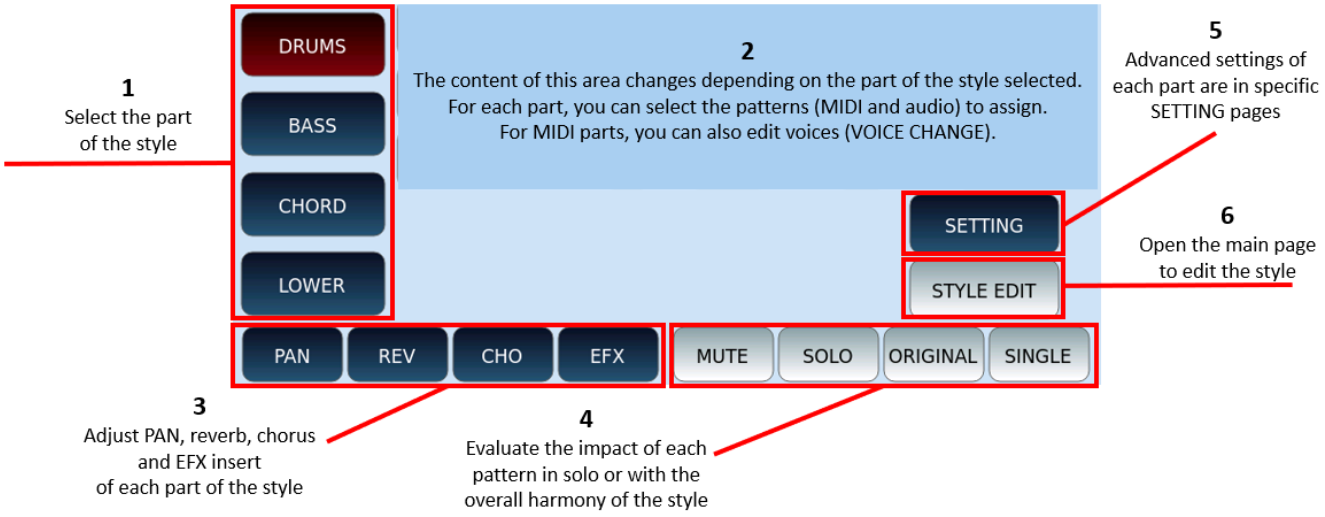
This feature does not require extraordinary executive and technical skills and, in any case, allows you to customize the arrangements in the Drum, Bass, Chord, and Lower parts, with great ease. You have a vast database of MIDI patterns on various musical repertoires and are entirely editable: BPM, voices, levels, and effects. Mixing patterns and customizing them allows you to create hundreds, even thousands, of original styles tailored to your musical choices.

View and Modelling

Here lies the heart of the **EVENT** with endless combinations and possibilities, limited only by your imagination. Let us choose a Style and see in detail how to proceed and virtually create a new and professional style in minutes.

From the style home page, touch the **VIEW & MODELLING** icon to display the relevant page of the Arranger section of **EVENT.**

Functionality structure includes common functions while the central part of the screen varies according to the part of the style. Let us start with the standard parts of **VIEW & MODELLING.**



How to use

1. Choose the part you want to work on: DRUMS, BASS, CHORD or LOWER.
2. For each part, the content of the central screen changes. See below the specific description of each part.

3. At the bottom of the screen, a first part of the buttons (PAN, REV, CHO, EFX) allows you to customize stereo panorama, reverb, Chorus and Insert effect (EFX).

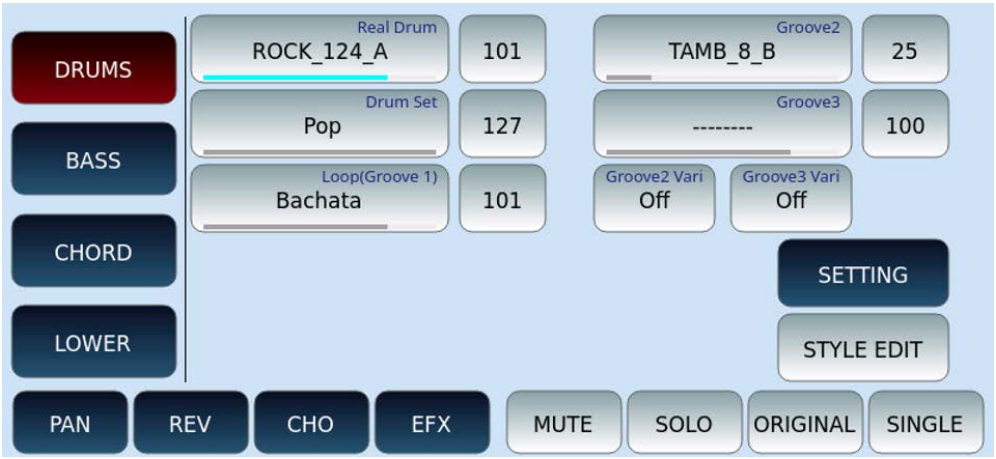
4. Press the START button on the front panel. Now you can hear the result of your chosen settings on the style. MUTE, SOLO, ORIGINAL and SINGLE/GLOBAL buttons are available to select what to listen to while evaluating the individual pattern or its impact on the overall harmony of the style.

5. The SETTING button opens a specific advanced customization page. See below the specific description of each part.

6. The STYLE EDIT button allows customizing all style parameters. The description is in the paragraph below.

Attention! At the end of your edits, press the **SAVE** button on the front panel to save your personal style in the USER memory.

DRUMS



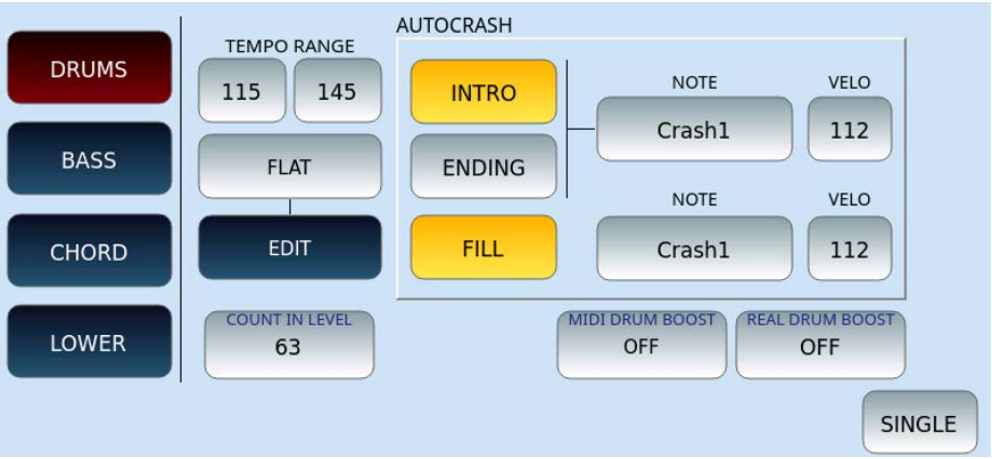
On this page you can customize the DRUMS part of the style:

1. You have several parts to assign a percussive pattern to: Real Drum, Drum Set, Loop (Groove 1), Groove2, and Groove 3.

   - Each part is shown with the volume level icon next to it. This is also represented by the blue line (track contains data) or grey line (track is empty) below the part name.
   - Touch an option and then turn the data knob to open the search page among the many available patterns in each category.
   - Groove2 and Groove3 variations can be activated optionally.

For all other on-screen buttons see the general description above.

Pressing the **SETTING** button opens the DRUMS part configuration page.



Options:

- TEMPO RANGE: Limit the range within reasonable BPM values within which the audio rhythm responds with good quality. It is well known that it is practically impossible in audio to achieve optimal stretching with Tempo values less than 40 and above 250 BPM.
- Below the BPM limit icons, select the equalization type: the standard value is FLAT, but you can change it with LOUDNES1 and 2, BAS GAIN1 and 2, MID GAIN, HI DAMP, BAS DAMP, HI GAIN1 and 2. Press **EDIT** to set GAIN and frequency and Q of each frequency band (Low, Mid and Hi).
- AUTOCRASH: Select INTRO, ENDING, or FILL to enable automatic cymbalhit at the end of the pattern. You can choose which Drum Kit cymbal to use (NOTE) and the dynamics (VELO) with which it is played.
- COUNT IN LEVEL: Determine the volume level of the initial counting measure.
- MIDI DRUM BOOST: Apply the Boost (Volume Boost) to the MIDI DRUM part. Values OFF, SOFT, HARD.
- REAL DRUM BOOST: Apply the Boost (Volume Boost) to the MIDI DRUM part. Values OFF, SOFT, HARD.
- SINGLE/GLOBAL: In Global mode, the operations carried out affect the four variations of the Arranger together (variation A, B, C and D). In Single mode, your current actions are applied ONLY on the current variation you are in (e.g. Variation A).

Press the **EXIT** button on the front panel to return to the previous page.

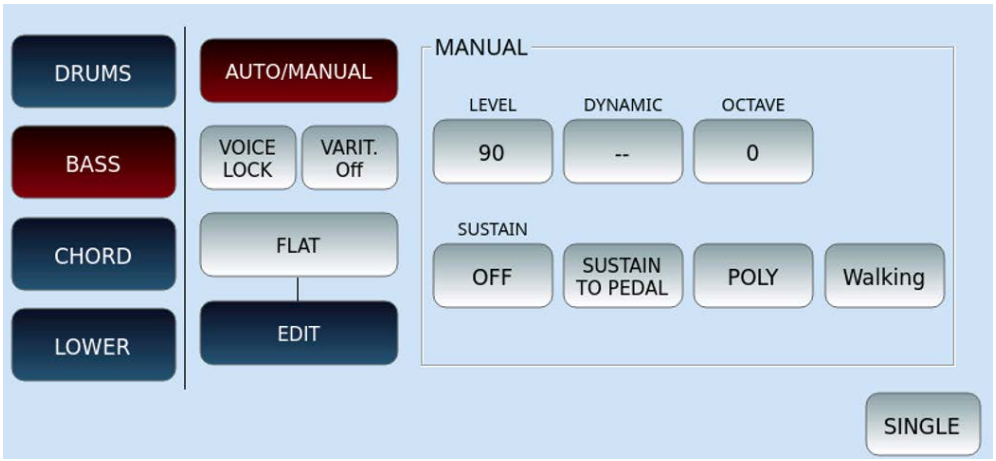
BASS

On this page, you can customize the BASS part of the style.

- You can assign a pattern to either the MIDI Bass or the Real Live Audio Bass part.
- Each part is shown with the volume level icon next to it. This is also represented by the blue line (track contains data) or grey line (track is empty) below the part name.
- Touch an option and then turn the data knob to open the search page among the many available patterns in each category.
- Select MIDI or REAL according to your choice to work with or without Audio bass patterns.
- The **VOICE CHANGE** button allows you to change the voice for MIDI parts. After activating it, touch the Bass MIDI part and this time, instead of selecting the pattern, you can choose the bass voice.

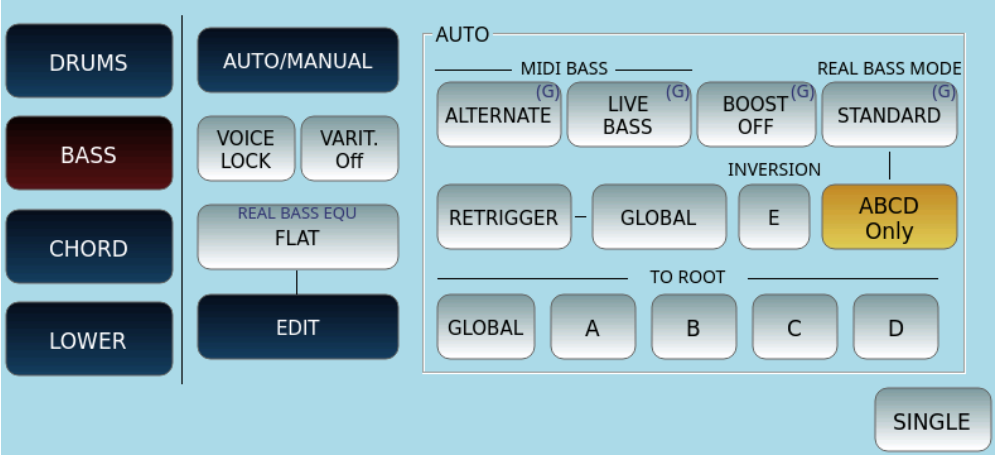
Now let us see the **SETTING** page (all the other on-screen buttons are illustrated in the general description above).

Depending on the choice of **the AUTO/MANUAL** button, two different pages may appear. Here is the MANUAL version.



On this page, pay attention to the **Walking** option that allows you to expand the options provided for Play the bass part.

The AUTO base screen is as follows.



The REAL BASS MODE parameter provides options:

- STANDARD: plays the normal audio table (with ABCD Only alternative)
- ROOT FIRST: the first note of the REAL BASS (generally the tonic) has priority at every chord change.
- ALTERNATE: with alternating audio bass, the design adapts to the chord change without repeating the keynote.

Press the **EXIT** button on the front panel to return to the previous page.

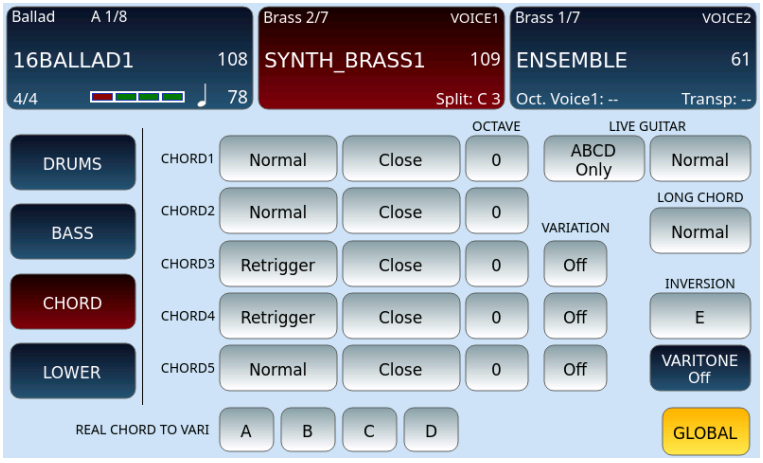
CHORD

On this page, you can customize the CHORD part of the style:

- On the left, you can assign a different MIDI pattern to each of the five tracks that make up the CHORD part.
- On the right, you can do the same for the tracks Live Guitar, Long Chord and Real Chord (audio).
- Each part is shown with the volume level icon next to it. This is also represented by the blue line (track contains data) or grey line (track is empty) below the part name.

- Touch an option and then turn the data knob to open the search page among the many available patterns in each category.
- The **VOICE CHANGE** button gives you the possibility to change the voice for the MIDI parts on the left. After activating it, touch MIDI part and this time, instead of selecting the pattern, you can select the assigned sound.

Below is an example of the **SETTING** page of the CHORD part (all other on-screen buttons are illustrated in the general description above,)



Press the **EXIT** button on the front panel to return to the previous page.

LOWER

On this page you can customize the LOWER part of the style.

- You can assign a different tone to each of the three LOWER parts.
- Touch an option and then turn the data knob to open the search page among the many available patterns in each category.
- Each part comes with the volume level button.
    - First, set the volume level.
    - Second, set the transport of the tone.

  - Third, the MONO mode allows you to make the sound monophonic rather than polyphonic. For example, you can assign a trombone sound to the LOWER1part, aLOWER 2trumpet and aLOWER 3saxophone to simulate a refined horn section in which each instrument performs a single note.
- **DYNAMIC:** Determine the dynamics level of the LOWER parts by entering a value between 0 and 100.

Below is an example of the **SETTING** page of the CHORD part (all other on-screen buttons are illustrated in the general description above,)

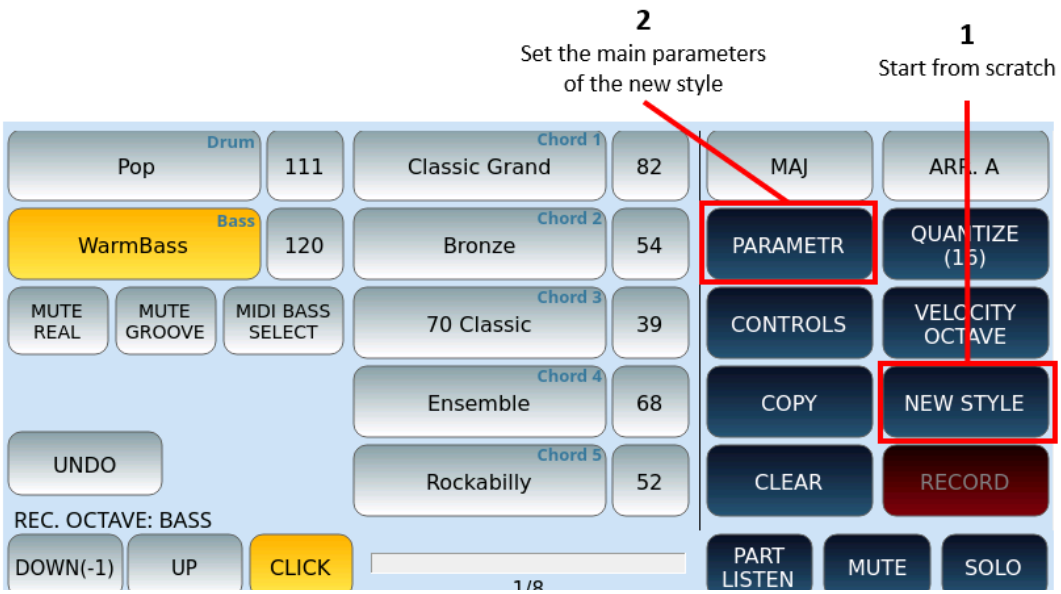
Press the **EXIT** button on the front panel to return to the previous page.

Pattern & Style Editor – Creating your styles from scratch

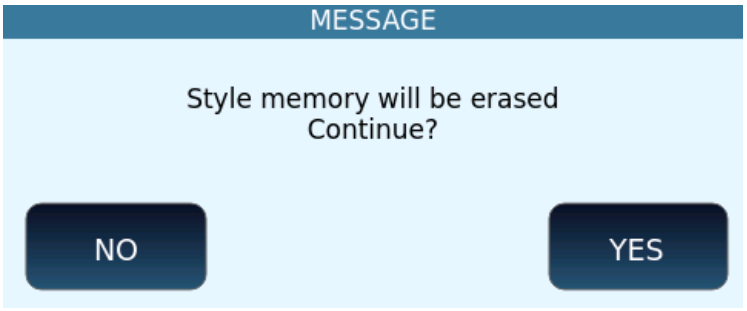
The **STYLE EDIT** functionality is available from the VIEW &MODELLING page described above: this is where you can record and program your styles from scratch or more detailed editing on existing styles. Before starting, we advise you to precisely plan the style structure, considering the length and Time Signature parameters, which are the basic settings of a style, to obtain correct programming.

How to create or record a new style or pattern

Once we open the **STYLE EDITOR** page, let us start by clearing the memory and starting from a clean situation. Be careful - since this function will erase all the memory areas of the current style to make room for creating a new style from scratch.



Press the NEW STYLE button on the screen: the system will ask you to confirm the memory clearing. Answer **YES.**

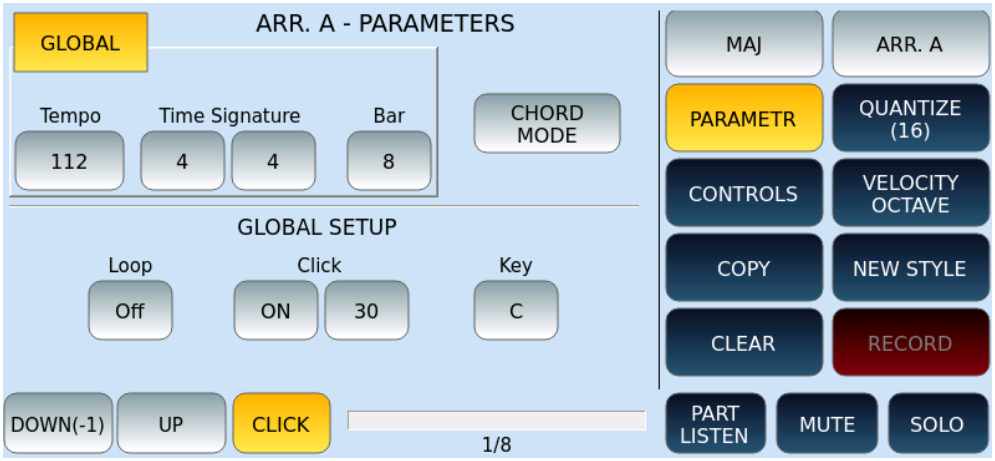


Now press the PARAMETER button to set the main parameters of the style.

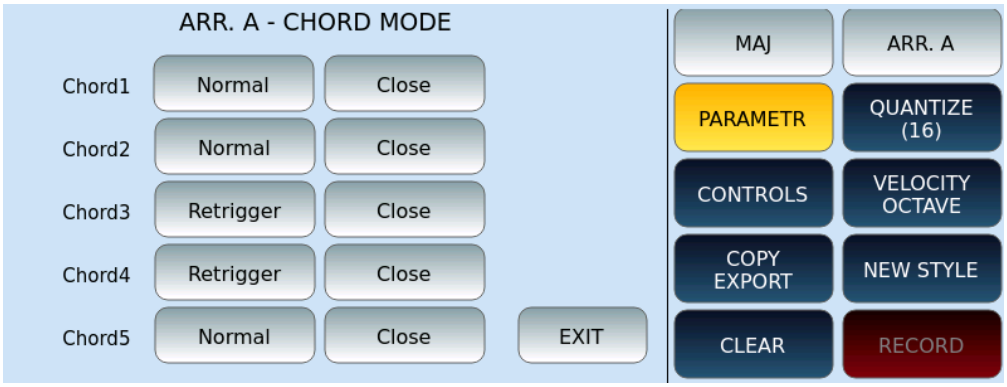
PARAMETER set up

On the **PARAMETER** page, you can configure:

- GLOBAL/SINGLE: Determines whether the setting applies to all sections of the style or to just one.
- Tempo: BPM.
- Time Signature: time in key.
- Bar: number of measures in the pattern.
- GLOBAL SETUP provides Loop Off/On, Click ON/Ogg and duration, pitch.



The **CHORD MODE** button is essential for your arrangement's "musicality" success. As you can see from the image, each chord (CHORD1/5) has its selectable mode.



The mode on the left selects precisely how the chord is played:

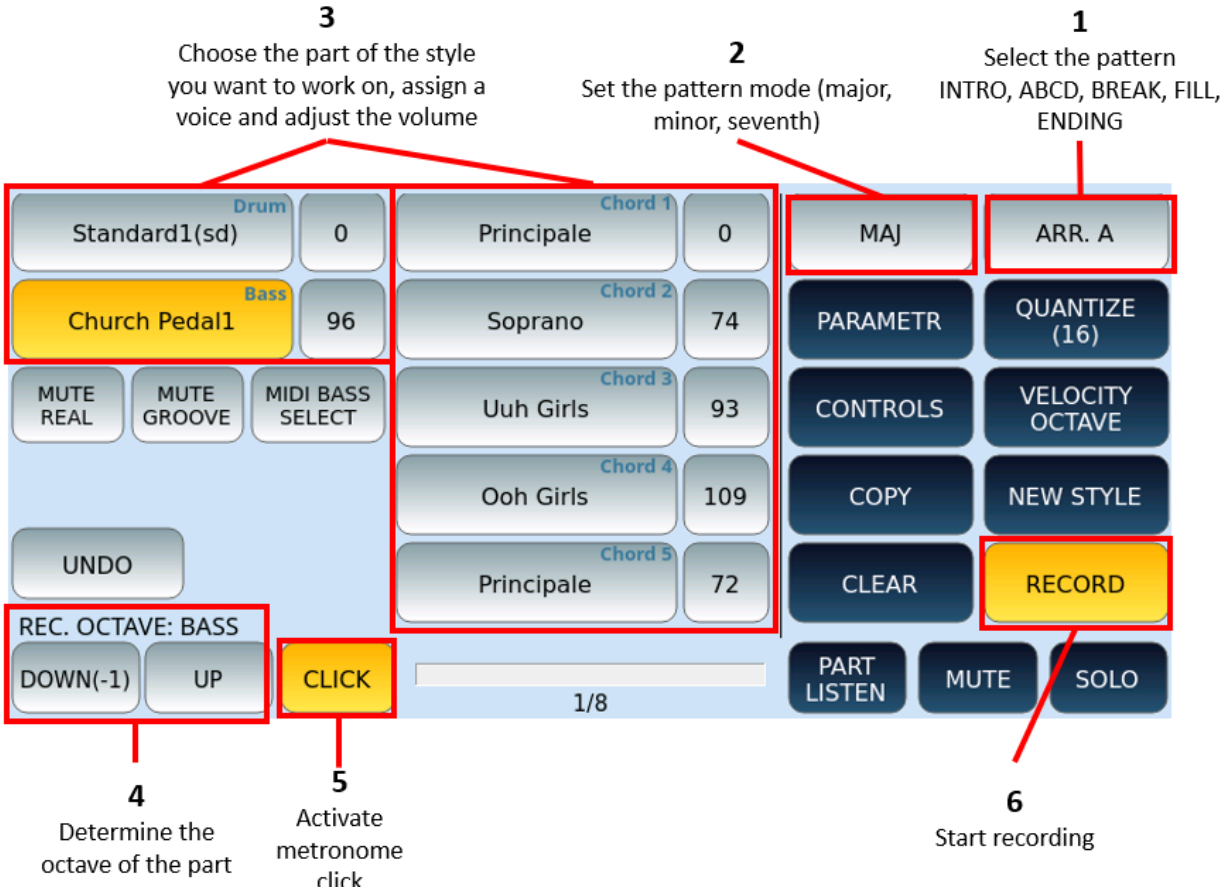
- NORMAL: Every note that has been programmed within the chord is executed for its actual duration.
- RETRIGGER: the notes programmed inside are repeated at each chord change, during real-time execution.

The mode on the right instead selects the harmonic conversion mode of the chord performed:

- PARALLEL: Notes are transformed in a parallel or diatonic way relative to the programming scale.
- CLOSE: the notes programmed inside are adjusted through an intelligent algorithm so that they are the most harmonically correct in the case of chords alterations.

Recording the various style parts

Now, once we have set the main parameters, we can proceed with the recordings of the parts of each pattern.



Step by step:

1. Select the pattern of the style you want to record on (INTRO1, 2, 3, ABCD, BREAK, ENDING 1, 2, 3)
2. Excluding the percussive parts, you must set the way (major, minor, seventh) with which you will play the part to be recorded.
3. Choose the style part (DRUM, BASS, CHORD 1-5).
    - Press and hold the corresponding button to open the VOICE selection page to assign to the part.
    - Adjust the volume using the button next to it and the data knob.
4. Touch buttons on the **DOWN/UP** screen to adjust the octave of recording.
5. Activate metronome click or not.
6. Make sure the **RECORD** icon is active and press the **START** button on the front panel to record.
7. The style section is reproduced: everything you play with your hands on the keyboard is recorded.

8. When you finish recording, press **START** again to stop.
9. Turn off the **RECORD** button on the screen.
10. Press **START** once again to listen to the new recording.

