



*Skx*

**USING  
THE  
USB PORT**



## USING THE USB PORT

Your Hammond **SKX** instrument is equipped with a USB Port.

“USB” is an acronym for Universal Serial Bus), which is a method developed in the mid-1990s for allowing connection, communication and power supply between computers and electronic devices. There have been several revisions to the USB protocol since it was first introduced which are distinguished from one another by version numbers. As with software version numbers, the higher the number the more recent the revision. The most common is USB 2.0, which is the version supported by the **SKXs**.

Many different USB-compatible electronic devices - digital cameras, GPS navigation systems, etc. - are now available; however, the USB Port on the Sk-series is designed for use with a USB Flash Drive (example pictured below):



A USB Flash Drive is so-called because it includes what is called **flash memory** with an integrated Universal Serial Bus (USB) interface. USB Flash Drives are available in many different memory capacities; however, 1 or 2 Gigabytes (Gb) will be enough for the applications unique to the **SKXs**.

The term, “drive” is not technically accurate since no moving parts are involved; however, since the same types of operations are used with a USB Flash Drive as for an old-style floppy disk drive, the “drive” terminology is still used - much in the same manner as the term “Patch” is used even though modern-day synthesizer- type instruments do not utilize patch cords.

On the **SKXs**, a USB Flash Drive allows you to:

1. Play MP3-format files,
2. Play .WAV-format files,
3. Save Setups,
4. Load previously stored Setups from a USB Flash Drive into the Sk-series keyboard,
5. Install software upgrades into the Sk’s operating system,
6. Load new Extra Voices into the Sk-series Voice Library.

The following pages will explain how to do each operation.

**IMPORTANT NOTE:** Due to the great variety of USB Flash Drives available, be sure to select one which is compatible with the **SKXs**. The following have been tested and confirmed to be compatible:

Kingston  
Lexar  
PNY  
SanDiSk  
Emtek

## ◆ Preparing a USB Flash Drive for use with the SKX

In order to use a USB Flash Drive with the **SKX**, several special directories or Folders have to be created on the Flash Drive itself. All **SKXs** have a facility that Formats the drive and automatically creates these directories for you. This is the recommended way to prepare a Flash Drive so that you can use it with your instrument. The following paragraphs will explain this in detail.

### Formatting a USB Flash Drive

To format a USB Flash Drive for the **SKX**, do the following:

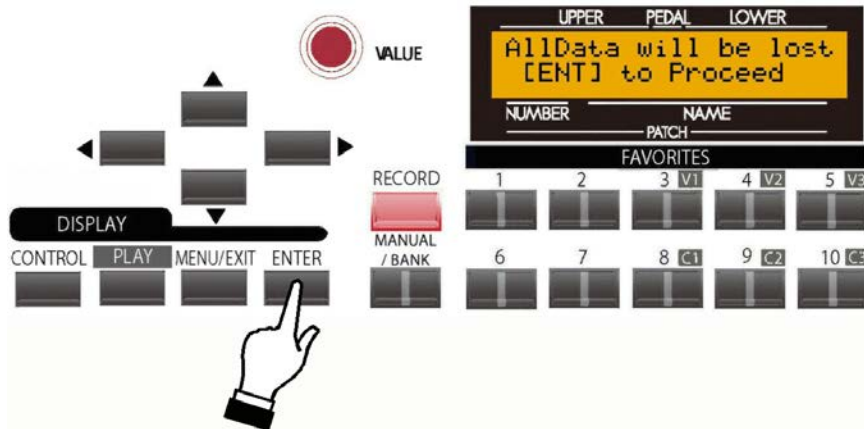
1. Locate a USB Flash Drive which either is empty or which does not have data you want to save. The Formatting procedure will **erase** any data which may already be on the drive.
2. When you have located a suitable Flash Drive, insert it into the USB port. The bottom line of the Information Center Display will scroll the following:

