



HAMMOND®

Sk 1

Sk 2

Sk 1-73

Sk 1-88

**PATCHES
&
FAVORITES**

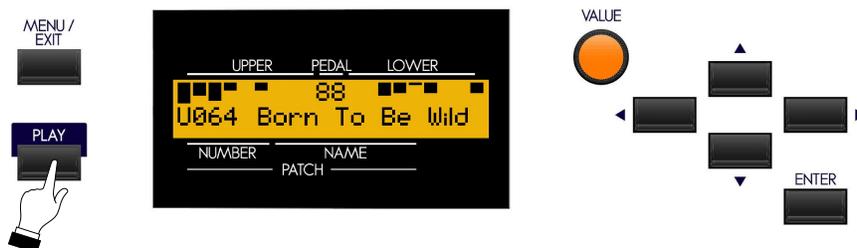
PATCHES

Your Sk-series instrument contains a large number of different types of sounds and a large number of ways to customize and tailor those sounds. In addition, many of the different types of sounds can be blended or mixed with each other to produce many unique tone colors. In the organ world, this mixing, blending and tailoring of sounds is called Registration. In the keyboard and synth world, a sound or group of sounds and effects is colloquially known as a **Patch**. This term derives from old-style synthesizers which used **patch** cords (originally telephone switchboard-type cords) to connect the various components to produce specific types of sounds. Although modern technology has rendered this technique unnecessary, the term “Patch” has remained. Each time a Patch is selected it will register a particular setting of the sounds and controls on the Sk-series instrument.

◆ Selecting a Patch

TRY THIS:

1. Make sure the Information Center Display is in PLAY Mode. If it is not, touch the PLAY Touch Button **once**. The Information Center Display should now look similar to this:

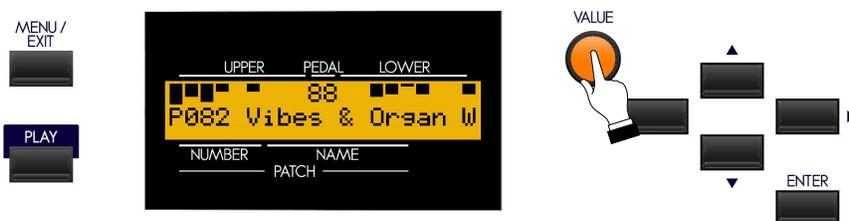


Notice that the bottom line displays a letter (“U” or “P”), a number and a name. The following paragraphs explain each portion of the bottom line of the display.

There are two categories of Patches on the SK - **Preset** and **User**. The **Preset** Patches are factory-programmed and cannot be changed. The **User** Patches are also factory-programmed; however, you can make changes to them or even overwrite them entirely in order to create your own custom Patches. In the Information Center Display, **User** Patches are designated by the letter “U,” and **Preset** Patches are designated by the letter “P.” Each category contains 100 Patches for a total of 200.

The three-digit number following the letter “U” or “P” refers to the currently selected Patch Number. The Patch Name appears to the right of the Patch Number.

2. From the above display, turn the VALUE Rotary Control to the **right**. You will see the numbers increase and the Patch Name change:



If you turn the VALUE Rotary Control to the **left**, you will see the numbers decrease until “U001” is reached.

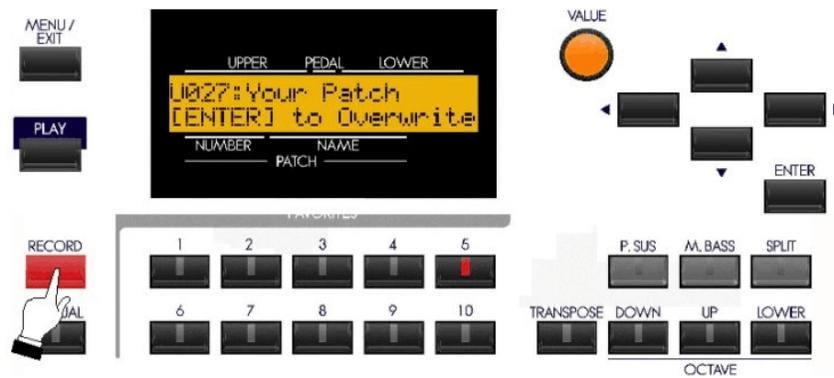
In this way you can quickly preview or change Patch settings.