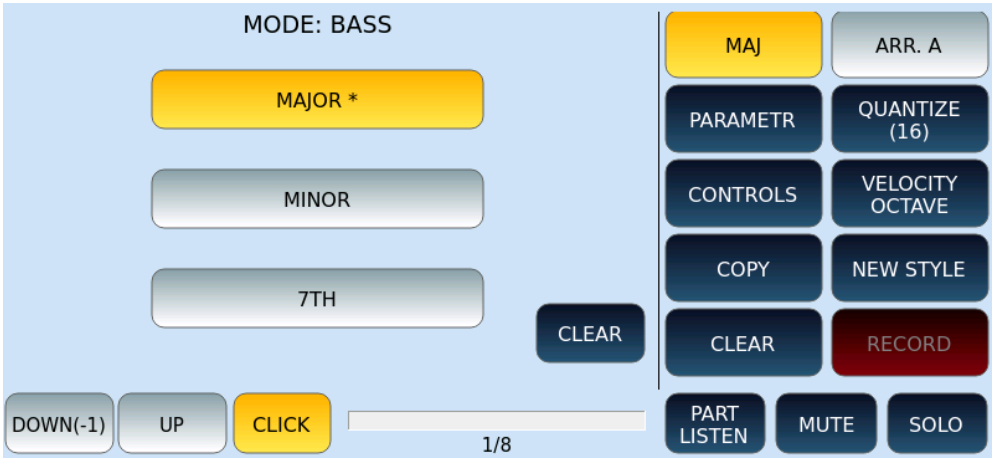
Other functions can come in handy during your work:

- **PART LISTEN:** Allows you to listen to the selected sound directly from the keyboard.
- **MUTE:** Resets the volume of the selected track to highlight the other tracks in the mix.
- **SOLO**: Puts ONLY the track in progress so that you can listen to it separately from the other tracks.

Now let us review in detail some of the functions mentioned above.

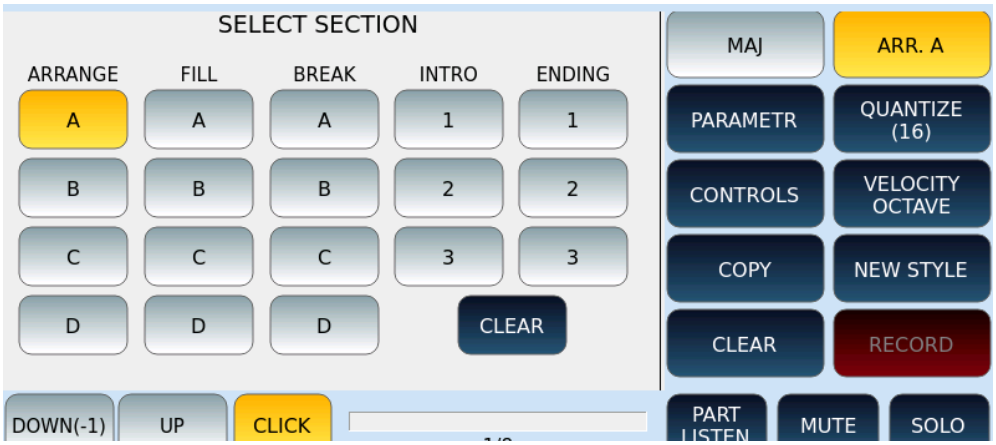
MODE

On the **MODE** page, choose whether the pattern is a major (MAJ), minor (MIN), or seventh (7TH) chord.



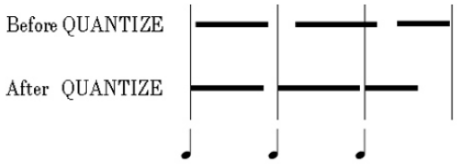
SELECT SECTIONS / TYPE PARTS

On the **SELECT SECTION** page, choose the style section: ABCD, FILL, BREAK, INTRO or ENDING variation on which to apply your customization.



QUANTIZE

The QUANTIZE page allows you to quantize the tracks recorded by you, correct the execution according to the parameters of your choice.



The quantization parameters are:

- 2: Quantization for 1/2
- 4: Quantization for 1/4
- 8: Quantization for 1/8
- 16: Quantization for 1/16
- 32: Quantization for 1/32
- 64: Quantization for 1/64
- REAL: No quantization applied
- 4T: Quantization for 1/4 triplets
- 8T: Quantization for 1/8 triplets
- 16T: Quantization for 1/16 triplets
- 32T: Quantization for 1/32 triplets

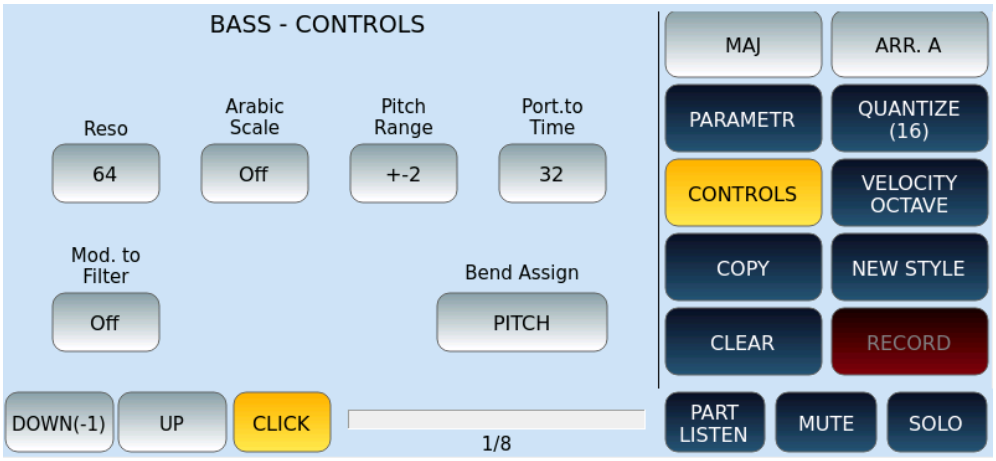
- 64T: Quantization for 1/64 triplets

Options:

- EXIT: Exit the page confirming what was previously quantized.
- UNDO: If the musical result is not the desired one you can always return to the previous condition by pressing this command.
- EXECUTE: Once you have selected a quantization parameter from the listed values, press this button to apply quantization.

BASS and CHORD CONTROLS

The available CONTROLS can be assigned differently on BASS and CHORDS tracks.



The available parameters are as follows:

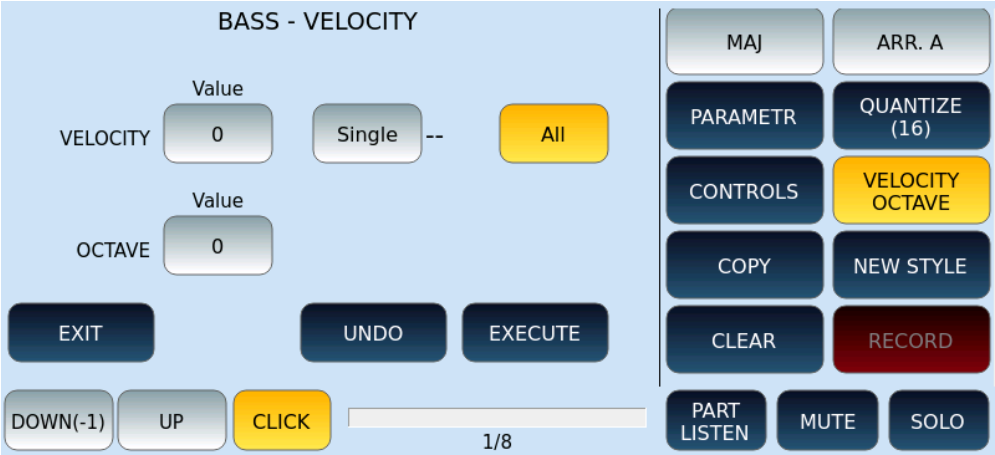
- Return: Applies Resonance (1/127) to the selected track.
- Arabic Scale: Activates (ON/OFF) the reading in Arabic Scale mode of the selected track.
- Pitch Range: Sets the excursion (1/127) of the Pitch Bend that will be applied on the track.
- Port. to Time: Sets the Time Posture to the selected Track.
- Mod. to Filter: Activates (ON/OFF) the Modulation on the filter of the selected track.
- Bend Assign: In the programming of the track you can use the Bend assigned to different utilities (PITCH, ROTOR, PORTAMENTO).

Pay attention!

- These controls are instantly active without the need to confirm via the ENTER button.
- Rotor can only be placed on track CHORD 3.

VELOCITY OCTAVE

In this "transformation" video page, you can apply your changes that affect the dynamics of the notes already recorded and their octave of reproduction. Again, changes are made to the originally selected track.

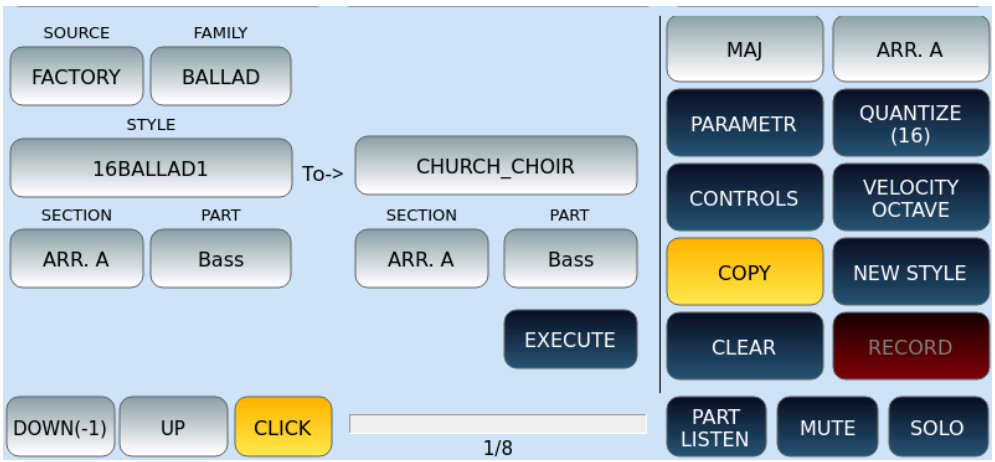


This screen refers to the BASS track and, in detail, we find the following commands:

- VELOCITY: You can change the dynamic variations of a previously recorded event (or several). The available values are: -63/+63.
- SINGLE: The SINGLE button (when active) allows the selection of the note to be edited. Press the note affected from the keyboard and then change the desired value. The change will affect all previously recorded notes when the ALL button is active.
- OCTAVE: This button when active allows you to change the octave of the selected track. The range of action is +2/-2
- The EXIT, UNDO and EXECUTE buttons behave as we saw above.

COPYING STYLE PARTS

This feature allows you to copy patterns between different elements of an accompanying style.



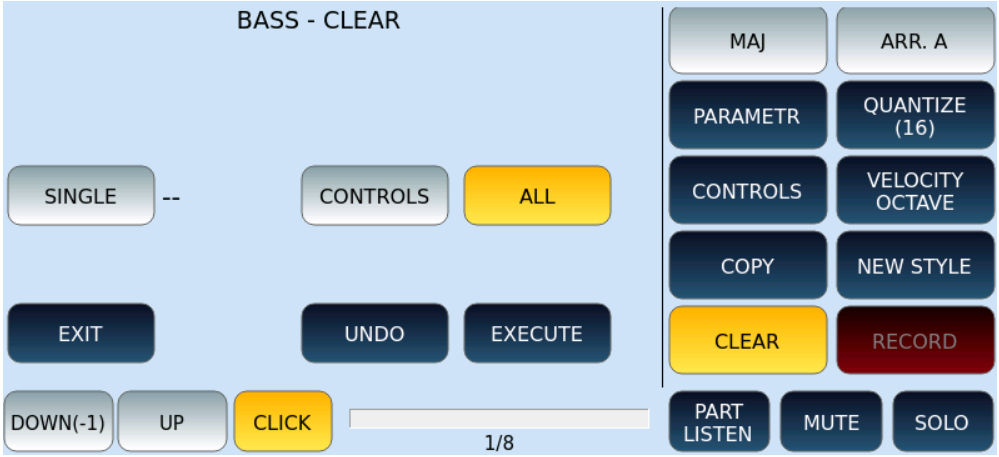
Options:

- SOURCE: Select FACTORY to copy from a factory style or USER to copy from a style in the user area.
- FAMILY: Select the category to which the source style belongs.
- STYLE: Press this button and then turn the data knob to find the style you want to copy from.
- TO ->: This is the style you have selected before starting such operations. It will be the destination of your copy.
- SECTION: Select the pattern to be copied (ABCD: ARR, FILL and BREAK; 1-2-3: INTRO and ENDING)
- PART:Select which part to be copied (ALL, DRUM, BASS, CHORD 1-2-3-4-5).
- EXECUTE: Confirm your copy.

CLEARING GLOBAL TRACKS OR SINGLE NOTES IN STYLE PARTS

This feature allows you to erase the separate (or global) parts of the accompanying style.

Before pressing the CLEAR button on the screen, make sure that you have selected the section of the style you want to act on.



RECORDING STYLE PARTS

This command enables recording the various parts that build the accompanying style.

The RECORD mode intervenes on all available sections of the PATTERN. The only exception is made for the track AUDIO DRUM: programming is not allowed since it is precisely an audio part. You can still use that section to place a conventional Drum Set in the MIDI domain instead of the Audio Drums.

Save the style to a USER location

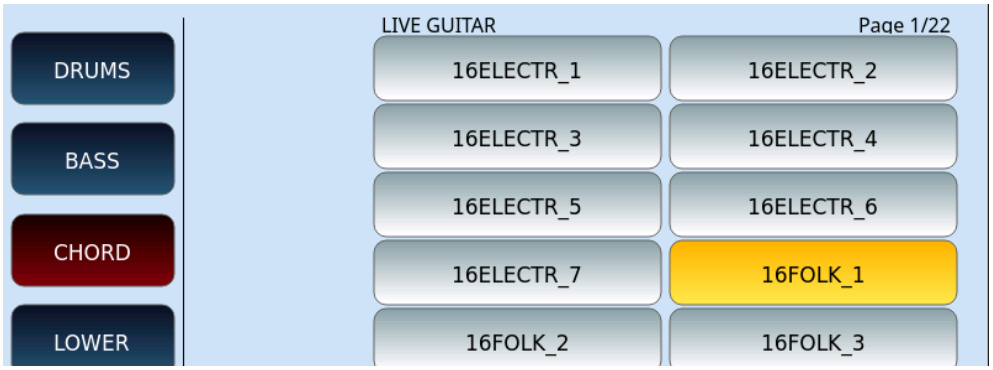
If you have changed one or more elements of the style, you must press the **SAVE** button on the front panel to save the updated version of the accompaniment. In any case, if you try to exit the STYLE EDIT mode with changes made and not yet saved, **EVENT** reminds you that – if you do not confirm the saving – all changes will be lost.

User Audio Drum

EVENT allows importing Audio files related to Live Drums, Real and Real Chords into the instrument. Given the complexity of the subject, this topic will be illustrated in details through a video tutorial that you can view on KETRON's website at www.ketron.it.

Live Guitar

The Live Guitar environment allows you to select from the database available in the instrument a series of Audio Guitar templates to be applied to the accompaniment styles. The database offers Folk, Electric, Country, Classic sounds and so on, in different musical rhythms.



The Live Guitar can be assigned differently for each ABCD variation and can store its relative Volume, located to the right of the selection icon on the Arranger Setting page.

11 Recording

Recording your own music

*The Record feature allows you to record your keyboard performances and saving them to internal or external memory devices. **EVENT** can record everything on the keyboard in either MIDI or AUDIO format. You can record music in any musical form or style arrangements too: from piano solos to symphonic performances, from rock to jazz, from Afro Pop and dance music to classical music, from avant-garde music to blues, and from children's songs to the most sophisticated soundtracks.*

Recording Modes – AUDIO or MIDI?

Press the red **RECORD** button on the front panel to display the RECORDING page. **EVENT** will ask you to choose the recording format you wish to record in:

- Touch the MIDI icon on the screen to create a MIDI file recording that contains everything you do on the keyboard in real time with elements of VOICE 1. This is usefull when you want to record single tracks with EVENT's internal sound engine.
- Touch the AUDIO icon on the screen to record an audio format (WAV) stereo file that contains everything you have done in real time on the keyboard capturing VOICE 1, VOICE 2, Drawbar, LOWER 1-2-3, Style/Arranger, and MICRO 1 and MICRO 2 inputs, in other words, your entire performance.
- Touch STYLE SONG button on the screen to record a Song event (Song Mode), i.e., a piece of music built using the accompanying patterns of the styles of the arranger section only. The music / chord progression and activation of Arranger buttons Arr A, B, C, D, Fill in, Breaks ... etc) is what gets recorded and played back. Note: Audio parts of styles cannot be recorded.

You can record this time, without any duration limit but for the size of your SSD drive. Nevertheless, we advise you not to exceed 10 minutes of continuous recording.

Recording in MIDI format

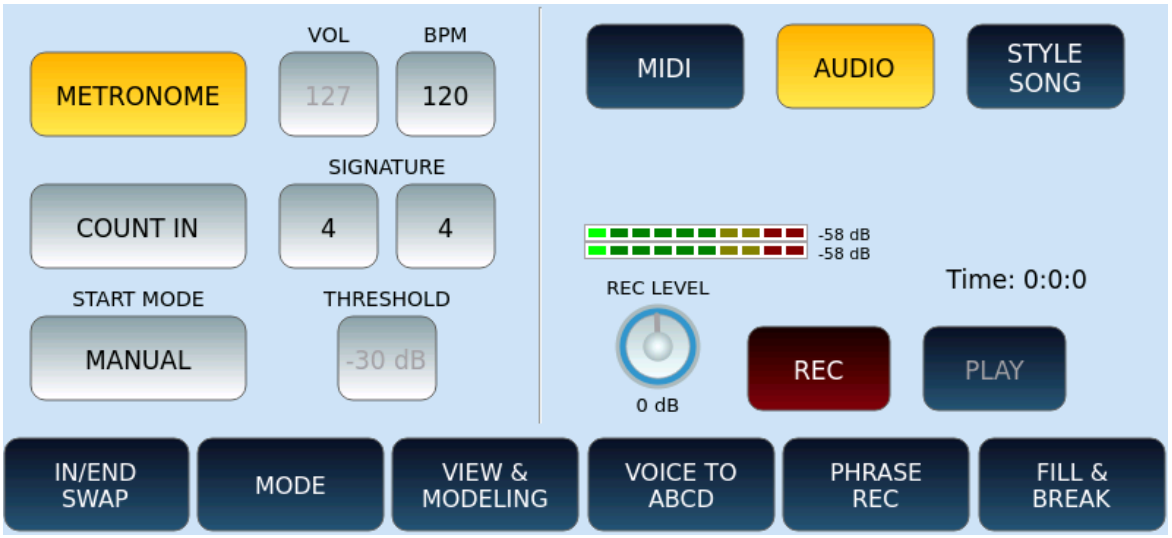
To record a MIDI file:

- Press the RECORD button on the front panel to open the on-screen recording page.
- Enable MIDI mode by tapping the MIDI button on the screen.
- Enable or not the METRONOME, adjust its volume (VOL) and Tempo (BPM). All via the three buttons on the screen.
- **COUNT IN**: Enable the initial count measure.
- **SIGNATURE**: Define the time signature in key (4/4, 3/4, 12/8, and so on).
- Set the **VOICE1**: voice, volume, controller.
- **START MODE**: Choose how to start recording from the options:
- MANUAL: simply press the **REC** button on the screen to start recording. If you start the style after the first measurements, the style will also be recorded.
- STYLE SYNC: start the style and the part recording at the same time as the style (the style start modes are the same as described in the Style Start-up paragraph.
- AUTO: MIDI recording begins as soon as the instrument receives a MIDI event.
- During recording, all notes, voice changes, volume changes, controllers, and everything else is stored in MIDI format.
- When you are done, press **REC** again to stop recording.
- Make sure the **PAUSE** button on the front panel is not active and touch the PLAY icon on the screen to listen to your recording.
- If you want to re-record, you must start over. To erase the previous recording and redo it, touch REC button on the screen again.

Once done, press the **SAVE** button on the front panel and confirm the request to save the MIDI file. On the screen appears the request to give a name to the MIDI file.

The saved MIDI file can be used in the **PLAYER** and reworked (mixed, further edited) in GM mode.

Recording in AUDIO format (Wave)



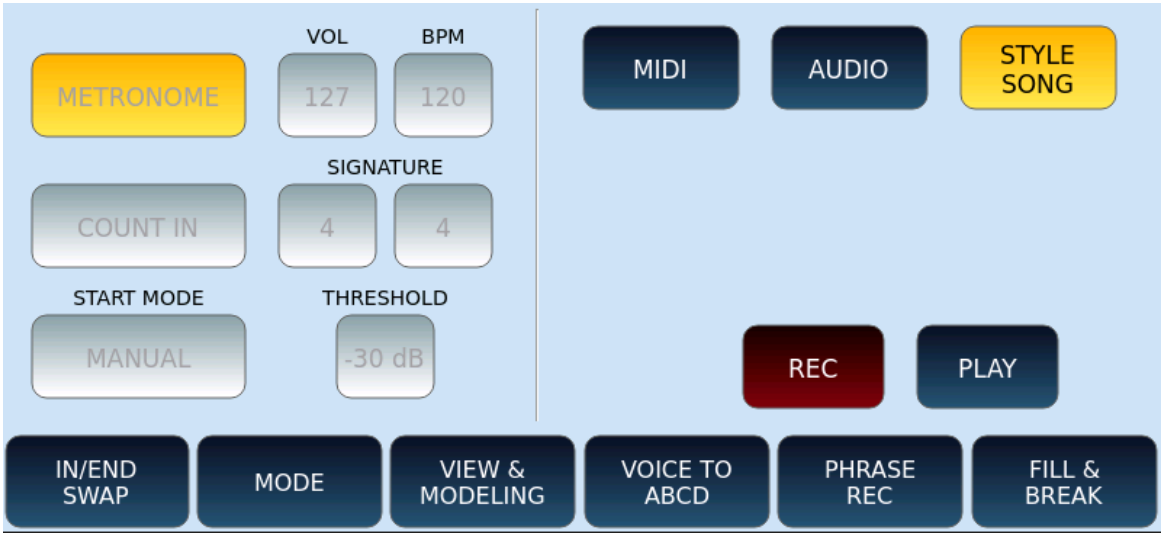
To record an AUDIO file:

- After pressing the **RECORD** button on the front panel, touch AUDIO button on the screen.
- The management of **METRONOME**, **VOL**, **BPM, COUNT IN, SIGNATURE and START MODE** corresponds exactly to what we saw above for MIDI recording, except for the following.
- If you choose the AUTO option for **START MODE**, the **THRESHOLD** button is activated on the screen to set the threshold value from -60dB to 0dB (the default assumed value is -30dB).
- In addition, in the right part of the screen, digital peak meters appear to monitor the dynamic level of the recording volume. You can set the **REC LEVEL** to a value between -8dB and +8dB. Be careful: with a level that is too high, you risk saturating the audio signal during recording.
- The progression of time is no longer in terms of measurements, but rather advancing hours, minutes, and seconds (00:00:00).
- As we saw above, set the voices to be recorded, VOICE1, VOICE2 and DRAWBAR (sounds, volume, controller).
- Press the **REC** button on the screen and start recording according to the selected START MODE, as described above in the MIDI recording. The only difference concerns the AUTO mode, in this case the recording starts when the output volume exceeds a certain threshold (THRESHOLD).
- Everything you play on the keyboard is recorded in stereo audio format.
- When you are done, press **REC** again to stop recording.
- Make sure the **PAUSE** button on the front panel is not active and touch PLAY button on the screen to listen to your recording.
- If you want to re-record, you must start over. To erase the previous recording and redo it, touch the REC icon on the screen again.

At the end, press the **SAVE** button on the front panel and confirm the request to save the WAV file. A request to name the audio file appears on the screen.

The saved WAV file can be used in the **PLAYER** or **Stem**.

STYLE SONG recording



To record a STYLE SONG:

- Make sure you are NOT in **PLAYER** mode.
- Now press the **RECORD** button on the front panel.
- Touch **STYLE SONG** button on the screen.
- Compared to the previous choices, all buttons on the left side of the screen are disabled.
- Turn on the **METRONOME** or not, adjust its volume (**VOL**) and time (**BPM**). All via the three buttons on the screen.
- **COUNT IN**: Enable the initial count measure.
- **SIGNATURE:** Define the time signature in key (4/4, 3/4, 12/8, and so on).
- **START MODE**: Determine how you start recording, in the same way as shown above for MIDI recording.
- Set the VOICE1: voice, volume, controller.
- Touch **REC** button on the screen and start recording according to the selected START MODE.
- All style patterns, backing parts and chord changes are stored in MIDI format.
- Attention! Whatever music notes are played on the keyboard during this time (VOICE 1, VOICE 2, Drawbar) are NOT RECORDED. Only the events with the style are (as you push the style buttons – Arranger A-D, Fill, break etc.
- When you are done, press **REC** again to stop recording.
- Make sure the **PAUSE** button on the front panel is not active and press the PLAY button on the screen to listen to your recording.

- As seen above, to re-record, you need to start over. To erase the previous recording and redo it, touch the **REC** icon on the screen again.

At the end, press the **SAVE** button on the front panel and confirm the request to save the USER STYLE (Song Mode) file. A request to name the file appears on the screen.

The saved file can be used in the **PLAYER** and GM mode.

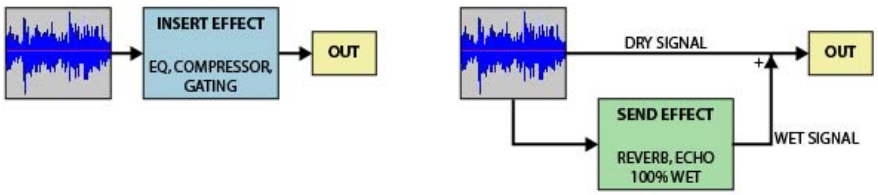
12 Effects

Spice up your music with new musical effects

EVENT *has several easily accessible effects units, allowing you to colour your music with expressive intensity. The most common effects can be assigned to voices played keyboard, to the accompaniment tracks of the arranger, to the backing tracks or, in general, to the bottom of the sound generation chain before the stereo outputs. You can work up by configuring effects on the touch screen or activate and control them via physical buttons and knobs on the instrument's front panel.*

DSP modules

In DSP mode, you can manage effect settings, edit effect chains, adjust reverb, and chorus levels, and adjust global equalizer. This instrument is equipped with two SEND EFFECTS modules, three INSERT EFFECTS modules (EFX1, EFX2 and LEFT/GM EFX Rack) and a GLOBAL PARAMETRIC EQUALIZER.

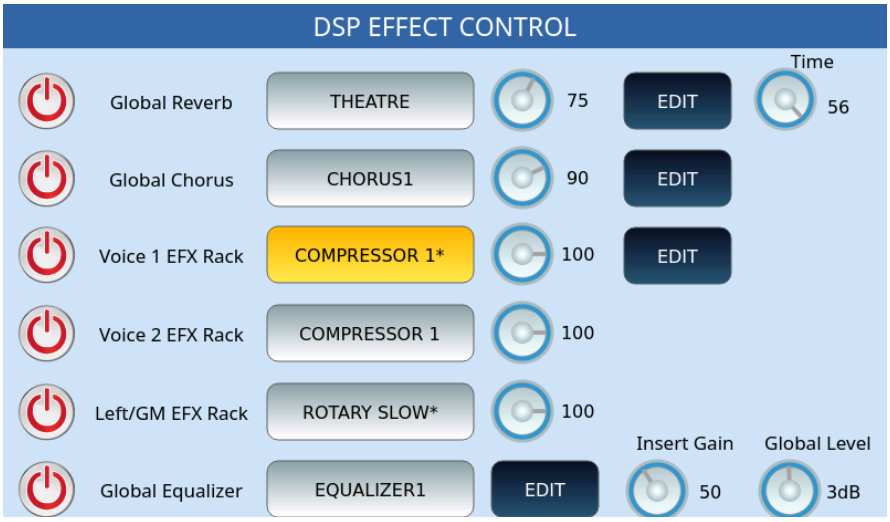


The main difference between an INSERT EFFECT and a SEND EFFECT is that:

- An INSERT EFFECT processes the whole audio signal.
- A SEND EFFECT processes a copy of the audio signal (wet) which is then mixed or mixed with the original signal (dry).

DSP Effect Control

By pressing the **DSP** button on the front panel, the instrument opens the **DSP EFFECT CONTROL** page where you can control and edit effects and EQ applied at the GLOBAL level or to keyboard played parts.



