

HAMMOND



Sh **PRO**

**COMBINATIONS /
PATCHES /
BUNDLES /
FAVORITES**

COMBINATIONS / PATCHES / BUNDLES / FAVORITES

Your SK PRO 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.

◆ COMBINATIONS

On the SK PRO, there are four sound-producing divisions or Sections:

1. ORGAN
2. PIANO
3. ENSEMBLE
4. MONO SYNTH

Each Voice Section has sounds and Parameters which together constitute a Patch. Patches from the different Voice Sections are combined to produce a Combination.

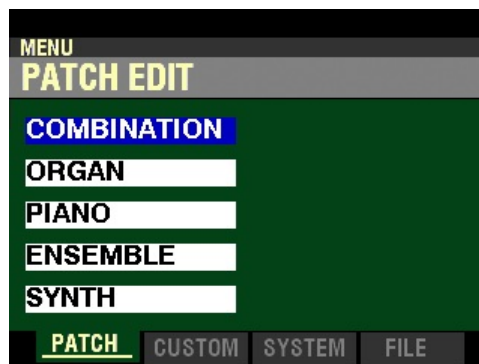
◆ COMBINATION FUNCTION Mode Page

In addition to the Voice Sections, there are additional Parameters which are included in a Combination regardless of how many Voice Sections may also be included. This FUNCTION Mode Page allows you to modify the characteristics which are included in Combinations and are not specific to a particular Voice Section. All of these Parameters can be Recorded to a Combination.

Accessing the COMBINATION FUNCTION Mode via the MENU/EXIT button:

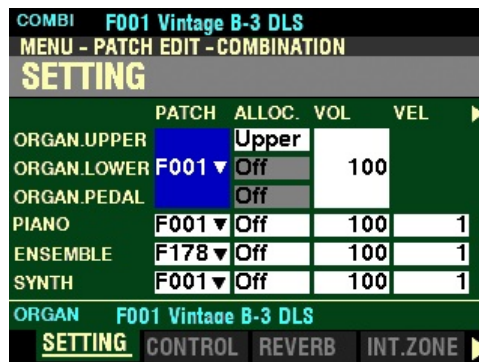
TRY THIS:

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




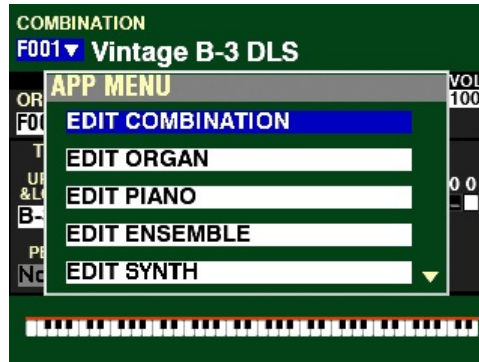
The “COMBINATION” box should be highlighted.

2. Press the ENTER button. The Information Center Display should now look like this:



Accessing the COMBINATION FUNCTION Mode via the APP MENU:

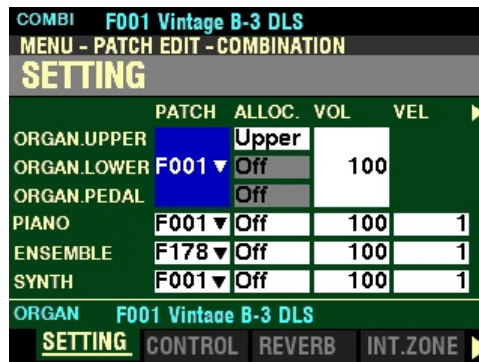
- From any of the PLAY Mode screens, Press and Hold the MANUAL “” button. The Information Center Display should now look like this:



The box “EDIT COMBINATION” should be highlighted.

NOTE: The APP MENU may not display all Voice Sections, depending on which Voice Sections are active for the selected Combination.

- Press the ENTER button. The Information Center Display should now look like this:



You are now in the COMBINATION FUNCTION Mode Page.

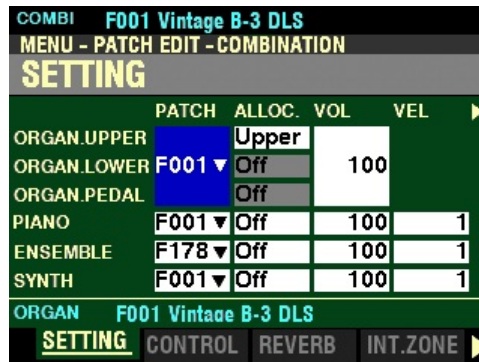
Notice the different Voice Sections for which you can adjust Parameters individually.

- ORGAN (UPPER, LOWER and PEDAL Parts)
- PIANO
- ENSEMBLE
- SYNTH

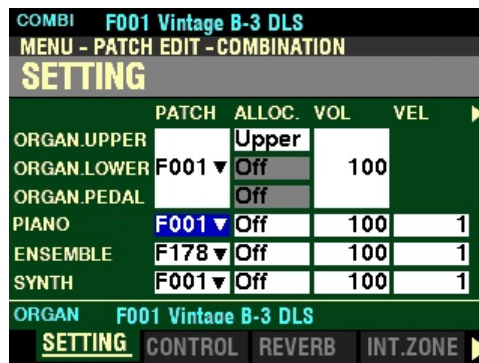
These Parameters are saved as part of a Combination, and are independent of the Parameters which are specific to each Voice Section, although a few are duplicated in the FUNCTION Mode Pages for each Voice Section.

You may now use the DIRECTION and PAGE buttons in conjunction with the VALUE knob to make various changes to the Combinations. These changes are explained starting on the next page.

If you followed the instructions on the previous pages, you should now see the COMBINATION FUNCTION Mode. The large box to the right of the ORGAN Parts should be highlighted.



Because some Combination Parameters do not affect the ORGAN Voice Section, press the DIRECTION “▼” button to highlight the Parameters for the PIANO Voice Section. This will permit an easier explanation of each of the Parameters.



SETTING

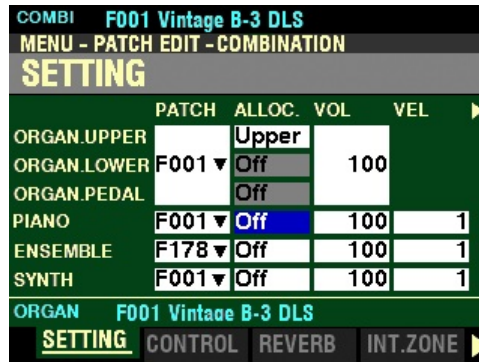
This FUNCTION Mode Page allows you to adjust the basic Parameters for each Voice Section. All of these Parameters can be Recorded to a Combination.

PATCH

This Parameter allows you to select Patch Numbers for the currently selected Combination.

Setting Range: B001 ~ B100 (Bundle) F001 ~ F100, U001 ~ U100 (Organ / Mono Synth) F001 ~ F300, U001 ~ U400 (Piano / Ensemble).

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “ALLOC” should be highlighted.

ALLOC (Allocate)

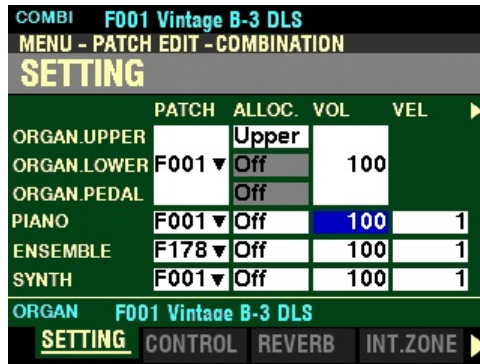
This Parameter allows you to assign the Voice Sections to each Part. The data chart below shows the options you may select.

NOTE: This Parameter is linked to the ALLOCATE buttons on the Control Panel.

PATCH ALLOCATE Options	
Parameter	Description
Off	The selected Voice Section will not sound. The ALLOCATE button associated with the selected Voice Section will not light.
Upper	The selected Voice Section will sound from the UPPER Part. The ALLOCATE button associated with the selected Voice Section will light red.
Lower	The selected Voice Section will sound from the LOWER Part. The ALLOCATE button associated with the selected Voice Section will light green. (The SPLIT button must be “ON” in order to hear the sound.)
Pedal	The selected Voice Section will sound from the PEDAL Part.

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “VOL” should be highlighted.

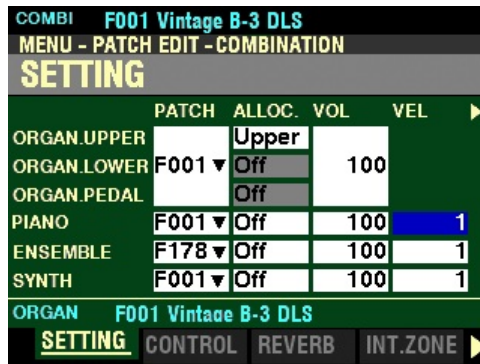
VOL - Volume

This Parameter allows you to adjust the Volume of the selected Section. You can select from 0 (no volume) to 127 (maximum volume).

Turn either the VALUE knob or the VOLUME Rotary Control associated with the selected Voice Section to the right to increase the Volume.

Turn either the VALUE knob or the VOLUME Rotary Control associated with the selected Voice Section to the left to decrease the Volume.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “VEL” should be highlighted.

VEL - Velocity Curve

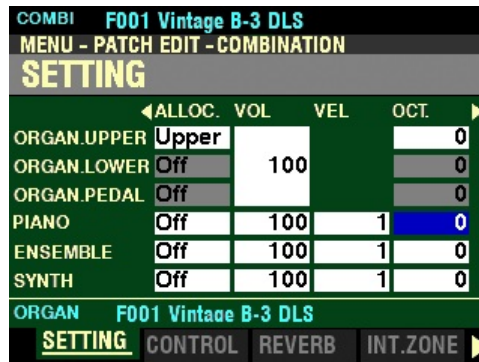
This Parameter allows you to select how the selected Voice Section will respond to key velocity. The data chart below shows the options you may select.

IMPEDANCE AMOUNT	
Parameter	Description
Off	Standard organ press - the notes play at a fixed velocity (“100”) regardless of a light or heavy keystroke.
1	This is the most exaggerated velocity curve, most like an acoustic piano
2	Less exaggerated than “1.”
3	Less exaggerated than “2.”
4	This is the smallest change of response to key velocity.

Turn the VALUE knob to make your selection.

NOTE: This Parameter is not available for the ORGAN Voice Section, because with Organ tones, the note or notes sound at the same volume regardless of key velocity..

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “OCT” should be highlighted.

OCT - Octave

This Parameter allows you to select the Octave or pitch at which the selected Section will sound. The data chart below shows the options you may select.

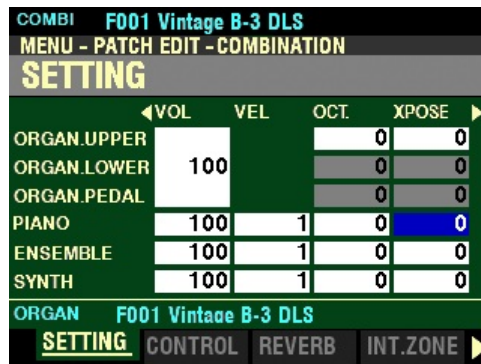
LOWER Octave Options	
Parameter	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right to raise the Octave.

Turn the VALUE knob to the left to lower the Octave.

NOTE: The actual sounding octave will be the sum of this Parameter plus the **Octave** setting controlled by the OCTAVE buttons on the Control Panel. For more information, consult the **SPECIAL PERFORMANCE FEATURES** chapter of this Guide.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “XPOSE” should be highlighted.

XPOSE - Transpose

This Parameter allows you to shift the musical key of the selected Section. You can select from select from -6 (down six semitones) to +6 (up six semitones). At 0 there is no transposition.

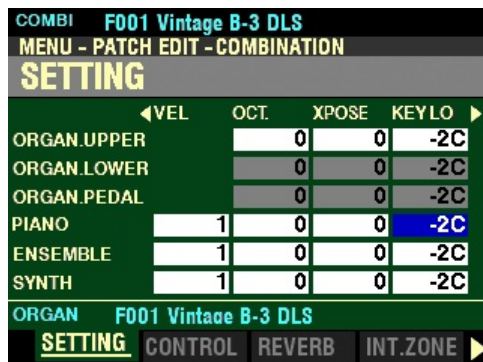
Turn the VALUE knob to the right to transpose the selected Voice Section higher.

Turn the VALUE knob to the right to transpose the selected Voice Section lower.

NOTE: This Parameter works independently of the TRANSPOSE feature controlled by the TRANSPOSE / UP / DOWN buttons on the Control Panel.

NOTE: This Parameter can be Recorded as part of a Combination (the TRANSPOSE function controlled by the buttons on the Control Panel transposes the entire instrument and its setting cannot be Recorded as part of a Combination, but can be saved as part of a Setup. For more information about Setups, please consult the USING MEMORY chapter of this Guide starting on page.561).

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “KEY LO” should be highlighted.

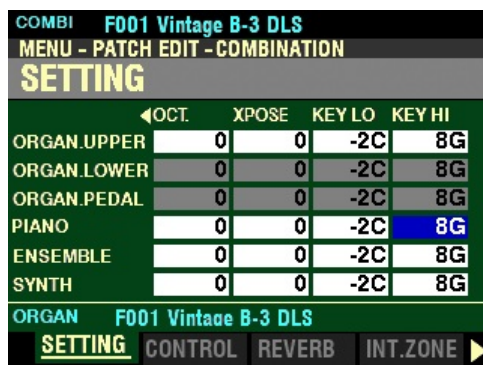
KEY LO - Key Range Low

This Parameter allows you to set the Low note ranges for the selected Section. You can select from -2C to 8G.

Turn the VALUE knob to the right to set the Low Key Range higher.

Turn the VALUE knob to the right to set the Low Key Range lower.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “KEY HI” should be highlighted.

KEY HI - Key Range High

This Parameter allows you to set the High note ranges for the selected Section. You can select from select from -2C to 8G.

Turn the VALUE knob to the right to set the High Key Range higher.

Turn the VALUE knob to the right to set the High Key Range lower.

CONTROL

From the screen shown at the bottom of the previous page, press the PAGE “▶” button once.



The box underneath “EXP.MIN” should be highlighted.

EXP.MIN - Expression Minimum Level

This Parameter allows you to adjust the Minimum volume when the Expression Pedal is “closed” or set at its minimum position. You can select from 0 to 127. At 0 no sound will be heard.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “DAMP” should be highlighted.

DAMP - Damper

This Parameter allows you to adjust whether or not a Section will receive Damper information. The data chart below shows the options you may select.

DAMPER Settings	
Parameter	Description
Off	A connected Damper Pedal will not affect the selected Section.
On	A connected Damper Pedal will sustain or “damp” the selected Section.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “P.BEND” should be highlighted.