**Confirming USB. Please wait...**

3. After the above message stops scrolling, the Information Center Display should now look like this:

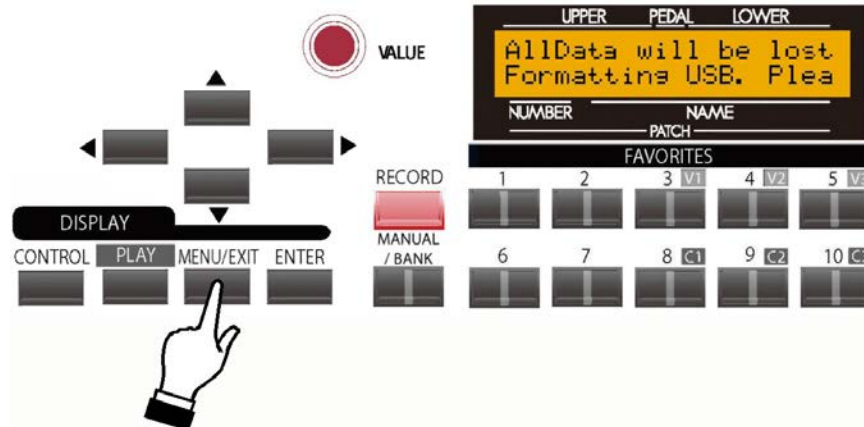


4. Now touch the ENTER Touch Button **once**. The Information Center Display should now look like this:



If there is any data on the USB Flash Drive, formatting the drive will erase it. Therefore if you **DO NOT** wish to format the USB Flash Drive, simply touch either the **MENU/EXIT** or **PLAY** Touch Buttons.

If you wish to proceed with the formatting operation, from the above screen touch the ENTER Touch Button **once**. The Information Center Display should now look like this:



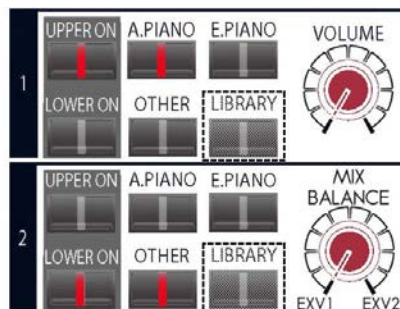
The bottom line of the Information Center Display will scroll the following:

**Formatting USB. Please wait...**

After a few seconds, the USB Flash Drive will be formatted and ready for use.

#### ◆ Voice Libraries

Each of the two EXTRA VOICE Groups has four (4) categories of voices, one of which is called **Library**.



This category has some pre-loaded sounds; however you can add more voices using the USB Flash Drive. The following pages will explain this in detail.

#### What Is A “Voice Library?”

A **Voice Library** is a collection of sounds grouped together by type (Strings, Vocal, Jazz Guitar, etc). The number of voices in each group will vary - some will have only three or four while others may contain many more. These Voice Libraries, can be downloaded from the Hammond website and made a part of your Sk’s Extra Voice complement.

#### Loading a Voice Library to the SKX

The Hammond SKXs can be enhanced with additional sounds and voices. To do this, you must first download the Voice Libraries from the Hammond website and install them to your USB Flash Drive. This is described starting on the next page.

## Downloading and Extracting Voice Libraries

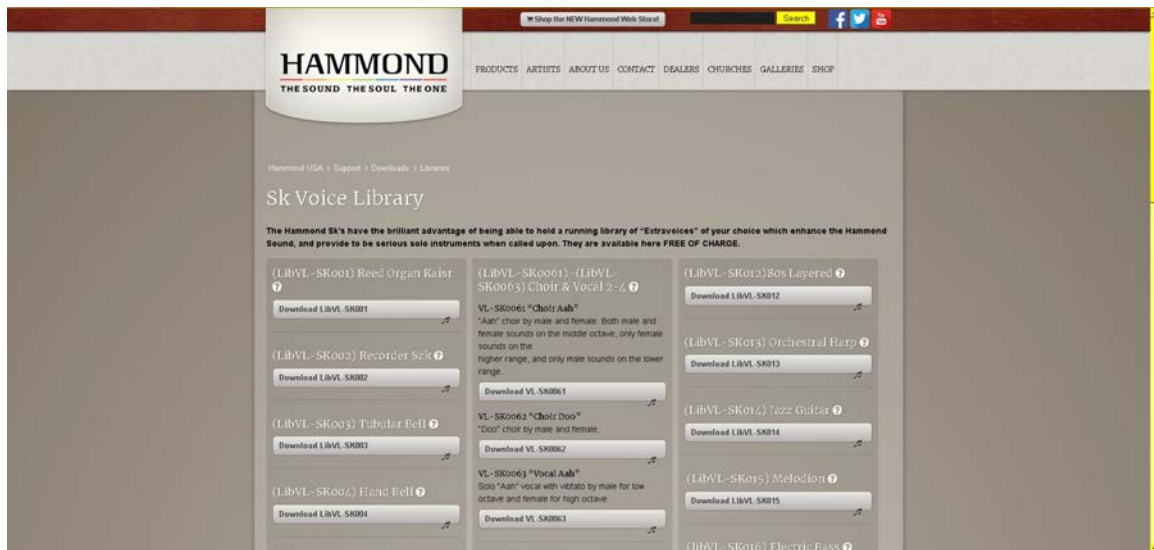
If you want to add additional sounds to your Sk instrument, the first step will be to select the Voice Libraries you want from the Hammond website.