On the left, in the column, six buttons on the screen manage the activation (**ON/OFF**) of the effects to which each part is assigned, otherwise select an effect preset and then touch EDIT button next to it to change its parameters.

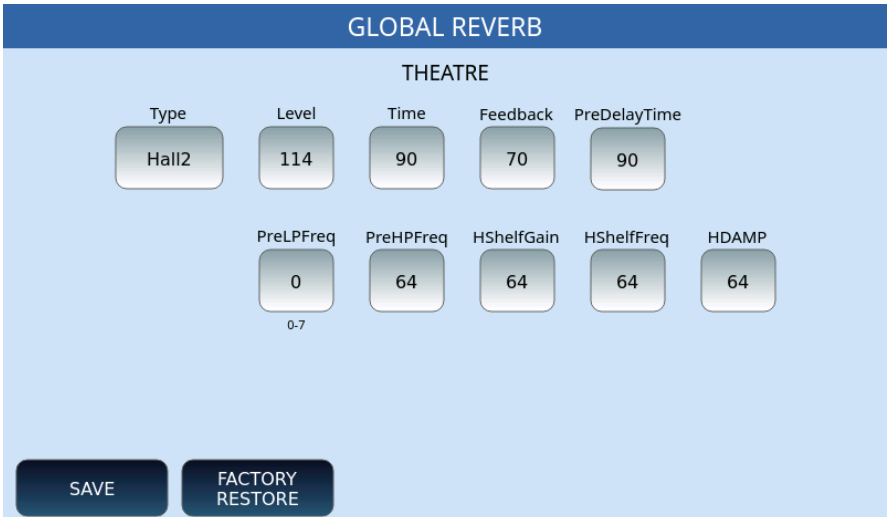
Options:

- **Global Reverb**: Press this button to change the type of global reverb, rotate the knob to adjust the send (SEND) and time. Otherwise, press EDIT to calibrate the parameters.
- **Global Chorus:** This series of controls follows the logic just described but acts on the global Chorus of the instrument.
- **Voice 1 EFX Rack**: Do the same for the Insert effect on the **VOICE1** part.
- **Voice 2 EFX Rack**: Do the same for the Insert effect on the **VOICE2** part. Editing is not available.
- **Left/GM EFX Rack**: Do the same for the Insert effect on LOWER **and GM** parts. Edit not available.
- **Global Equalizer**: Touch button to open the search through the stored EQ settings.
- **Insert Gain**: Turn the knob to adjust the input gain to the INSERT chains.
- **Global Level**: Control the maximum volume of the instrument.

EDIT | GLOBAL REVERB EDIT

On the **DSP EFFECT CONTROL** page on the screen, pressing the EDIT button, next to GLOBAL REVERB, you get this page where you can act on the parameters of the effect you have assigned to the DSP.

Note: The values of the effect parameters depend on the selected preset. In the following example, THEATRE, each effect can have different and specific parameters.



Options:

- Type: Tap this button and turn the data knob to locate the reverb type (Room 1, Room 2, Room 3, Hall 1, Hall 2, Hall 3, Plate, Delay, or Pan Delay).
- For all the following parameters, turn the knob to set the delivery level of the effect, which can be a value between 0 and 127.
- SAVE: Save changes.
- FACTORY RESTORE: Restores previously saved changes to their original factory values.

EDIT | GLOBAL CHORUS

On the **DSP EFFECT CONTROL** page on the screen, touching the EDIT button, next to GLOBAL CHORUS, you get this page where you can act on the parameters of the effect you have assigned to the DSP.

Options:

- Depth: Turn the knob to set the flow level of the effect, between 0 and 127.
- Rate: Also, here a value between 0 and 127.

- Level: Turn the knob to set the delivery level of the effect, between 0 and 127.
- Waveform: Select the waveform type of the Chorus between Sinus, Async. Sinus and Triangle.
- Feedback: Select the Feedback value, between 0 and 127.
- Delay: The value assumed by default is 64. You can change it to a value between 0 and 127.
- SAVE: Save changes.
- FACTORY RESTORE: Restores previously saved changes to their original factory values.

EVENT also provides more simplified management of Insert effects within EFX Edit. We described it in the chapter Voice Edit. Keep an eye on the writing at the top right of the effects pages on the screen: you will see VOICE or CHAIN. In this chapter, we deal with CHAIN, where the number of control parameters of each effect is larger than what is visible in Voice Edit.

EDIT | VOICE 1 EFX Rack

Depending on the INSERT effect type, the EDIT page may have different selections. In the following example, COMPRESSOR 1 is active with EQ1 equalization of type FLAT. You can change the parameters on the screen.

On this page you can activate/deactivate the different effects using the ON/OFF buttons on the screen, in the two columns.

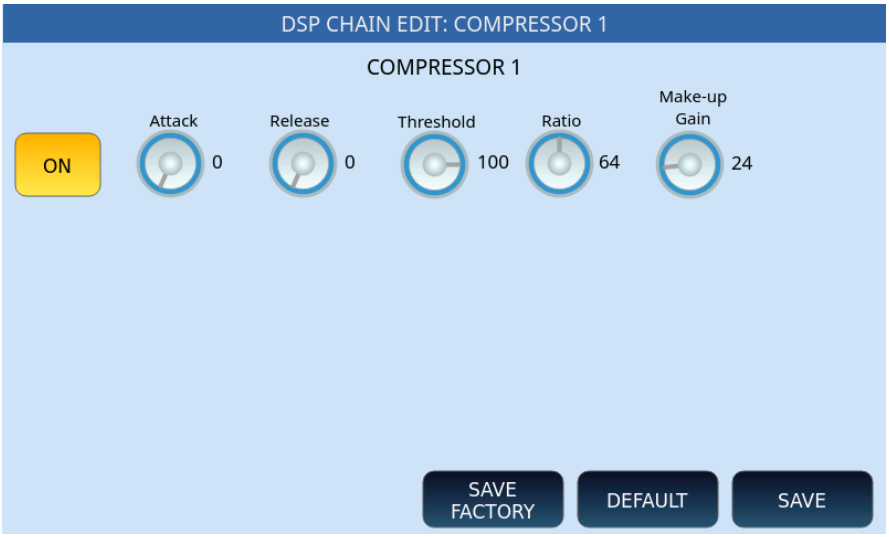
- COMPRESSOR, DISTORTION and BIT CRUSHER can be selected alternatively and, for each of them, customize the Make-Up Gain or the level through the dedicated knob on the screen.
- EQUALIZER: At the bottom of the screen, you can activate the equalizer by selecting one of the available settings.
- MODULATION, TREMOLO, WHA WHA and DELAY can be selected alternatively and, for each of them, you can customize the Dry/Wet mix and depth using a knob.

- EXPORT: This on-screen button allows you to export effects to a file called effects.kfa in the /USER_DSP folder. This file contains all the effects of the **EVENT** chains. Touch this file in the Player to install the effects when needed.
- RESTORE: This button restores USER effects for Insert chains.
- EDIT: If you edit an effect, the EDIT button activates, allowing you to further customize the selected effect on the screen. The pages that appear are specific to each type of effect and guide you to the best configuration. The instrument allows you to save changes by pressing the SAVE button on each specific page.
- BACK: returns to the previous page on the screen, equivalent to the EXIT button on the front panel.

Parameters DSP CHAN EDIT

This is the list of the parameters of the CHAIN effects.

- **SAVE FACTORY**: Saves factory parameters to a USER location.
- **DEFAULT**: Reset to factory.
- **SAVE**: Saves the modified effect to a USER location.

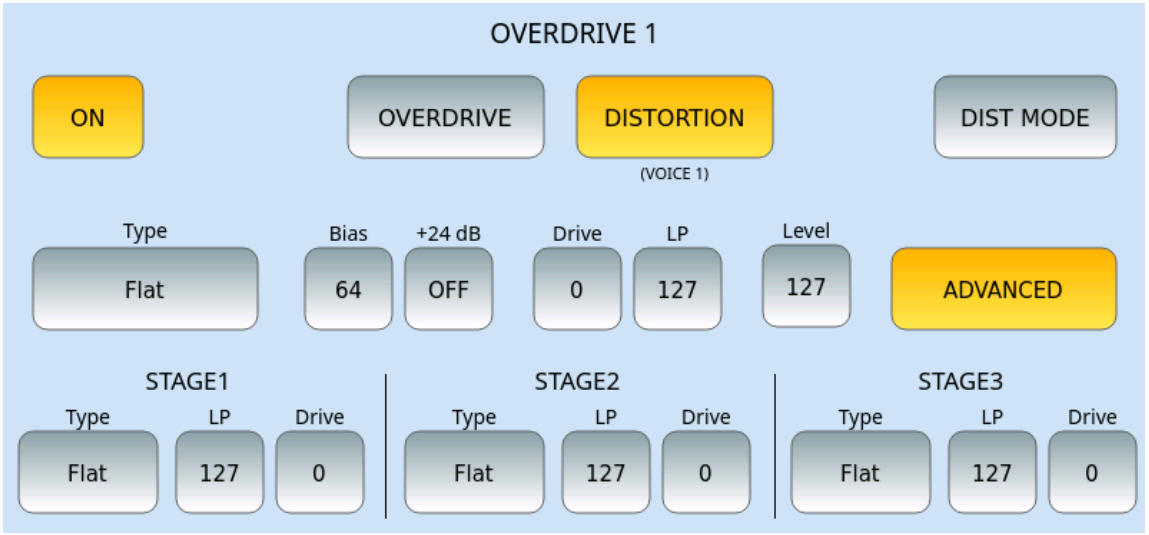


COMPRESSOR parameters:

- ON/OFF: Enable or disable.
- Attack: Determines the delay (0-127) for the trigger of the reduction in gain.
- Release: Determines the delay (0-127) for defusing the reduction gain.
- Threshold: Establishes the threshold (0-127) beyond which the compressor intervenes.
- Ratio: Determines how much reduction of earnings to apply. The higher the value of this parameter, the stronger the compression.
- Make-Up Gain: Refers to controlling the gain at the output of the compressor.

OVERDRIVE parameters:

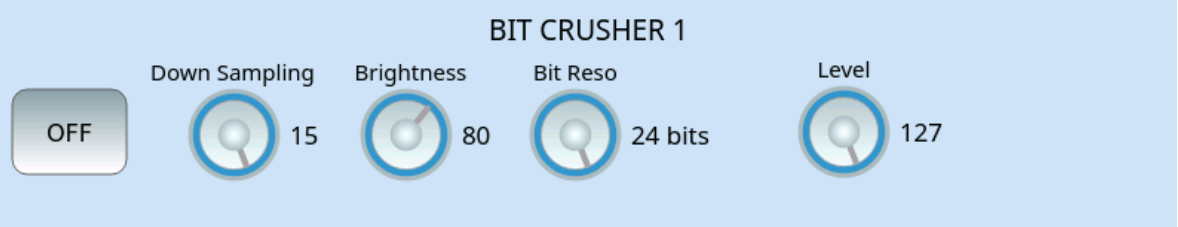
- ON/OFF: Enable or disable.
- DIST MODE: Activate or not the Distorter mode.
- TYPE: The effect type of Overdrive.
  Options: Distortion1, Distortion2, Distortion3, Fuzz1, Fuzz2, Tube1, Tube2, Rectifier, Asymmetrical, Flat, Overdrive1, Overdrive2.
- LP In: Low Pass Filter input (value between 0 and 127).
- LP Out: Low Pass Filter Out (value between 0 and 127).
- Drive: Sets the intensity of the distortion effect. Higher values will increase the level of distortion.
- Level: Sets the output level of the distorted sound. Higher values will increase distortion. A value of 0 disables the distortion effect.



DISTORTION parameters:

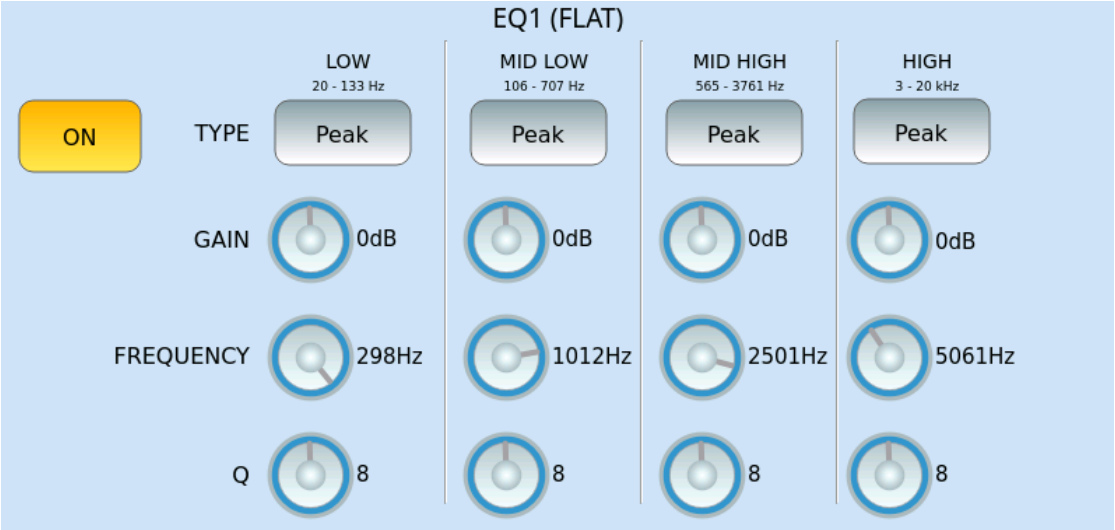
- ON/OFF: Enable or disable.
- DIST MODE: Activate or de activate the Distorter mode.
- TYPE: The effect type of Overdrive.
  Options: Distortion1, Distortion2, Distortion3, Fuzz1, Fuzz2, Tube1, Tube2, Rectifier, Asymmetrical, Flat, Overdrive1, Overdrive2.
- Bias: Value between 0 and 127.

- +24 dB: ON/OFF.
- Drive: Sets the intensity of the distortion effect. Higher values will increase the level of distortion.
- LP: Low Pass filter (value between 0 and 127).
- Level: Sets the output level of the distorted sound. Higher values will increase distortion. A value of 0 disables the distortion effect.
- Advanced: touching this button opens the possibility to configure three different situations (STAGE 1, STAGE2 and STAGE3) where to configure a specific type of distortion, Low Pass filter and Drive.



BIT CRUSHER parameters:

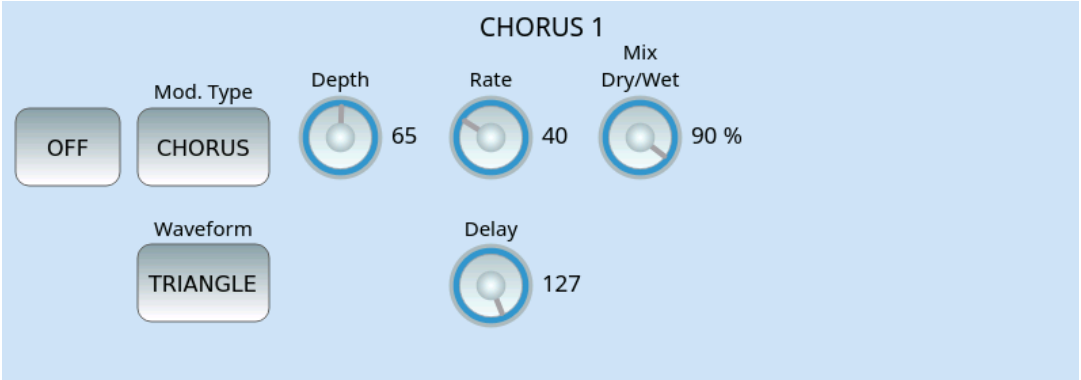
- ON/OFF: Enable or disable.
- Down Sampling: Reduction of the sampling rate.
- Brightness: Values from 0 to 127.
- Bit Return: Sound Resolution Bit Depth
- Level: Sets the output level.



EQ parameters (FLAT, BRIGHT, LOUDNESS, BASS, MID):

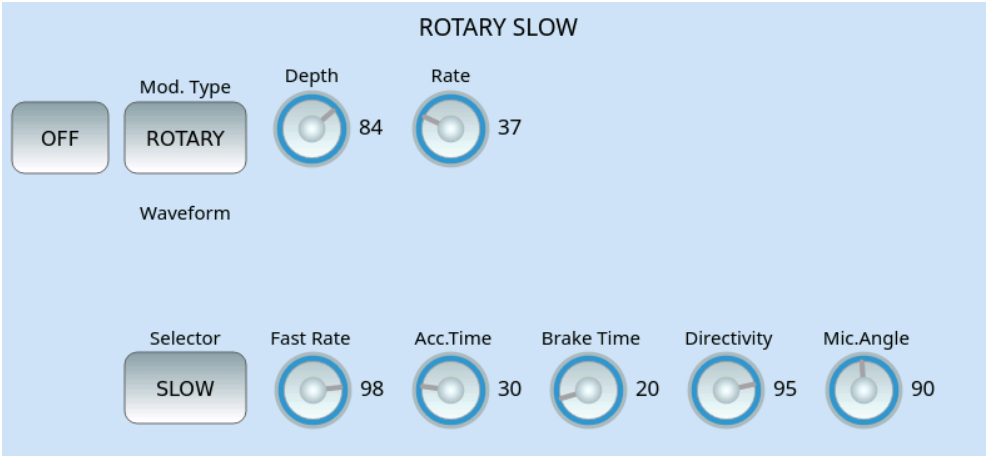
- ON/OFF: Enable or disable.
- The following parameters can be set for frequency ranges. (LOW, MID LOW, MID HIGH, HIGH).
- TYPE: Peak, HP 6dB, HP 12dB, Low Shelf, Off.
- GAIN: From -12dB to +12dB
- FREQUENCY: Middle frequency of each band (LOW, MID LOW, MID HIGH, HIGH)

- Q: Bandwidth (from 0 to 15).



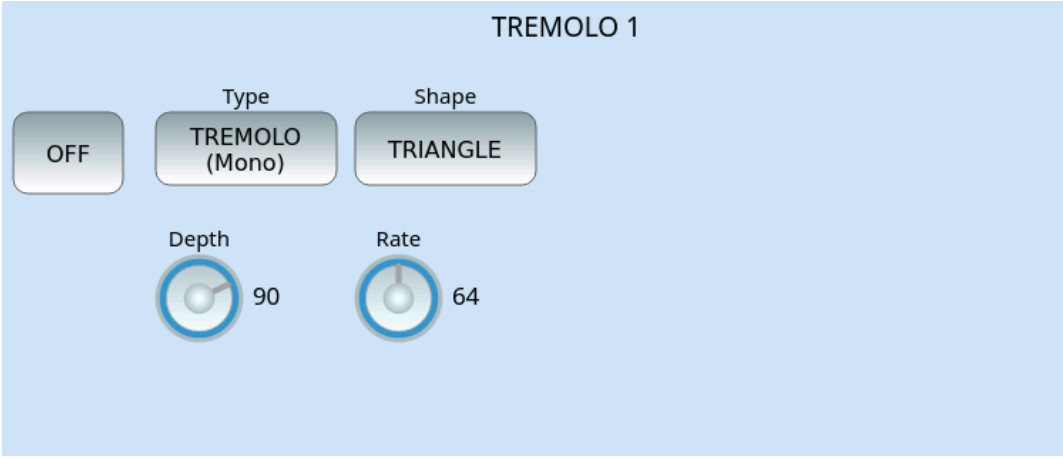
CHORUS parameters:

- ON/OFF: Enable or disable.
- Mod. Type: in addition to CHORUS, VIBRATO, PHASER, FLANGER are available.
- Depth: Amplitude of the modulating wave.
- Rate: Modulating wave frequency.
- Mix Dry/Wet: Percentage 0-100.
- Waveform: TRIANGLE or SINE.
- Delay: Delay time of the signal copy.



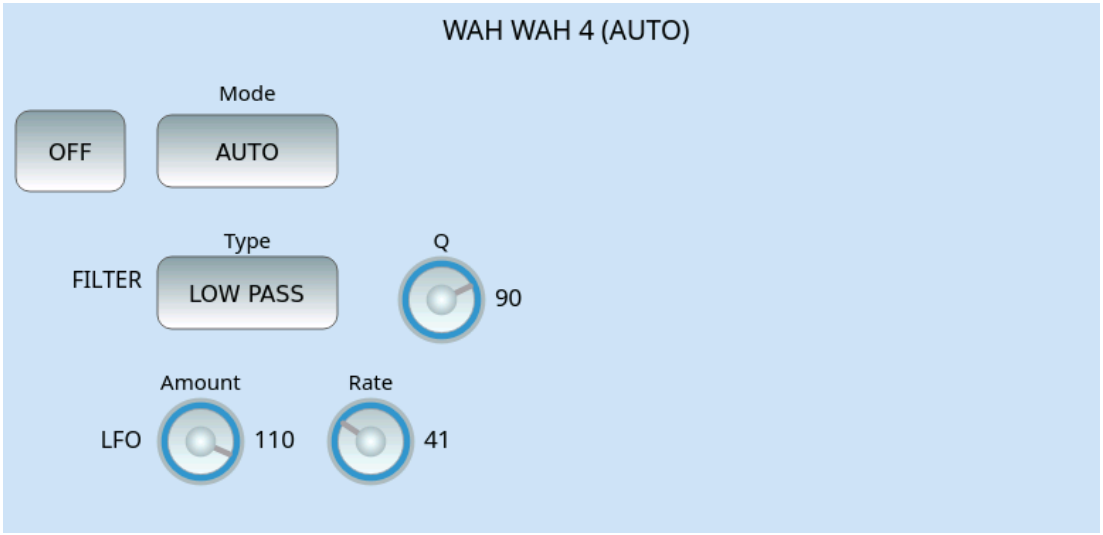
ROTARY parameters:

- ON/OFF: Enable or disable.
- Mod. Type: ROTARY
- Depth: Amplitude of the modulating wave.
- Selector: SLOW or FAST
- Fast Rate: Frequency.
- Acc. Time: Acceleration time.
- Brake Downtime
- Directivity: Rotor directivity level.
- Mic. Angle: Directionality.



TREMOLO parameters:

- ON/OFF: Enable or disable.
- Type: TREMOLO (Mono), AUTOPAN (Stereo).
- Shape: TRIANGLE, SQUARE.
- Depth: Intensity of modulation.
- Rate: Frequency.



WAH WAH parameters:

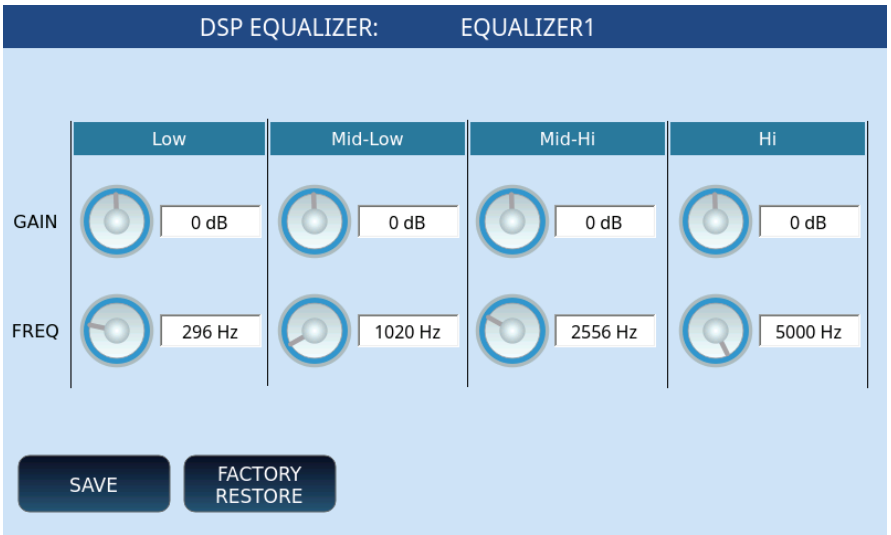
- ON/OFF: Enable or disable.
- Mode: VELO UP, VELO DOWN, VELO SHARP, AUTO.
- FILTER Type: BAND PASS, LOW PASS.
- Q: Bandwidth (0 to 127).
- LFO Amount: Amplitude of the input signal.
- Rate: Frequency.

DELAY parameters:

- ON/OFF: Enable or disable.
- Time: Delay time of the replicated signal.
- Pre LP Filter: Low Pass filter intensity.
- Mode: Mono or Stereo.
- Level: Intensity level.
- Feedback: Number of repetitions.
- HF Damping: is the progressive attenuation of acute frequencies (High Frequency Damping), a value between 0 and 127.

EDIT | GLOBAL EQUALIZER

In the **DSP EFFECT CONTROL** page on the screen, touching the EDIT button, next to GLOBAL EQUALIZER, you get this page where you can act on EQ parameters as on a parametric equalizer.



- For each frequency band (Low, Mid-Low, Mid-Hi and Hi):
- GAIN: Customize the gain from -12dB to +12dB to increase or filter frequency bands.
- FREQ: Define the centre frequency of each band.
- SAVE: Save your changes.

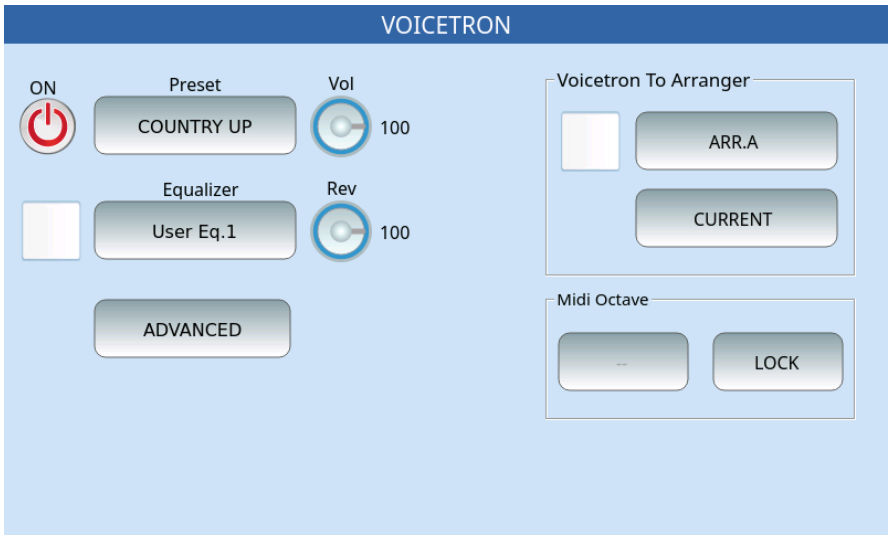
- FACTORY RESTORE: Restores previously saved changes to their original factory values.

Vocal Harmonizer - Voicetron Edit

The **Voicetron** is a vocal effect that harmonizes the input audio and replicates the signal with intonation that does not overlap with the original signal: in this way, they can create new chords and vocal effects if combined with the melody. The Voicetron has a four-band parametric equalizer. The Pitch Shift amount is controlled by notes played on the keyboard or notes saved in a MIDI track.

Press and hold the VOICETRON button on the front panel to open the page dedicated to customizing this effect.