◆ Creating Your Own Patches

You can program the Patches with your own settings.

TRY THIS:

- 1 Set up a registration. For this example, use Drawbars, Voices or both together.
- 2 Touch the RECORD Touch Button. The Information Center Display should look similar to this:



- 3 Now touch the ENTER Touch Button. The lower line of the Information Center Display will briefly show:

Recording Patch...

When the above message disappears, the Recording process is complete.

NOTE: As explained on page 1, Preset Patches (those with a “P” in front of the number) cannot be changed. Therefore, when creating or editing Patches, make sure the Patch number is prefaced by a “U” for User Patch.

◆ Editing a Patch

Although you can create entirely new Patches and store them, there may be occasions when a Patch already contains most of what you need, and only one or two changes (Extra Voice, Reverb amount, etc.) need to be made.

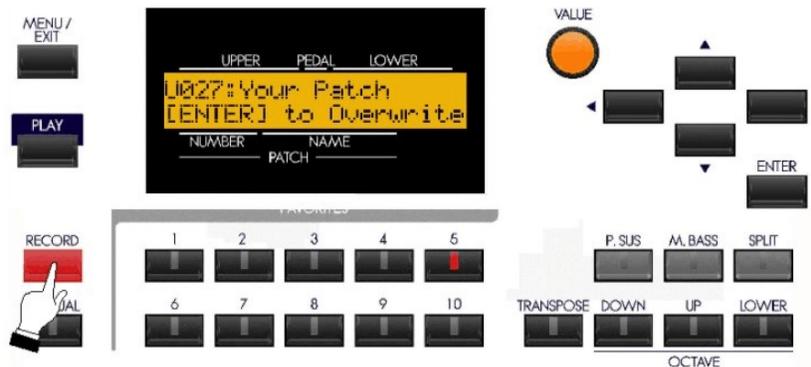
To edit an already existing Patch and re-save it with new settings, do the following:

TRY THIS:

- 1 From either of the PLAY Modes, use the VALUE Rotary Knob to select the User Patch you want to change.



- 2 Make whatever changes to the Patch you wish.
- 3 After you have finished making your changes, Touch the RECORD Touch Button. The Information Center Display should look similar to this:



- 4 Now touch the ENTER Touch Button. The lower line of the Information Center Display will briefly show:

Recording Patch...

When the above message disappears, the Patch is updated with your new settings.

NOTE: After Patches have been saved, they can then be stored to a USB Flash Drive. This is covered in the [USING THE USB PORT](#) section.

◆ PATCH Edit Menu

This Advanced Feature Menu allows you to customize the characteristics of the Patches.

To access the PATCH Edit Menu, do the following:

1. From any of the PLAY Mode screens, touch the MENU/EXIT Touch Button **once**. The Information Center Display should now look like this:



The word “DRAWBAR” should now be blinking.

2. Touch the PAGE RIGHT Touch Button **twice**. The Information Center Display should now look like this:



The word “PATCH” should now be blinking.

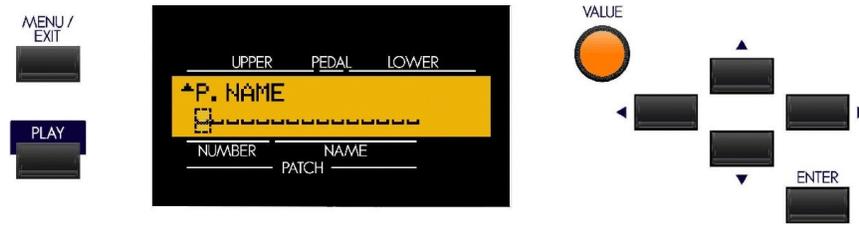
NOTE: You can also turn the VALUE Rotary Knob to the right to scroll through the Menus until “PATCH” is blinking.

3. Now touch the ENTER Touch Button **once**. The Information Center Display should now look like this:



You are now in the PATCH Edit Menu. You may now use the PAGE NAVIGATION Touch Buttons in conjunction with the VALUE Rotary Control to make changes to the Patches. These changes are explained starting on the next page.

Patch Name



This Advanced Feature allows you to name or re-name your User Patches.

Use the PAGE LEFT and PAGE RIGHT Select Touch Buttons to move the cursor to select the character to be edited.