### TRY THIS:

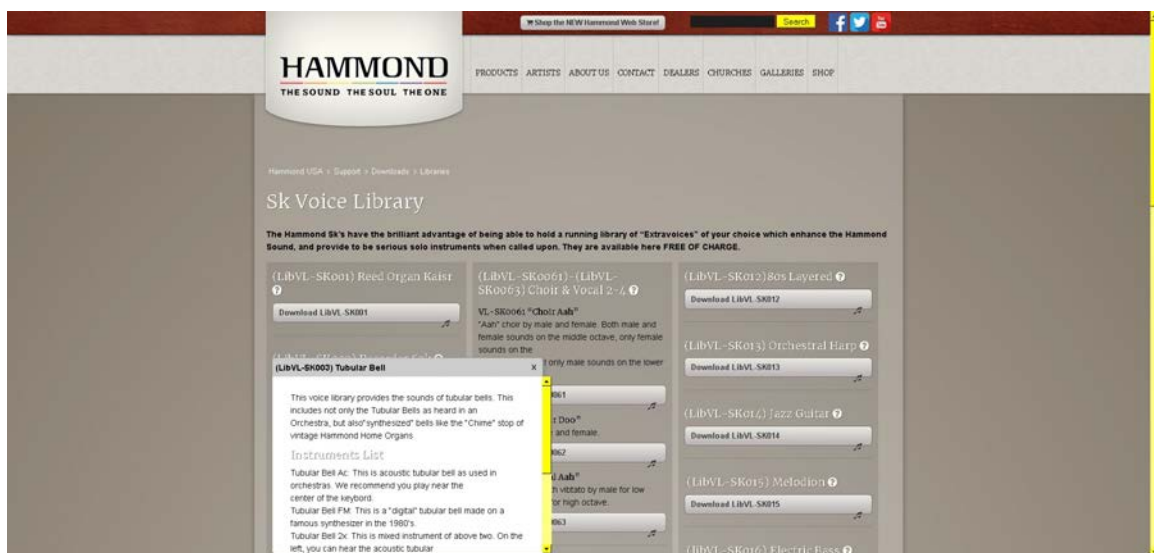
1. Go to the page on the Hammond website which contains the Voice Library downloads:

<http://hammondorganco.com/support/downloads/voice-libraries/>

The page will look similar to this:



On this page you will see names of different Voice Libraries. The links to each library appear as long gray boxes below the titles. If you move your screen pointer over a title, a popup box will appear describing that particular Voice Library.



In this way you can decide which Voice Libraries you want to download.

2. After you have selected a Voice Library, move your screen pointer over the link to the library file and click. When a dialog box appears, select “Save File As...”
3. Select the location where you want to save the file and select “Save.” It is recommended that you save the file to the hard drive on your computer.
4. Because the saved file is in .ZIP format, you will need to extract its contents before the file is usable. Therefore, after the file is saved, open the folder contained the downloaded file, and right-click. When a dialog box appears, select “Extract.”
5. After the .ZIP file has finished downloading, go to the directory on your hard drive which contains the .ZIP file and extract the contents of the file. It is recommended that you allow the extraction utility to determine the folder which will contain the extracted files. Do this same procedure for each Voice Library file you want to extract.
6. After you are finished extracting .ZIP files, open the folder which contains the extracted file. The file name(s) will be similar to this:

LibVLxxx.sys.

The numbers in the file name will be the same for the extracted .SYS file as for the host .ZIP file.