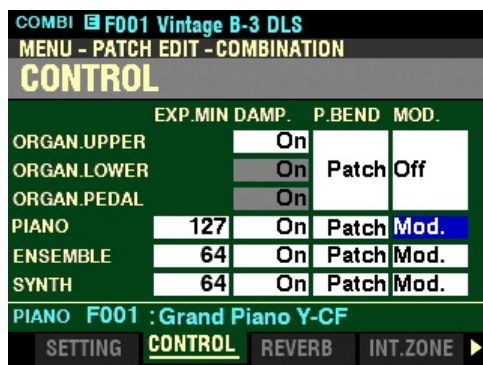
P.BEND - Pitch Bend

This Parameter allows you to adjust the range of the Pitch Bend Wheel. The data chart below shows the options you may select.

PITCH BEND Settings	
Parameter	Description
Patch	A separate Pitch Bend Range can be set for each Patch.
0 ~ 12	The Pitch Bend Range settings for the individual Voice Sections are overridden and one Pitch Bend Range setting is applied to all Voice Sections universally.

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “MOD” should be highlighted.

MOD - Modulation Wheel

This Parameter allows you to select the function for the MODULATION wheel for each Section. The data chart below shows the options you may select.

MODULATION WHEEL Settings	
Parameter	Description
Off	The MODULATION wheel has no function.
Mod	Adds Modulation to the selected Section
Les	Controls the speed of the Leslie. (NOTE: This setting affects the ORGAN Voice Section only.)
OD	Controls the amount of Overdrive.
MFX 1	Controls the amount of the selected Multi Effects 1 setting.
MFX 2	Controls the amount of the selected Multi Effects 2 setting

Turn the VALUE knob to make your selection.

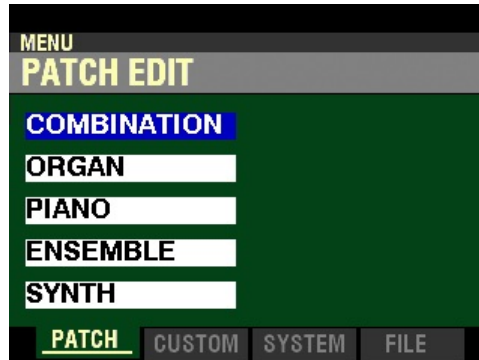
REVERB

This FUNCTION MODE Page allows you to control the Reverb (reverberation) for each of the Voice Sections. All of these Parameters can be Recorded to a Combination.

NOTE: There are two (2) independent Reverbs - one for the ORGAN Voice Section and the other for the PIANO, ENSEMBLE and MONO SYNTH Voice Sections.

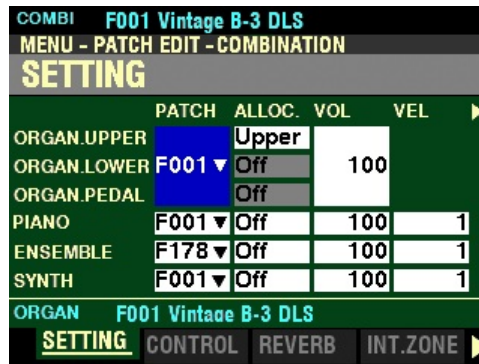
Accessing the REVERB FUNCTION Mode Page using the MENU/EXIT button:

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



The “COMBINATION” box should be highlighted.

2. Press the ENTER button. The Information Center Display should now look like this:



The PATCH EDIT - COMBINATION Mode should now display.

3. Press the PAGE “▶” button two times. The Information Center Display should now look like this:



Accessing the REVERB FUNCTION MODE Page using the Shortcut:

Press and hold the REVERB button. After approximately 1 second, you will see the screen shown above.

You are now in the REVERB FUNCTION Mode Page. You may now use the DIRECTION buttons in conjunction with the VALUE knob to make various changes to the Reverb for each Voice Section. These changes are explained starting below.

If you followed the instructions on the previous pages, you should now see the REVERB FUNCTION MODE Page. The box to the right of “SWITCH” should be highlighted.



SWITCH

This Parameter allows you to turn REVERB “ON” or “OFF.”

NOTE: This switch affects both the ORGAN and the PIANO / ENSEMBLE / MONO SYNTH Reverbs.

Turn the VALUE knob or touch the REVERB button on the Control Panel to turn Reverb “ON” or “OFF.”

From the screen shown on the previous page, press the DIRECTION “▼” button once.



The box to the right of “DEPTH” should be highlighted.

DEPTH

This Parameter allows you to set the overall depth of the entire Reverb effect. You can select from 0 no Reverb) to 127 (maximum Reverb).

Turn either the VALUE knob or the REVERB DEPTH Rotary Control on the Control Panel to the right to increase the amount of Reverb.

Turn either the VALUE knob or the REVERB DEPTH Rotary Control on the Control Panel to the left to decrease the amount of Reverb.

From the screen on the previous page, press the DIRECTION “▼” button once.



The box to the right of “LEVEL” should be highlighted.

LEVEL

This Parameter allows you to select the amount of the Reverb (= send level) for each Section. You can select from 0 (no Reverb) to 127 (maximum Reverb).

Use the DIRECTION “◀” and “▶” buttons to highlight the Voice Section you want to modify.

Turn the VALUE knob to the right to increase the Reverb Level for the highlighted Voice Section.

Turn the VALUE knob to the left to decrease the Reverb Level for the highlighted Voice Section.

NOTE: The DEPTH Parameter described on the previous page controls the entire REVERB section. This Parameter allows you to raise or lower the amount or “send level” of REVERB for each Voice Section independently.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



The box to the right of “TYPE” should be highlighted.

TYPE

This Parameter allows you to select different Reverb Types for the ORGAN and PIANO/ENSEMBLE/MONO SYNTH Voice Sections. The data chart below shows the options you may select.

REVERB TYPE Settings	
Reverb Type	Description
Room 1	Large room.
Room 2	Small room.
Live	Ambient room.
Hall 1	Dark hall, similar to a theatre.
Hall 2	Bright hall, similar to an auditorium.
Church	Large enclosure with a high ceiling.
Plate	Reverb produced by a steel plate.
Spring	Hammond spring-type Reverb.

Use the DIRECTION “◀” and “▶” buttons to highlight the Voice Section you want to modify.

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



The box to the right of “TIME” should be highlighted.

TIME

This Parameter allows you to select different Reverb Decay Rates for the ORGAN and PIANO / ENSEMBLE / MONO SYNTH Voice Sections. You can select from 0 to 127. A higher value results in a longer decay.

Use the DIRECTION “◀” and “▶” buttons to highlight the Voice Section you want to modify.

Turn the VALUE knob to the right to increase the Reverb Decay Time for the highlighted Voice Section.

Turn the VALUE knob to the left to decrease the Reverb Decay Time for the highlighted Voice Section.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



The box to the right of “MODE” should be highlighted.

PRE-LPF (Low Pass Filter)

This Parameter allows you to adjust the tone quality of the sound before it arrives at the Reverb. This allows you to simulate different acoustic environments or mechanical Reverb devices. You can select from 0 to 127. A higher value simulates a harder floor/wall/ceiling material.

Use the DIRECTION “◀” and “▶” buttons to highlight the Voice Section you want to modify.

Turn the VALUE knob to the right to make the Reverb brighter.

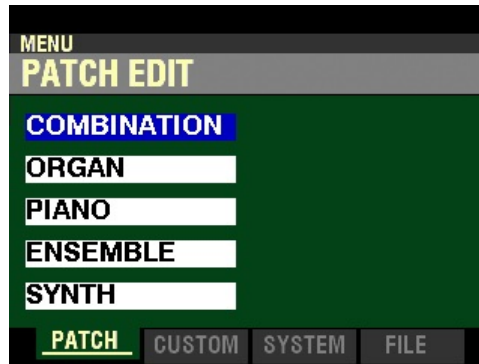
Turn the VALUE knob to the left to make the Reverb darker.

INTERNAL ZONES

This FUNCTION MODE Page allows you to change the characteristics of the Internal or Keyboard Zones of your SK PRO. All of these Parameters can be Recorded to a Combination.

TRY THIS:

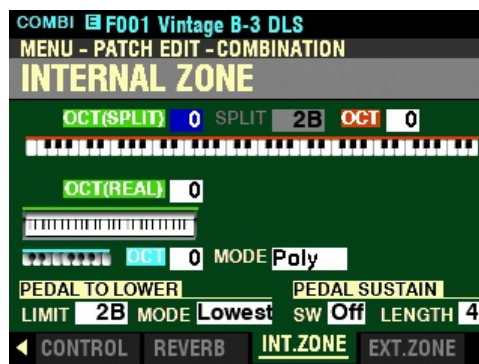
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



2. Press the ENTER button. The COMBINATION FUNCTION Mode should be highlighted.

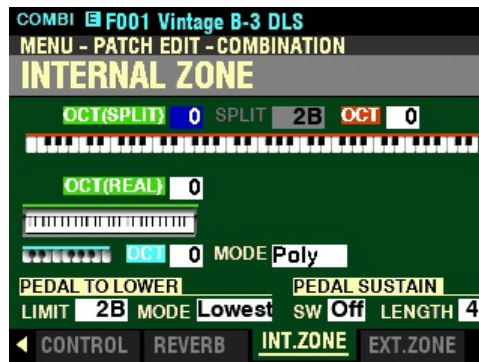


3. Press the PAGE "▶" button three times. The Information Center Display should now look like this:



You may now use the DIRECTION buttons in conjunction with the VALUE knob to make changes to the Internal Zones of your SK PRO. These changes are explained starting on the next page.

If you followed the instructions on the previous page, you should now see the INTERNAL ZONE FUNCTION Mode. The box to the right of “OCT(SPLIT)” should be highlighted.



Notice the three Keyboard graphics. The top keyboard represents the SK PRO, the middle one represents a connected MIDI keyboard used as part of an expanded MIDI system and the small one on the left represents a connected MIDI pedalboard such as the Hammond XPK-130G.

OCT(SPLIT) - Lower Octave Setting for SPLIT

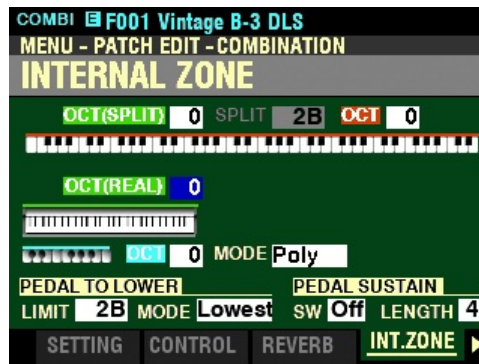
This Parameter allows you to set the octave for the LOWER Part when the SPLIT button is “ON.” The data chart below shows the options you may select.

LOWER Octave Options - SPLIT	
Parameter	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right to raise the Octave.

Turn the VALUE knob to the left to lower the Octave.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



OCT(REAL) - Lower Octave Setting for Expanded Keyboard

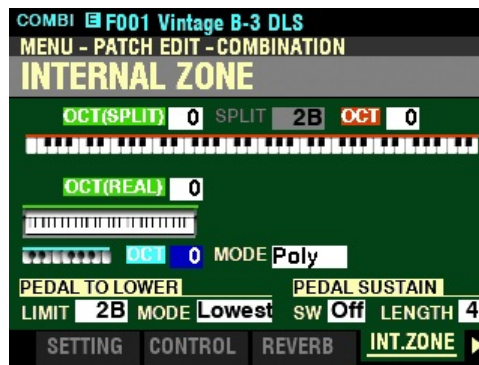
The term OCTAVE(REAL) refers to a connected MIDI keyboard being used to play the LOWER Part. This Parameter allows you to set the octave for the LOWER Part when a connected MIDI keyboard is used for the LOWER Part. The data chart below shows the options you may select.

LOWER Octave Options - REAL	
Parameter	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right to raise the Octave.

Turn the VALUE knob to the left to lower the Octave.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



OCT PEDAL - Pedal Octave Setting

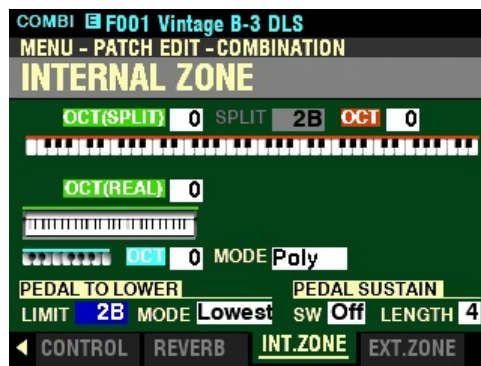
This Parameter allows you to set the octave for the PEDAL Part. The data chart below shows the options you may select.

PEDAL Octave Options	
Parameter	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right to raise the Octave.

Turn the VALUE knob to the left to lower the Octave.

From the screen shown on the previous page, press the DIRECTION “▼” button once.



The box to the right of “LIMIT” should be highlighted.

NOTE: The PEDAL TO LOWER button must be “ON” (orange LED lit) in order to hear the effect of this Parameter setting.

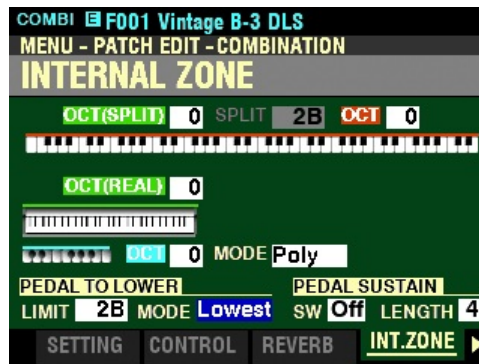
PEDAL TO LOWER LIMIT

This Parameter allows you to set the range of the Pedal tones when PEDAL TO LOWER is “ON” (orange LED lit). You can select from 1C (the lowest note on the keyboard) to 3C (the third “C” on the keyboard).

Turn the VALUE knob to the right to locate the Manual Bass Split Point higher on the manual.

Turn the VALUE knob to the left to locate the Manual Bass Split Point lower on the manual.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



PEDAL TO LOWER MODE

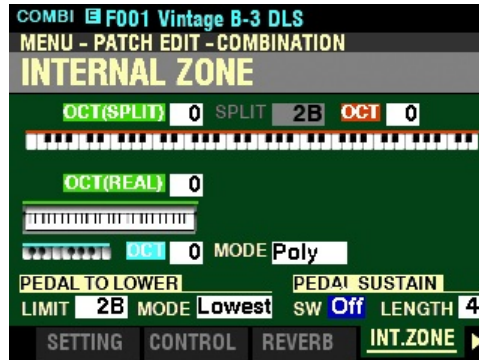
This Parameter allows you to select how the PEDAL TO LOWER feature works. The data chart below shows the options you may select.

PEDAL TO LOWER MODE	
Parameter	Description
LOWEST	The bass note will sound the lowest note played if multiple notes are depressed.
CHRD	The keyboard is scanned for Chord Root and Chord Type and plays an appropriate bass note. For example, if the notes “G,” “C” and “E” are played, it will be interpreted as a C major chord and the bass note will sound the note “C.”
POLY	The bass tone will sound on all notes depressed.

Playing keys on the LOWER Part with PEDAL TO LOWER “ON” will allow you to hear the effects of the Mode setting.