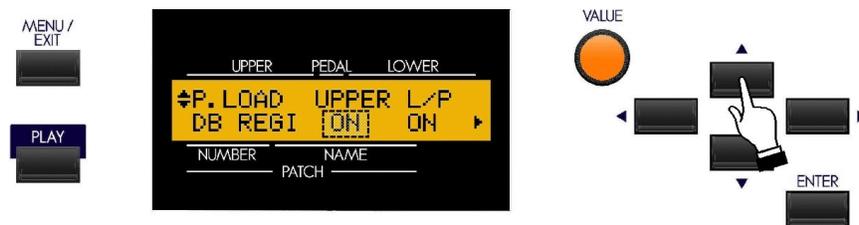
Turn the VALUE Rotary Control to the **right** to scroll **forward** through the characters.

Turn the VALUE Rotary Control to the **left** to scroll **backward** through the characters.

The available characters include: Punctuation Marks (space - . ' &), Numeric Characters (0 ~ 9), Upper-case Letters ("A ~ Z"), and Lower-case Letters ("a ~ z").

NOTE: If you touch the PAGE LEFT Touch Button when the cursor is all the way to the left, as in the above figure, you may see a message such as "USB is not ready" if no USB Flash Drive is inserted. In this case simply touch the ENTER Touch Button and the Patch Name screen will reappear.

From the previous screen, touch the PAGE UP Touch Button once. The Information Center Display should now look like this:



PATCH LOAD Menu Pages

The PATCH LOAD Menu Pages allow you to select which components of the instrument will be saved as part of a Patch. The next few pages will explain this in detail.

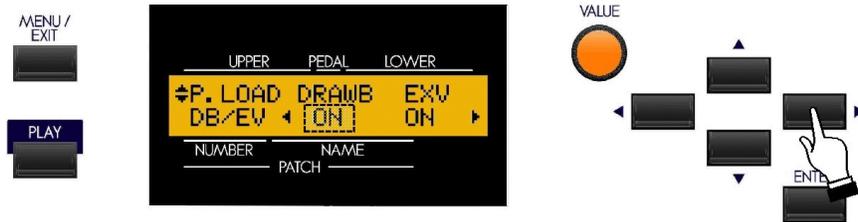
Patch Load - Drawbar Registration

This Advanced Feature allows you to select how the Drawbar Registration will be saved to a Patch. You can select whether you want to save the Upper Drawbar settings ("UPPER") and/or the Lower and Pedal Drawbar settings ("L/P").

Use the PAGE LEFT and PAGE RIGHT Touch Buttons to move back and forth between "UPPER" and "L/P."

Turn the VALUE Rotary Control to turn the selected function "ON" or "OFF."

From the previous screen, touch the PAGE RIGHT Touch Button once. The Information Center Display should now look like this:



PATCH LOAD - Voice Parameters

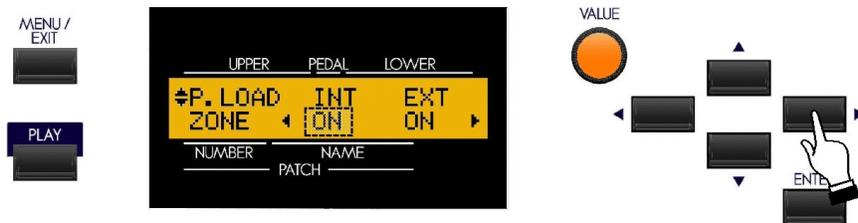
This Advanced Feature allows you to select whether Drawbar (“DRAWB”) and/or Extra Voice (“EXV”) parameters are saved to a Patch.

The Drawbar parameters include organ types (“Btype1,” “Farf,” “Pipe,” etc.) as well as Percussion settings. The Extra Voice parameters include Octave settings, Velocity settings, etc.

Use the PAGE LEFT and PAGE RIGHT Touch Buttons to move back and forth between “DRAWB” and “EXV.”

Turn the VALUE Rotary Control to turn the selected function “ON” or “OFF.”

From the previous screen, touch the PAGE RIGHT Touch Button once. The Information Center Display should now look like this:



PATCH LOAD - Zones

This Advanced Feature allows you to select whether the Internal (“INT”) or External (“EXT”) Zone information will be saved to a Patch.

Use the PAGE LEFT and PAGE RIGHT Touch Buttons to move back and forth between “INT” and “EXT.”

Turn the VALUE Rotary Control to turn the selected function “ON” or “OFF.”