VOICETRON page

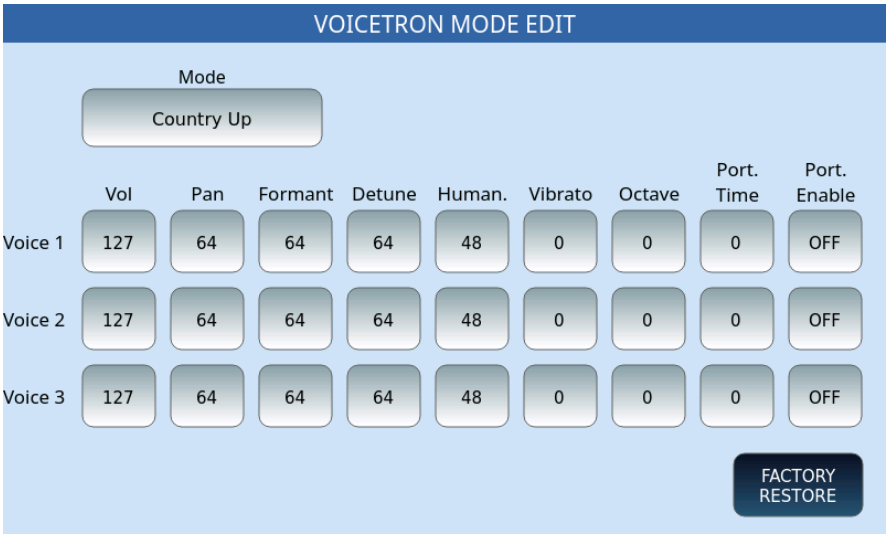


- **ON/OFF**: Enable or disable **Voicetron**.
- **Preset**: Touch this part of the screen to select a preset Voicetron memory from RIGHT MANUAL, LEFT MANUAL, UNISON, MIDI MODE, DUET, TRIO.
- **Equalizer**: Touch check box to activate the equalizer and press this button to open the customization page, where you can select one of the four preset programs (Standard, Flat, Hi-Fi and Studio) or act on the knobs of Gain (between -12 and +12 dB) and / or frequency (the range is from 80 to 2000 Hz for bass, from 60 to 3000 Hz for mid frequencies, from 60 to 10300 Hz for mid-high and from 500 to 15000 Hz for higher frequencies) and tailor your setting to be saved in one of the four user locations.
- **Voicetron To Arrange**: Touch check box to enable the feature that allows you to assign a different Voicetron preset for each of the Arranger ABCD arrangements. Pressing the specific button opens the ABCD variation selection window ; the STOP option allows you to stop the harmonizer when the accompanying style is not running. Current settings include:

  - OFF
  - CURRENT (default value)
  - RIGHT MANUAL
  - LEFT MANUAL
  - UNISON
  - MIDI MODE
- **MIDI Octave**: This button changes the octave of harmonization (only works with MIDI preset).
- **LOCK**: If you enable this button, you prevent MIDI files from changing the preset values of **Voicetron**.

Press the **ADVANCED** button to open the advanced parameters page.

VOICETRON ADVANCED page



Options:

- **Mode**: The **Voicetron** effect includes a number of preset modes that you can use to output vocal sound with yourfavouritecolours: the list of 24 available modes is in the table below.

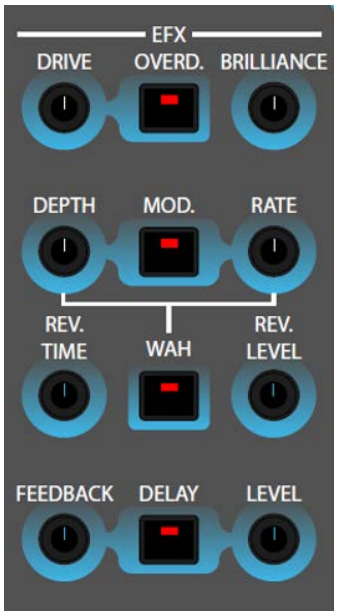
VOICETRON MODE	
Harmony Right	Folk 1 Down
Harmony Left	Folk 1 Up
Unison	Folk 2 Down
MIDI Mode	Folk 2 Up
Duet Down	Trio Standard
Duet Up	Trio Standard 2
Duet Down 2	Trio Down
Duet Up 2	Trio Up
Duet 3rd Down	Octave Down
Duet 6th Up	Octave Up
Bluegrass Down	Down – Key Down
Bluegrass Up	Up – Key Up

Country Down	
Country Up	

- **Voice 1, Voice 2, Voice 3:** You can apply the **Voicetron Mode** effect selected above. You may acton the individual generated voices of the harmonizer and customize the intensity level (from 0 to 127): volume, Pan control, resonance frequency (Formant), Detune, Human., Vibrato and octave. With regards of Portamento you can define the time (always from 0 to 127) and the possibility of enabling (Enable On/Off.)

Front top panel EFX control

On the right side of the front panel, **EVENT** provides a series of physical knobs and keys that allow accurate control of the EFX effects applied in INSERT mode on the VOICE1. Inserting effects immediately during a live performance has never been so easy and lightning quick.



Options:

- The OVERD button. activates the OVERDRIVE effect and the DRIVE knob allows precise adjustment.
- The BRILLIANCE knob adjusts the gain of the highest band (HIGH) of the chain equalizer.
- The MOD button is related to modulation effects. You can adjust its effectiveness using the knobs on the depth (DEPTH) and modulation frequency (RATE) screen.
- The WAH button is an alternative to MOD. It accesses the same DEPTH and RATE controls as the distortion layer.
- Time knobs (REV. TIME) and level (REV. LEVEL) act on the reverb.
- The last button concerns the DELAY with the specific controls of the FEEDBACK and the delivery level.

PART FIVE: CUSTOMIZING EVENT FOR YOU

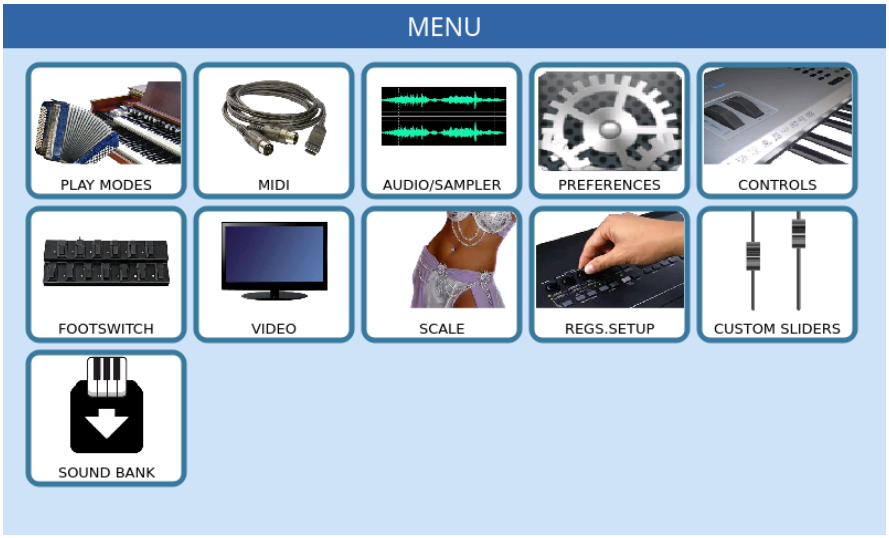
13 Global menus and settings

How to customize EVENT

EVENT *is an open and customizable workstation instrument. The customization options according to your specific needs are endless. Professionals will be able to work with a fast a reliable instrument in all their live or studio performances.*

Most customization parameters are configurable in MENU mode.

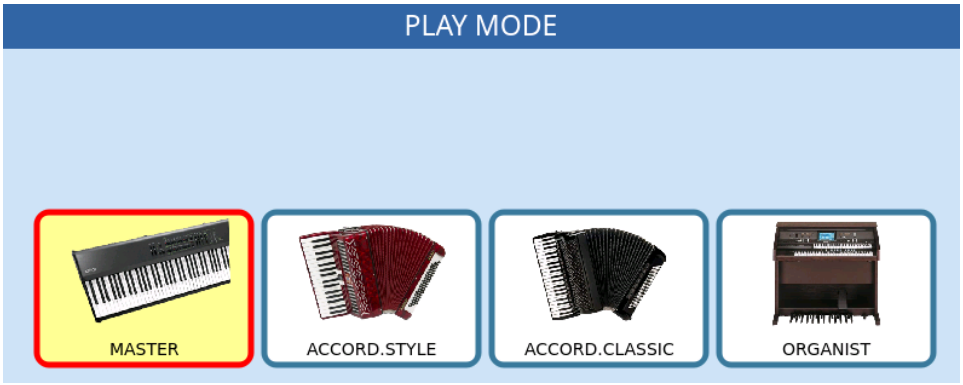
Press the **MENU** button on the front panel to open the following page.



Each icon on the screen refers to a configuration page let us see them together.

Warning! When MENU mode is active, the instrument is dedicated to configurations only and other features are disabled. To return to using **EVENT** in full functionality, press the **MENU** button again.

Play Mode



MASTER

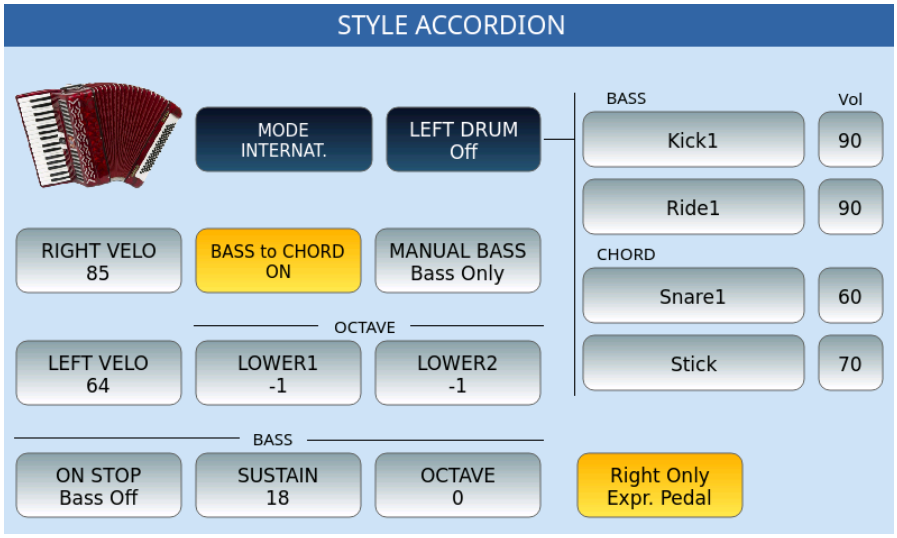
MASTER mode is the standard mode of using **EVENT.**

You can connect any type of MIDI controller or simply play the instrument from the keyboard itself.

ACCORDION STYLE

You can control the Arranger section with the automatic bass of the accordion via MIDI connections. **EVENT** can read the standard channels of MIDI accordions. You can customize the assignment of these channels on the MIDI Arranger Keyboard page.

Touching the **ACCORD. STYLE** icon opens a dedicated page as follows.



Options:

- **MODE**: It regulates the general setting of the accordion which can be according to the international or French/Belgian system.
- **LEFT DRUM**: When thisbutton is ON allows you to play the drums manually using the bass buttons. You can find a link on the right side of the screen witha series of fields to which you can assign sounds in layers dedicated to the two bass buttons (BASS) and the two chord buttons (CHORD). To choose the sound, touch the specific frame, thus opening a pop-up window from which you can select the desired sound. Next to the sound frame, you can set the volume of the percussive sound by pressing the data knob.
- **RIGHT VELOCITY**: Function dedicated to accordions equipped with dynamic keys,where you may setthe velocity curve: Soft, Medium, Hard and Fixed. The adjustment is made directly from the Touch Screen by selecting each of the four curves from a pop-up window. When it is set to FIXED, you have to declare the velocity number.
- **LEFT VELOCITY**:This function is identical to the one described above only in reference to the bass and chord keys.
- **BASS TO CHORD**: If this function is set to ON, it causes the Bass note to be a part of the chord. For example, if you play a bass B and a C major chord, the accompaniment reads a C7+ with the root C in the bass. If it is set to OFF , the

lowest note remains in the bass allowing the chord to be played inverted. See also the paragraph: Chords recognition_ACCORDION_STYLE

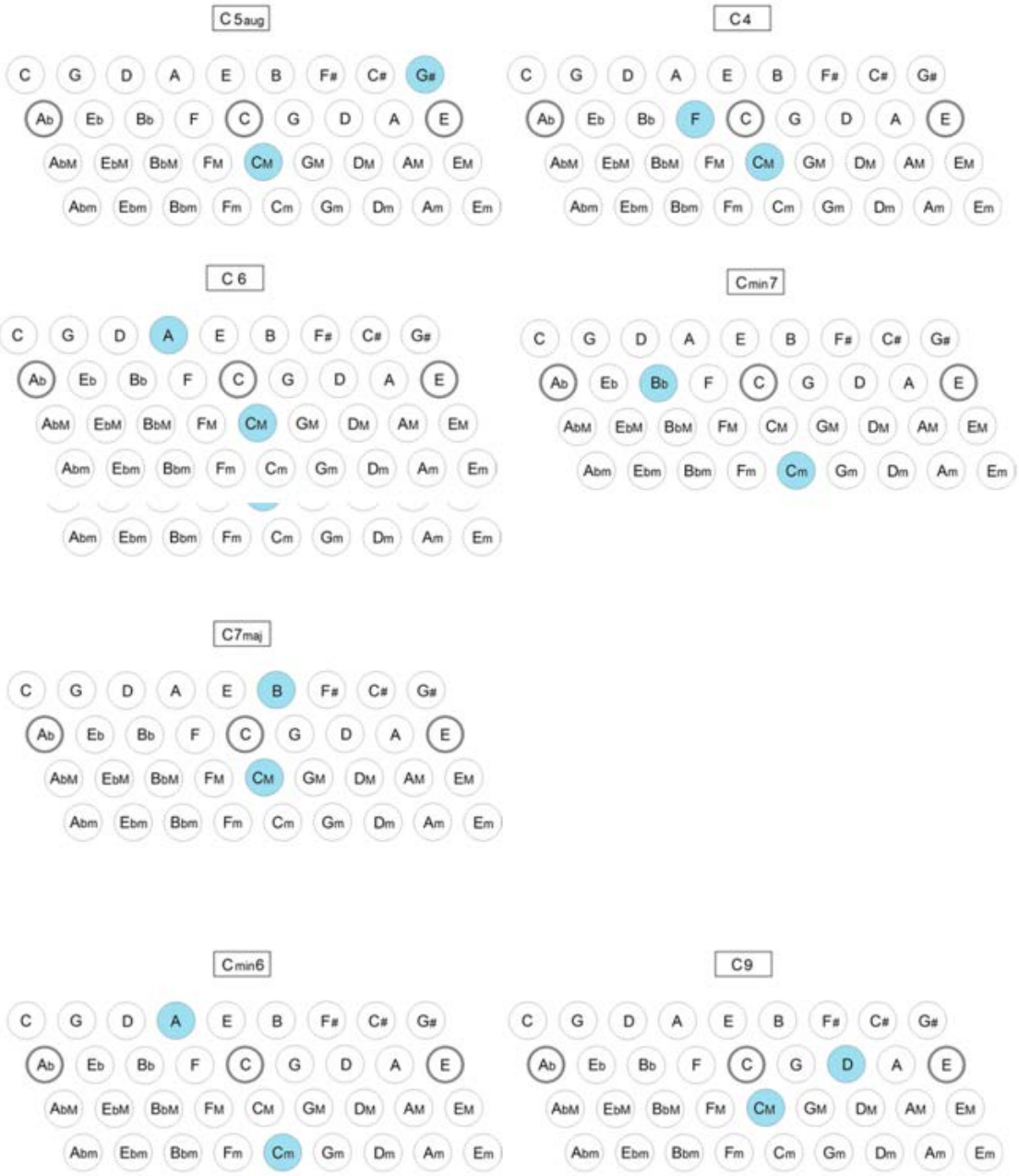
- **MANUAL BASS**: You can activate the manual bass function in two different modes: Bass Only (removes the basstrack from the automatic accompaniment allowing manual execution) or **Bass + Chord** (also removes the chords leaving only the drums playing, thus allowing you to perform a manual bass solo with only rhythmic support of the drums). These two possibilities can only be used whenthe **MANUAL BASS** in the Style section is active.
- **OCTAVE LOWER 1/ LOWER 2**: These two buttons set the octave transposition of each of the two LOWER parts assigned to the chord keypad.
- **BASS ON STOP**: When Bass Off is active, the instrument mutes the bass whenstopping the accompaniment style; when **Bass On** is active,the instrument keeps the manual bass active even in the Stop condition.
- **BASS SUSTAIN**: This button allows you to adjust the Sustain of the track: possible values OFF or 1-63.
- **BASS OCTAVE**: Adjust the octave -2/+2 of the bass track.
- **RIGHT ONLY EXPR. PEDAL**: It allows you to control the Expression of the Right part (right hand) via volume pedal (9PE006 or equivalent models).

Press the **SAVE** button on the front panel of the instrument and confirm the save.

Chord recognition in ACCORDION STYLE mode.

In ACCORDION STYLE mode, the recognition of chords on the accordion button depends on the status of the BASS TO CHORD function.

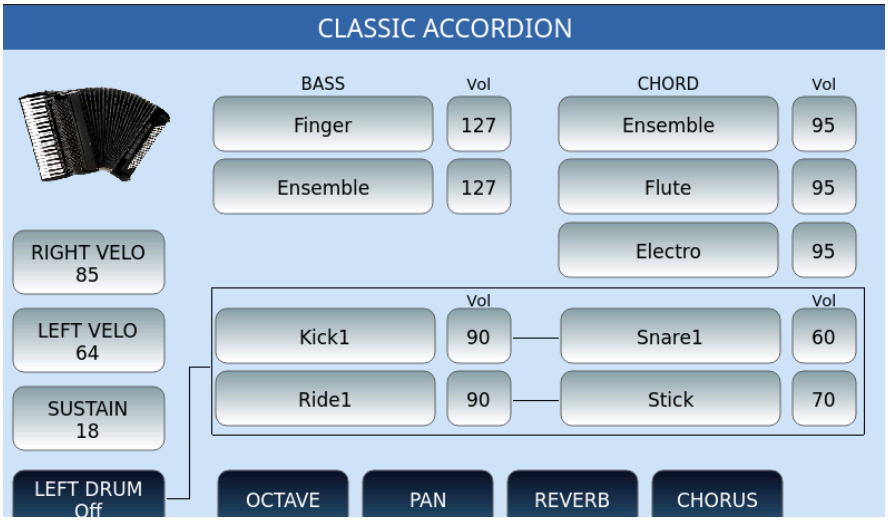
- BASS TO CHORD = OFF
  In OFF position the basic chords of the accordion (major, minor, seventh and diminished) are recognized. If the bass is also pressed along with the chord, this will determine the fundamental note of the bass. Playing the C major chord with the E bass, the arrangement will perform the C major chord while the fundamental bass will be E.
- BASS TO CHORD = ON
  In the ON position, the note played on the bass is added to the chord and the name of the tonality remains that of the chord played. Example: Playing on the accordion the chord of C major with the bass in A, we will get C 6.
  The system allows to obtain chords that, with the traditional accordion, are impossible, such as C minor 7, C 7+ (see tables below).
- BASS TO CHORD = ON + LOWEST
  This mode is like BASS TO CHORD = ON with the difference that the bass will perform as fundamental not the tonic of the recognized chord, but the pressed bass note. Playing on the accordion the chord of C major + bass B, we will get C 7+ but the fundamental bass will be the B.



ACCORDION CLASSIC

The mode sets the instrument to be connected to an accordion via MIDI connections **WITHOUT** controlling the Arranger section.

Touch **ACCORD. CLASSIC** icon again opens a dedicated page as follows.



The functions RIGHT VELOCITY, LEFT VELOCITY, LEFT DRUM and SUSTAIN are identical to the functions described above in reference to the Accordion Style mode.

1. **BASS/VOL** and **CHORD/VOL**: These pairs of buttons allow you to assign bass and Chord sounds (parts 3-4-5) of the accompaniment style and its volume. Tapping on each button brings up a pop-up window for selecting entries.

   - **OCTAVE**, **PAN**, **REVERB**, **CHORUS**:These buttons are active only for bass tracks and chords, but not for percussion parts.When each of these is selected, the frame- which by default shows the volume value - shows the values of the selected function, i.e., the octave transposition of the Reverb Pan and the Chorus of the sounds assigned to the Bass and the Chord tracks. These values are adjusted in a similar way to the volume, that is, by touching the specific frame and using the data knob.

To save the changes applied to this page, press the SAVE button on the front panel of the instrument and confirm the save.

ORGAN

The mode sets the instrument to be connected to an organ with two manuals and the bass pedal board via MIDI connections.

Options:

- **LEFT DRUM**: This function button allows you to activate the DRUM part via the bass pedalboard and shows on the right a field where you can choose the sounds to be assigned to the two layers. To choose the sound, simply touch the specific frame, thus opening a dedicated pop-up window and choose the desired sound. Next to it you will find the adjustable volume of the percussive sound.
- **RX CHANNEL**:Receiving MIDI Channel (1-16).
- **VELOCITY**: This function activates a pop-up window for selecting the dynamic curve to be applied: Soft, Medium, Hard, Fixed
- **SUSTAIN**: Allows to adjust the Sustain value of the bass
- **OCTAVE**: Allows to adjust the octave transposition -/+2.

To save the changes applied to this page, press the SAVE button on the front panel of the instrument and confirm the save.

MIDI

MIDI (acronym for **M**usical **I**nstrument **D**igital **I**nterface) is a universal standard that defines the communication protocol used worldwide to connect a wide variety of electronic musical instruments, computers, and other audio devices. These devices communicate via MIDI messages that are interpreted and translated into notes, program changes, control changes, MIDI events, and more.

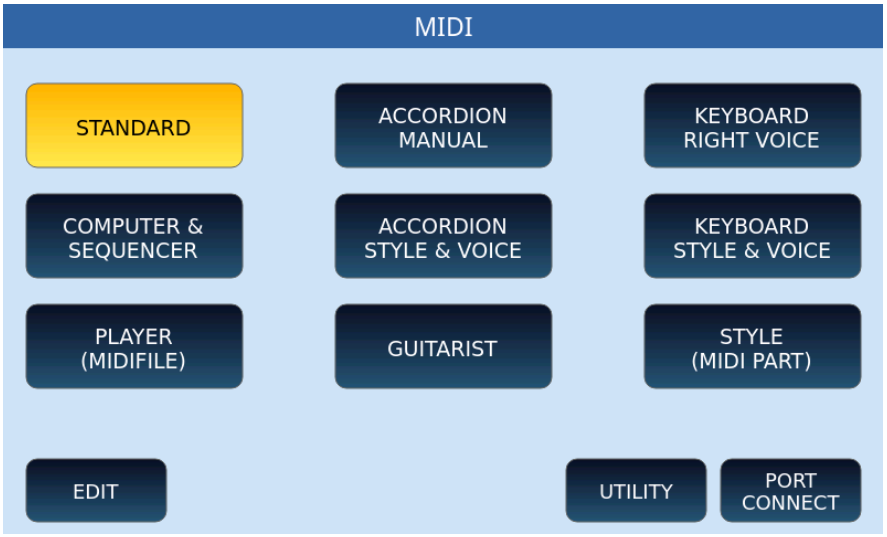
This instrument has 32 independent MIDI parts (corresponding to as many different MIDI channels), each of these can reproduce a different sound at the same time.

1. First 16 parts (GM parts) are used by the PLAYER's GENERAL MIDI sound module.
2. The other 16 (**KEYBOARD** parts) are used by the VOICE sound engine.

For connecting MIDI connectors on the rear panel, see Connecting a MIDI device below.

The LED of the **EXIT** button on the front panel indicates MIDI activity: a flashing light stands for incoming MIDI messages to one of the two MIDI IN ports.

Default MIDI settings



In the centre of the screen are nine large icon default MIDI preset settings (which can be modified by the user).

1. **STANDARD**: In this mode the instrument can be controlled by an external MIDI controller (through the MIDI IN2 socket) mainly to play the accompanying styles and voices of the sound module dedicated to the Arranger.

2. **ACCORDION MANUAL**: This is the way to drive **EVENT** voices from a MIDI accordion. Accordion mode automatically sets a specific MIDI channel on the following sections: Right Ch. 01, Left Ch. 02, Bass Ch. 03. It favours the use of the accordion played manually, that is, without automatic accompaniment.

3. **KEYBOARD RIGHT VOICE**: Optimized mode to control the Voice Lead with the external keyboard. It is a variant of Standard mode.

4. **COMPUTER SEQUENCER**: Mode for connection with PC or external Software Sequencer (via MIDI IN1). It must be selected when playing MIDI files or sequences from an external computer and **EVENT** acts as a GM sound module.

5. **ACCORDION STYLE & VOICE**: Alternative of the **ACCORDION MANUAL** mode, which uses the same MIDI channelling optimized for use with a MIDI accordion; it also provides control of the arranger section via the accordion connected to the MIDI IN2 port.

6. **KEYBOARD STYLE & VOICE**: It represents a further alternative of the **STANDARD** mode mentioned above, optimized for controlling the arranger section via external keyboard connected to the MIDI IN2 of the instrument.

7. **PLAYER (MIDI FILE)**: This configuration can be useful when you want to run a MIDI file from the **PLAYER** to an external sound module connected via the MIDI OUT port of **EVENT.**
8. **GUITARIST**: This configuration prepares the instrument to connect with a MIDI guitar.
9. **STYLE (MIDI PART)**: Allows you to play the arranger section using the sounds of an external module.

At the bottom, there are buttons:

- **EDIT:** opens the MIDI configuration edit page.
- **UTILITY**: Opens the MIDI Utility page.
- **PORT CONNECT**: Opens the MIDI port configuration page.

MIDI Configuration Edit

This function is available by pressing the **EDIT** button from the main page of the **MIDI MENU**, as you saw in the previous paragraph.

The instrument manages the configuration of two MIDI modules: **KEYBOARD** and **GM.** Depending on the choice, two different pages may appear.

If you have chosen **KEYBOARD,** then you are working on the MIDI configuration of what happens regarding keyboard driven parts or accompaniment styles (Drum, Bass, Chord, Groove, Voice1, Voice2 and so on).

If you have chosen GM instead, then you are working on the MIDI configuration regarding the 16 parts of the PLAYER and the GM functionality.

The initial condition in reception is with the Global section activated on channel 01. This condition allows you to control both the accompaniment styles and the Voice of **EVENT** with a single MIDI channel using an external master keyboard.

Options:

1. Tx/Rx: At the bottom right, the two buttons must always be kept in mind because the settings that you are going to change with the following buttons can have an effect on the transmission (Tx) or on the reception (Rx) alternatively.

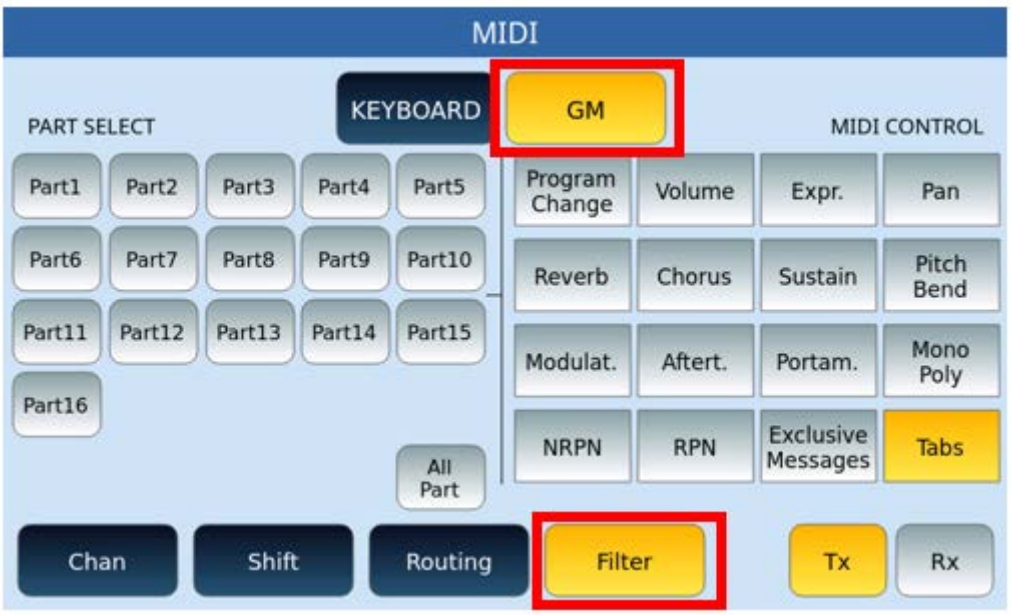
   - Chan: The CHANNEL button allows you to change the track status from OFF to ON on one of the 16 MIDI channels.
   - Shift: The SHIFT button allows you to act on the tonality transposition applied on each part of the sound module.
   - Routing: With the ROUTING button you can set the individual parts in
     - LOCAL ONLY, MIDI OUT: What you play from the keyboard is sent to the internal sound generator of EVENT and, at the same time, to the MIDI OUT port.
     - LOCAL ONLY: No MIDI data is sent to the MIDI OUT port.
     - MIDI OUT ONLY: With this setting the normal MIDI transmission takes place, while what you play from the EVENT keyboardhas no effect on the internal sound generator.
   - Filter: As can be seen from the video page example below, the FILTERbutton allows you to filter MIDI controls in a granular way by single part or on all parts (ALL PARTS). The Filter button calls up two different video pages depending on the MIDI KEYBOARD or GM configuration. Let's see both.