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



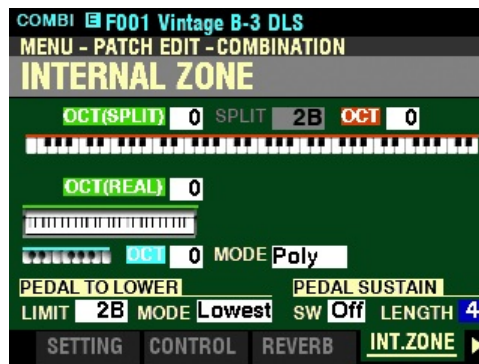
The box to the right of “SW” should be highlighted.

SW - Pedal Sustain Switch

This Parameter allows you to you to turn Pedal Sustain “ON” or “OFF.” When this feature is active, the Pedal tones will smoothly decay upon release, much in the manner of a string bass.

Turn the VALUE knob to turn PEDAL SUSTAIN “ON” or “OFF.”

From the above screen, press the DIRECTION “▶” button once.



The box to the right of “LENGTH” should be highlighted.

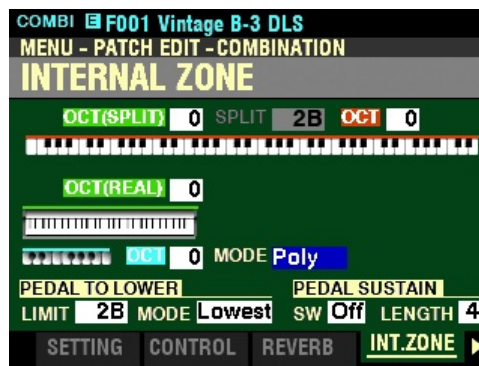
LENGTH - Pedal Sustain Length

This Parameter allows you to change the amount of Pedal Sustain, or length of time the Pedal note will continue to sound after the pedal is released. You can select from 1 (shortest) to 5 (longest).

Turn the VALUE knob to make your selection.

NOTE: The PEDAL SUSTAIN Switch (SW) must be “ON” in order to enable this feature.

From the screen shown at the bottom of the previous page, press the DIRECTION “▲” button once.



The box to the right of “MODE” should be highlighted.

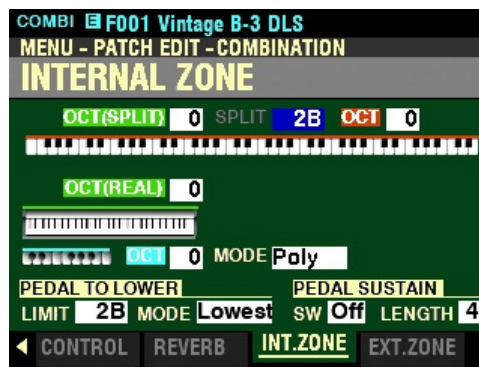
PEDAL MODE

This Advanced Feature allows you to select the playing mode of the Pedals. The data chart below shows the options you may select.

PEDAL MODE Options	
Parameter	Description
POLY	Polyphonic - more than one pedal note can sound at a time, as on a vintage organ.
LAST	Monophonic low-note select - if more than one pedal is played only the lowest note will sound.

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the DIRECTION “▲” button once.



The box to the right of “SPLIT” should be highlighted.

SPLIT - Keyboard Split Point

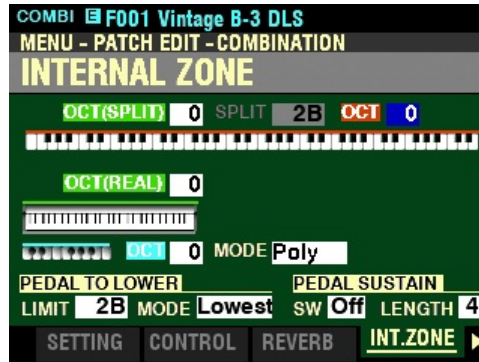
NOTE: If the SPLIT button is not “ON” (orange LED lit), this Parameter will be “greyed out.” However, you can still change the Split Point by following the procedure described below.

This Parameter allows you to change the Split point. You can select from 1C (the lowest note on the keyboard) to 6C (the highest note on the keyboard).

Turn the VALUE knob to the right to locate the Split Point higher.

Turn the VALUE knob to the left to locate the Split Point lower.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box to the right of “OCT” should be highlighted.

OCT - Upper Octave Setting

This Parameter Menu Page allows you to select the Octave range in which the UPPER Part will play. The data chart below shows the options you may select.

UPPER OCTAVE Options	
Parameter	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right or press the OCTAVE UP button on the Control Panel to raise the Octave.

Turn the VALUE knob to the left or press the OCTAVE DOWN button on the Control Panel to lower the Octave.

◆ EXTERNAL ZONES

This FUNCTION MODE Page allows you to change the characteristics of the External Zones of your SK PRO. All of these Parameters can be Recorded to a Combination.

◆ Using External Zones

The External Zones present the most flexible method for using the SK PRO to control an external MIDI instrument (synthesizer, sound module, digital workstation or a MIDI-equipped Hammond Organ/Keyboard).

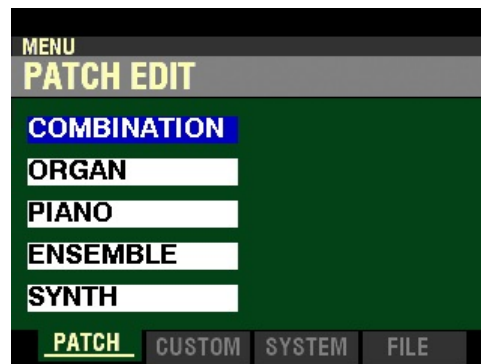
Please consult the Owner's Manual or Reference Guide for your particular instrument or software for information regarding the Program Numbers and Bank Numbers for specific sounds, plus Controller Numbers for specific functions.

IMPORTANT NOTE: Hammond's standard protocol is to transmit and receive UPPER, LOWER and PEDAL MIDI data on MIDI Channels 1, 2 and 3 respectively. If you connect the SK PRO to the MIDI device you want to control, all MIDI messages from the SK PRO - Note On/Note Off, Program Changes, Controller Changes, etc. - will be "mirrored" on the connected device. Please consult the **MIDI Template** portion of this chapter (starting on page 492) and select the correct **EXZ** Template BEFORE you set the EXTERNAL ZONE parameters below.

NOTE: Both Internal and External Zones are also covered in the **MIDI** chapter of this Guide.

TRY THIS:

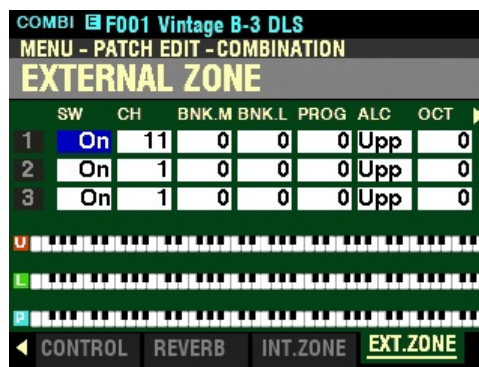
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



2. Press the ENTER button. The COMBINATION FUNCTION Mode should be highlighted.

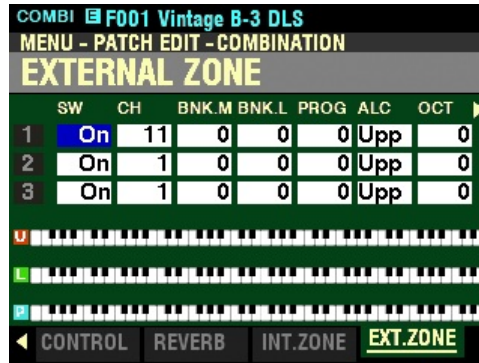


3. Press the PAGE “▶” button four times. The Information Center Display should now look like this:



Use the DIRECTION “▲” and “▼” buttons to move up and down among the three External Zones, “1” “2” and “3.” The External Zone Parameters are identical for all three External Zones; therefore for the sake of brevity only “1” screens will be shown and described.

If you followed the instructions on the previous page, you should now see the EXTERNAL ZONE FUNCTION Mode. The box underneath “SW” should be highlighted.



SW - External Zone Switch

This Parameter allows you to turn the selected External Zone “ON” (MIDI information will be transmitted) or “OFF” (no MIDI information will be transmitted).

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “CH” should be highlighted.

CH - External Zone Channel

This Parameter allows you to select the MIDI Channel on which MIDI data from the selected External Zone will be transmitted. You can select from “1” through “16.”

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “BNK-M” should be highlighted.

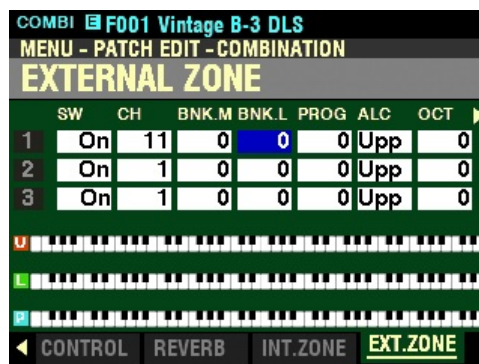
The two Parameters described on this page allow you to perform a Bank Select to give you access to more sounds. For a fuller explanation of Bank Select, consult the APPENDIX of this Guide starting on page 603.

BNK-M - External Zone Bank Select MSB

This Parameter allows you to set the value for Controller #0 - Most Significant Bit.

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



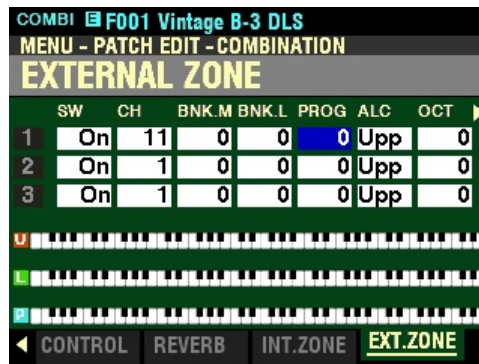
The box underneath “BNK-L” should be highlighted.

BNK-L - External Zone Bank Select (LSB)

This Parameter allows you to set the value for Controller #32 - Least Significant Bit.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



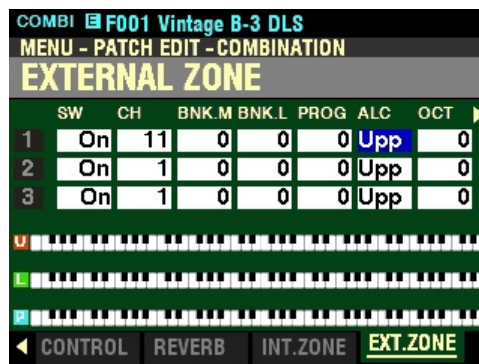
The box underneath “PROG” should be highlighted.

PROG - External Zone Program Number

This Parameter allows you to select from the Program Number, and therefore the Voice, for the selected External Zone.

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “ALC” should be highlighted.

ALC - External Zone Allocate

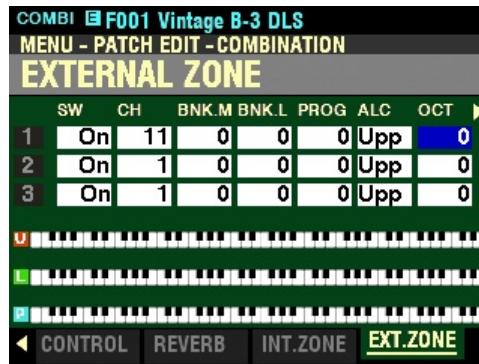
This Parameter allows you to select which Part will control the selected External Zone.

The data chart below explains each of the settings in more detail.

External Zone ALLOCATE Options	
Description	Function
Upp	Use this setting if you are using the SK PRO with no Lower Manual or MIDI pedalboard.
Low	Use this setting if you are using SPLIT, or a connected MIDI keyboard as a Lower Manual on the SK PRO.
Ped	Use this setting if you are using PEDAL TO LOWER, a connected MIDI pedalboard on the SK PRO.
Off	Use this setting if you have external MIDI instruments connected and you do not wish to send Note messages (Note On, Note Off and Note Velocity), but you still want to transmit MIDI Program Changes or Controller Changes.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▼” button once.



The box underneath “OCT” should be highlighted.

OCT - External Zone Octave

This Parameter allows you to determine the Octave or pitch at which the External Zone will sound. Use this Parameter if an external sound plays in a pitch range other than the one you find desirable.

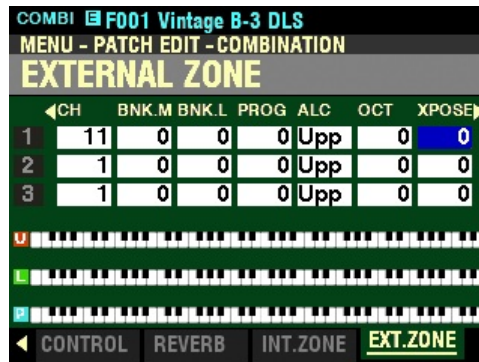
The data chart below shows the options you may select.

Octave Options	
Setting	Description
-2	The sound is two octaves below the regular pitch.
-1	The sound is one octave below the regular pitch.
0	The sound is at normal pitch.
+1	The sound is one octave above the regular pitch.
+2	The sound is two octaves above the regular pitch.

Turn the VALUE knob to the right to raise the Octave.

Turn the VALUE knob to the left to lower the Octave.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “XPOSE” should be highlighted.

XPOSE - External Zone Transpose

This Parameter allows you to adjust the sounding pitch of the selected External Zone by half-steps or semitones. You can select from -63 (down five octaves and a third) to 63 (up five octaves and a third). At 0 there is no transposition.

Turn the VALUE knob to the right to transpose the selected External Zone higher.

Turn the VALUE knob to the right to transpose the selected External Zone lower.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “LOW” should be highlighted.

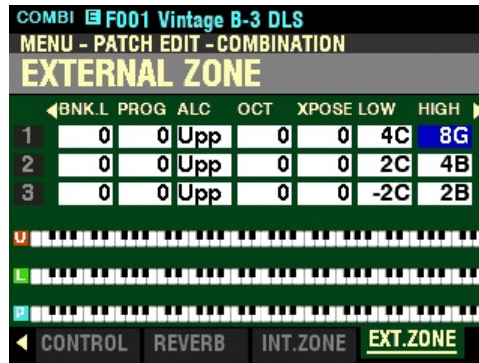
LOW - External Zone Lower Note Limit

This Parameter allows you to set the lower note limit for the External Zone. You can select from “-2C” to “8G.”

Turn the VALUE knob to the right to locate the note range higher.

Turn the VALUE knob to the left to locate the note range lower.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “HIGH” should be highlighted.

HIGH - External Zone Upper Note Limit

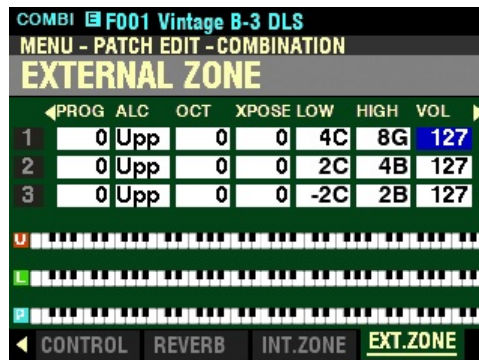
This Parameter allows you to set the upper note limit for the External Zone. You can select from -2C to 8G

Turn the VALUE knob to the right to locate the note range higher.