From the previous screen, touch the **PAGE RIGHT Touch Button** once. The Information Center Display should now look like this:



PATCH LOAD - Effects

This Advanced Feature allows you to select whether Effects are saved to a Patch

The data chart below shows the options you may select.

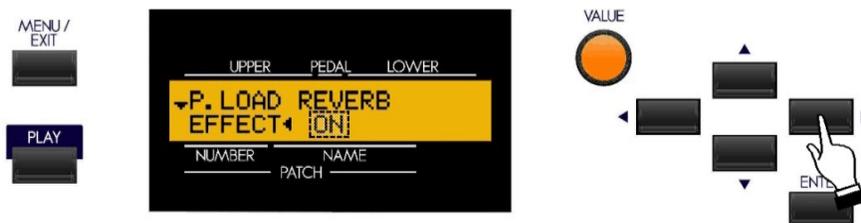
PATCH LOAD EFFECT Options	
Description	Function
DRB	Drawbar Effects controlled by the EFFECTS Rotary Knob and Touch Button (Tremolo, AutoPan, Wah-Wah, etc.)
ANI	Drawbar Animation (Vibrato & Chorus and Leslie)
EXV	Extra Voice Effects controlled by the EFFECTS Rotary Knob and Touch Button (Tremolo, AutoPan, Wah-Wah, etc.)

NOTE: Drawbar and Extra Voice Effects are covered in more detail in the **Overall Effects** section.

Use the PAGE LEFT and PAGE RIGHT Touch Buttons to move back and forth among the choices.

Turn the VALUE Rotary Control to turn the selected function “ON” or “OFF.”

From the previous screen, touch the **PAGE RIGHT Touch Button** once. The Information Center Display should now look like this:

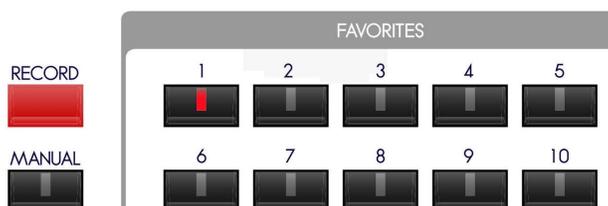


PATCH LOAD - Reverb

This Advanced Feature allows you to select whether Reverb is saved to a Patch.

Turn the VALUE Rotary Control to turn the selected function “ON” or “OFF.”

◆ FAVORITES



In order to make the 200 inbuilt Patches easier to use in real-time performance, the Sk-series gives you the ability to use the FAVORITES Touch Tabs to instantly access the Patches you use most frequently. The principle is similar to the buttons on the radio in an automobile which allow you to instantly find your most frequently listened-to stations.

The FAVORITES Touch Tabs are used one at a time. Touching a FAVORITES Touch Tab while another is active cancels the previous combination and selects the new one.

When the Information Center Display is in the PLAY Mode and a FAVORITE is activated, the Drawbar settings will change together with the names and volume settings of the Voices shown in the Information Center Display.

The Drawbar settings, Leslie, Vibrato, Percussion, Sustain and Volumes can be changed as you wish. However, if you touch another FAVORITES Touch Tab or the CANCEL Touch Tab, the settings you have changed will not be remembered. If you first Save the changes you have made, your changes will be remembered the next time you select that Preset.

NOTE: For a complete listing of Patch Parameters, consult the APPENDIX located at the back of this Guide.

IMPORTANT: Do not confuse Favorites with Patches. A Patch is a single registration, as explained on page 1. A Favorite is a numbered button which you use to recall a Patch.

◆ Advanced Features - FAVORITE

You can customize the way the FAVORITES work in several ways. These are explained starting below.

NOTE: Because the FAVORITES section works with the Patches, the Advanced Features which control the FAVORITES are located in the PATCH Edit Menu.

TRY THIS:

1. From any of the PLAY Mode screens, touch the MENU/EXIT Touch Button **once**. The Information Center Display should now look like this:



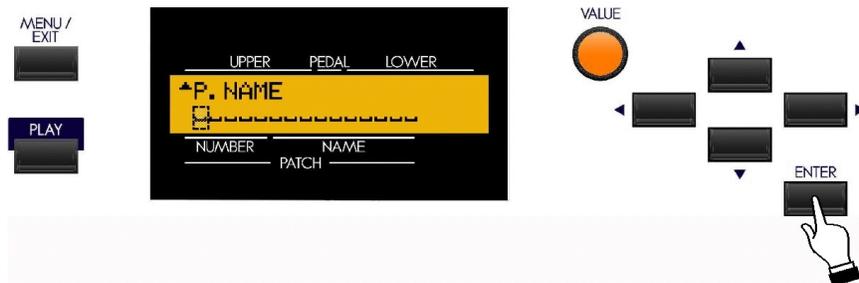
The word “DRAWBAR” should now be blinking.