   FILTER page for**KEYBOARD**:

Options:

- On the left side of the screen (PART SELECT), use to select which individual parts you want to activate a filter on.
- On the right part of the screen (MIDI CONTROL), activate/turn on the specific filters for the different MIDI controls.
- Always keep in mind the above about TX/RX buttons to apply transmit and/or receive filters.

FILTER page for **GM**:



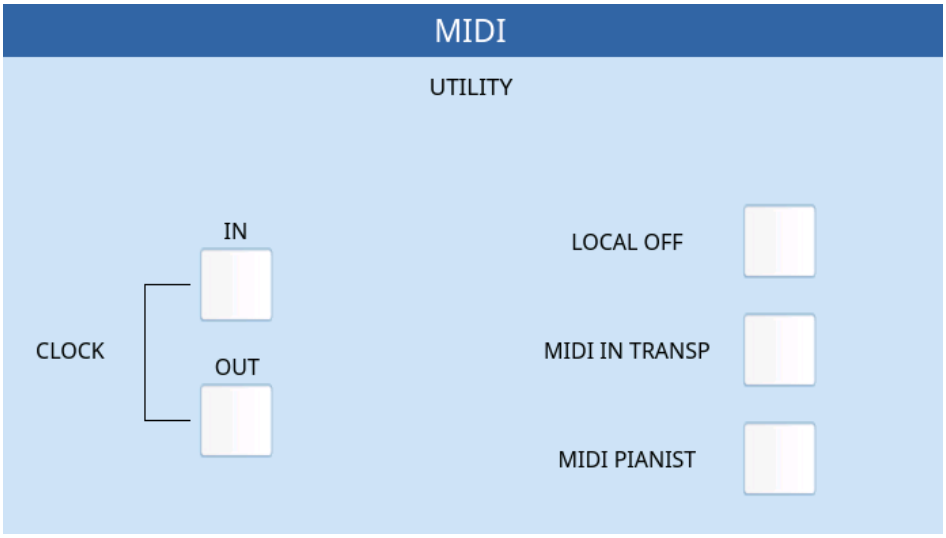
Options:

- Just as was done in the FILTER KEYBOARD page that we have just illustrated, this is also divided into two parts: on the left (PART SELECT) select the parts to be filtered (or all ALL PARTS) and, on the right (MIDI CONTROL), apply the filter on the individual controls.

- Again, pay attention to the TX/RX buttons for transmit and/or receive.
    - If the filtered control on receive is contained in the running MIDI file, it is transmitted to the MIDI OUT output and sent to external drives.
    - Vice versa, if the filter is in transmission but not in reception, it will be possible through an external device connected to the MIDI IN of the instrument to send the control on the specific channel, but this cannot be sent to an external module via the MIDI OUT port.
    - Suppose you have selected PART 1, the RX button and the filter on Program Change, the sound changes that can be sent from an external master or an external sequencer, will not affect PART 1 i.e., the first track. However, if the changes are present inthe MIDI file playing on an**EventPLAYER**, these will affectthe MIDI file track and can be transmitted to a sound module connected to the MIDI OUT port of the instrument.

MIDI utility

This page allows one to choose some general MIDI settings of the instrument:

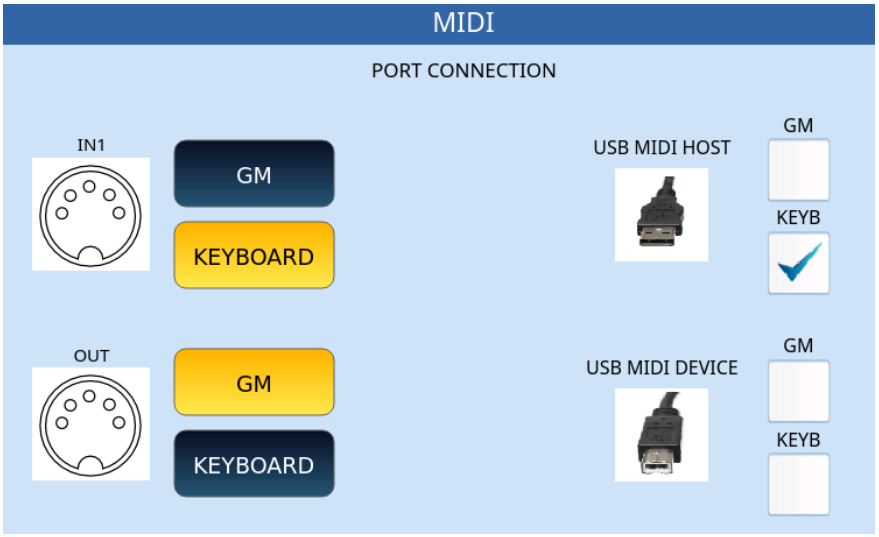


- **CLOCK**: MIDI CLOCK is a useful message to synchronize different MIDI devices so that they travel at the same time. You can separately enable the management of these messages in real time:
- **IN**: When active, the instrument accepts Clock commands from external MIDI devices.
- **OUT**: When active, the instrument transmits Clock commands to External MIDI devices (Sequencer/Controller).
- **LOCAL OFF**: Enables the LOCAL CONTROL OFF function, i.e. the keyboard is virtually disconnected and the sound generation module can only be managed from the MIDI IN 1 input.
- **MIDI IN TRANSP**: Enables the receipt of pitch transposition commands from an external MIDI device.

- **MIDI PIANIST**: Allows you to control **EVENT** from a digital piano (or similar). It will be possible to play the piano-style arranger section from the digital piano, freezethe chord played through the Sustain pedal and freely phrase over the entire range of the 88 notes.

MIDI Port Connection

This page allows you to customize MIDI port routing of the instrument.



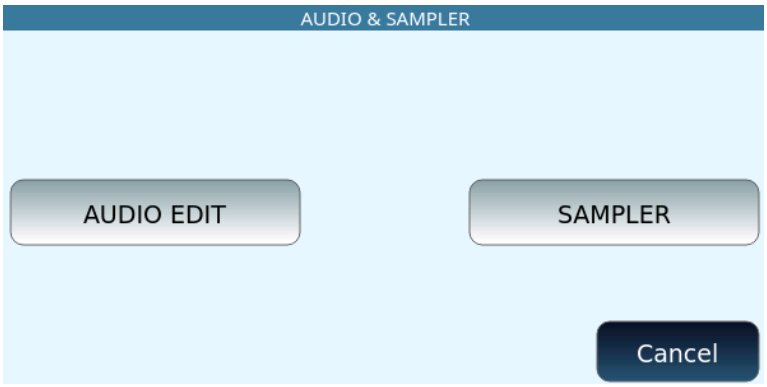
On the left side of the screen, you can change the standard behaviour of **EVENT** and assign the two MIDI ports either the GM or KEYBOARD sound generator separately.

In the right part of the screen, you can direct MIDI traffic from the USB MIDI HOST port (to which to connect a USB flash memory) and the USB MIDI DEVICE port (to which you can connect a USB cable to connect a PC) to one of the two sound generators alternately.

Audio Sampler

EVENT provides two powerful audio processing tools:

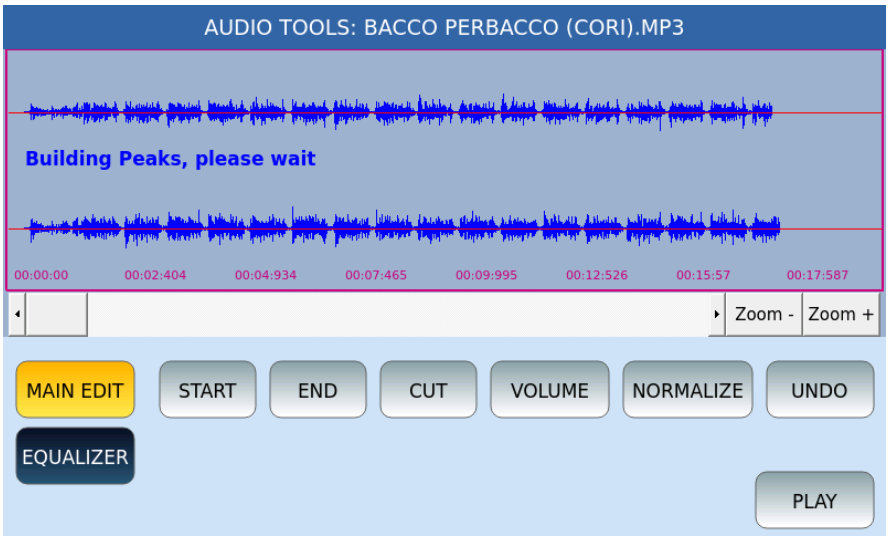
- AUDIO EDITOR functionality with which to process the stereo tracks of an audio file (WAV or MP3).
- A SAMPLER with which to import audio samples assignable to an INSTRUMENT bank which, if saved, can become a **GM** entry (new):


AUDIO & SAMPLER
AUDIO EDIT
SAMPLER
Cancel

AUDIO EDIT

Step by step procedure on how to use the AUDIO EDITOR:

1. Press the **PLAYER** button on the front panel.
2. Select an MP3 or WAV file, as we saw in the PLAYER chapter.
3. Make sure the song is not playing (if it is started, press the START button to stop it).
4. Press the MENU button on the front panel.
5. Select AUDIO/SAMPLER.
6. Press the AUDIO EDIT button.
7. The system starts decoding the selected file. It may take a minute or so, depending on the size of the audio file.



Once loaded, the **AUDIO TOOLS** functions are available:

- A horizontal scroll bar allows you to move along the audio sample from start to finish.
- ZOOM +/ZOOM-: Touch these two buttons to zoom in or out of the graphic representation of the sample.
- MAIN EDIT and EQUALIZE: These two buttons allow you to view and manage the buttons that follow.

In MAIN EDIT mode, the buttons on the screen are:

- START: This button allows you to set the selection start point and places the cursor at the beginning of the sample.

- END: This button allows you to set the selection start point and places the cursor at the end of the sample.
- CUT: Define the part on which to act by touching the initial and final cut point on the screen or through the selection points defined with START and END; Then, press the CUT button to cut the selected swatch portion.
- VOLUME: Press this button to open a video window in which to indicate the % volume change: from -95% to +200%. Press **APPLY** to confirm.
- NORMALIZE: This button directly normalizes the sample by acting on the amplitude of the audio signal.
- UNDO: Undoes the last operation.
- PLAY: This button plays the audio track.

In EQUALIZER mode, the buttons on the screen are:

- EQ: FLAT, PRESET1, PRESET2, PRESET3 e PRESET4
- LOW (-12 dB/+12 dB)
- MID-LOW (-12 dB /+12 dB)
- MID-HI (-12 dB /+12 dB)
- APPLY EQ: Once you have set the previous values, press **APPLY EQ** to confirm the changes.

When you exit the sampler, by pressing the **EXIT** button on the front panel, **EVENT** asks you whether you want to save the changes applied to the audio sample.

SAMPLER

This page allows you to load new samples into the FLASH memory and create new INSTRUMENTS to be used as **GM** entries.

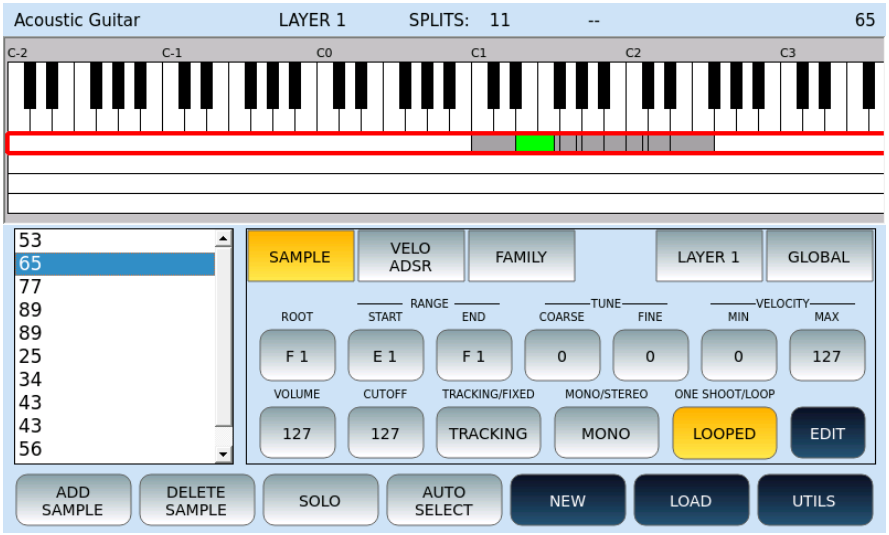
Definitions:

- **Split** or zone is a sample assigned to a range of notes for playback, with the modes defined by the parameters of editing, volume, ADSR filters and so on.
- A **Sample** is a WAV file, suitably treated and cut with a maximum duration of about 6 seconds.
- **INSTRUMENT** and **MS3** are synonymous. An MS3 consists of 4 layers of 32 splits each.
- The maximum number of instruments that make up a **Sound Bank** is 31.
- The internal format is a WAV file (16 bit mono, sample rate 44,100 Hz).
- If the sampling rate is other than 44,100 Hz, an automatic resample to 44,100 Hz will be performed.
- A Sample must be a 16-bit WAV file (mono or stereo) with a sampling rate of 44,100 Hz.

Working Folders:

- The folder where the MS3 files are saved and uploaded is \INSTRUMENT.
- The workbook where the user should save WAV samples in bulk or organized into subfolders for editing is \SAMPLE.

SAMPLER home page



At the bottom of the page, the general control buttons of the samples appear as follows:

- **ADD SAMPLE**: Add a sample to the current INSTRUMENT.
- **DELETE SAMPLE**: Erase the selected sample from the INSTRUMENT.
- **SOLO:** Run the sample in SOLO mode.
- **AUTO SELECT:** Request automatic selection of the current layer sample within the range of notes played.
- **NEW**: Clear your memory and get ready to work on a new INSTRUMENT.
- **LOAD:** Load an INSTRUMENT previously saved in the SAMPLER into the edit area.
- **UTILS**: Go to the utility features page described later in this chapter.

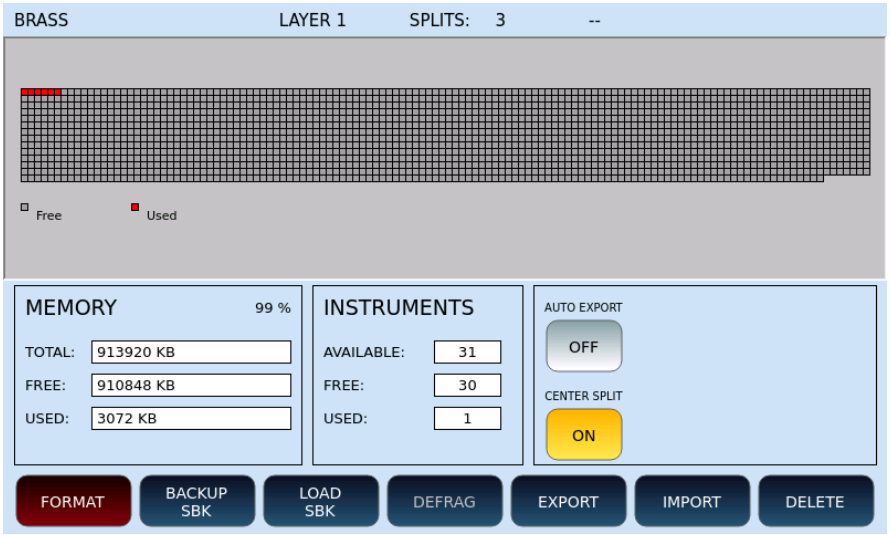
Options:

- Choose a sample on the frame on the left or use the data knob to scroll through all the samples loaded into the current LAYER.
- Enable the SAMPLE button on the screen (as in the example above) to be able to act on the parameters ROOT, RANGE of notes on the keyboard START/END, TUNE (COARSE/FINE), VELOCITY (MIN/MAX), VOLUME, CUTOFF, TRACKING/FIXED, MONO/STERO and ONE SHOOT/LOOP.
- Enable the **VELO ADSR** button on the screen to act on FILTER (OFFSET/SLOPE),VELOCITY (OFFSET/SLOPE), ADSR.
- With the **FAMILY** button, you can assign the INSTRUMENT (GLOBAL) to sound group (Piano, Strings, Organ, Brass, Pad, Synth, Guitar, Sax, Bass, Ethnic).
- With the LAYER icon you can select one of the four available layers and activate it as the current LAYER.

- Enable the **GLOBAL** mode and all changes made to a sample will also be applied to all other samples of the selected LAYER.
- **TRACKING/FIXED**:
  - The TRACKING mode allows the Sample to be tracked in the keyboard extension. This means that the Sample will undergo the chromatic variations of an instrument tuned with semitone heights.
  - In FIXED mode, the Sample is not traced, so it always remains with the source tuning (this is the method used for percussive and EFX sounds).
- **MONO/STEREO**: Enables/disables the right channel of a sample, if any.
- **ONE SHOT/LOOPED**:
  - ONE SHOT: Play the sample without recycling between loop points.
  - LOOPED: The sample is played in a continuous loop between the LOOP START point and the LOOP END point.
- **EDIT**: The sample processing page, described later in this chapter, opens.

By pressing the **UTILS** button on the previous screen, you can access the Sampler settings and memory usage information: in the main part of the screen the memory blocks used in red colour are visible, giving evidence of how many blocks are still available.

Further down, the page shows disk space occupancy data and available tools.



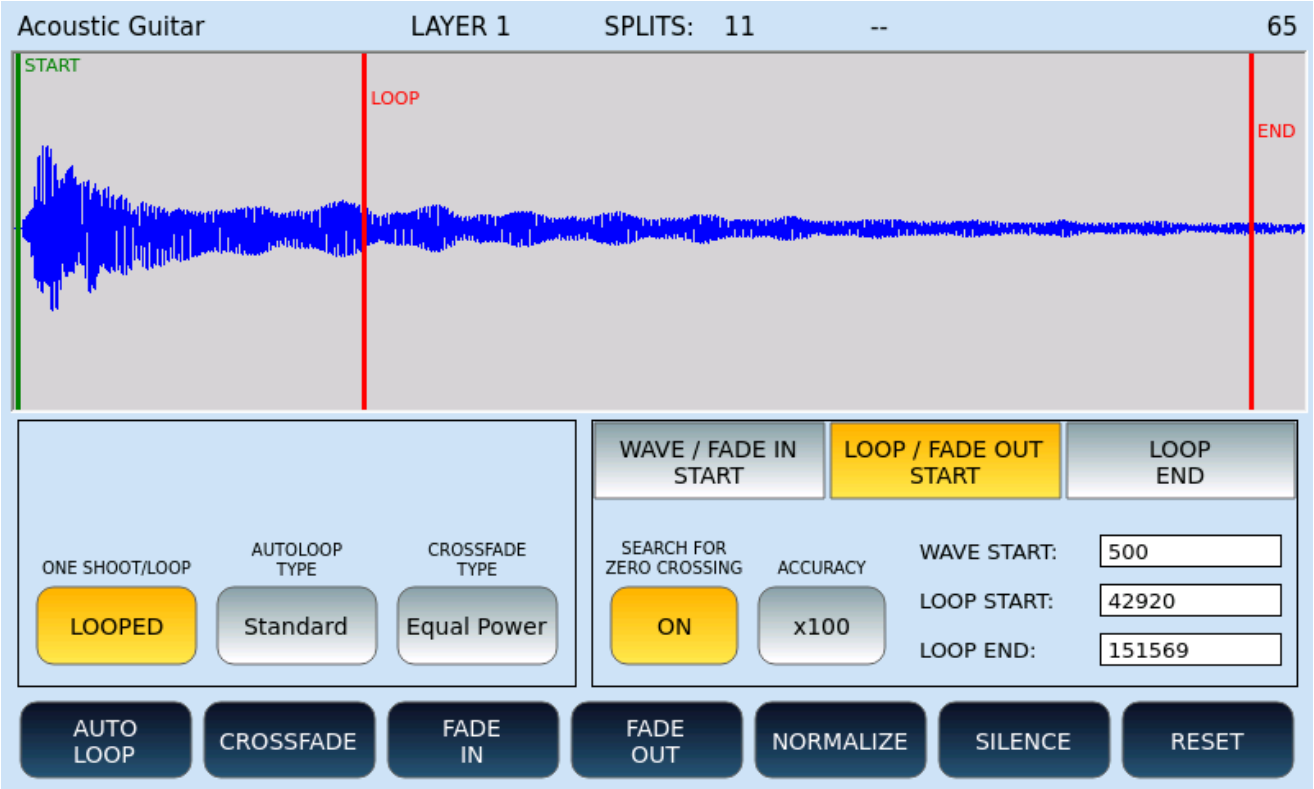
Options:

- **FORMAT:** This button formats the memory area dedicated to the sampler and clears all data contained therein. Be careful before confirming.
- **SBK BACKUP**: This button backs up, saving a copy of the SAMPLER's memory to disk a file with the. SB3 file inside the INSTRUMENT folder.
- **LOAD SBK**: This button restores a. SB3 previously saved with the backup procedure. This completely replaces the contents of the SAMPLER memory within the INSTRUMENT folder.
- **DEFRAG:** This reorders the memory of the SAMPLER.

- **EXPORT:** Press this button to export an instrument previously saved in the SAMPLER. You'll then find a .MS3 file in the INSTRUMENT folder.
- **IMPORT**: Press this button on the screen to import a .ms3 file from disk from the INSTRUMENT folder into EDIT.
- **DELETE:** Press this button on the screen to delete the data one of the INSTRUMENTS saved in the SAMPLER. The operation is irreversible.

Processing of individual samples (EDIT)

This page can be reached by pressing **EDIT** after loading an INSTRUMENT as we have seen above.



Frame on the left

Options:

- ONE SHOOT/LOOP: Define whether the sample should be run once or cyclically.
- AUTOLOOP TYPE: The allowed values are Standard and Fast.
- CROSSFADE TYPE: You can set a value of your choice between Equal Power, Sine, Linear, or S Line.

Frame on the right

You can define WAVE START, LOOP START, LOOP END points. Initially they are those saved within the wave file in the smpl subchunk. Otherwise, default values are set.

ATTENTION!

- The loop points may differ from those saved within the WAV file due to some adjustments needed to fit the sample to the internal memory structure of the sampler.
- The selection of loop points is not always accurate to the sample and may "skip" zones. This happens because of the internal memory management that does not allow the arbitrary choice of any loop point.

Options:

- Select WAVE/FADE IN START, LOOP/FADE OUT START or LOOP END and then use the data knob to move the START or END point manually.
- SEARCH FOR ZERO CROSSING: If active (ON), selecting a loop point is positioned at the crossing for zero.
- ACCURACY: is the level of accuracy, of how many samples it moves in the selection of loop points.

Buttons at the bottom of the screen:

Functions:

- AUTO LOOP: Calculates START/END automatically. The Autoloop function can last up to 90 seconds.
- CROSSFADE: Performs cross fade in the loop area. If the loop point is close to the END point it is convenient to change the CROSSFADE points. Creating good loops requires time and patience and numerous trials. The AUTOLOOP and CROSS FADE functions help the user, but they are not always decisive.
- FADE IN: The sample fades.
- FADE OUT: The sample ends in fading.
- NORMALIZE: Apply the same level increase to the entire duration of the sample.
- SILENCE: Apply silence.
- RESET: Restores the original sample.

Press the EXIT button on the front panel to return to the previous page.

Saving an INSTRUMENT

Press the SAVE button on the front panel to store the instrument currently in EDIT inside the machine's internal flash memory. If the AUTO EXPORT option is enabled, you will find a .MS3 file in the /INSTRUMENT folder.

The saving can take some time, the duration is proportional to the number of splits.

Preferences

This page displays the operating system version of **EVENT.**

It also allows you to customize the parameters:

- BUZZER OFF/ON: Enables/Disables the beep when any button on the screen is pressed.
- DATE/TIME: Opens the time zone and date/time of day setting page, as follows. Use the dial to rotate the months and then touch date of the day. At the end, press **UPDATE** to confirm.

- KINETICS MODE:Enables/disables scrolling of file lists on the **PLAYER**.
- BRIGHTNESS:The DISPLAY button adjusts the screen brightness from 1 to 10.
- BRIGHTNESS: The DISPLAY button adjusts the screen brightness from 1 to 10.
- COLOR: Choose the colour of the LEDs that illuminate the background of the sliders on the front panel. What other arranger keyboard allows you to customize

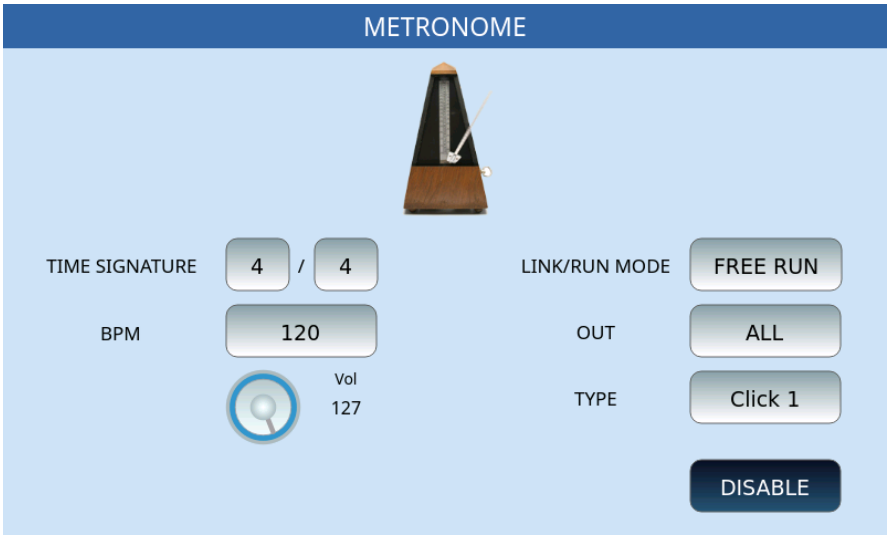
the colours that illuminate the instrument? You can choose between RED, VIOLET, BLUE, CYAN, LIME, GREEN).

- THEME: Choose the theme of the touchscreen functions (a preview helps you understand the difference between different options).
- VIVID
- CLASSIC
- SMOOTH
- AQUAMARINE
- FLAT
- WIFI: STOP SERVER. This button enables the wi-fi hotspot for remote control.
- FIND IP: Query the current IP address assigned to your instrument.
- VOICE MODE:
- SELECT 1:When you select a different voice family, the tone also changes to select a tone from the target family.
- SELECT2: When you select a different family, the tone does not change this time.
- STYLE: This parameter determines how styles are selected.
- TO PANEL:Select styles by pressing the physical family keys on the right of the front panel.
- TO SCREEN: Select styles via an on-screen display page that opens when you touch corresponding frame on the HOME page.

At the bottom of the screen there are the buttons: **METRONOME, UPDATE BACKUP** and **SAVE RESTART.** Touch these to open the specific pages to grant you access to these various functions:

METRONOME

This page is dedicated to managing the integrated metronome into the instrument.