Turn the VALUE knob to the left to locate the note range lower.

NOTE: The Upper Limit number cannot be lower than the Lower Limit number.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “VOL” should be highlighted.

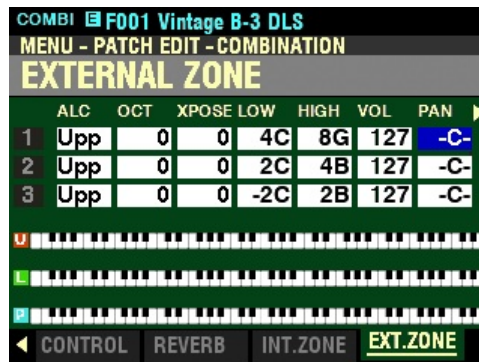
VOL - External Zone Volume

This Parameter allows you to control the volume (Controller #7) of the sound controlled by the selected External Zone. You can select from 0 (no volume) through 127 (maximum volume).

Turn the VALUE knob to make your selection.

NOTE: In order for this Parameter to work, the Expression Control Number must be set to 7:VOL.” If the Expression Control Number is set to “11:EXP,” changing this parameter will have no effect.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



The box underneath “PAN” should be highlighted.

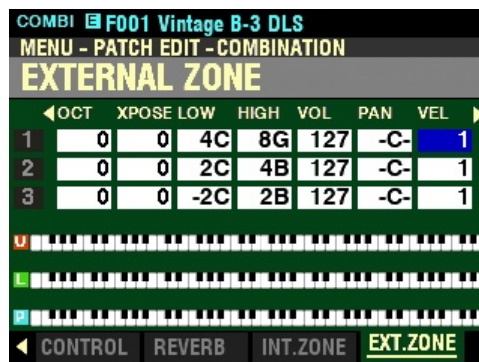
PAN - External Zone Pan

This Parameter allows you to set the directionality or Pan setting (Controller #10). You can select from “L63” (the sound plays entirely through the Left channel), through to “0” (the sound is heard equally through both channels) and on through “R63” (the sound plays entirely through the Right channel).

Turn the VALUE knob to make your selection.

NOTE: In order to hear the effect of this Parameter, the sound controlled from the External Zone must be connected via Stereo (both Left and Right channel) outputs.

From the above screen, press the DIRECTION “▶” button once.



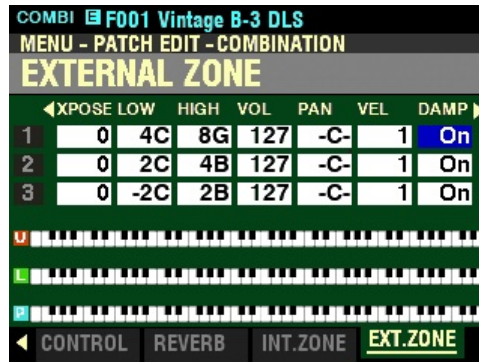
The box underneath “VEL” should be highlighted.

VEL - External Zone Velocity

This Parameter allows you to sets the character of the velocity to send to this zone. The setting range is OF and 1 to 4. At OF, the velocity is fixed at 100. The “press” (velocity response) of the keyboard progresses from 1 (heavier) through 4 (lighter).

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



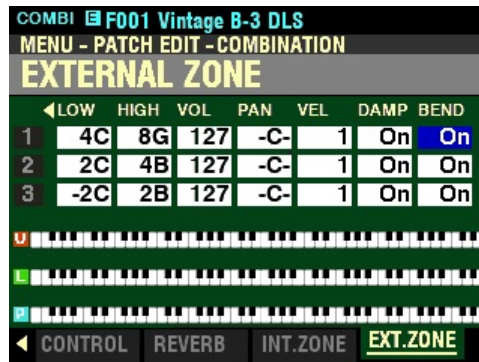
The box underneath “DAMP” should be highlighted.

DAMP - External Zone Damper

This Parameter allows you to select whether you want to send Damper (Controller #64) information as part of the selected External Zone.

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “BEND” should be highlighted.

BEND - External Zone Pitch Bend

This Parameter allows you to select whether you want to send Pitch Bend information as part of the selected External Zone.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



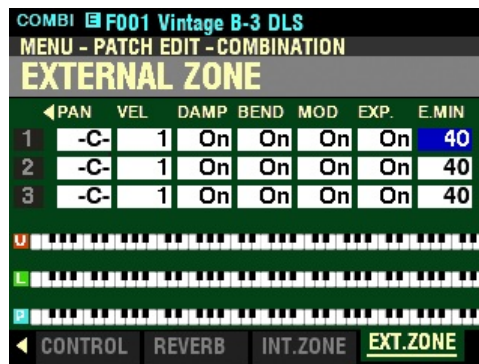
The box underneath “MOD” should be highlighted.

MOD - External Zone Modulation Wheel

This Parameter allows you to select whether you want to send information from the Modulation Wheel as part of the selected External Zone.

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



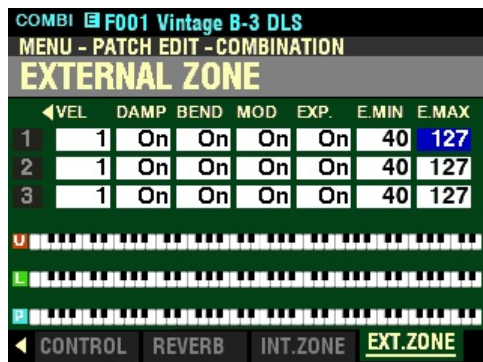
The box underneath “E.MIN” should be highlighted.

E.MIN - External Zone Minimum Volume

This Parameter allows you to adjust the volume level when the Expression Pedal is “closed,” or set at minimum. You can select from “0” through “63.” At “0” no sound will be heard.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, press the DIRECTION “▶” button once.



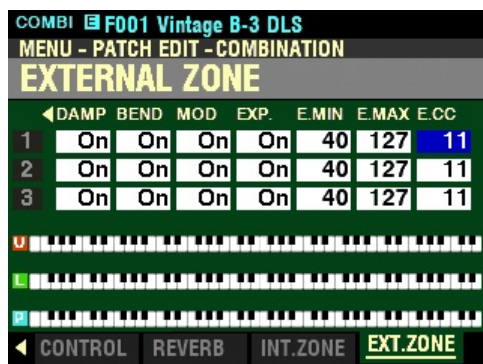
The box underneath “E.MAX” should be highlighted.

E.MAX - External Zone Maximum Volume

This Parameter allows you to adjust the volume level when the Expression Pedal is all the way “open,” or set at maximum. You can select from 64 through 127.

Turn the VALUE knob to make your selection.

From the above screen, press the DIRECTION “▶” button once.



The box underneath “E.CC” should be highlighted.

E.CC - External Zone Expression Control Number

This Parameter allows you to select how you want to control the level of the selected External Zone. You can select either VOL (Volume or Controller #7) or EXP (Expression or Controller #11).

Turn the VALUE knob to make your selection.

What Is the Difference Between “Volume” and “Expression?”

In purely technical terms, Volume and Expression are identical - both control sound level. The difference lies with how they are customarily used in MIDI applications, particularly in creating and playing back MIDI sequences.

The generally accepted protocol is to use Controller #7 (Volume) to set the overall or absolute level of a voice or sound, and use Controller #11 (Expression) to make variations (such as crescendi or diminuendi) against the overall level set by Controller #7. This is recommended particularly if you want to use your SK PRO as a MIDI input device to record a sequence.

NOTE: In order for the External Zone Volume feature to work, the Expression Control Number must be set to “7:VOL.” If this parameter is set to “11:EXP,” changing the External Zone Volume setting will have no effect.

◆ Selecting a Combination

TRY THIS:

1. Turn the power to the SK PRO “ON.” After the instrument finishes “booting” (approximately 55 seconds), the Information Center Display will look like this:



This is PLAY Mode, which is the normal performance mode. The following paragraphs explain each line of the display.

The top line shows which Combination is currently active.

The line just below the top line shows which Parts are active, as well as Octave, Velocity and Volume settings for the currently selected Part(s).

NOTE: The ORGAN Voice Section does not receive Velocity; therefore, the Velocity box on the line just below the top line will not be shown.

The middle portion of the display shows which Patches are enabled within the current Combination. A Combination will have Voices and Settings for each of the Voice Sections, but not all Combinations will have all of the Voice Sections sounding. The ALLOCATE buttons will be “ON” or “OFF” depending on which Patches are activated for the currently selected Combination.

NOTE: Selecting and de-selecting Patches will be covered later in this Chapter.

There are two categories of Combinations on the SK PRO - Factory and User. The Factory Patches are permanently factory-programmed and cannot be overwritten. User Patches are Patches which you create and Record, either by editing a Factory Patch and Recording the result as a User Patch or by using the MANUAL button to start from scratch and create and Record an entirely new Patch. In the Information Center Display, Factory Patches are designated by the letter “F” and User Patches are designated by the letter “U.” There are 100 Factory Combinations and, you can create and Record up to 100 User Combinations, making a total of 200 possible Combinations.

NOTE: 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 need to be made. For example, if you want to create your own Electric Piano Patch, select one of the Electric Piano Factory Patches to modify to your liking. You can then Record the Patch with your modifications as a User Patch.

SPECIAL NOTE: User Combinations are not shown in the Information Center Display unless you create and Record them. Creating and Recording Combinations and Patches will be covered later in this chapter.

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

For the Combination currently shown (F001 Vintage B-3 DLS), only the ORGAN Voice Section is active. Notice that only the ORGAN ALLOCATE button is “ON” (LED lit).

- From the screen shown on the previous page, turn the VALUE knob to the right. You will see the Combination Numbers and Names change. You will also see the ALLOCATE buttons turn “ON” and “OFF” in accordance with whatever Patches are called for in each Combination.

For this example, turn the VALUE knob until F005 shows on the top line of the Information Center Display:



Notice the ORGAN ALLOCATE button has turned “OFF.” Only the PIANO Patch will now sound.

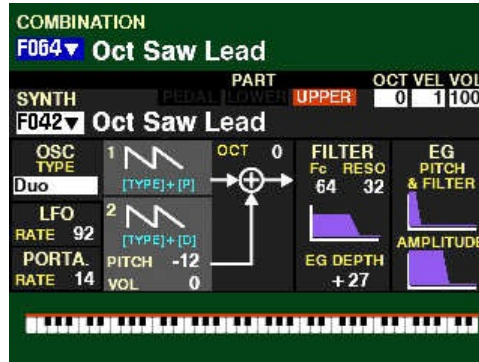
- From the display shown above, turn the VALUE knob until F041 shows on the top line of the Information Center Display:



Notice the PIANO ALLOCATE button has turned “OFF.” Only the ENSEMBLE Patch will now sound.

NOTE: In this instance, the COMBINATION and PATCH numbers are the same.

4. From the screen shown at the bottom of the previous page, turn the VALUE knob until **F064** shows on the top line of the Information Center Display:



Notice the ENSEMBLE ALLOCATE button has turned “OFF.” Only the MONO SYNTH Patch will now sound.

5. From the above screen, turn the VALUE knob to the left until **F010** shows on the top line of the Information Center Display:



Notice the SYNTH line is “greyed out.” Notice also that the SYNTH ALLOCATE button is not “ON.” This indicates that the SYNTH Voice Section will not play if this Combination is selected. However, you can press the SYNTH ALLOCATE button to turn it “ON,” and the SYNTH line will change from grey to white. You can now play the SYNTH Section along with the other Voice Sections.

◆ Selecting a Patch within a Combination

Although as we have seen, not all Voice Groups will be active when a Combination has been selected, each Combination will contain information for each of the Voice Sections. This means that even though a Combination may have only one Voice Section active, you can turn other Voice Sections “ON” using the ALLOCATE buttons and you will hear a Patch from each Voice Section appropriate for the selected Patch.

TRY THIS:

1. After the power to the SK PRO has been turned “ON,” press the PLAY button so that the Information Center Display looks like this:



As explained previously, this is PLAY Mode. We will use **F001** as the starting point since it is the Combination shown when the SK PRO is first turned “ON.”

2. From the screen shown above, press the PIANO ALLOCATE button. The Information Center Display will now look like this:



Notice the ORGAN ALLOCATE button is now “OFF.” Only the PIANO Patch will now sound.

Notice also the small letter “E” at the top. This is an abbreviation for “EDIT,” and indicates that you have edited or changed the Combination from its factory setting. Changes to Factory Combinations will not be remembered unless they are Recorded as User Combinations. This will be covered later in the Chapter.

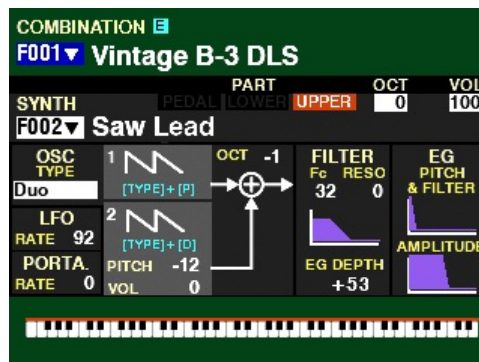
3. From the screen shown at the bottom of the previous page, press the ENSEMBLE ALLOCATE button. The Information Center Display will now look like this:



Notice the PIANO ALLOCATE button is now “OFF.” Only the ENSEMBLE Patch will now sound.

Notice also the small letter “E” at the top is still displaying, indicating the Combination has been changed from its factory setting.

4. From the screen shown on the previous page, press the SYNTH ALLOCATE button. The Information Center Display will now look like this:



Notice the ENSEMBLE ALLOCATE button is now “OFF.” Only the SYNTH Patch will now sound. Notice also the small letter “E” at the top is still displaying, indicating the Combination has been changed from its factory setting.

5. Now press the ORGAN ALLOCATE button “ON.” The Information Center Display will now look like this:



You have now returned to the settings recorded in the Combination. The small “E” on the top line of the screen is now “OFF.”

NOTE: The ALLOCATE buttons are normally “cross-canceling,” meaning if one is turn “ON” the others will turn “OFF.” However, the ALLOCATE buttons can be made “additive” - if one is turned “ON” any others also “ON” will remain “ON.” For more information consult the [SPECIAL PERFORMANCE FEATURES](#) chapter of this Guide.

◆ Creating a User Combination

Because each Combination will contain information for each of the Voice Sections, you can customize a Factory Combination by selecting which Voice Sections you want to be active and Recording the result as a User Combination. The following pages will explain how to do this.

For example, suppose you want to change Combination F001 so that the PIANO Voice Section will be active along with the ORGAN Voice Section (which is already sounding). Consult page 81 for more information on selecting a Patch within a Combination.

TRY THIS:

1. After the power to the SK PRO has been turned “ON,” press the PLAY button so that the Information Center Display looks like this:



2. From the above screen, press the ORGAN and PIANO ALLOCATE buttons together. The Information Center Display will now look like this:



Notice the center of the screen now shows the status of all four Voice Sections. Also notice the ENSEMBLE and SYNTH Voice Sections are “greyed out,” meaning they are not currently sounding.