**NOTE:** The “x’s” indicate numbers. These will vary with each file name (“LibVL-Sk001,” LibVL-Sk0051,” etc.).

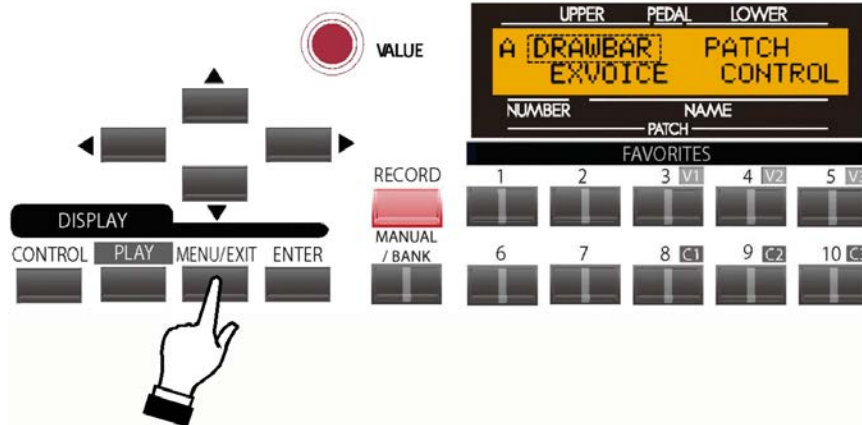
7. Insert a USB Flash Drive that has been formatted for use with the Sk instrument into an open USB port on your computer.  
  
**NOTE:** If the USB Drive is not yet formatted for use with the Sk, follow the instructions starting on page 162 for preparing the USB Drive for use with your instrument.
8. Open the “hammond” directory on the USB Drive, then the “Sk” sub-directory. You will see a number of folders, one of will be “lib.” This folder is the one which will contain extracted Voice Library files.
9. From the folder on your hard drive containing the extracted Voice Library file(s), files select the file or files you want to copy, then copy them to the “lib” folder on your USB Drive.

You have now prepared the USB Flash Drive with all the necessary information for upgrading your **SKX** with new voices. The following pages will explain in detail how to add these voices to your Sk instrument.

## ◆ LIBRARY Edit Menu

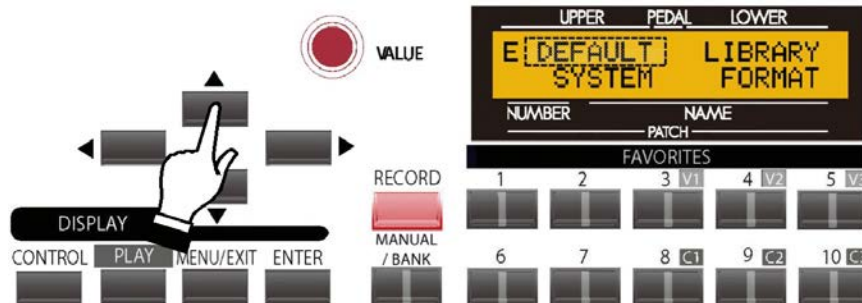
To use the LIBRARY Edit Menu, do the following:

1. Turn the power to the SKX “ON.”
2. Insert a USB Flash Drive that has been formatted for the Sk instruments and containing Voice Libraries into the USB Port.
3. 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.

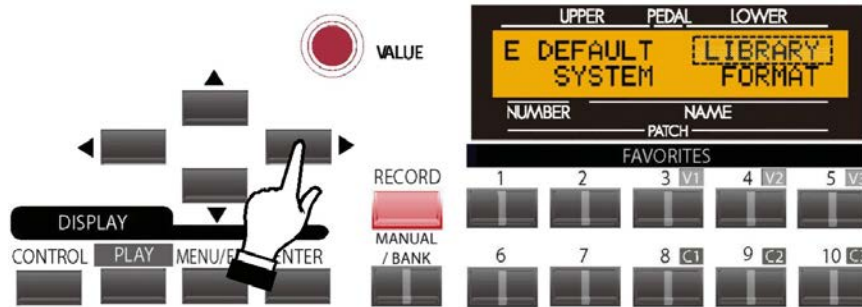
4. Touch the PAGE UP Touch Button **four** times. The Information Center Display should now look like this:



The word “DEFAULT” should now be blinking.