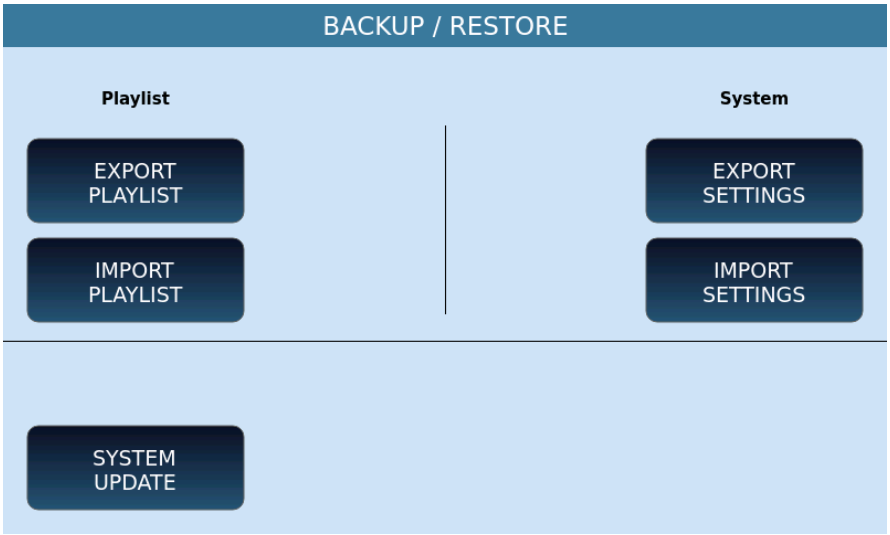
Options:

- **TIME SIGNATURE**: Set the unit of measurement of time by selecting each button before changing its value with the data knob.

- **LINK/RUN MODE**: This button can be set using the data knob, under three different conditions:
    - FREE RUN:enables the metronome independently of MIDI files and accompaniment styles, as if it were an external metronome. activates the metronome independently of MIDI files and accompaniment styles, as if it were an external metronome.
    - MIDIFILE: connects the metronome to the MIDI file being played, that is, synchronizes the time of the metronome with that of the song.
    - STYLE:Synchronizes the metronome with the tempo of the accompanying style
- **OUT**: Choose metronome output:
    - SOLO: Outputs only the metronome to the headphones, excluding music and other resources generated by the instrument.
    - ALL: Inputs sends both the metronome and the music generated by the instrument to the headphones.
- **TYPE**: It allows you to assign different tones to the metronomic click: Click 1, Click 2, Click 3.
- **BPM**: Set, using the data knob, the metronome speed.
- **VOL**: Turn the knob to adjust the volume of the metronome, from 0 to 127.
- **ENABLE/DISABLE**: Press this button to enable or disable metronome clicking. Press this button to enable or disable metronome clicking.

UPDATE BACKUP

This page offers several utility features.



Options:

- **EXPORT PLAYLIST**: You can export a PLAYLIST to a file to reload it later on this or another Ketron model.The system asks you where to save.
- **IMPORT PLAYLIST**: After exporting a **PLAYLIST,** use this button to upload it to **EVENT.**

- **EXPORT SETTINGS**: The system asks you in which folder to save the configuration file.
- **IMPORT SETTINGS**: You can reload the configuration file after exporting it (see button above).
- **SYSTEM UPDATE**: Use this button to select a new version of the operating system (downloadable from the www.ketron.it website) and update your system.

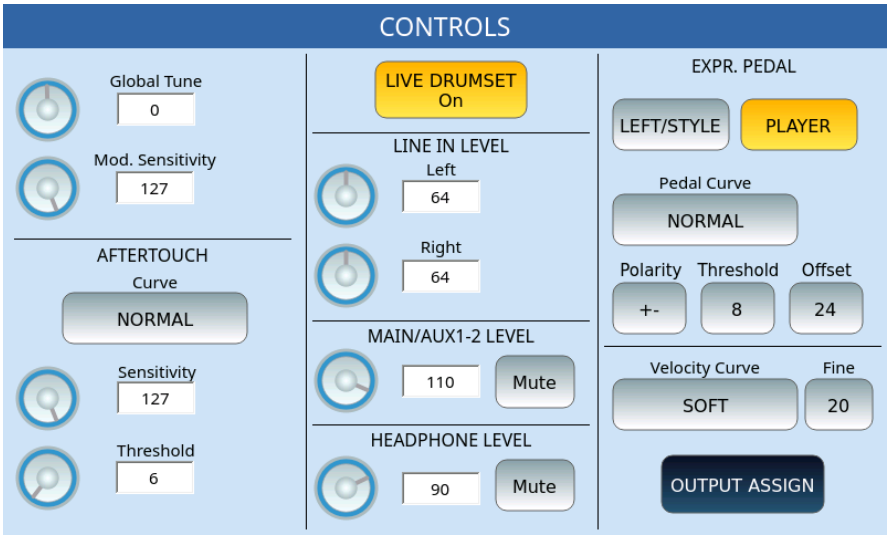
SAVE RESTART

Press this button to immediately shut down and restart it: it can be a necessary operation to apply the changes made to the **EVENT** configuration**.**

However, be careful to press this button: the shutdown is immediate.

Controls

Press the CONTROLS button on the MENU page to open the page where you want to manage all settings that affect the behaviour of the instrument.



Global options:

- Global Tune: allows to fine-tune the unit in hundredths of semitones (100 cents include a semitone). The range is from -100 cents to +100 cents. The factory value of this parameter is 0.
- Mod. Sensitivity: resizes the input MIDI messages of the Modulation Wheel (MIDI CC 1 and MIDI CC 33) by multiplying the received value by a weight coefficient. The factory value of this parameter is 127 (full scale).

AFTERTOUCH options:

- Curve: set the AFTERTOUCH curve values between NORMAL, OPEN, and CLOSE.
- Sensitivity: reduces the pressure messages of the incoming MIDI channel (AFTERTOUCH) by multiplying the received value by a weight coefficient. The factory value of this parameter is 127 (full scale).
- Threshold: sets the value above which AFTERTOUCH could trigger Morphing, Rotor or LFO values (AFTERTOUCH controls must be enabled in VOICE EDIT.

LIVE DRUMSET options:

- On/Off: Enable Wave Cycling on drums to increase the realism of sounds by not repeating the same samples on each measure but cycling through various samples e.g. using multiple SNARE samples to replicate the authentic snare drum which never sounds the same way when hit twice.

LIVE IN LEVEL options:

- Left: Set the input volume of LINE IN LEFT.
- Right: Set the input volume of LINE IN RIGHT.

Output Volume Level Options:

- MAIN/AUX1-2 LEVEL: Check the volume of the main output OUT and auxiliary outputs.
- MUTE: The main audio output can be muted.

Headphone Volume level options:

- HEADPHONE LEVEL: Control the output volume to stereo headphones.
- MUTE: The headphone audio output can be muted.

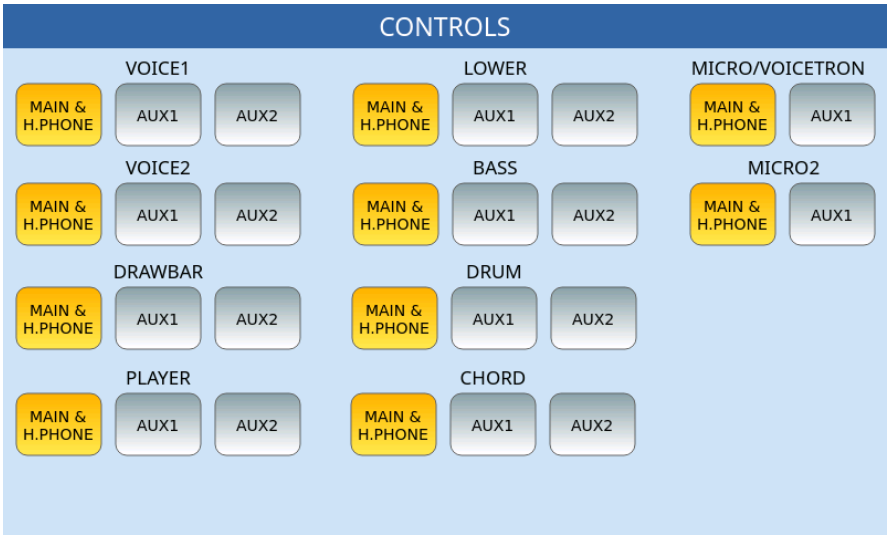
EXPR. PEDAL options:

- LEFT/STYLE: Enable or disable volume control with the volume expression pedal for the LEFT parts of the keyboard and accompaniment styles.
- PLAYER: Activate or de activate the volume control with the volume expression pedal for backing tracks with **PLAYER** and STEM.
- Pedal Curve: Set the curve to apply to messages generated by the volume pedal to distribute the high and low values over different ranges of controller positions. Touch button and use the values dial to choose between NORMAL, SMOOTH, FAST, CLOSE1, CLOSE2 and CLOSE3. The default is NORMAL.
- Polarity: Reverse the polarity in the pedal.
- Threshold: Value between 0 and 32 (factory setting is 8).
- Offset: Manage the parameters of the expression pedal curve.

Keyboard dynamics options:

- Velocity Curve: Choose how to generate MIDI dynamics messages when you press one of the 76 keys to play. Different speed curves generate different MIDI speed values for the same force applied to the keyboard. Note: if you have enabled ACCORDION CLASSIC mode, this curve is replaced by the one defined on the ACCORDION CLASSIC pageYou can choose from the following curves (default is SOFT):
- SOFT: makes it harder to play higher speeds.
- MEDIUM: balanced curve follows a linear response.
- HARD: makes it easier to play the higher speeds.
- FIXED: regardless of the force applied to the key, the Velocity MIDI value generated is always the same.
- Fine: Precisely adjust the slope of the speed curve. Positive values make it easier to play higher speeds, negative values make it harder to play higher speeds. The default value is 20, and allowed values range from -32 to +32.

Touch the **OUTPUT ASSIGN** icon on the screen to get the following page where you can assign the audio outputs to send the various parts to the different AUX1 & AUX2 outputs on the back: VOICE1, VOICE2, Drawbar, PLAYER, LOWER, BASS, DRUM, CHORD, MICRO/VOICETRON and MICRO 2.



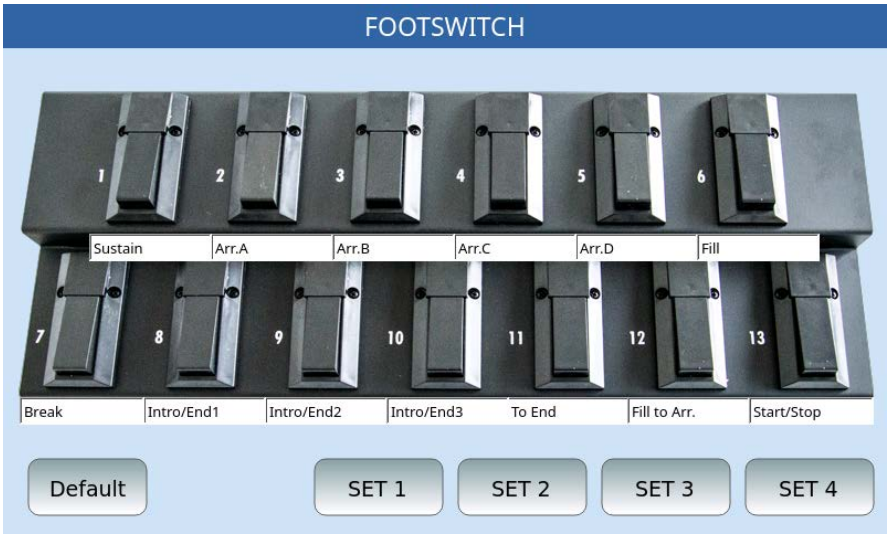
Each part can be assigned to only one group of outputs between:

- MAIN & H. PHONE: these are the stereo OUTPUT outputs and headphones.
- AUX1: These are the two AUX1 stereo outputs.
- AUX2: these are the two AUX2 stereo outputs.

Footswitch

The optional pedal board with FS6 (6 switches) and FS13 (13 switches) foot switches allows you to assign specific functions to each switch. This feature allows you to access numerous features while keeping your hands free for the performance of your music.

Touch the FOOTSWITCH icon on the MENU page to display the FOOTSWITCH page.



Programming the Footswitch - How to assign function to the switches

1. Simply touch any of the switches: The screen displays a list of available functions (check the table with the full list below).
2. Turn the data knob.
3. Touch the function needed to assign the function to the switch.
4. Press the EXIT button on the front panel to close the pop up.
5. You can store and recall up to four different function configurations within 4 sets. Each configuration assigns each switch a different function. Touch the SET icons to select a configuration for each one.
6. Press the SAVE button on the front panel to save the current configuration.
7. Touch the DEFAULT icon to reload the default factory configuration.

Programmable Foot switch functions

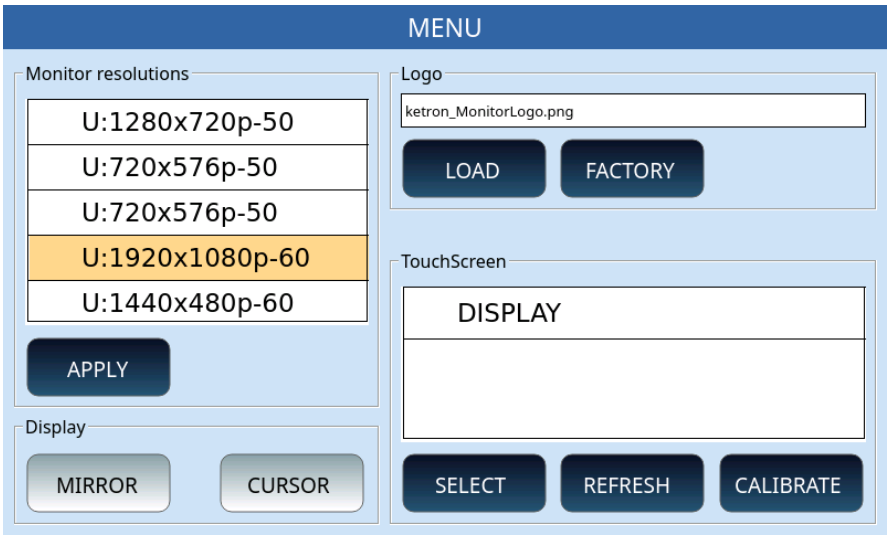
Below is the complete list of all assignable functions (per the current OS) - More may be added with later OS updates:

Sustain	Low. Hold Break	Glide Down	Gtr Guitar Setup 3	Overdrive To Pedal
Soft	Low. Hold Mute	Lead Mute	Gtr Guitar Setup 4	Drum Mute
Sostenuto	Low. Mute	Expr. Left/Style	Gtr Guitar Setup 5	Bass Mute
Arr.A	Low. and Bass	Arabic Reset	Gtr Guitar Setup 6	Chords Mute
Arr.B	Low. Voice Lock	Hold	Gtr Guitar Setup 7	Real Chords Mute
Arr.C	Pianist	2nd On/Off	Gtr Guitar Setup 8	Voice2 To Pedal
Arr.D	Pianist Auto-Stand.	Pause	Gtr Guitar Setup 9	Micro Edit
Fill1	Pianist Sustain	Talk On/Off	Gtr Guitar Setup 10	Micro2 Edit
Fill2	Bassist	Manual Drum	Gtr Guitar Setup 11	HALF BAR
Fill3	Bassist Easy/Exp.	Kick Off	Gtr Guitar Setup 12	Bs Sust Pedal
Fill4	Key Start	Snare Off	Gtr Guitar Setup 13	Scale
Break1	Key Stop	Rimshot Off	Gtr Guitar Setup 14	End Swap
Break2	Enter	Hit-Hat Off	Gtr Guitar Setup 15	Set Down
Break3	Exit	Cymbal Off	Gtr Guitar Setup 16	Set Up
Break4	Registration	Tom Off	minor	Fsw Ch Delay
Intro/End 1	Fade	Latin 1 Off	7th	Intro On Arr.
Intro/End 2	Harmony	Latin 2 Off	m7th	Ending On Arr.
Intro/End 3	Octave Up	Latin 3/Tamb. Off	5+	Arr. Down
Start/Stop	Octave Down	Clap Fx/Off	dim	Arr. Up
Tempo Up	Restart, Count In	Voice Down	6th	Ending 1
Tempo Down	Micro1 On/Off	Voice Up	7th+	Ending 2
Fill	Micro1 Down	Regis Up	VoiceToABCD	Ending 3
Break	Micro1 Up	Regis Down	TAP	Bass Lock
To End	Voicetr. On/Off	Style Voice Down	Autocrash	FREE
Bass To Lowest	Voicetr. Down	Style Voice Up	Tansp Down	Intro Loop
Bass To Root	Voicetr. Up	EFX1 Preset Down	Transp Up	Scene Down
Live Bass	Micro2 On/Off	EFX1 Preset Up	Text Record	Scene Up
Acc. Bass to Chord	EFX1 On/Off	Guitar Setup Down	Bass & Drum	STEM Scene A
Manual Bass	EFX2 On/Off	Guitar Setup Up	Pdf Clear	STEM Scene B

Voice Lock Bass	Arabic Set 1	Guitar FX Bypass	FREE	STEM Scene C
Bass Mono/Poly	Arabic Set 2	Variation 1	Record	STEM Scene D
Dial Down	Arabic Set 3	Variation 2	Play	STEM Solo
Dial Up	Arabic Set 4	Variation 3	Double Down	STEM Autoplay
Auto Fill	Dry On Stop	FREE	Double Up	STEM A On/Off
Fill To Arr.	Pdf Page Down	Text Page -	Arr.Off	STEM B On/Off
After Fill	Pdf Page Up	Text Page +	Fill & Drum In	STEM C On/Off
Low. Hold Start	Pdf Scroll Down	Gtr Guitar Setup 1	Wah To Pedal	STEM D On/Off
Low. Hold Stop	Pdf Scroll Up	Gtr Guitar Setup 2	Piano Trio	STEM Lead On/Off

Video

Touch VIDEO button on the MENU page to display the VIDEO page.



Display options:

- Monitor Resolution: Here you can adjust the resolution of the external monitor. Use the data knob to set the desired resolution. Touch the **APPLY** icon to confirm. A pop up dialog screen appears in the centre of the screen: touch **YES** to apply the changes and restart the instrument.
- Display:
    - enable **MIRROR** to duplicate the display of what is visibleon the **EVENT** display also on the external monitor; the mirror settings are automatically saved in the CUSTOM STARTUP memory location.
    - disable to display only LYRICS in the video output.
- Logo: press the **LOAD** button to upload a custom background image to use as the external monitor background; or press **FACTORY** to keep the Ketron logo.

Touch Screen options: If the connected external monitor is Touch Screen, **EVENT** can recognize what is happening in MIRROR mode on the external monitor. The connected monitor appears in the Touch Screen list at the bottom right.

- DISPLAY: Represents the integrated LCD screen. Below this are the other Touch Screens connected to **EVENT** (if connected).
- SELECT: Select the Touch Screen monitor to use from the list.
- REFRESH: By pressing this button, the instrument updates the list of connected Touch Screens. Calibration takes place on the currently selected screen.

Touch Screen calibration

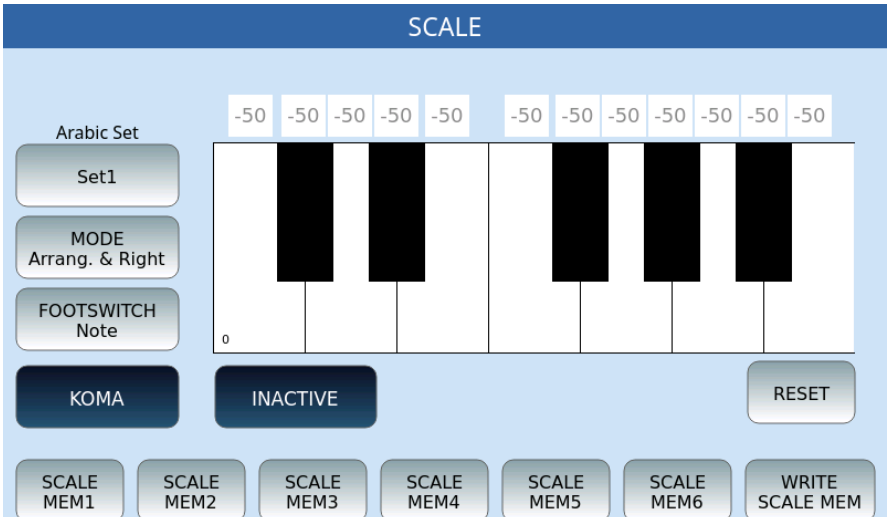
This is necessary whenever you update the instrument or when touch input is no longer accurate.

8. Press the MENU button on the front panel.
9. Choose VIDEO on the screen.
10. Press the CALIBRATE button on the screen.
11. A black screen with a pointer appears on the screen.
12. Carefully touch pointer to confirm the position.
13. Four more appear in sequence: confirm the position of each of them by tapping them on the screen.
14. Eventually, the instrument restarts itself to apply the changes.

The screen calibration can also be activated via the panel shortcut, i.e., by pressing the **MANUAL BASS + PIANIST** buttons together. See Panel shortcuts for the full list of features available through key combinations. This rare occasion is necessary sometimes if getting to the MENU screens is impossible.

Scale

This function allows you to configure alternative Arabic scales to the factory one (tempered scale).



On this page, you can configure the control of quarter-tones useful for Arabic scales.

Options:

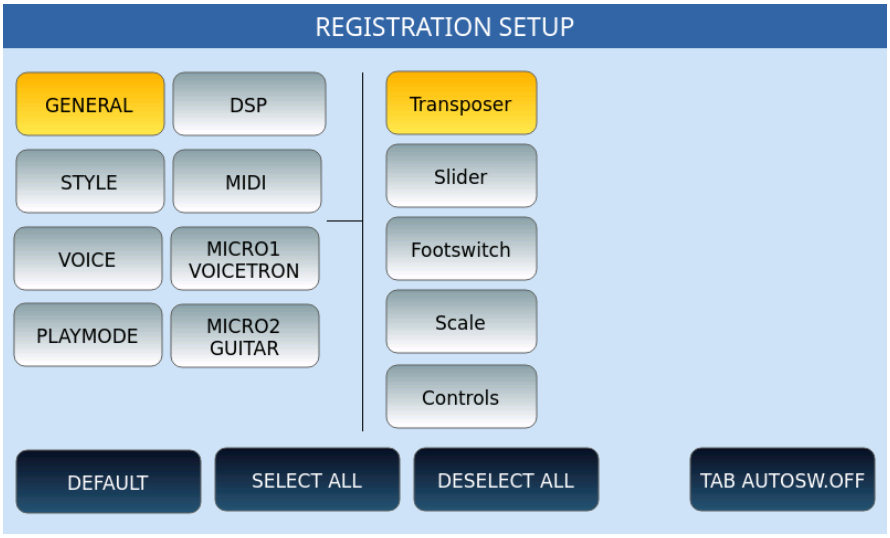
- Arabic Set: you can save 16 different settings for 6 scales (SCALES MEM1-6).
- MODE: You can define the area of the keyboard extension to which Arabic scale musical intervals are applied. Touch button and turn the data knob to choose one of the possibilities:

    - Arrang. & Right: Arabic scale applies to the arranger part and the part played to the right of the Split point.
    - Right: Arabic scale applies to the right of the point of Split.
    - Lowers& Right: Arabic scale applies to the parts played on the keyboard to the right and left of the Split point.

- FOOTSWITCH: Set Arabic scale activation control using the Footswitch pedalboard. Options:
- Note: The pedalboard controls the pitch of the notes.
- Arabic: The pedalboard selects one of the 16 stored sets.
- KOMA (ACTIVE/INACTIVE): This feature dynamically changes the pitch of the scale while you are playing. In other words, if the KOMA is active, when you play a note between C5 and B5 as shown on the screen, the note is "detuned" by 50% of its pitch, this value can be adjusted by acting with the knob (DIAL). Play the key of the same note again to remove the change.
- RESET: Restore the original mdi of the Arabic stairs.
- SCALE MEM1-MEM6: To set an Arabic scale:
- Select the note you want to edit on the screen.
- Change the tuning value with the dial (DIAL).
- Press the RESET button on the screen to restore the original condition.
- After managing all the changes, press the SAVE button on the front panel and, in the dialog frame that appears, choose Save to confirm the save, Cancel to cancel the operation and Restore to restore the original data.

Registration Setup. Control what Registers load or ignore.

Press the **MENU** button on the front panel and the **REGS button. SETUP** to access the Registration configuration page: Registrations save all the instrument settings but, when they are called, they can keep some instrument parameters unchanged, at your choice.



The first page presents the left buttons showing the categories of configurable parameters. A list of parameters belonging to the selected category appears on the right.

The GENERAL category selected when you enter this environment belongs to Transpose's functions, the Sliders' parameters, the Footswitch pedals, the Arabic scales, and the controls (Controls). The example page shows that only the Transpose function is active (in yellow). When a Registration is loaded will be opened only the value of the tonal Transpose contained in the Registration. In contrast, all other values - which are still saved with the Registration - will be ignored. For example, if an Arabic scale was selected before calling the Registration, it will remain unchanged when you choose a new Registration because the SCALE parameter is inactive. If you want to make sure that other functions can also be called with Registration, activate the button for the function by highlighting it in yellow. The next time you tap, the key turns blue again, and the function will be inactive again.

At the bottom, there are four buttons common to all pages in the **Registration Setup** environment:

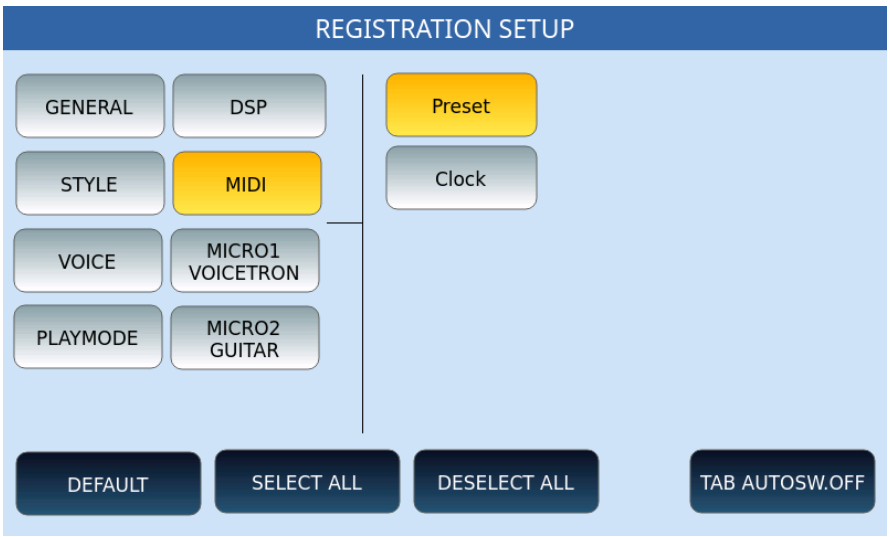
- **DEFAULT**: Press this button to select factory settings.
- **SELECT ALL**: Select all parameters of the selected category.
- **DESELECT ALL**: Deselect all parameters of the selected category.
- **TAB AUTOSW. OFF:** This setting, if active, turns off the REGISTRATION button on the front panel of the instrument, when a Registration is loaded.

Below, you can see the pages that show the parameters contained in all categories: for each page, determine which parameters should be called by the Registration.