2. Touch the PAGE RIGHT Touch Button **twice**. The Information Center Display should now look like this:



The word “PATCH” should now be blinking.

3. Touch the ENTER Touch Button **once**. The Information Center Display should now look like this:



You are now in the PATCH Edit Menu.

4. Touch the PAGE UP Touch Button **once**. The Information Center Display should now look like this:



Notice that the left side of the Information Center Display now shows, “FAVORITE,” and that the word just underneath the word “ACCESS” is blinking “on” and “off.” This means you are now in the portion of the PATCH Edit Menu that allows you to change certain features of the FAVORITES.

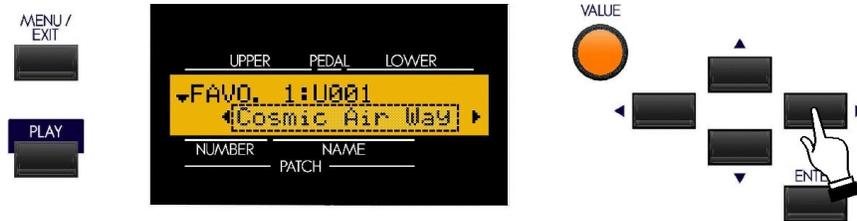
Favorite - Access

This Advanced Feature allows you to determine the method by which Patches are accessed and saved to Favorites. The data chart below explains each of the settings.

FAVORITES Access Options	
Description	Function
ASSOCIATE	Allows you to associate a numbered Touch Button with a particular Patch. If you select a Patch, touch and hold the RECORD Touch Button and then touch a numbered FAVORITE Touch Button, the selected Patch will be stored as a Favorite. The Patch data is not changed.
OVERWRITE	Similar to ASSOCIATE except that if you select a Patch, touch and hold the RECORD Touch Button and then touch a numbered FAVORITE Touch Button, the selected Patch will be stored as a Favorite and the Patch data is also overwritten if you have made any changes after selecting the Patch.
LOCKED 1~10	The Patches currently stored in Favorites 1 through 10 are “locked” and cannot be overwritten or changed.
DIRECT	Allows you to use the numbered Touch Buttons as a numeric keypad. For example, if you want to play patch 78, simply touch “7,” “8” and the ENTER Touch Button.

Turn the VALUE Rotary Control to make your selection.

From the previous screen, touch the **PAGE RIGHT** Touch Button once. The Information Center Display should now look like this:



The legend on the lower line should be blinking.

Favorite - Patch Load

This Advanced Feature allows you to determine which Patches are loaded into the Favorites. This is explained further in the next section.

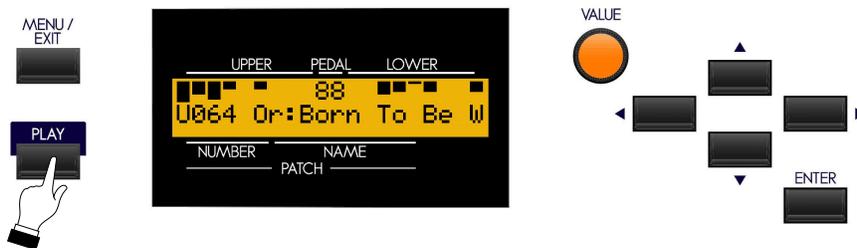
◆ Loading a Patch Into a Favorite

You can customize the Favorites either with factory-set Patches or with your own Patches in three ways:

Using the VALUE Rotary Control

TRY THIS:

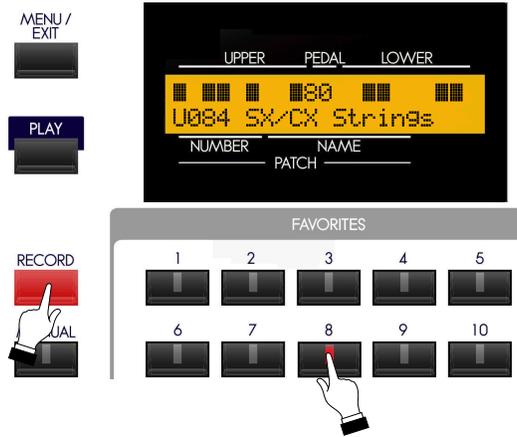
1. Touch the **PLAY** Touch Button so that the Information Center Display is in **PLAY** Mode.