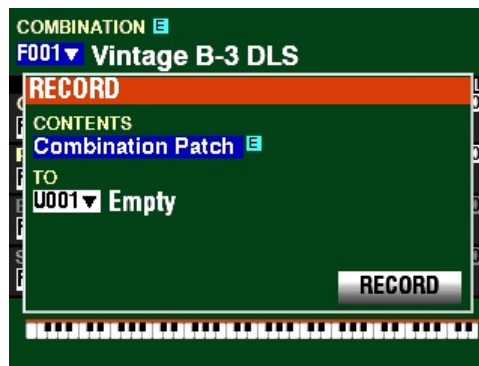
As explained previously, the small letter “E” at the top, indicating you have changed the Combination from its factory setting.

◆ Example of Recording a User Combination

The Combination Parameters which can be modified are described and explained on pages 38 through 77, 527.

Now, suppose you have made some changes to any or all of the Combination Parameters and you want to remember the changes you have just made for future use. To do this, you must Record the current settings as a new or User Combination.

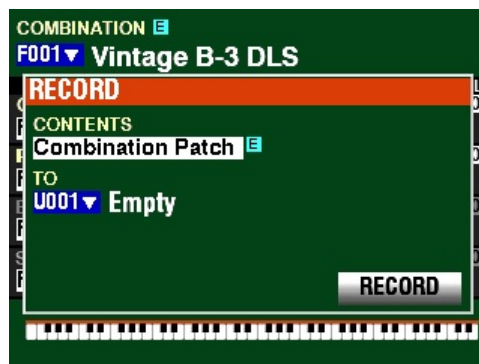
1. From the screen shown at the bottom of the previous page, press the red RECORD button located to the right of the display. You will see the following message in the display:



Notice that the box underneath "CONTENTS" is highlighted.

You may now use the VALUE knob to decide what you want to Record. For this example, leave this Parameter set for "Combination Patch," since we are Recording a User Combination.

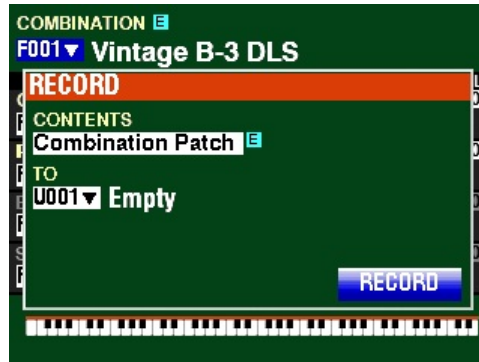
2. From the above screen, use the DIRECTION "▼" button to move the cursor to the box underneath "TO."



You can now use the VALUE knob to select the User Number which will contain your User Combination. For this example, leave the value set at U001.

NOTE: A User Combination Number which has not been previously Recorded will display, Empty. This is a safeguard against overwriting a previous Recorded Combination accidentally.

- From the screen shown at the bottom of the previous page, use the DIRECTION “▼” button to move the cursor to the RECORD box.



- Press the ENTER button. The Information Center Display will look similar to this:



This is the screen you will use to Name your User settings. For this example, leave the Name shown as it is. Naming Combinations, Patches, etc. will be covered later in this Guide.

- Press the ENTER button to complete the Recording procedure. You will see the following message flash in the display for approximately 1 second:



After the “Recording...” message disappears, you will see the Combination Number at the top of the screen change to U001. This indicates that a User Combination is now active. If you Rename a Combination, the new Name will display to the right of the Combination Number.

NOTE: After you have created and Recorded a User Combination, you can assign it to a FAVORITE for quick access. More information can be found starting on page 108.

NOTE: When the SK PRO is first turned “ON” and finishes loading the operating system, Combination **F001** is automatically assigned as the default Combination. If you change Combination **F001** and Record it to **U001**, it will be remembered unless you perform a DEFAULT ALL operation to restore the factory settings. For more information consult the **SPECIAL UTILITY FEATURES** chapter of this Guide.

◆ PATCHES

As explained previously, the SK PRO has four sound-producing divisions or Sections:

1. ORGAN
2. PIANO
3. ENSEMBLE
4. MONO SYNTH

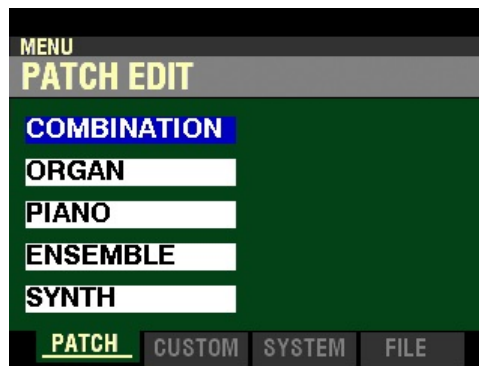
In the keyboard and synth world, a sound or group of sounds and effects is colloquially known as a Patch. This term derives from old-style synthesizers which used patch cords (originally telephone switchboard-type cords) to connect the various components to produce specific types of sounds. Although modern technology has rendered this technique unnecessary, the term “Patch” has remained (although more recently some manufacturers have adopted other names such as “Tone” or “Voice” to describe collections of sounds and parameters).

On the SK PRO, a Patch is defined as a collection of Parameter settings for each Voice Group. For example, the ORGAN Voice Section has sounds and Parameters which together constitute an Organ Patch and the PIANO Voice Section has sounds and Parameters which make up a Piano Patch. The same is true for the ENSEMBLE and MONO SYNTH Voice Sections. Patches from the different Voice Sections are combined along with the Combination Parameters to produce a Combination.

◆ Voice Sections

TRY THIS:

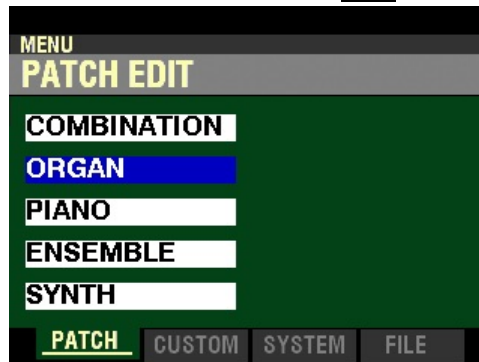
1. From any of the PLAY Mode screens, Press the MENU/EXIT button once. The Information Center Display should now look like this:



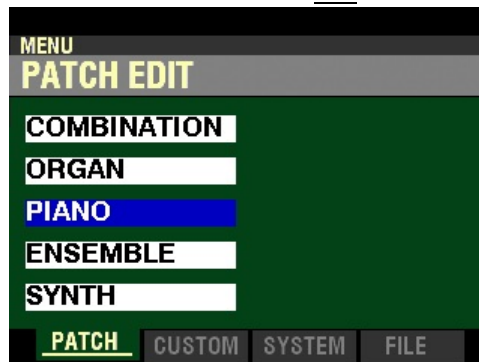
This is the PATCH EDIT Menu, which will be the first one displayed. The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button to select a Voice Section. Pressing it once from the screen shown on the previous page will highlight the ORGAN Voice Section. Pressing it multiple times will highlight the other Voice Sections individually.

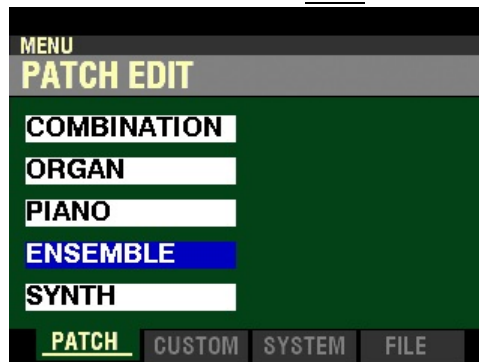
Press DIRECTION “▼” once:



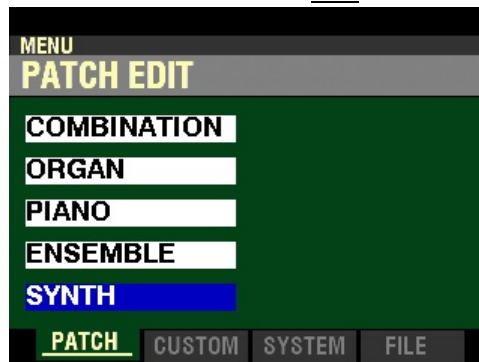
Press DIRECTION “▼” two times:



Press DIRECTION “▼” three times:



Press DIRECTION “▼” four times:



3. After you have made your selection, press the ENTER button. You will see a screen similar to the one shown below:



The Parameters shown will not be identical for all the Voice Sections, but the GENERAL screen will be the first one shown when you follow the procedure described here.

After doing the above, you can begin editing the different Parameters for the Voice Section you have selected and Record them to a User Patch. Your User Patch can then be Recorded into a User Combination if you wish.

The chapter for each Voice Section will provide a complete explanation of the Parameters available and how they will affect the sound. Please consult the ORGAN VOICE SECTION, PIANO / ENSEMBLE VOICE SECTIONS or MONO SYNTH VOICE SECTION chapters of this Guide for more information. The APPENDIX will also provide a list of all available Parameters for each Voice Section.

NOTE: You can also create User Combinations from existing Factory Patches. For more information please consult page 81.

◆ Creating a User Patch

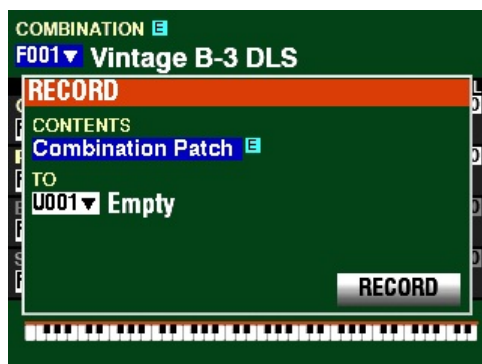
You can create and Record your own User Patches with your own settings.

TRY THIS:

1. Press the **MANUAL** button. This will disable all Combinations and Patches so that you can create an entirely new Patch.
2. Decide which Voice Section you want to work with to make your new Patch - **ORGAN**, **PIANO**, **ENSEMBLE** or **SYNTH**.
3. Make whatever changes you wish. For a complete list of the Parameters that can be modified for the Patches in each Voice Group, consult the Appendix of this Guide.

You can find a detailed description of the Patch Parameters for each Voice Section in each of the Voice Section chapters of this Guide.

4. When you have completed your edits, press the red **RECORD** button. The Information Center Display will look similar to this:

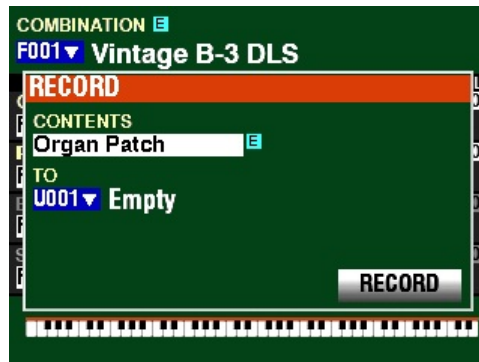


If “Combination Patch” is shown in the box under **CONTENTS**, you will need to use the **VALUE** knob to select the Voice Section to which to Record the Patch. The data chart below shows the options you may select.

RECORD CONTENTS	
Parameter	Description
Bundle	Record Combination Parameters, ORGAN Patches and SYNTH Patches.
Combination Patch	Record Voice Sections and Combination Parameters to a Combination.
Organ Patch	Record ORGAN Parameters to an ORGAN Patch.
Piano Patch	Record PIANO Parameters to a PIANO Patch.
Ensemble Patch	Record ENSEMBLE Parameters to an ENSEMBLE Patch.
Synth Patch	Record MONO SYNTH Parameters to a SYNTH Patch.

Bundles and **Combinations** contain multiple Parameters from different Voice Groups. To Record a Patch for one of the Voice Groups, use the **VALUE** knob to select **ORGAN**, **PIANO**, **ENSEMBLE** or **SYNTH** Patches.

4. When you have made your selection, use the DIRECTION “▼” button to move the cursor to the box underneath “TO.”



NOTE: For this example, “Organ Patch” is shown.

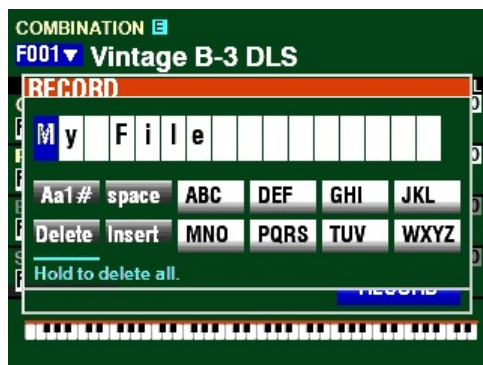
You can now use the VALUE knob to select the User Number which will contain your User Patch.

NOTE: A User Patch Number which has not been previously Recorded will display, Empty. This is a safeguard against overwriting a previous Recorded Patch accidentally.

5. When you have made your selection, use the DIRECTION “▼” button to move the cursor to the RECORD box.



6. Press the ENTER button. The Information Center Display will look similar to this:



This is the screen you will use to Name your User Patch. You can use the FAVORITE buttons and the BANK and MANUAL buttons (the two rows of six buttons just below the Information Center Display) to select and enter characters. The data chart below explains the function of each of the buttons.

NAMING PARAMETERS		
Parameter	Button	Description
Aa1	BANK	Changes the character type (Capital and lower-case letters, numbers, special characters).
Delete	MANUAL	Deletes the character at the cursor.
space	FAVORITE 1	Replaces the character at the cursor with a space.
Insert	FAVORITE 6	Inserts a space at the cursor.
ABC, etc.	FAVORITES 2 ~ 5, 7 ~ 10.	Use these to cycle through and select the characters for the highlighted location. Each successive touch will cause the next character to display - for example, touching the Number <u>2</u> button will display <u>A</u> , touching it again will display <u>B</u> and touching it a third time will display <u>C</u> .

You can also turn the VALUE knob to select characters. If you wish to do this, use the DIRECTION “◀” and “▶” buttons to move back and forth through the characters.

7. When you have finished the Naming procedure, press the ENTER button to complete the Recording procedure. You will see the following message flash in the display for approximately 1 second:



After the “Recording...” message disappears, you will see the Number of the Patch you are working with change from Fnnn to Unnn. This indicates that a User Patch is now active. If you Rename a Patch, the new Name will display to the right of the Patch Number.

◆ Editing a Factory Patch

The following pages explain how to modify a Factory Patch and Record it as a User Patch.

TRY THIS:

1. Select the Factory Patch you want to change. There are several ways you can do this:
 - 1a.. If the desired Voice Section is not showing in the display or is “greyed out,” press the ALLOCATE button associated with the desired Voice Section “ON.”
 - 1b. If the desired Voice Section is showing in the display, use the DIRECTION buttons to move the cursor to the box to the left of the Patch Name.
2. Turn the VALUE knob if necessary to select the specific Patch you want to modify.