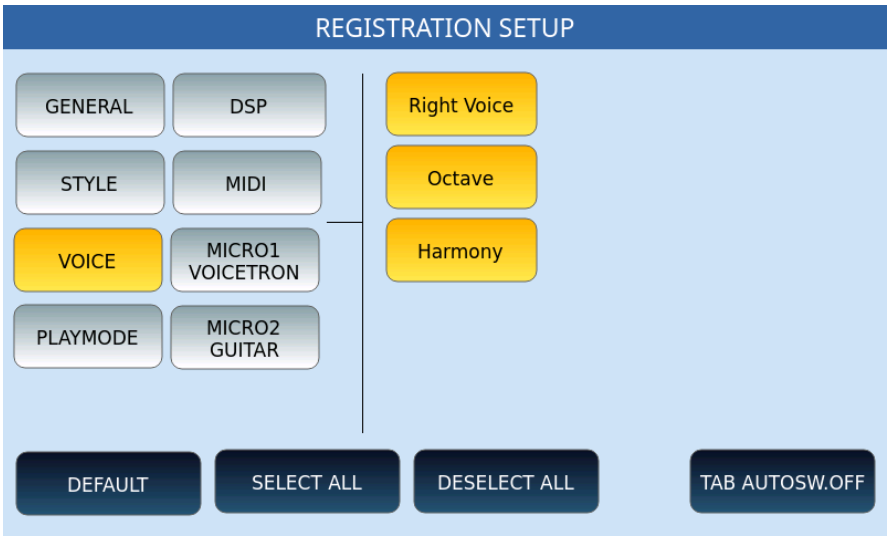
Registration Setup | DSP

Registration Setup | Style

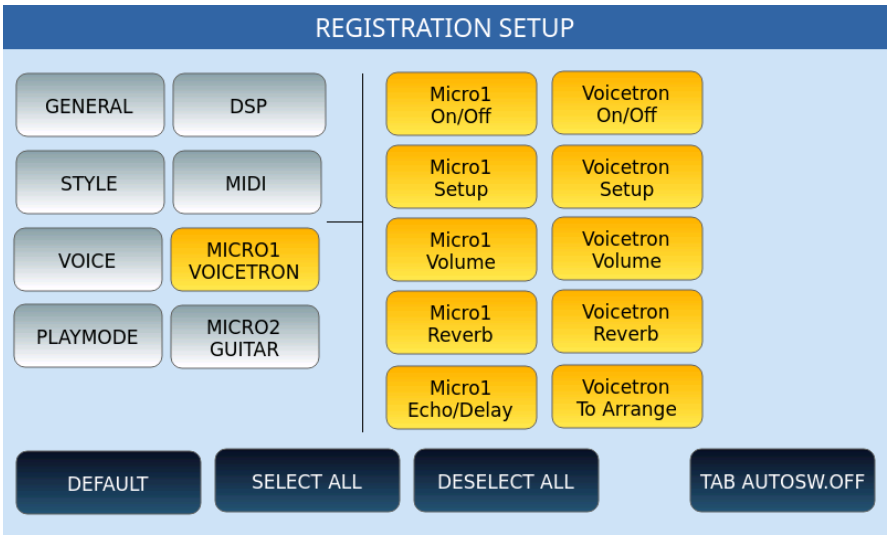
Registration Setup | MIDI



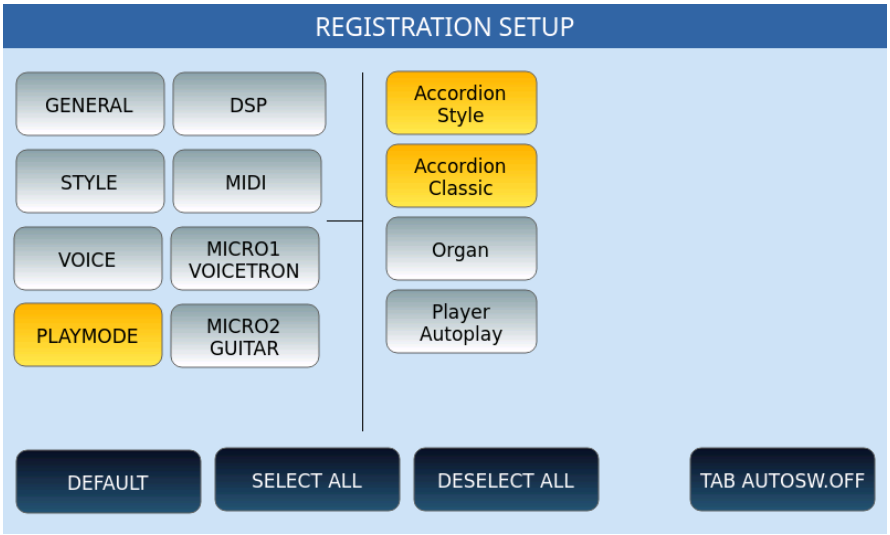
Registration Setup | VOICE



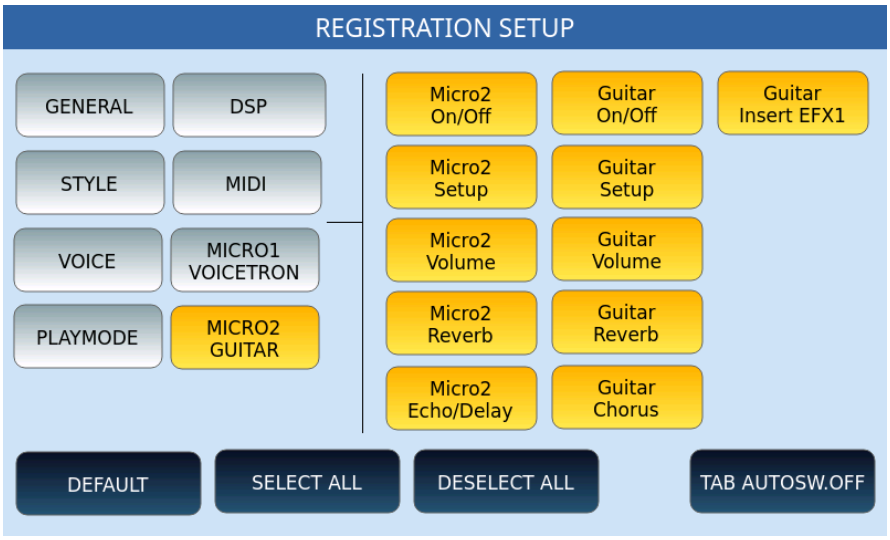
Registration Setup | MICRO1 e VOICETRON



Registration Setup | PLAYMODE

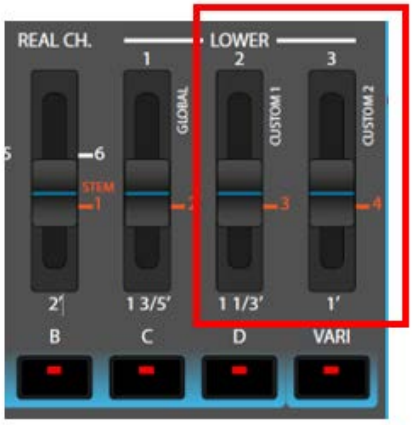


MICRO2 and GUITAR

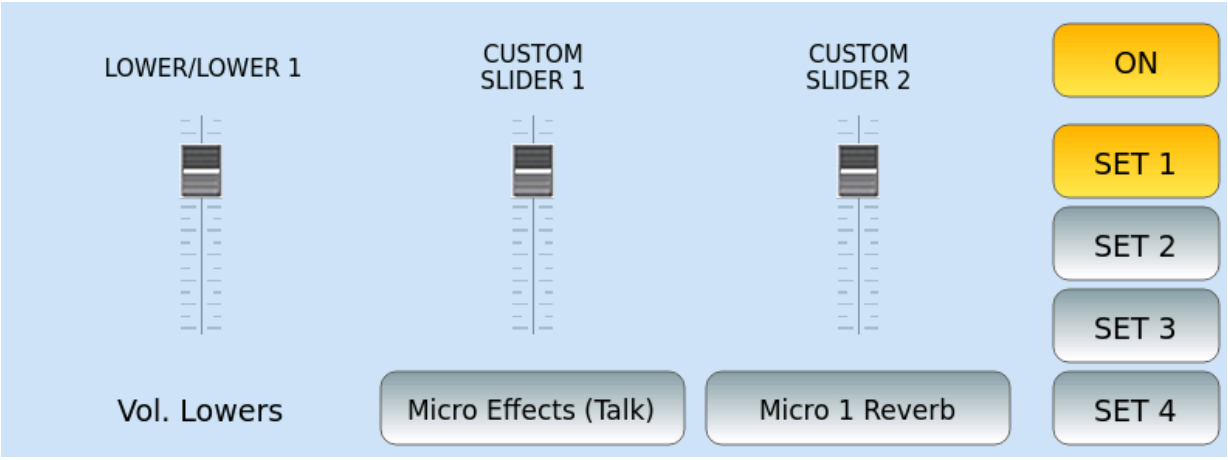


Customizable Sliders (2)

EVENT allows you to assign some functionality to the CUSTOM 1 and CUSTOM 2 sliders on the left side of the front panel.



Press the **MENU** button on the front panel and touch the **CUSTOM SLIDER** icon to access the custom slider configuration page.



Steps:

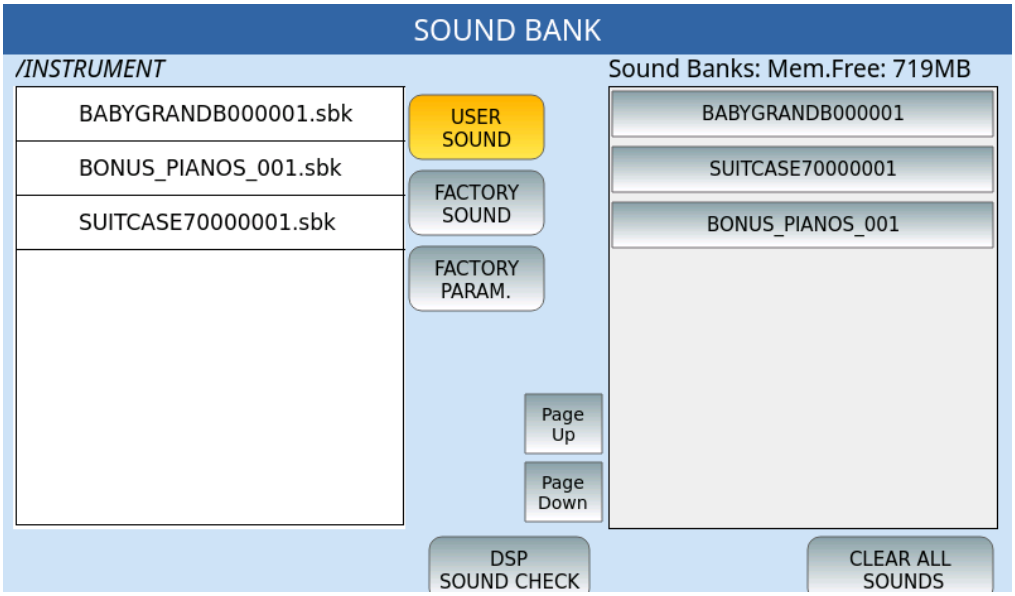
1. Enables the function via the ON/OFF button on the right. If, on, the current customized parameters are displayed below each slider. If off, the sliders default to regulate Lower 2 and Lower 3 volumes.
2. Select one of the four memories (SET 1, 2, 3 or 4): you have four settings options.
3. Touch one of the two CUSTOM SLIDER icons (1 or 2) to open a selection window.
4. Using the data knob, you can highlight and touch to choose which function to assign to the individual slider.
5. Enables the SET button for your setting.

Below is the table of functions that can be assigned to CUSTOM SLIDERS (more could be added with later OS updates).

Recorder Level	Vol. Live Guitar	Vol. Real Bass
Micro Effect (Talk)	Vol. Lower 1	Vol. Real Drum
Micro 1 Reverb	Vol. Lower 2	Vol. Drum Set
Micro 1 Echo	Vol. Lower 3	Vol. Drum Loop
Micro 2 Reverb	Vol. Lowers	Vol. Manual Bass
Micro 2 Echo	Vol. Groove 1	Sustain Manual Bass
Vol. Chord 1	Vol. Groove 2	Drum Filter Frequency
Vol. Chord 2		
Vol. Chord 3		
Vol. Chord 4		
Vol. Chord 5		

Sound Banks

Press the **MENU** button on the front panel and the **SOUND BANK** button to access the USER SOUND BANK management page and the reset of sounds and factory parameters.



Options:

- USER SOUND: Select this button and then touch the USER sounds on the left side of the screen to load the sound bank. A window appears on the screen to which you can answer EXIT to leave or YES to confirm the upload.
- FACTORY SOUND: Restore factory sounds. Once the function is selected, the LOAD PCM DSP button appears at the bottom left: press it to confirm the reset.
- FACTORY PARAM.: Resets factory parameters. Once the function is selected, the LOAD PARAM DSP button appears at the bottom left: press it to confirm the reset.
- DSP SOUND CHECK: This may take a few minutes.
- CLEAR ALL SOUNDS: Erases all Sound Bank instruments from flash memory. (formatting).

Once a Sound Bank is loaded, you can call up the INSTRUMENTS:

- Voices: Once the sounds contained within the Sound Bank are saved, they are visible in the **GM** sound lists and displayed in the assigned family. They can then be treated like any **GM** sound and assigned to vocals or parts of tracks in styles or MIDI files. The bench number is 95 and individual incremental Program Changes range from 1 to 128.
- Drum sets: These are visible in the Drum list and can be assigned to styles or MIDI files.

14 Inputs and Outputs

Connecting your instrument to the outside world

*The connections required to communicate with other devices are on the back and side of **EVENT**. You have everything you need to make **EVENT** the machine with which to control your studio or your live setup.*

Preferred ways of use:

- Connect a pedal to control **sustain**, **volume** or assignable functions.
- Connect a DAW on PC or Mac, a master keyboard or other digital musical instruments and take advantage of the MIDI protocol to expand the way you make music.
- Connect **EVENT** to an external stereo speaker system. Or connect a stereo headset to listen to music without disturbing neighbors or monitor the high-resolution audio signal and faithfully reproduce even the smallest nuances of the sound source.
- Connect a microphone to entertain the audience with a singer, a singer or sing yourself.
- More: connect a guitar, a bass, another keyboard, any other instrument, even an expander or an Mp3 player to receive an external audio signal to process and send to stereo outputs.
- Connect a standard mono jack to MICRO OUT dedicated exclusively to the Micro 1 output.
- Connect an HDMI cable to project song lyrics or video footage to an external monitor.

Back panel

Technical data: Before connecting any instruments to the inputs or outputs, deactivate all units. Adjust all volume levels to a minimum and then turn them up progressively until you reach the listening volume. Reset the volume to a minimum before turning off components and turn off devices before unplugging them.

Connect a pedal

EVENT has three inputs for the pedals, each of these has different purposes.

- Connect a switch pedal to the **Sustain** input to allow the sound to continue to spread after releasing the note keys. If you don't have an original Ketron pedal, make sure it has the ability to reverse polarity if it is otherwise.
- Connect a **Volume** pedal to control the expression, i.e. the intensity of the sound that is sent from the Out outputs (MIDI controller 11). This way you can avoid taking your hands off the keyboard when you need to adjust the Master volume slider in real time.
- Connect an optional programmable foot pedal to the **Footswitch** input. Two pedalboards are available: one with six switches (Ketron FS6) and one with 13 switches (Ketron FS13). This type of pedals can facilitate the most complex operations in real time by controlling the different functions that can be assigned On/Off: all the information is in the Footswitch chapter.

Connecting a MIDI device

The instrument offers four MIDI ports for standard five-pin DIN connectors:

- MIDI THRU comes in handy in complex links where there are at least three MIDI instruments and **EVENT** is located at the centre of the connections.
- MIDI OUT is useful for sending data to an external sound module.
- The MIDI IN1 (**GM**) socket receives data from the outside and sends it to the **GM**generator which has 16 channels with canonical mapping of sounds and Program Changes compliant with General MIDI. This is the typical input of a MIDI base player and a DAW.
- MIDI IN2 (KEYBOARD) receives the data from outside and sends it instead to the keyboard sound generator whose channels are tailored to the use of the instrument as an arranger and for the parts played live. This is the typical input of a master keyboard.

Connecting to speakers

You have three pairs of stereo outputs available:

- AUX 1
- AUX 2
- OUTPUT

Connect standard mono jack cables for general outputs to be connected to a PA STEREO system. If you have only one channel, you can use either the Left or Right output of the OUTPUT ports with a monophonic signal: we recommend using the stereo connection for

the best reproduction of the instrument and effects. The Mono connection provides less reproduction of the EFX sounds and effects quality.

You can configure which parts go on which general outputs, using the Assign Output function.

Connecting stereo headphones

Connect a standard stereo jack cable for a stereo headset into the HEADPHONE (AUX) port. You can control the headphone volume from the separate Master Aux section for Out Assign.

Connecting an external audio device (LINE IN)

You can connect the output jacks of an external device (for example: portable audio players, CD players, sound generators, etc.) to the LINE IN (RIGHT/LEFT) jacks of the instrument to listen to the audio of the device through headphones or from speakers connected to the stereo OUT outputs.

Connecting a microphone (MICRO 1)

Connect a dynamic microphone to the MICRO 1 input. It is a standard monophonic socket of the combined type: you can therefore use a jack or XLR connector. The outlet is not powered, so you cannot connect a condenser microphone. Use the GAIN MICRO knob to adjust the gain of the input signal.

Connect a standard mono jack to MICRO OUT dedicated exclusively to the Micro output.

When connecting a microphone to the instrument, you must follow the necessary precautions:

- Always lower the volume before connecting a microphone.
- Keep the microphone away from the speakers to avoid feedback (Larsen effect).
- When choosing a microphone, consider that cardioid polar pattern models minimize the chances of feedback.
- Keep the microphone away from cables and power lines.
- Use robust and durable microphone stands.
- To avoid damage, remember that the speakers are the first device to be turned off and the last to be turned on.

The microphone input signal is processed by a chain of adjustable effects, as described in the Edit Micro paragraph.

Connecting a guitar or bass or a 2nd microphone (MICRO 2)

The MICRO 2 input port is suitable for high impedance instruments such as guitar or bass. But it can also be used to connect a second microphone.

Connecting audio inputs

Connect an external sound source via a monophonic jack. As with the microphone input, a GAIN MICRO knob is also available here to adjust the gain of the input signal.

Connecting an external video monitor

Connect an external monitor to the instrument via the HDMI port (on the right side of the instrument) to animate the evenings by showing the LYRICS of the songs with Karaoke shows or to play videos.

The screen mirroring mode is configurable on the Video page available within the **MENU** function.

The maximum resolution supported is Full HD while external screens with touch screens are also managed (new).

Connecting a computer

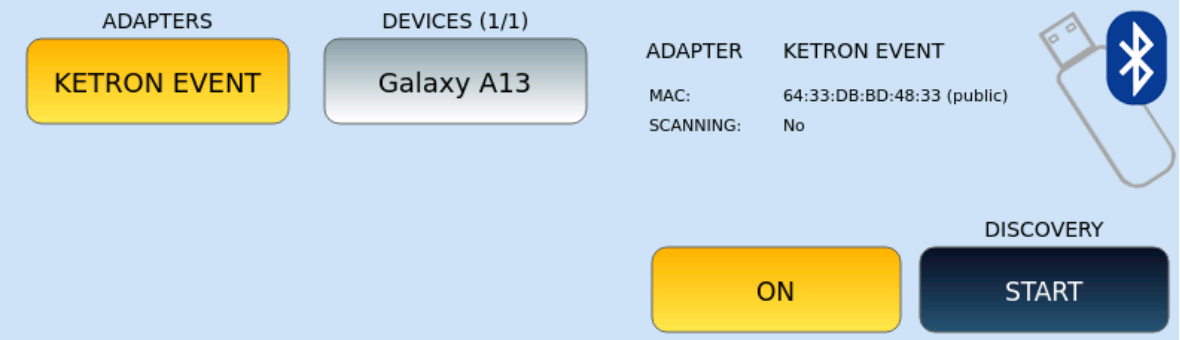
The instrument offers the possibility to connect a computer via a high-speed USB 2.0 cable to transfer data (new):

- The USB Type A male connector must be connected to the computer.
- The other end of the cable with USB Type B male connector is connected to the USB-to-Host port located in the area of the side connections of the instrument.

Once the physical connection is complete, you can perform the operations as described in the MEDIA chapter and in the paragraph Connecting to PC/Mac in particular.

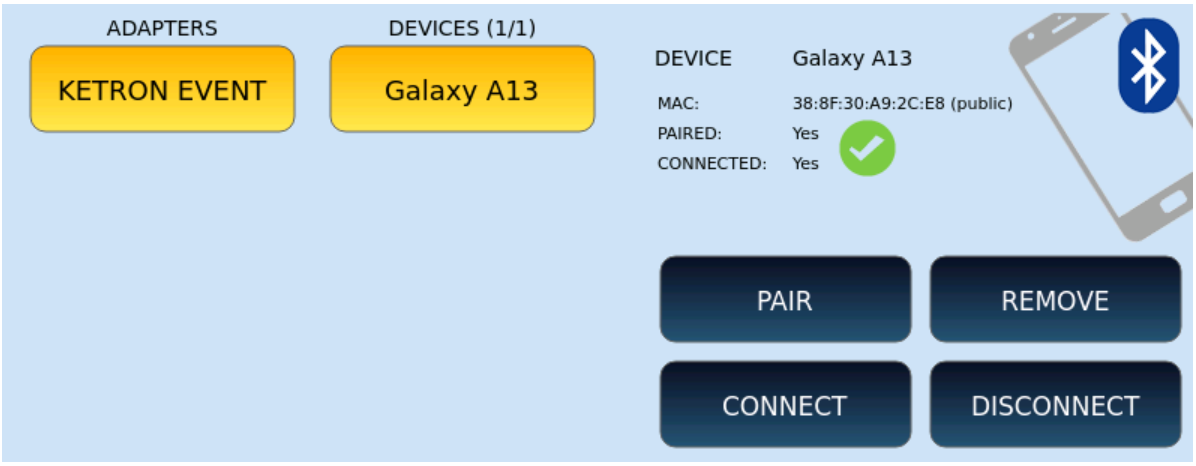
Connect a Bluetooth device

The Bluetooth connection allows you to manage an external song player in place of **PLAYER 2**. Once the Bluetooth connection has been activated on the AUDIO / VIDEO page in the **SETTINGS** of the **PLAYER**, proceed with the pairing between the two devices.



Options:

- **ADAPTERS**: representsthe list of Bluetooth receivers (**KETRON EVENT** is the receiver inside the instrument but Bluetooth receivers in the form of USB devices are also supported).
- **DEVICES:** Represents the list of Bluetooth devices found.
- **ON/OFF: Turn** the Bluetooth receiver on or off.
- **DISCOVERY**: Press **START/STOP** to start or stop searching for compatible Bluetooth devices. Note: Always stop DISCOVERY when you want to stream audio.
- **MAC:** The MAC number of the bluetooth receiver.



Options:

- **PAIR:** Once the two devices are visible on the screen you can proceed with the pairing by assigning the same PIN configured on the SETTINGS page of the PLAYER on the remote device. The pairing procedure can take several seconds to complete.

- **REMOVE**: useful to deletefrom **EVENT** the configuration of a remote device no longer used.
- **CONNECT:** starts the connection process with the chosen device. Please note: you must have successfully paired your device before connecting. In other words, you can connect a device only when the PAIRED property is YES. If the connection was successful, a green check will appear.
- **DISCONNECT**: Disconnect the currently selected device.

ATTENTION! You can only manage the connection of devices from the instrument, NOT from the devices (for example, you can NOT select CONNECT from your smartphone or tablet).

15 MULTI Media

Organizing your data

EVENT *is a musical instrument based on digital technology. Like all computers,* ***EVENT*** *is also able to interact with memory or storage devices in which to manage your data: the operating system allows you to upload, copy and manage files in the internal memory device (240GB SSD disk) and external devices (USB flash memories, MicroSD card or PC connected via USB cable).*

External storage devices

Several inputs are available on the right-side panel of **EVENT**:

- SD CARD: The instrument supports external SD memory cards (Secure Digital) for a maximum capacity of 512GB.
- HDMI: This is a Type A HDMI connector, see Connect an external video monitor for details.
- USB Type B: Connect a USB 2.0 (Hi Speed) cable to an external device (PC/MaC) to this input. See Connect a PC/Mac for details.
- Two USB Type-A ports: You can insert USB flash drives. Attention! The first two USB ports are self-excluding: the USB Type B port and the first USB Type A port cannot work at the same time.

Accessing devices

Press the **MEDIA** button on the front panel. The button LED lights up and the screen displays the **MEDIA** page. All memory devices connected or installed on the instrument appear listed on the screen.

If you do not see the **MEDIA** page directly, press the **EXIT** button on the front panel to return to the **HOME** page of **EVENT,** then press the MEDIA button again.

Options:

- **EJECT**: this feature blocks the transfer of data to and from the selected device. Securely remove your device, preventing potential data loss or device damage that could occur if you disconnect during file copy or sync operations. Tapping EJECT ensures that your changes have actually been saved.
- **PC-CONNECT**: this function allows you to connect the instrument to a computer. From a PC you can easily manage the internal SSD disk of **EVENT** to browse folders and files and for creation, copy or delete operations.
- **DISK EDIT**: this feature allows you to perform file operations, such as copying, deleting, and renaming files.
- **INFO**: displays the technical information (free space, file system, etc.) of the selected memory device.
- **REFRESH**: scans all connected storage devices. Useful when the instrument does not immediately recognize a connected USB stick or hard disk.

Now let's go in to details.

Eject: Safely remove a device

This function is available by pressing the **EJECT** button on the screen after activating the MEDIA button on the front panel.

Operations:

1. Once the EJECT page opens, use the data knob to activate the storage device you want to safely remove. The selected media device is highlighted in red.
2. Touch EJECT button on the screen.

3. Wait for the operation to complete do not remove the device until it is no longer visible on the MEDIA page.

4. Now unplug the device from the USB port.

Please Note! The internal SSD disk (UserFS) cannot be disconnected.

Connecting to PC/Mac

Activate connection sessions

The physical connection via cable is described in the paragraph Connecting a PC/Mac

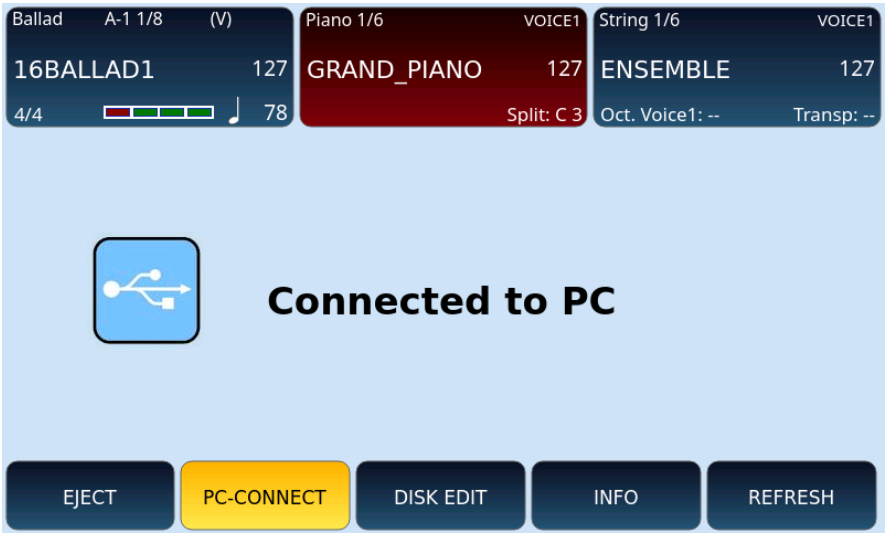
You can leave the USB cable always connected but the connection must always be activated manually, from time to time, when needed:

1. Touch the **MEDIA** button on the panel.

2. Press **PC-CONNECT** button on the screen.

3. **EVENT** goes into connection mode and the screen displays the message "Connected to PC".