2. Turn the **VALUE** Rotary Control to select the Patch you want to save as a Favorite.



4. Touch and Hold the RECORD Touch Button and touch the numbered Touch Button which represents the FAVORITE you want to update.



The lower line of the Information Center Display will briefly show:

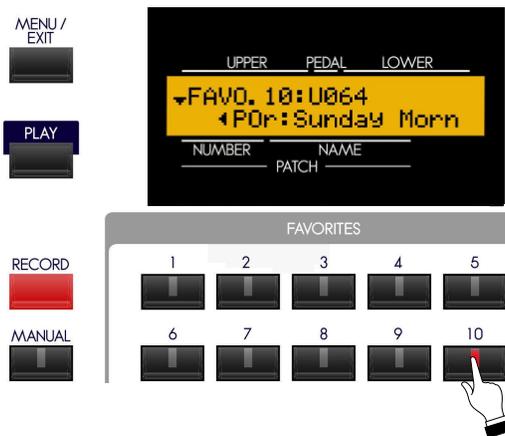
Recording Favorite...

When the above message disappears, the FAVORITE is updated with your selected Patch.

Using the Shortcut from the FAVORITE Touch Buttons

TRY THIS:

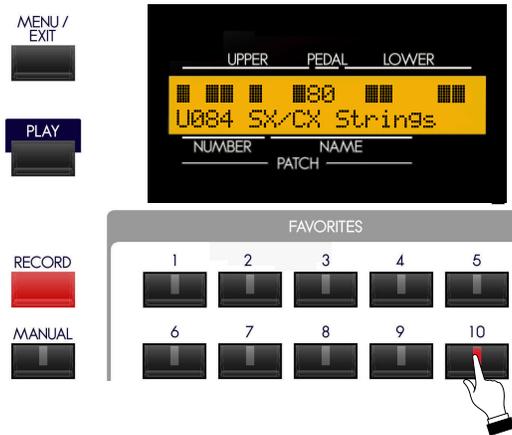
1. Touch and Hold a FAVORITE Touch Button - for example, number 10. After approximately 2 seconds, the Information Center Display should look like this:



2. Turn the VALUE Rotary Control to select the Patch you want to save as a Favorite.



3. Touch the numbered FAVORITE Touch Button you touched previously. It will now be updated with the new Patch.



Using the MENU Touch Buttons

TRY THIS:

1. Follow the instructions starting on page 105 until the Information Center Display looks like this:



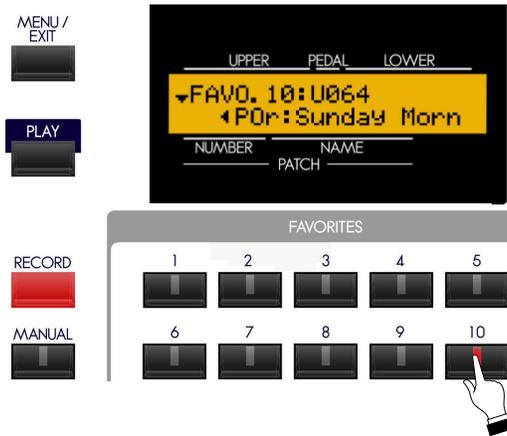
You are now in the FAVORITE portion of the PATCH Edit Menu. The legend underneath the word “ACCESS” should be blinking.

2. Touch the PAGE RIGHT Touch Button **once** to display Page 2 of the FAVORITE Advanced Feature Menu. The Information Center Display should now look similar to this:



When the Information Center Display is in this mode, touching any of the numbered FAVORITE Touch Buttons will show which Patch is loaded into that particular Favorite.

3. Touch one of the ten numbered FAVORITE Touch Buttons. The Information Center Display will show which Patch is currently loaded in that Favorite.



4. Turn the VALUE Rotary Control to select the Patch you want to save as a Favorite.



5. Touch the numbered FAVORITE Touch Button you touched previously. It will now be updated with the new Patch.