3. Press the appropriate buttons to enter the EDIT Mode for the Voice Section you are working with. These are described in the Voice Sections of this Guide.
4. Make whatever changes to the Patch you wish.
5. After you have finished making your changes, press the RECORD button. The Information Center Display should look similar to this:



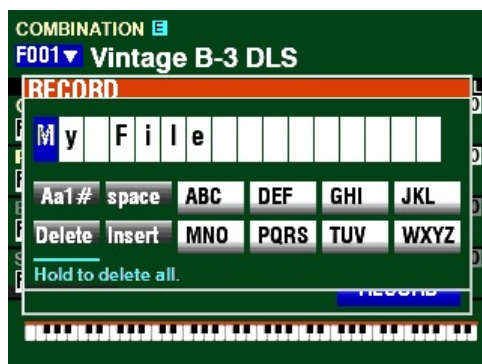
You can now use the VALUE knob to select the User Number which will contain your User Patch.

NOTE: The box underneath “CONTENTS” will show the Voice Section you are currently editing - Organ Patch, Piano Patch, Ensemble Patch, or Synth Patch.

6. When you have made your selection, use the DIRECTION “▼” button to move the cursor to the RECORD box.



7. Press the ENTER button. The Information Center Display will look similar to this:

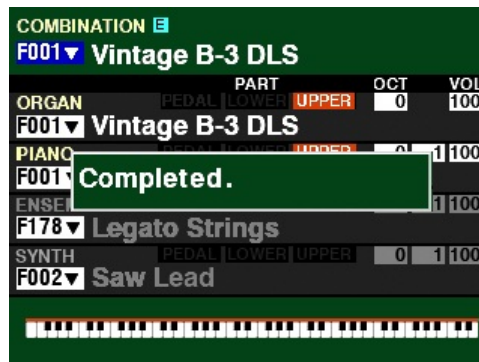


This is the screen you will use to Name your User Patch. You can use the FAVORITE buttons and the BANK and MANUAL buttons (the two rows of six buttons just below the Information Center Display) to select and enter characters. The data chart below explains the function of each of the buttons.

NAMING PARAMETERS		
Parameter	Button	Description
Aa1	BANK	Changes the character type (Capital and lower-case letters, numbers, special characters).
Delete	MANUAL	Deletes the character at the cursor.
space	FAVORITE 1	Replaces the character at the cursor with a space.
Insert	FAVORITE 6	Inserts a space at the cursor.
ABC, etc.	FAVORITES 2 ~ 5, 7 ~ 10.	Use these to cycle through and select the characters for the highlighted location. Each successive touch will cause the next character to display - for example, touching the Number 2 button will display A , touching it again will display B and touching it a third time will display C .

You can also turn the VALUE knob to select characters. If you wish to do this, use the DIRECTION “◀” and “▶” buttons to move through the characters.

8. When you have finished the Naming procedure, press the ENTER button to complete the Recording procedure. You will see the following messages flash in the display for approximately 1 second each:



NOTE: Do not turn the power “OFF” while the above messages are displaying.

After the “Recording...” message disappears, you will see the Number of the Patch you are working with change from Fnnn to Unnn. This indicates that a User Patch is now active. If you Rename a Patch, the new Name will display to the right of the Patch Number.

NOTE: If you DO NOT wish to Record, press the MENU/EXIT or PLAY button instead of the ENTER button.

9. Press the PLAY button to return to the PLAY mode.

◆ Recording a User Patch to a Combination

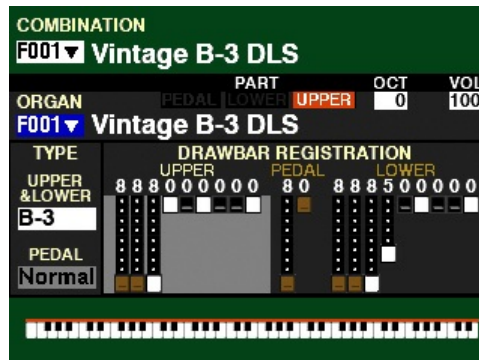
After you have created and Recorded a User Patch, you can then create and Record a User Combination containing your User Patch or Patches. This is explained starting below.

1. Select a Combination.

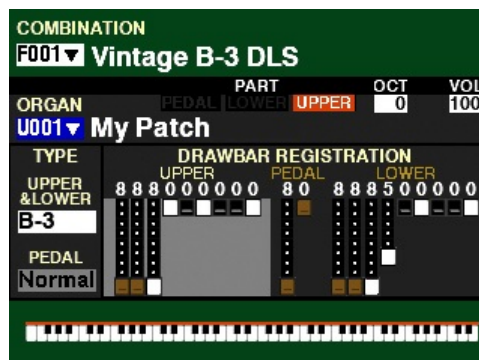


2. Use the DIRECTION “▼” button to highlight the Voice Section containing the Patch you want to include in your User Combination.

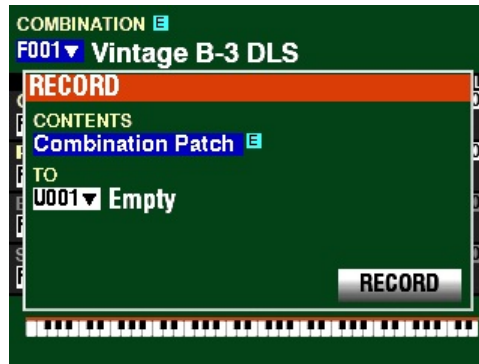
NOTE: If you want to include a Patch from a Voice Section not shown in the display, turn the ALLOCATE button for that Voice Section “ON” and use the DIRECTION “▼” or “▲” buttons to highlight the Voice Section you want.



3. Use the VALUE knob to select the User Patch you want to include in your User Combination.



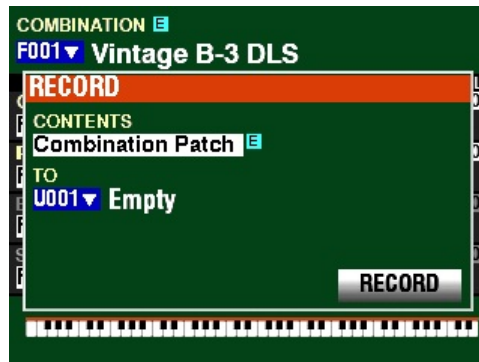
- After doing the previous steps, press the red RECORD button located to the right of the display. You will see the following message in the display:



Notice that the box underneath “CONTENTS” is highlighted.

You may now use the VALUE knob to decide what you want to Record. For this example, leave this Parameter set for “Combination Patch,” since we are Recording a User Combination.

- From the above screen, use the DIRECTION “▼” button to move the cursor to the box underneath “TO.”

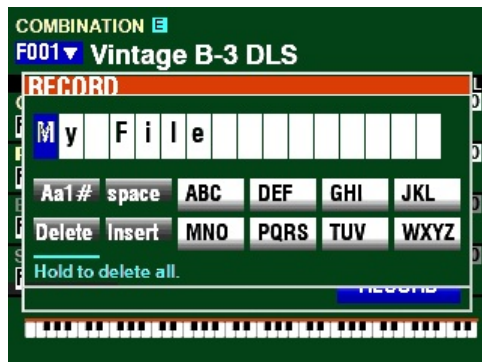


You can now use the VALUE knob to select the User Number which will contain your User Combination. For this example, leave the value set at U001.

- From the above screen, use the DIRECTION “▼” button to move the cursor to the RECORD box.



7. Press the ENTER button. The Information Center Display will look similar to this:



This is the screen you will use to Name your User Patch. You can use the FAVORITE buttons and the BANK and MANUAL buttons (the two rows of six buttons just below the Information Center Display) to select and enter characters. The data chart below explains the function of each of the buttons.

NAMING PARAMETERS		
Parameter	Button	Description
Aa1	BANK	Changes the character type (Capital and lower-case letters, numbers, special characters).
Delete	MANUAL	Deletes the character at the cursor.
space	FAVORITE 1	Replaces the character at the cursor with a space.
Insert	FAVORITE 6	Inserts a space at the cursor.
ABC, etc.	FAVORITES 2 ~ 5, 7 ~ 10.	Use these to cycle through and select the characters for the highlighted location. Each successive touch will cause the next character to display - for example, touching the Number 2 button will display A , touching it again will display B and touching it a third time will display C .

You can also turn the VALUE knob to select characters. If you wish to do this, use the DIRECTION “◀” and “▶” buttons to move through the characters.

8. Press the ENTER button to complete the Recording procedure. You will see the following messages flash in the display for approximately 1 second each:



NOTE: Do not turn the power “OFF” while the above messages are displaying.

After the “Recording...” message disappears, you will see the Combination Number at the top of the screen change to U001. This indicates that a User Combination is now active. If you Rename a Combination, the new Name will display to the right of the Combination Number.

NOTE: If you DO NOT wish to Record, press the MENU/EXIT or PLAY button instead of the ENTER button.

9. Press the PLAY button to return to the PLAY mode. The Combination will show in the display as “Uxxx” followed by the Name.

NOTE: After you have created and Recorded a User Combination, you can assign it to a FAVORITE for quick access. More information can be found starting on page 108.

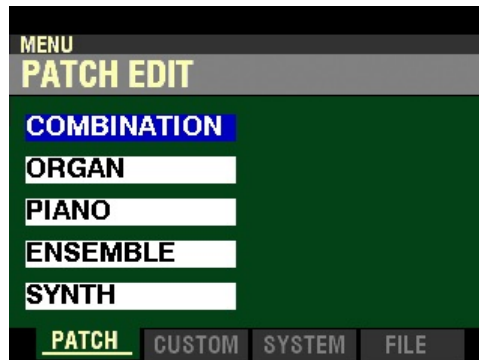
◆ PATCH LOAD FUNCTION Mode

This FUNCTION Mode allows you to select which parts of a Patch will load.

NOTE: The Parameters in this Mode are System Parameters and cannot be Recorded to a Combination or Patch; however, they are Saved as part of a Setup.

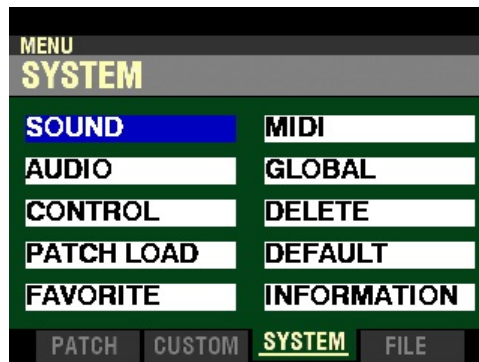
TRY THIS:

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



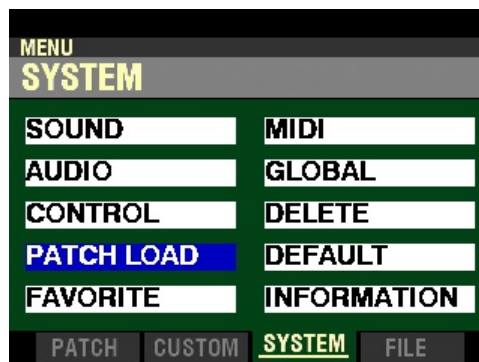
The “COMBINATION” box should be highlighted.

2. Press the PAGE “▶” button two times. The “SOUND” box should be highlighted.

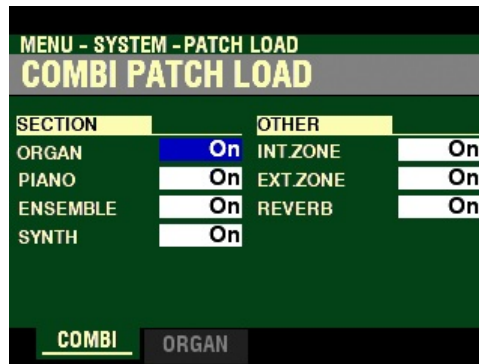


You are now in the SYSTEM Menu.

3. Press the DIRECTION “▼” button three times. The Information Center Display should now look like this:



4. Press the ENTER button. The Information Center Display should now look like this:



The box to the right of “ORGAN” should be highlighted.

COMBI PATCH LOAD

You can now select which portions of the instrument will be Loaded when a Combination is selected. These Parameters are explained starting below.

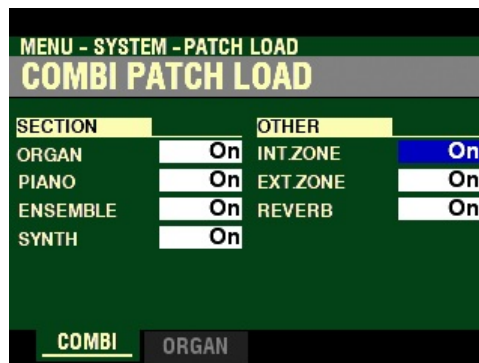
SECTION

The settings of these Parameters determine which Voice Sections will change when a Combination is selected. In this way, if you want only particular Voice Sections to change each time you select a different Combination, you can turn the desired Voice Section “ON” or “OFF.”

Use the DIRECTION “▲” and “▼” buttons to move up and down among the Voice Sections.

Turn the VALUE knob to turn the selected Voice Section “ON” or “OFF.”

From the above screen, press the DIRECTION “▶” button once.



The box to the right of “INT_ZONE” should be highlighted.

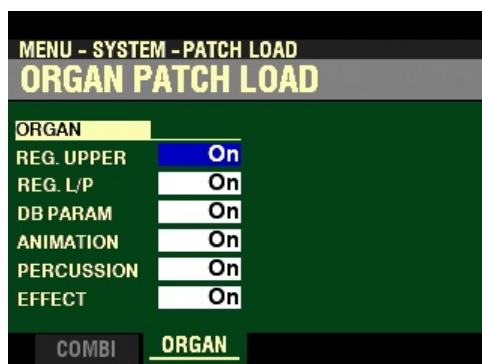
OTHER

The settings of these Parameters determine whether Internal Zones, External Zones or Reverb settings will change when a Combination is selected.

Use the DIRECTION “▲” and “▼” buttons to move up and down among the OTHER Sections.

Turn the VALUE knob to turn the selected Section “ON” or “OFF.”

From the screen shown at the bottom of the previous page, press the PAGE “▶” button once.



The box to the right of “REG.UPPER” should be highlighted.

ORGAN PATCH LOAD

The settings of these Parameters determine which portions of the ORGAN Voice Section will change when a different ORGAN Patch is selected.

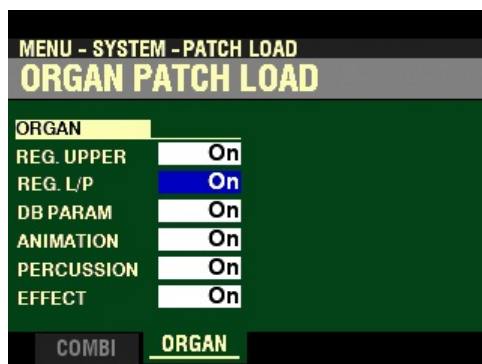
NOTE: If you turn all ORGAN PATCH LOAD Parameters “OFF” except **REG.UPPER**, the ORGAN Patches will function like the Preset Keys of a vintage Hammond Organ, which would change only the Drawbar Registrations.