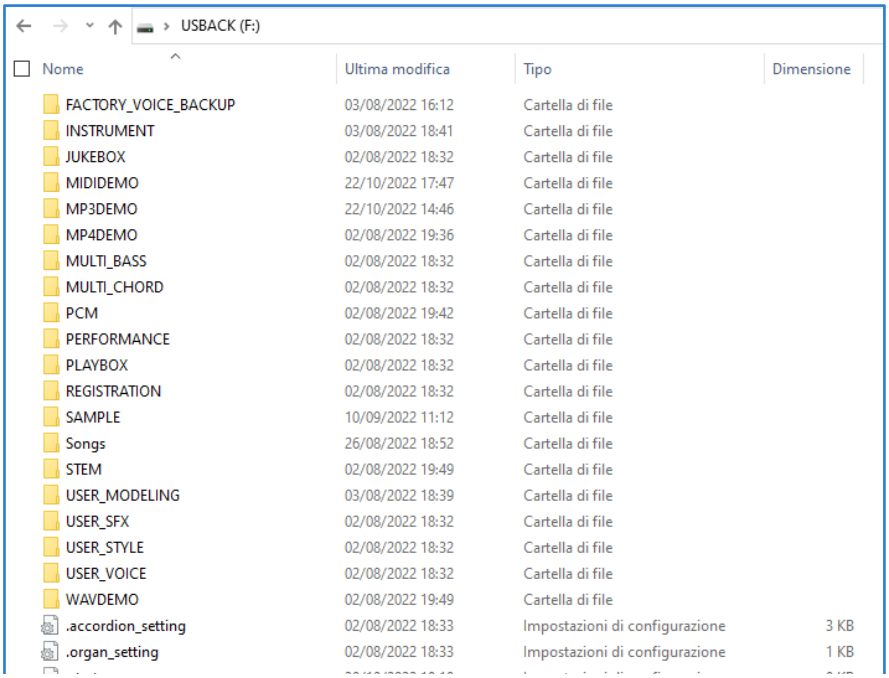
4. At the same time, a **USBACK** shared folder appears on the PC/Mac.



Operations during active linking

During the connection mode, the possibilities of use such as accompaniment styles, VOICE management and PLAYERS are inhibited on the instrument.

You can browse **EVENT** folders from your PC/Mac, copy, create, rename, and delete files and folders. This is what the root and internal disk folders on a PC look like, as an example.



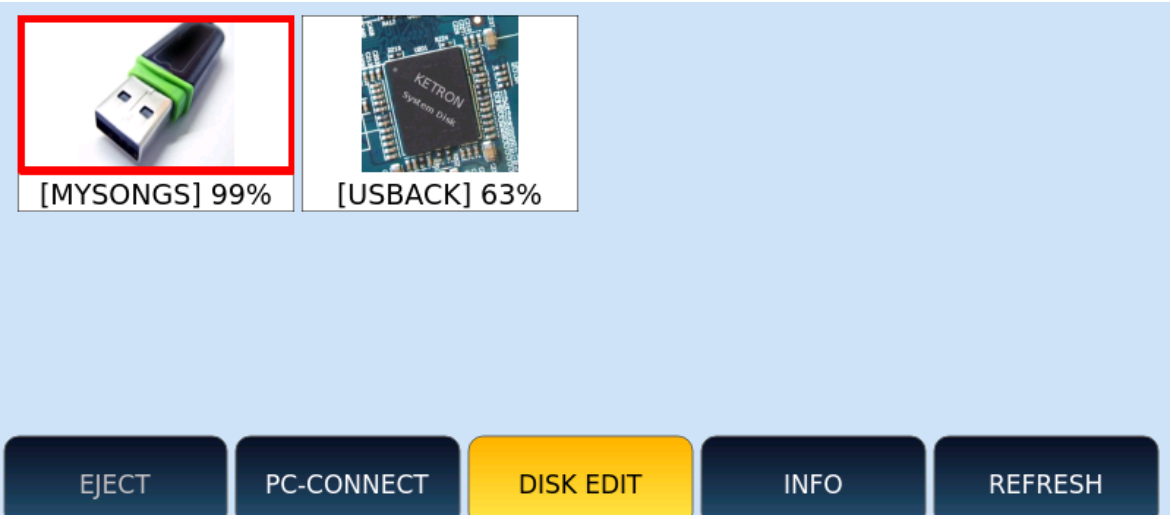
Disconnect

When you have finished operations on folders, you can end the dedicated connection mode:

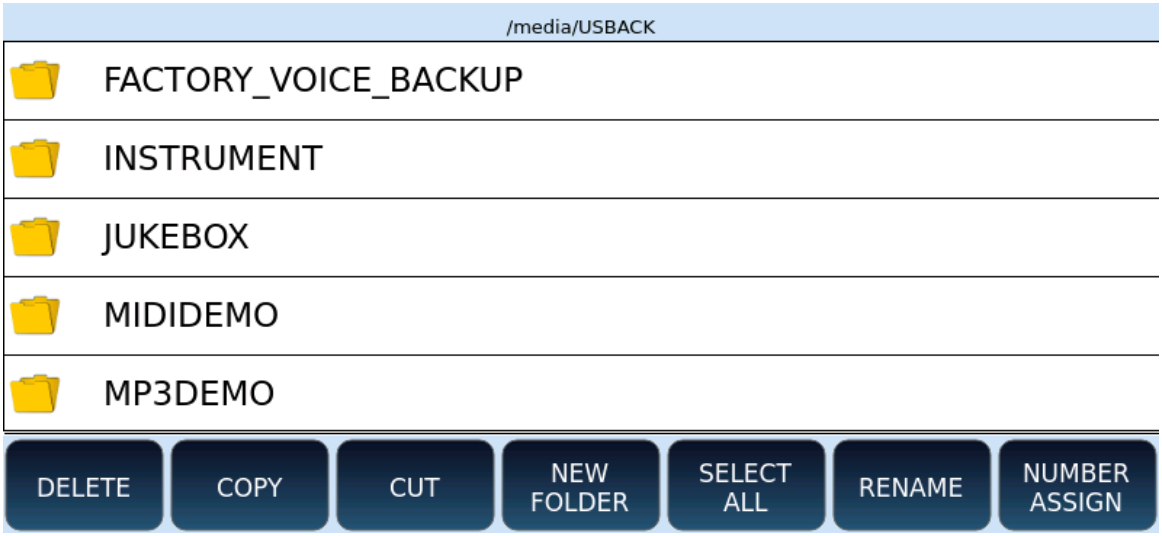
1. Tap **PC-CONNECT** again on the screen.
2. The system has an information window advising you to safely disconnect external devices from your PC/Mac.
3. Press OK and, after a few moments of waiting, **EVENT** returns to the fullness of its functionality.
4. If you want, you can disconnect the USB cable. Otherwise leave it plugged in while waiting for future connection sessions.

Disk Edit

With the **DISK EDIT** function, you can perform various file operations, such as creating new folders, copying, pasting, deleting, and renaming files.



1. Touch MEDIA button on the front panel.
2. Touh the DISK EDIT button on the screen.
3. The instrument enters DISK EDIT mode: this requires the dedicated system and, therefore, all other features will be temporarily disabled.
4. At the end of all operations, remember to come back here and press DISK EDIT again to return to using the instrument in full functionality.



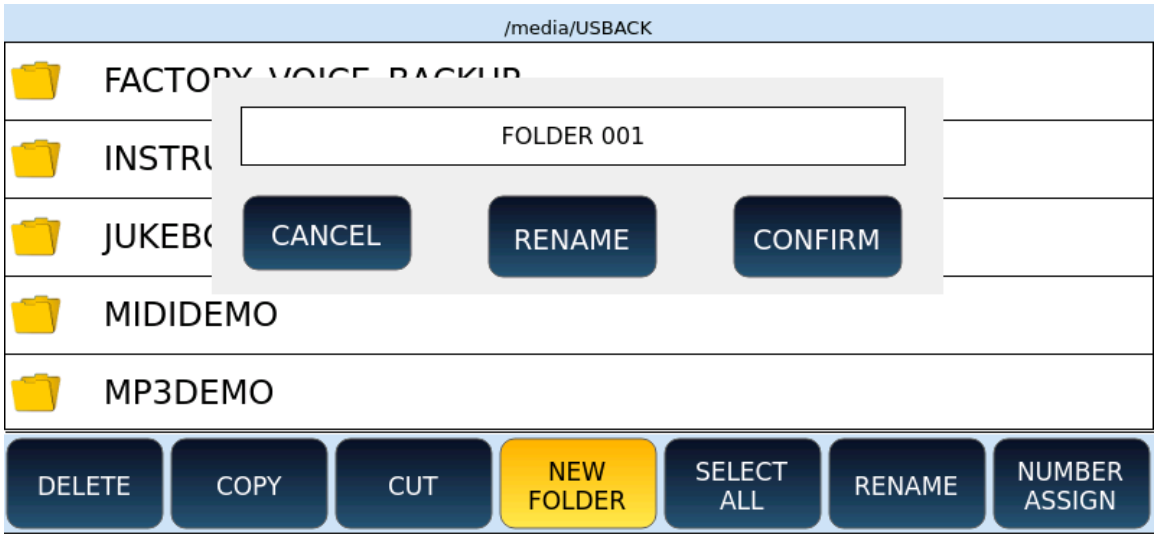
Options:

- **DELETE:** Deletes files or folders.
- **COPY:** Copy and paste files between internal/external folders or storage devices.
- **CUT**: Cut and paste (then move) files between internal/external folders or storage devices.
- **NEW FOLDER**: This button allows you to create new folders on the selected memory device.
- **SELECT ALL**: Select all folders and files from the selected folder.

- **RENAME:** Rename files or folders.
- **NUMBER ASSIGN**: assigns or removes file indexes, which are useful for sorting resource lists on the screen. More details in the paragraph dedicated to Finding files and music.

Now let us see in detail each of these buttons.

Create a new folder



Operational steps:

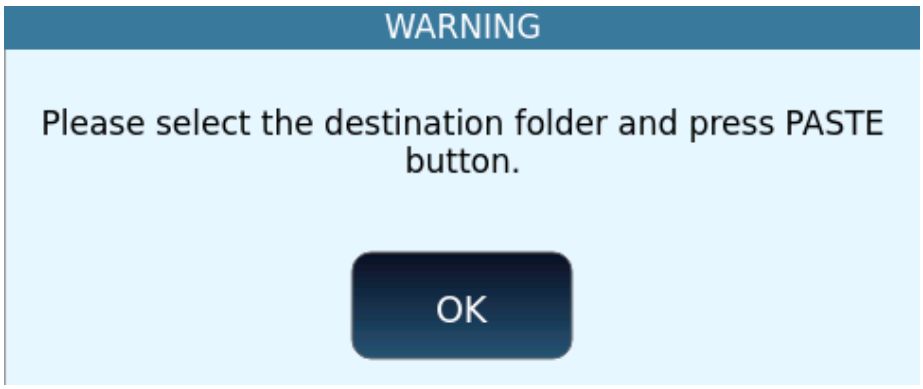
1. Touch the **NEW FOLDER** button on the screen to create a new folder. The system proposes the name FOLDER 001.
2. Press the **ENTER** key on the front panel to confirm that you want to create the folder. If a folder with the same name already exists, an error message appears on the screen.
3. Press the **RENAME** button on the screen to give the new folder a different name. A virtual alphanumeric keyboard appears on the screen. Dial the new name and then press the **ENTER** key on the front panel.
4. Press the **CANCEL** button on the screen to cancel the new folder creation operation.

Copy and paste

Operational steps:

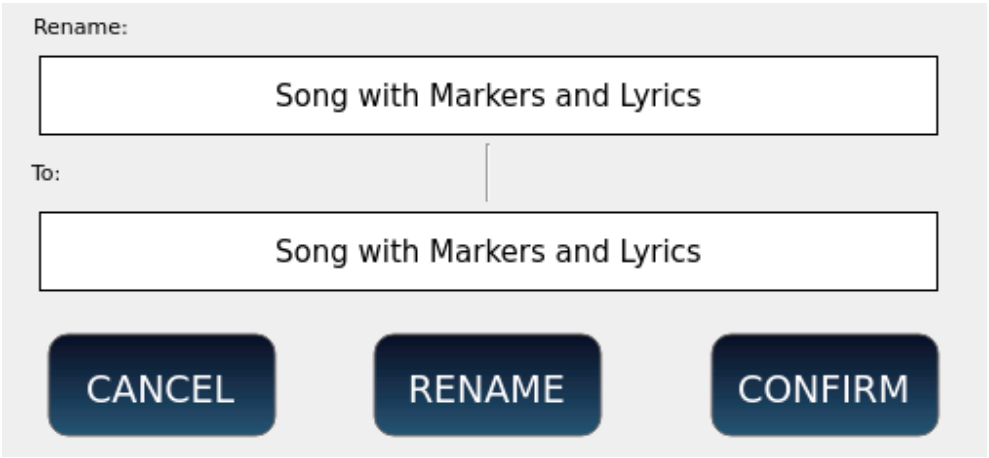
1. Select by tapping the items you want to copy on the screen, and they will be highlighted in grey. Use SELECT ALL if you want to select all files at once in the current folder.

2. Press the **COPY** button on the screen: a message appears informing you that you need to locate the destination folder of the copy now.
3. Press the **OK** button on the screen to close the message window. The **COPY** button will be replaced by the **PASTE** button.



4. Navigate to the destination folder (the folder where you want to copy the files).
5. Touch the **PASTE** icon.
6. Press the **ENTER** button to proceed with copying or tap **CANCEL** to cancel the operation.
7. Copying multiple files and folders may take a few minutes.

Renaming files and folders (including styles, songs, user voices ... etc)



Operational steps:

1. Select by tapping the item you want to rename on the screen: it will be highlighted.
2. Touch the **RENAME** icon on the screen: an information window appears.
3. Touch the **RENAME** icon on the window again: a virtual alphanumeric keyboard will appear on the screen.

4. Type the new name, and then press the ENTER key on the front panel.

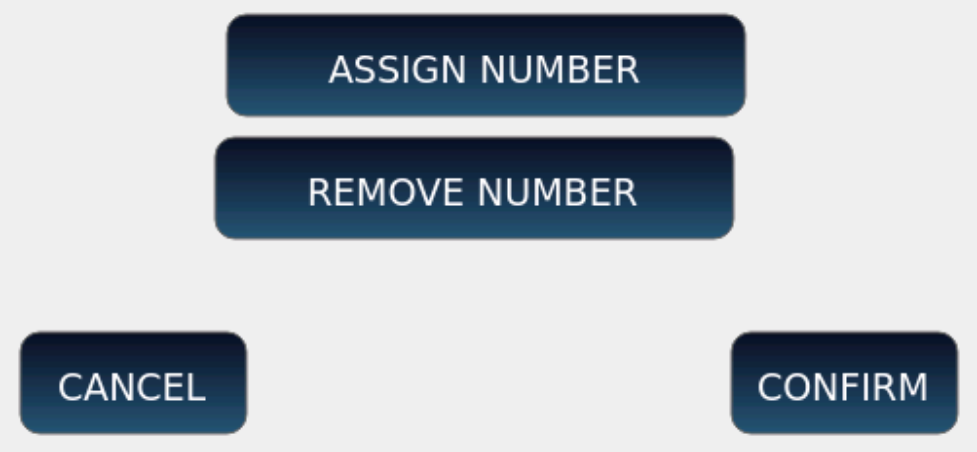
Deleting files and folders (including User styles, User voices, Songs, ... etc)

Operational steps:

1. Select by tapping on the screen the items you want to delete; they will be highlighted.
2. Press the DELETE button on the screen and a warning pop-up window will appear.
3. Touch CONFIRM button to proceed with the copy or tap CANCEL to cancel the operation.

Number assign

Usually, EVENT lists the files on the screen in alphabetical order. An index next to the file name indicates the file location of the current file in the folder. Each time a new file is added to the folder, the index table is updated, and the file indexes may change. For example, consider the following folder:



You can prevent indexes from being changed by permanently assigning an index to the file with the number assignment feature. To lock location information in the file itself, follow these steps:

1. Press the NUMBER ASSIGN button on the screen: an information pop-up window appears.
2. Press the ASSIGN NUMBER button and then touch ENTER button on the front panel to permanently assign the current index to all files in the folder.
    - This adds a suffix (such as "[0023]") to the file name.
    - A small lock icon will appear next to each file's index.

- When a new file is copied to the folder, it will have an index equal to the maximum locked index plus one.
- Files can be displayed again in alphabetical order by removing the index block or enabling ALPHABETICAL ORDER on the PLAYER Settings page.

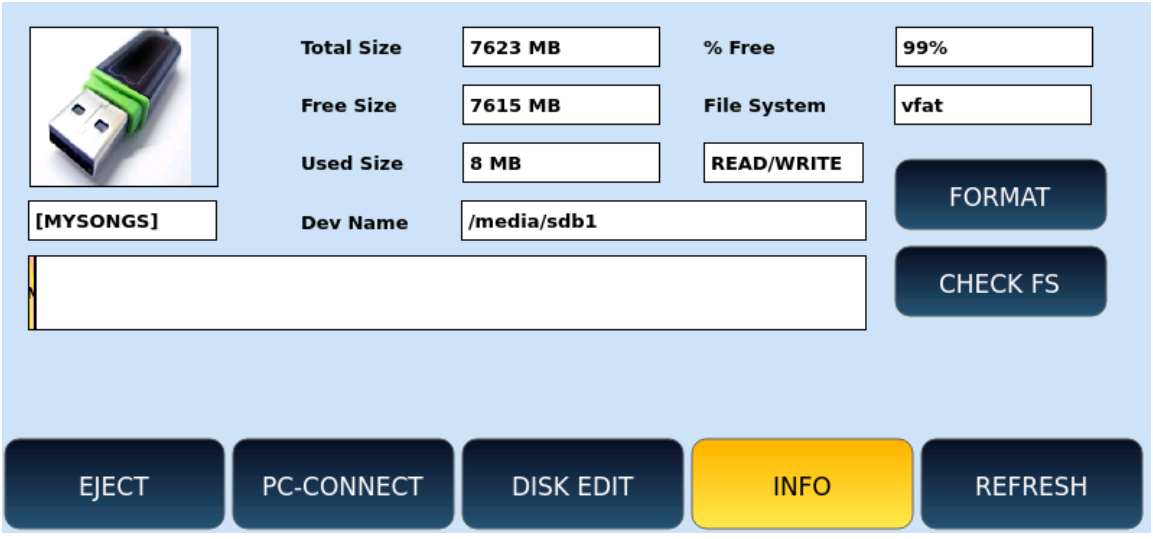
Remove the index lock:

1. Press the **ASSIGN NUMBER** button on the screen.
2. Then press the **REMOVE NUMBER** button.
3. Finally, confirm the operation. All files in the current folders will be listed alphabetically again.
4. **Please Note!** You can search for a file by its index, read the paragraph Search for songs.

Internal disk information

With **INFO** you can check the technical data of storage devices such as total space, free and occupied space, file system and device name.

1. Press the **MEDIA button** on the front panel.
2. Touch the **INFO** icon on the screen.



Options:

- **FORMAT:** Press this button to format the disk. Attention! All the contents of the disc will be erased forever.

- **CHECK FS:** Scans the selected memory device for errors. Perform this check in suspected cases of anomalies or errors in file access. If a problem is detected in the file system, these steps will attempt to correct it. Attention! Damaged files will be deleted.

Refresh

The Refresh operation scans all connected memory devices. It is useful when the instrument does not immediately recognize a connected USB stick or external hard drive.

1. Press the **MEDIA** button on the front panel.
2. Touch **REFRESH** on the screen.
3. Any unrecognized devices will finally be detected and listed on the screen.
4. If not, disconnect the devices in a controlled manner and restart **EVENT.** When the power is complete, try connecting the devices again. If they do not appear, change devices or switch to the **FORMAT** function on the **INFO** page (see the paragraph just before this).

16 Final notes

Panel shortcuts

All the features of **EVENT** are easily accessible through the software features of the touchscreen; however, you may reach some useful features even more quickly, via shortcuts on the front panel. Some of these are available through combinations of two keys, others by pressing a single key longer (at least two second) – the latter are denoted by the dot next to them on the panel.

Combinations of multiple keys (pressed simultaneously)

-TEMPO + TEMPO+	Open the Tempo window.
-TRANSPOSE + TRANSPOSE	Open the Transposer window.
MEDIA + MENU	Snip the screen image and save it as a png file.
LYRICS + SEARCH	Open the menu PICS & MOVIES.
EXIT + SAVE	Execute the MIDI Reset (Panic).
KEY START + KEY STOP	Restart the current pattern of the style.
MANUAL BASS + PIANIST	Start calibrating the display.
MANUAL BASS + GM	Reset and start calibrating the display
A+ B + ENTER	Update Modeling tables.
A + B + EXIT	Reboot the Event.
TO END + INTRO1/INTRO2/INTRO3	Run REINTRO of the style.

Keys pressed for at least two seconds. These have a dot (.) next to them

A, B, C, D,	Trigger the Drum Lock.
Manual Bass	Open the Manual Bass display page.
BASSIST, PIANIST	Open the BASSIST or PIANIST display page.
MICRO	Open the microphone display page.
VOICETRON	Open the VOICETRON display page.
OVERD., MOD., WAH, DELAY	Open the corresponding preset display page

Technical specs

Feature	***Description***
Polyphony	216 notes, multitimbral.
Keyboard	76 half weighted keys. 4 Dynamic curves. Pitch and Modulation wheels. Aftertouch. Portamento. Legato Mono_Poly. Transposer -/+ 24 semitones. Octave +/- 2. Expr. Pedal with 6 curves.
Controls	15 sliders with RGB Led indicator. Brightness and colour controls. 8 knobs for external EFX control.
Display	7" touch capacitive. Brightness control. 5 different skin colours.
Factory Sounds	10 Voice groups - Piano, Strings, Organ, Brass, Sax, Pad, Synth, Guitar, Bass, Ethnic. 464 Preset Voices. Voice 1, Voice 2, each Voice with up to 3 different sounds. Drawbars. Factory Advanced Voice Editing. High quality multilayer Sounds with a vast selection of Real Solos ®. Factory overwrite and restore. Up to 1.280 User Voices available. Arabic scale and key shift programmable per Voice.
User Sounds	2,5 GB free storage in non-volatile Flash memory (1,5 GB for additional Factory Sound Banks – 1 GB for User samples). Sample Editor: up to 8.192 samples (max 6 seconds per sample). Up to 4 layered stereo instruments (Voice or Drum Set). Advanced editor with Split, Octave, Level, Range, Tune, Cut off, Velocity, ADSR. Sample Loop utilities. User Drum kits.
ADSR/Filter	Separate sound controls for Attack, Decay, Sustain, LFO, Cut Off and Resonance.
Drum Set	62 Stereo Drums kits. 32 User Drum kits with Remap, Filter, Tune, FX controls. Drum Mixer:9 sections with separate controls for level, pan, reverb, pitch, velocity compression. 86 MIDI Drum styles (Pattern) available on Grv1_Loop section.
Drawbars	9 digital drawbars. Slow-Fast Rotor. Overdrive, Click, Vibrato, Reverb, Percussion. Full programmability. 24 Organ Preset sounds. Twin Organ :possibility to mix PCM and Digital organ tones for a wide stereo sound reproduction.
Arranger	Over 600 Styles. Real Styles, featuring a mix of MIDI and audio parts (see below), Live Styles and MIDI Styles. 10 groups: Ballad, Pop, Dance, Rock, Swing, Latin, Country, Folk, Party, Unplugged. 3 Intro, 3 Ending, Fill to End, ABCD, 4 Fills, 4 Break. Reintro, Count In, Pause, Key Start, Key Stop, Variation. User Styles with unlimited store capabilities. 5 MIDI Chords and Bass. Close, Parallel, Logic mode. 3 x Lower with Mono/Poly function. Chord Variation. Varitone. Voice to ABCD. Auto Fill, Fill to Arrange, Fill to Aftertouch. Chord modes: Easy1, Easy2, Easy3, Fingered 1, Fingered 2. Orch. Variation Morphing. Rootless mode. Manual Bass, To Lowest, To Root. Bassist and Pianist mode (Standard/Expert). Bass and Chord Lock.
Live Drums	580 Live Drums with a complete Arranger structure (3 Intros, 3 Endings, ABCD, 4 Fills, 4 Breaks). Reverb and 3 band Parametric Equalizer with 10 preset, programmable on each style. Drum Boost. Possibility to load external User Live Drums. Drum Lock.
Grooves	3 x independent Groove sections. Huge library of more than 780 Latin percussions, Electro and Acoustic Drum loops, Single percussion hits. Groove to Variation. Separate volume and controls.
Live Guitars	216 sliced Guitar patterns including Long Chords. Separate volume and controls.
Real Chord	More than 300 Real audio accompaniments covering a full chord range (up to 13 different chords). A wide variety of electric, acoustic, and jazz guitars patterns and other orchestral sequences perfectly synchronized to MIDI. Dedicated Insert EFX with full editor, programmable for each style. Possibility to load external User Real Chords.
Real Bass	256 Real audio Basses synchronized to MIDI. Twin Bass: possibility to switch MIDI or Audio on the same style. Support to external User audio Basses. 3 band Parametric Equalizer with 10 Pre-sets, programmable on each style. Possibility to load external

	User Real Basses.
Style Modeling	Navigate and choose Drums, Grooves, Bass and Chords from the massive MIDI and Audio Library. Multichord and Multibass templates.
Style Edit	Advanced pattern recording and editing. Copy, Quantize, Velocity, Octave functions. Special quantize available for oriental styles (7/8, 9/8, 13/8, etc.).
Registrations	4 Banks with unlimited Registrations controlling the global set up of the keyboard.
Performance	Provides fast access to Styles, Registrations with Style, Mp3, Wav or MIDI files. 7 Sets with unlimited file storage.
Play Mode	Master, Accord/Style, Accord/Classic, Organist.
Phrase	Real time recording and play for Style chord sequences.
Custom Slider	2 x Custom slider (alternative to Lower 2 And 3) assignable to Micro, Arranger sections, Drum filter and other functions.
Footswitch	4 programmable Set. Assignable to the most relevant machine functions and features.
Arabic Scale	16 sets. 6 scale memories.
DSP	Reverb, Chorus, Phaser, Flanger, Overdrive, Distortion, Tremolo, Autopan, Equalizer. 2 stereo EFX Insert, one for Voice 1 and one for Voice 2, 1 Insert to Arranger chords, 1 Insert to Real Chord. External panel controls: Overdrive, Brilliance, Chorus/Wah Depth and Rate, Delay Feedback and Level, Reverb Time, and Level. 64 Single Presets, 32Factory Chain Effects and 32 User. Deep editing.
Stem	4 Scenes. 5 audio tracks per scene to be played simultaneously. Lead track, Transpose, Time Stretching, Loop, Solo, Mute, Autoplay. Fixed pitch for Drum section. Support for external User Stems.
Player	2 separate Player units feat. Transpose, Audio Time stretching, GM, Jukebox, Playlists, Drum Remix, Markers, Lyrics, Cross Fade, Search, PFL, MIDI Mix, Karaoke Backgrounds. Support for wav, MIDI, mp3, mp4, avi, mov, flv, cdg, jpg, png, txt and pdf files.
HD Recording	1 stereo audio track. MIDI and Song Style recording.
Audio Multitrack	5+1 audio tracks with separate slider control.
Micro	2 x Micro inputs. Micro 1 (XLR) with gain control. Effect with Reverb, Delay, Equalizer, Pitch shift. Micro 2 (jack) with volume and reverb control.
Voicetron	3 Voice Vocalizer. Assignable to Arranger or MIDI file with Pre-sets, Equalizer, Mode functions.
Video	HDMI connection for displaying lyrics, pictures, and videos. Mirror mode. Up to Full HD Resolution. Support for external touch screen displays.
Bluetooth	Streaming audio input (ad2p profile).
Wi-Fi	Networked remote control via KETRON app.
Storage	240 GB internal SSD disk (80 GB reserved for System). Optional external SD Card (up to 512 GB).
Side Connections	2 x USB device. USB Host. HDMI.
Rear Connections	Main Out Left / Right. Aux 1 & Aux 2 (Left/Right). Headphone. Sustain pedal. Volume pedal. Footswitch. MIDI In1, MIDI In2, Out, Thru. Line In L/R. Micro 1, Micro 2.
Optional	Volume pedal normal or deluxe. Sustain pedal normal or piano type (available also with Footswitch connector). Footswitch 6 or 13 switches. MIDI Pedalboard 13 notes (K8). Soft bag. Hard case.
Dimensions	114 x 36,5 x 12,5 cm (44,8 x 14,3 x 5 in)
Weight	14,8 Kg (32,6 lbs.)

Specifications and appearance are subject to change without notice.

Support

The list of Ketron product sales and service centres for Italy is available here: Resellers & Service – Ketron and is always up to date.

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