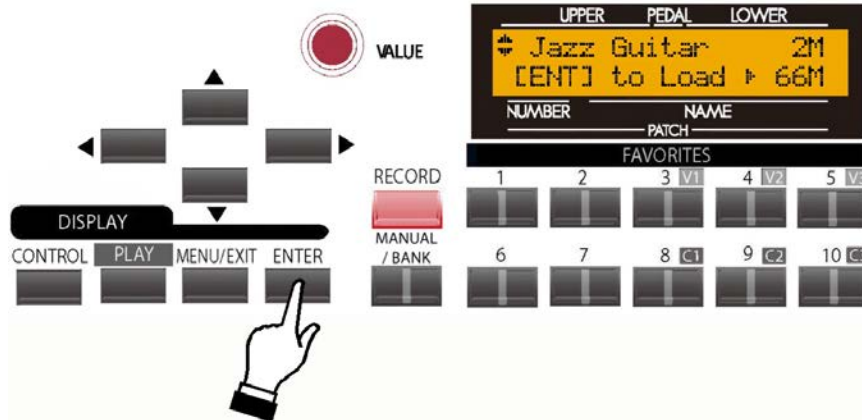


5. Touch the PAGE RIGHT Touch Button **two** times. The Information Center Display should now look like this:



The word “LIBRARY” should now be blinking.

5. Touch the ENTER Touch Button **once**. The Information Center Display should now look similar to this:



You are now in the LIBRARY Edit Menu. You may now use the PAGE NAVIGATION Touch Buttons in conjunction with the VALUE Rotary Control to Load, Save or Delete Sound Libraries. These changes are explained starting below.

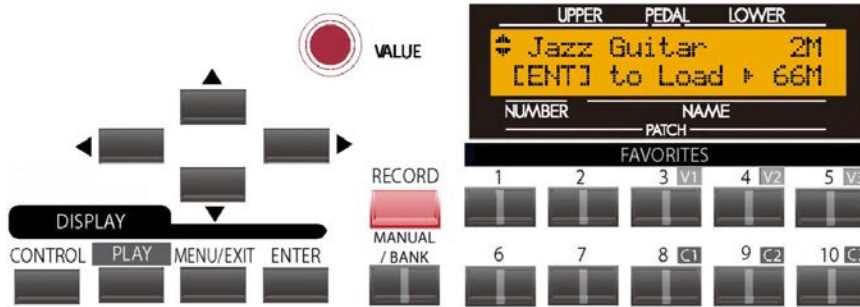
**NOTE:** If the Flash Drive is not formatted, or if there is no Flash Drive inserted, the Information Center Display will read:

**USB is not ready.**

If you see this message, you will be prompted to touch the ENTER Touch Button to return to the previous screen.

### Installing a Voice Library from a USB Flash Drive to the SKX:

1. If you are not in the LIBRARY Edit Menu, follow the instructions on pages 6 and 7 to display it. Otherwise, continue reading. The Information Center Display should look similar to this:



If more than one Voice Library is loaded on the USB Drive, the Information Center Display will show an arrow symbol. Use the PAGE UP and PAGE DOWN Touch Buttons to select the Voice Library you want to load.

You will also see numbers on the right side of the display followed by the letter “M.” The number on the **top** line shows the amount of memory the selected Voice Library will require. The number on the **bottom** line shows the amount of available memory in the Sk’s hardware. In this way, you can determine whether you have enough memory to load each Library.

2. When you have selected the Voice Library you want to download, touch the ENTER Touch Button. The bottom line of the Information Center Display will scroll the following:

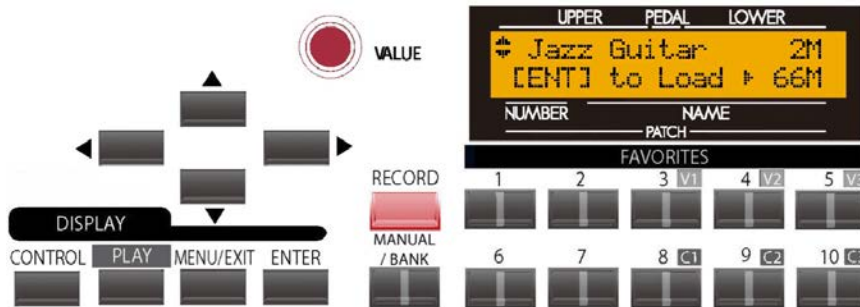
Loading LIBRARY. Please wait...

After the library has finished loading, the opening screen shown at the bottom of the preceding page will again display.