REG.UPPER

This Parameter allows you to select whether you want the Drawbar registration for the UPPER Part to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”.

From the above screen, press the DIRECTION “▼” button once.



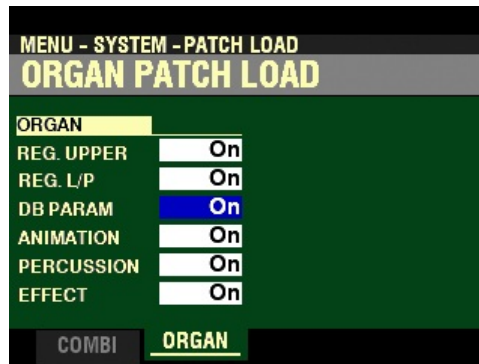
The box to the right of “REG.L/P” should be highlighted.

REG.L/P

This Parameter allows you to select whether you want the Drawbar registration for the LOWER and PEDAL Parts to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”.

From the screen shown at the bottom of the previous page, press the DIRECTION “▼” button once.



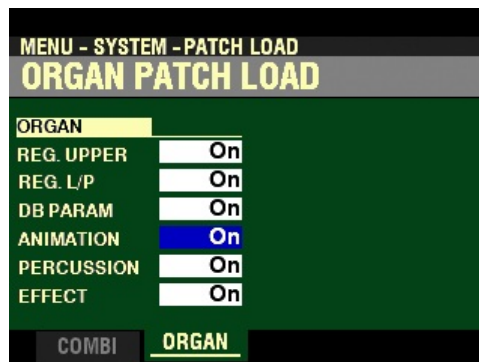
The box to the right of “DB PARAM” should be highlighted.

DB PARAM

This Parameter allows you to select whether you want the general ORGAN Section Parameters (except Drawbar Registrations, Contact Parameters and Sustain Parameters) to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”.

From the above screen, press the DIRECTION “▼” button once.



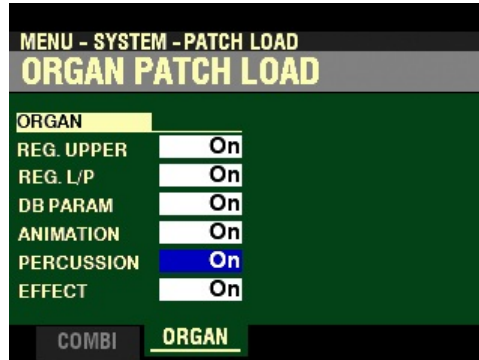
The box to the right of “ANIMATION” should be highlighted.

ANIMATION

This Parameter allows you to select whether you want the Animation for the ORGAN Section (Vibrato and Chorus, Leslie, etc.) to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”.

From the screen shown at the bottom of the previous page, press the DIRECTION “▼” button once.



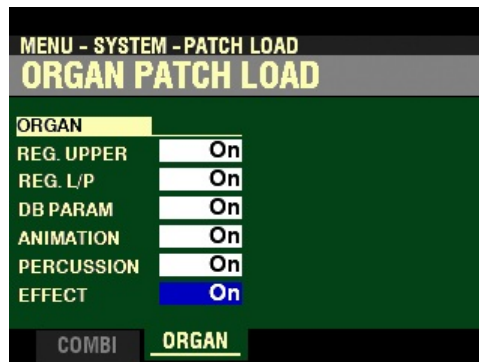
The box to the right of “PERCUSSION” should be highlighted.

PERCUSSION

This Parameter allows you to select whether you want the PERCUSSION Parameters to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”

From the above screen, press the DIRECTION “▼” button once.



The box to the right of “EFFECT” should be highlighted.

EFFECT

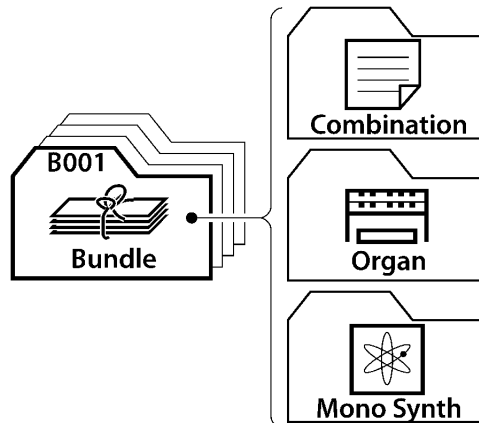
This Parameter allows you to select whether you want ORGAN Section Effects (Multi Effects 1&2, Overdrive, Equalizer and Matching Transformer) to change when you select an ORGAN Patch.

Turn the VALUE knob to turn this Parameter “ON” or “OFF.”

◆ BUNDLES

◆ What Is A “BUNDLE?”

You can Record Combination Parameters, ORGAN Patches and MONO SYNTH Patches to a Bundle. You can then Record the Bundle along with PIANO and/or ENSEMBLE Patches to a Combination. The diagram below shows this in more detail.



By creating and Recording Bundles, you can decrease the number of steps necessary to create a Combination. If you want to change only the settings for the PIANO and /or ENSEMBLE Sections without changing the ORGAN Patches, MONO SYNTH Patches or the basic Combination Parameters, you can create a Bundle which contains the Combination Parameters, ORGAN Patches and SYNTH Patches you want and simply change the PIANO and/or ENSEMBLE Patches to create new custom Combinations.

You can either Record and use a Bundle on its own, or Record a Bundle as an interim step to Recording a Combination if you want several Combinations with the same Combination, ORGAN and SYNTH Parameter settings but different PIANO and/or ENSEMBLE settings.

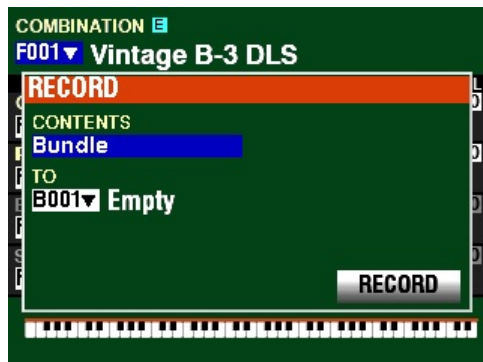
◆ Creating and Recording a Bundle

TRY THIS:

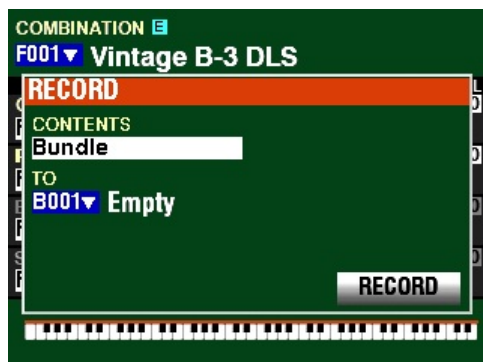
1. Create a Registration using Combination Parameters, ORGAN Section Parameters and MONO SYNTH Parameters.
2. If you have made changes to the ORGAN and/or SYNTH Voice Sections, Record your settings as User ORGAN Patches or SYNTH User Patches. (If you want to include Factory ORGAN or SYNTH Patches in your Bundle you may skip this step.)
3. After you have made your changes to a Combination and/or to Patches, press the red RECORD button. The RECORD Page will display.



4. Use the VALUE knob to select the Bundle, Combination or Patch you wish to record. You can select Bundle, Combination Patch, Organ Patch, Piano Patch, Ensemble Patch or Synth Patch. For this example, turn the VALUE knob to select Bundle if it is not already displaying.



5. From the above screen, use the DIRECTION “▼” button to move the cursor to the box underneath “TO.”

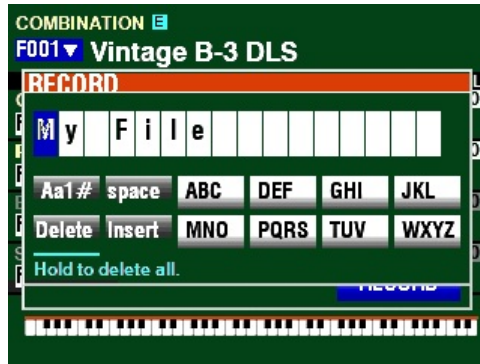


You can now use the VALUE knob to select the User Number which will contain your Bundle.

6. From the above screen, use the DIRECTION “▼” button to move the cursor to the RECORD box.



- Press the ENTER button. The Information Center Display will look similar to this:

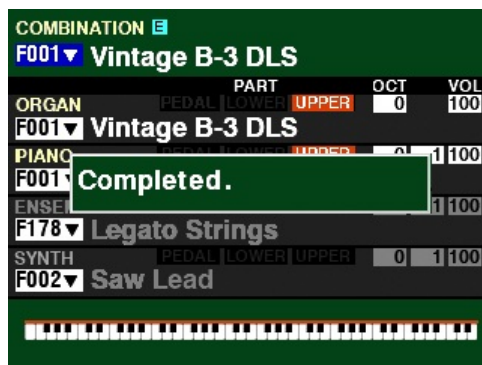
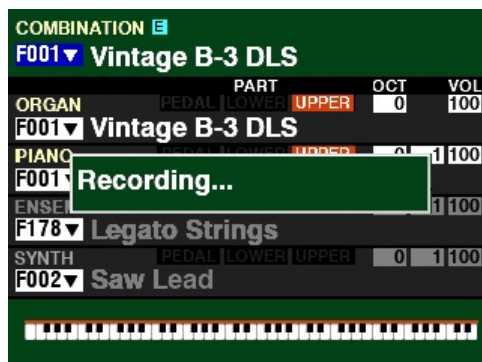


This is the screen you will use to Name your Bundle. You can use the FAVORITE buttons and the BANK and MANUAL buttons (the two rows of six buttons just below the Information Center Display) to select and enter characters. The data chart below explains the function of each of the buttons.

NAMING PARAMETERS		
Parameter	Button	Description
Aa1	BANK	Changes the character type (Capital and lower-case letters, numbers, special characters).
Delete	MANUAL	Deletes the character at the cursor.
space	FAVORITE 1	Replaces the character at the cursor with a space.
Insert	FAVORITE 6	Inserts a space at the cursor.
ABC, etc.	FAVORITES 2 ~ 5, 7 ~ 10.	Use these to cycle through and select the characters for the highlighted location. Each successive touch will cause the next character to display - for example, touching the Number 2 button will display A , touching it again will display B and touching it a third time will display C .

You can also turn the VALUE knob to select characters. If you wish to do this, use the DIRECTION “◀” and “▶” buttons to move through the characters.

8. Press the ENTER button to complete the Recording procedure. You will see the following messages flash in the display for approximately 1 second each:



NOTE: Do not turn the power “OFF” while the above messages are displaying.

After the “Completed.” message disappears, you will see the Bundle Number at the top of the screen change to B001. This indicates that a Bundle is now active. If you Rename a Bundle, the new Name will display to the right of the Bundle Number.

NOTE: If you DO NOT wish to Record, press the MENU/EXIT or PLAY button instead of the ENTER button.

9. Press the PLAY button to return to the PLAY mode. The Bundle will show in the display as “Bxxx” followed by the Name. You can now use the Bundle “as is” or include it in a Combination if you want also to include PIANO and/or ENSEMBLE settings as part of the total registration.

NOTE: See page 84 for more information on how to Record a Combination.

◆ FAVORITES



In order to make Patches - both Factory and User - easier to use in real-time performance, the SK PRO gives you the ability to use the FAVORITES buttons to access the Combinations you use most frequently quickly. The principle is similar to the buttons on the radio in an automobile which allow you to find your most frequently listened-to stations.

The FAVORITES buttons are used one at a time - pressing a FAVORITES button 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.

When a Favorite is selected, you can change any of the Parameters at any time; however, if you press another FAVORITES button, the settings you have changed will not be remembered. If you first Record the changes you have made, your changes will be remembered the next time you select that Favorite.

NOTE: For a complete listing of Combination and Patch Parameters, consult the APPENDIX of this Guide.

IMPORTANT: Do not confuse Favorites with Combinations or Patches. A Combination is a single registration, and a Patch is a setting for a particular Voice Section. A Favorite is a storage location for a Combination.

◆ MANUAL button



Normally, one of the FAVORITE buttons is “ON” (orange LED lit), indicating that a Combination has been selected. However, if you want to de-select Combinations and use the front panel controls entirely to control the sound, turn this button “ON.” The FAVORITE buttons will all turn “OFF” and all sounds and features of the SK PRO will be controlled by the front panel controls as well as by the Parameter settings from the FUNCTION Modes.

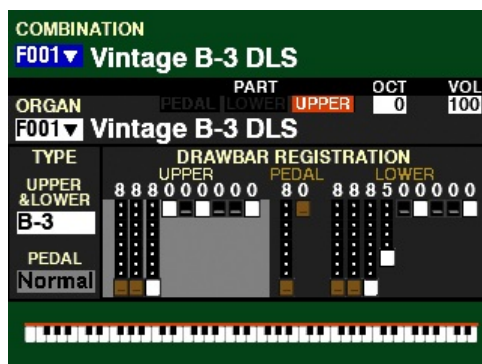
◆ Loading a Combination into a FAVORITE button

Although the FAVORITE buttons have Combinations pre-assigned to them, you can load other Factory Combinations or your own User Combinations to be recalled by FAVORITE buttons. The SK PRO contains ten (10) Banks of ten (10) Combinations each for a total of 100 Combinations.

The Factory (F) Combinations are loaded to the ten FAVORITE Banks in sequential order - Bank 1 contains Combinations F001 through F010, Bank 2 contains Combinations F011 through F020, etc. However, you may assign any Factory or User Combination to any Favorite. The Factory Combinations and Patches themselves will not be affected if you do so.

TRY THIS:

1. Make sure the Information Center Display is in PLAY Mode and the Combination Number is highlighted, as shown below.



When the Information Center Display is in this mode, pressing any of the numbered FAVORITE buttons will show which Combination is loaded into that particular Favorite.

2. Turn the VALUE knob to select the Combination you want to assign as a Favorite.



3. Press and Hold the red RECORD button.



4. While continuing to Hold the red RECORD button, press the numbered FAVORITE button you want to use to recall the Combination you have selected.



The orange LED of the FAVORITE button you pressed will flash rapidly several times. When it stops flashing, you will be able to recall your Combination from that FAVORITE button.

◆ FAVORITE BANKS

Your SK PRO contains 10 Banks of Combinations with 10 Favorites per Bank. This gives you a total of 100 Combinations you can access using the FAVORITE buttons.

You can load the FAVORITE buttons with up to ten (10) Banks of Favorites, so that you can have up to 100 Patches available through the FAVORITE buttons.

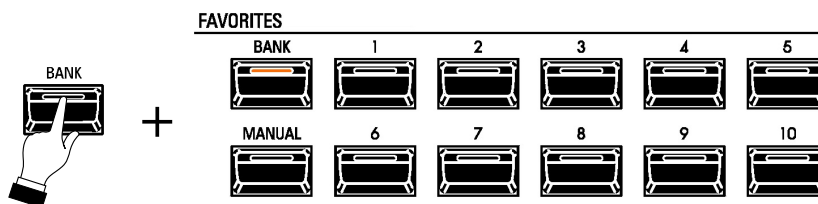
BANK button



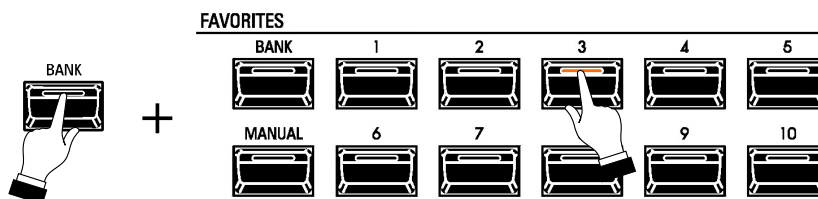
Use this button in conjunction with the numbered FAVORITE buttons to select Favorite Banks.

TRY THIS:

1. Press and Hold the BANK button. A FAVORITE button will light showing which Favorite Bank is currently active.



2. While holding the BANK button, touch any one of the FAVORITE buttons.

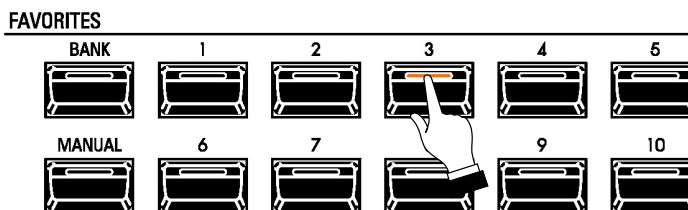


- Release both buttons. You will see the following:



Notice that the BANK button and all of the FAVORITE buttons are blinking. This indicates that you are now able to select the FAVORITE Bank you want to use.

- Press any one of the FAVORITE buttons.



After doing the above, all the flashing LEDs will turn "OFF" except for the FAVORITE button you just selected. The FAVORITE buttons are now loaded with the Combinations from the Favorite Bank you selected.

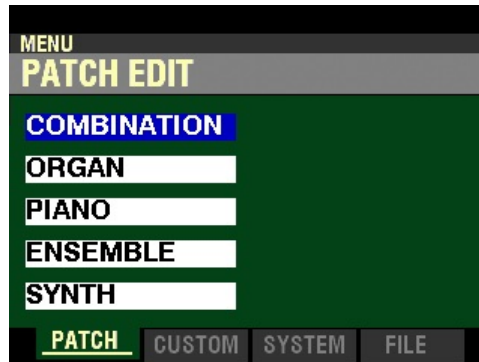
NOTE: You can also assign Favorites and Favorite Banks from the BANK FUNCTION Mode Page. This is explained starting on page 114.

◆ FAVORITE FUNCTION Mode

This FUNCTION Mode allows you to adjust different Parameters relating to Favorites..

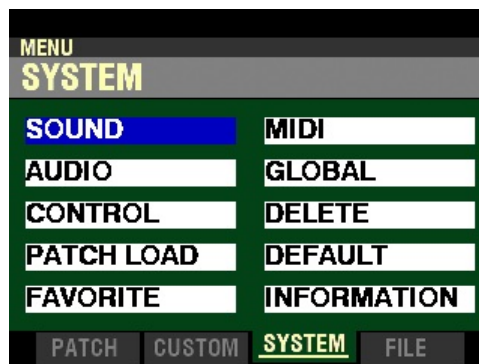
TRY THIS:

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



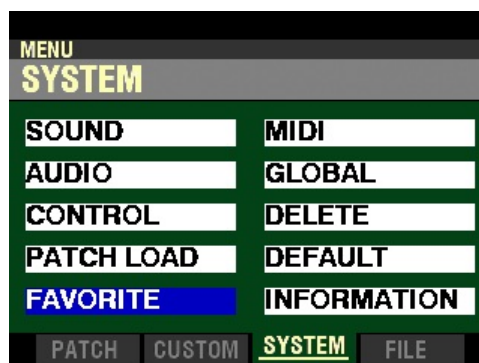
The “COMBINATION” box should be highlighted.

2. Press the PAGE “▶” button two times. The “SOUND” box should be highlighted.

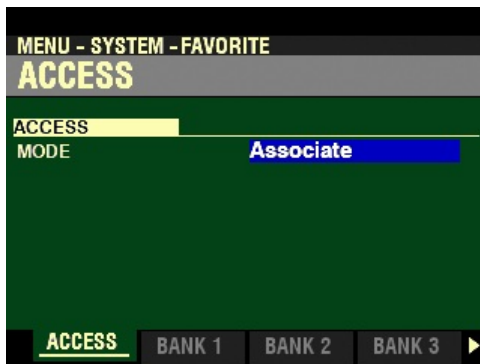


You are now in the SYSTEM Menu.

3. Press the DIRECTION “▼” button four times. The Information Center Display should now look like this:



5. Press the ENTER button. The Information Center Display should now look like this:



The box to the right of “MODE” should be highlighted.

ACCESS

MODE

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

FAVORITES Access Options	
Setting	Description
ASSOCIATE	This allows you to touch a numbered [FAVORITE] button to recall the Combination associated with that button. To associate a Combination with a numbered button, Press and Hold the red RECORD button and touch one of the numbered FAVORITE buttons.
BUNDLE	This allows you to recall Bundles (Combination Parameters, ORGAN and MONO SYNTH Patches). (NOTE: There are no factory-programmed Bundles.)
DIRECT	Allows you to recall Combinations by using the numbered buttons as a numeric keypad. For example, if you want to recall Combination 099, simply touch “0,” “9” and “9” and the ENTER button. (NOTE: This mode cannot associate a numbered FAVORITE button to a Combination.)

Turn the VALUE knob to make your selection.

From the screen shown on the previous page, press the PAGE “▶” button once.



The box underneath “NUMBER” should be highlighted.

NOTE: You can also SHORTCUT into this FUNCTION Mode Page by pressing and holding one of the ten FAVORITE buttons. The Combination associated with the button you press and hold will be highlighted in the display along with the Favorite Bank, which will be shown at the bottom of the screen.

BANK

PATCH NUMBER

This Parameter allows you to assign individual Combinations or Bundles to FAVORITE buttons for each Favorite Bank. In this way you can create custom Favorite Banks easily and quickly.

The left side of the display shows the Combination or Bundle Number. This number will be the same one shown at the top of the PLAY screen.

The middle portion of the display shows the Name in blue lettering. This name will be shown in the PLAY screen to the right of the Combination or Bundle Number.

Use the DIRECTION “▼” and “▲” buttons to move up and down among the FAVORITE Numbers.

Use the PAGE “◀” and “▶” buttons to move back and forth through the FAVORITE Banks (1 ~ 10).

Turn the VALUE knob to select from among the available Combinations. You will see the Name change when you select a different Combination.

The following is an example of how to create your own Combination Banks either with Factory Combinations, your own Combinations or Bundles.

TRY THIS:

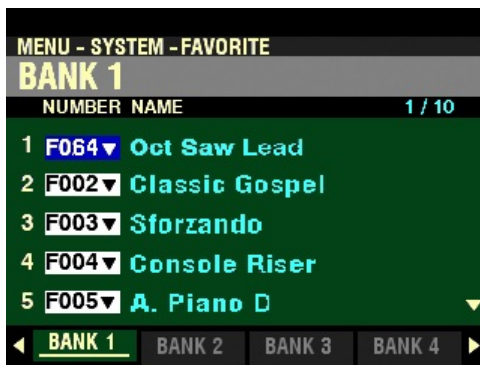
1. Make sure the MENU-SYSTEM-FAVORITE -BANK 1 FUNCTION Mode Page is displaying (see below):



The number F001 should be highlighted.

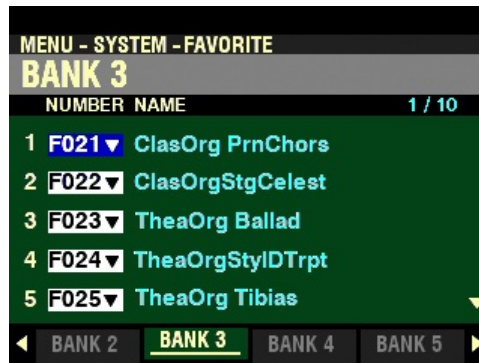
Now, suppose you want to replace Combination F001 with F064 (Oct Saw Lead).

2. Turn the VALUE knob to the right. The Combination Number will change. Continue to turn the Value control until you see Oct Saw Lead in the middle portion of the display.

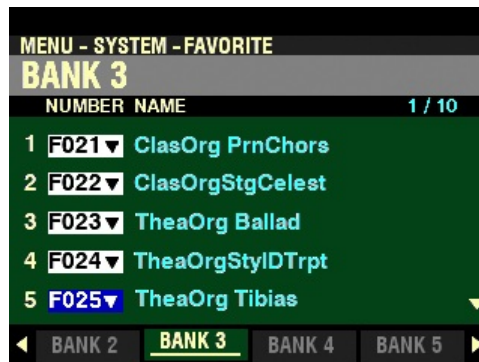


Now, suppose you want to make some changes to another FAVORITE Bank - for example Bank #3.

- From the above screen, press the PAGE “▶” button to select Favorite Bank #3:

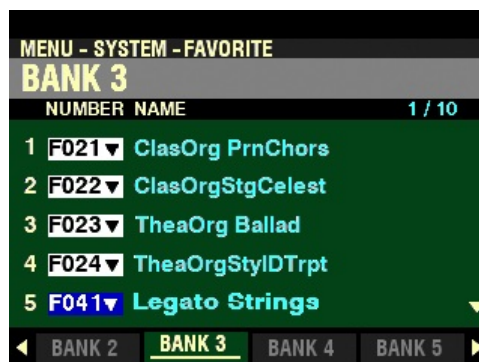


- Use the DIRECTION “▲” or “▼” buttons to highlight the Favorite you want to change. For this example, select Favorite #5.



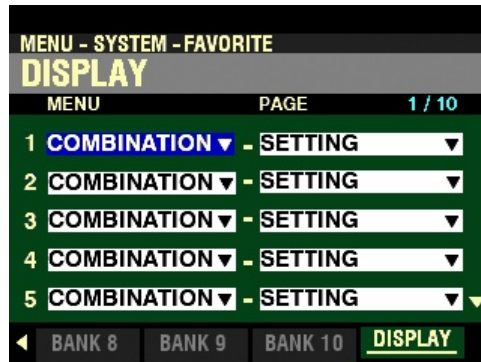
Now, suppose you want to replace Combination F025 with F041 (Legato Strings) for Favorite #5.

- Turn the VALUE knob to the right. The Combination Number will change. Continue to turn the Value control until you see Legato Strings in the middle portion of the display.



Repeat this procedure as many times as you wish, using the DIRECTION “▲” and “▼” buttons to select FAVORITE Numbers and turning the VALUE knob to select Factory Combinations, User Combinations or Bundles.

From the screen shown at the bottom of the previous page, press the DIRECTION “▼” button once.



The box underneath “MENU” should be highlighted.

MENU & PAGE

These Parameters allow you to associate and confirm the assignment of Patches and Display Pages to numbered FAVORITE buttons. Pressing and holding the SHIFT button and pressing a FAVORITE button will display a FUNCTION Mode and a specific Page within the selected FUNCTION Mode.

NOTE: You must specify both a MENU and a PAGE in order to make full use of this feature.

MENU

This Parameter allows you to associate a FUNCTION Mode with a FAVORITE button. The data chart below shows the options you may select.

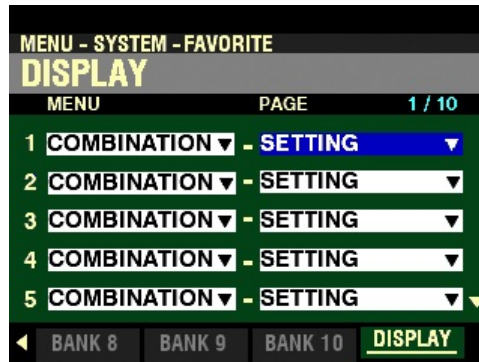
FAVORITE DISPLAY - MENU Settings	
Parameter	Description
COMBINATION, ORGAN, PIANO, ENSEMBLE, SYNTH	Displays the PATCH EDIT FUNCTION Modes.
TONE WHEEL, LESLIE, PEDAL REG., PIPE	Displays the CUSTOM SET FUNCTION Modes.
SOUND, AUDIO, CONTROL, PATCH LOAD, FAVORITE, MIDI, GLOBAL	Displays the SYSTEM FUNCTION Modes (except DELETE, DEFAULT and INFORMATION).

Use the DIRECTION “▲” and “▼” buttons to move up and down through the FAVORITE Numbers.

Turn the VALUE knob to make your selection.

NOTE: The above Parameter allows you to specify the **MENU only**. The **PAGE** Parameter must also be selected. This is explained on the next page.

From the screen shown on the previous page, press the DIRECTION “▶” button once.



The box underneath “PAGE” should be highlighted.

PAGE

This Parameter allows you to select a Page within the FUNCTION Mode shown to the left to associate with a FAVORITE button. The data chart below shows the options you may select.

FAVORITE DISPLAY - PAGES	
FUNCTION Mode	Page
COMBINATION	SETTING, REVERB, CONTROL, INT. ZONE, EX..ZONE
ORGAN	GENERAL, DRAWBAR, CON/SUS, PERCUSS, VIB&CHR, M.TRANS, LESLIE, MFX 1, O.DRIVE, MFX 2, EQUALIZ, TRANS1, TRANS2
PIANO, ENSEMBLE	GENERAL, P.CHORD, LFO 1, LFO 2, COMPO., COMPO.-BASIC, COMPO.-OSC, COMPO.-P.EG, COMPO.-DELAY, COMPO.-FILTER, COMPO.-FIL EG, COMPO.-AMP, COMPO.-AMP EG, MFX 1, O.DRIVE, MFX 2, EQUALIZ,
SYNTH	GENERAL, LFO, OSC, FILTER, P&FEG, AMP, AMP EG, MFX 1, O.DRIVE, MFX 2, EQUALIZ,
TONE WHEEL	SET, FOLD, EACH.WH, LEAK.WH, M.LEVEL
LESLIE	CABINET, SPEAKER ROTOR, MIKING, TRANS
PEDAL REG.	SET, EACH DB
PIPE	SET, UPPER DB, LOWER DB, PEDAL DB
SOUND	M.TUNE, M.EQ
AUDIO	AUDIO, LESLIE
CONTROL	FOOT SW1, FOOT SW2, EXP.PED, DAMPER, USER, P.BEND, TW BRAKE, DISPLAY, PANEL, KEY
PATCH LOAD	COMBI, ORGAN
FAVORITE	ACCESS, BANKS 1 ~ 10, DISPLAY
MIDI	TEMPLATE, GENERAL, SYS EX, CHANNEL
GLOBAL	POWER, USB

Use the DIRECTION “▲” and “▼” buttons to move up and down through the FAVORITE Numbers.

Turn the VALUE knob to make your selection.

NOTE: These settings are Saved as part of a Setup.

NOTE: You can also associate a numbered button and a display page by pressing a numbered button while holding the SHIFT and RECORD buttons together.