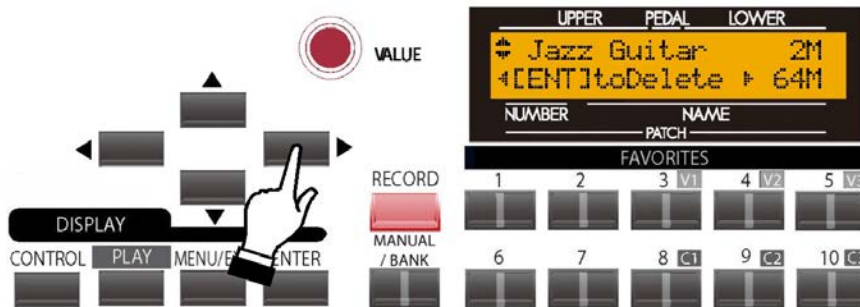
Notice that the number on the bottom line has now changed to reflect the amount of available memory. You can use this number to keep track of how much memory each Library uses.

## Deleting a Voice Library from the SKX:

1. If you are not in the LIBRARY Edit Menu, follow the instructions on pages 6 and 7 to display it. Otherwise, continue reading. The Information Center Display should look similar to this:



2. Touch the PAGERIGHT Touch Button once. The Information Center Display should now look similar to this:



If you have more than one Voice Library loaded, use the VALUE Rotary Knob to locate the Voice Library you wish to delete.

3. When you have selected the Voice Library you want to delete, touch the ENTER Touch Button. . The bottom line of the Information Center Display will scroll the following:

Deleting LIBRARY. Please wait...

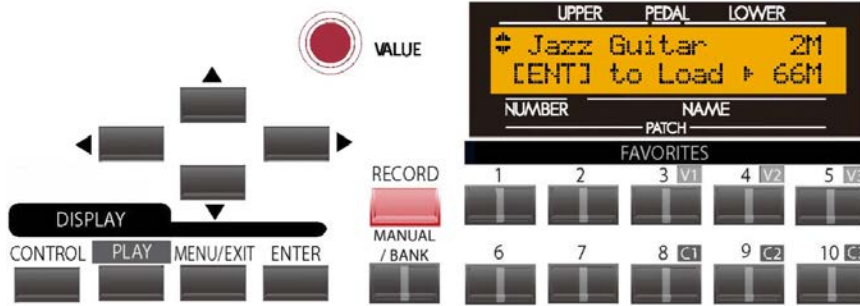
When the message shown above disappears, the selected Voice Library will have been deleted.

### Clearing the entire Voice Library memory from the SKX:

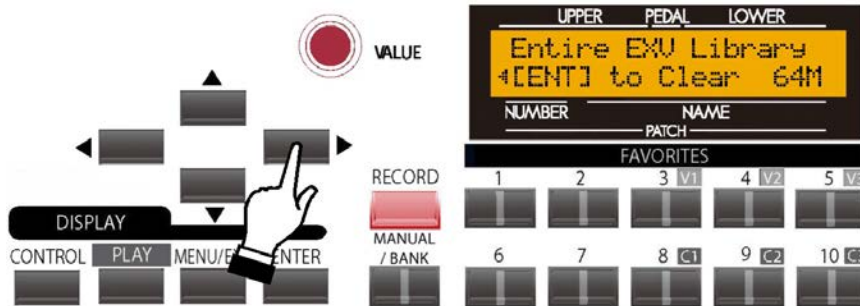
Occasionally, you may want to clear the contents of the Voice Library memory entirely and start over with a “clean slate.” This Advanced Feature allows you to erase the entire contents of the Voice Library memory except for the factory-installed voices.

To clear the Voice Library memory, do the following:

1. If you are not in the LIBRARY Edit Menu, follow the instructions on pages 6 and 7 to display it. Otherwise, continue reading. The Information Center Display should look similar to this:



2. Touch the PAGE RIGHT Touch Button **two** times. The Information Center Display should now look similar to this:



3. Touch the ENTER Touch Button. The Voice Library will begin clearing. The amount of time needed to clear the Voice Library will depend on how much memory has been consumed. You will see a counter at the top right of the display showing how many seconds are left before the Voice Library memory is clear.

Deleting LIBRARY. Please wait...

When the message shown above disappears, the Voice Library memory will have been cleared.