

HAMMOND



Sk **PRO**

**MULTI EFFECTS /
OVERDRIVE /
EQUALIZER**

MULTI EFFECTS / OVERDRIVE / EQUALIZER

Each of the Voice Sections of the SK PRO contains 4 different FUNCTION Modes which add different effects to the selected sounds. These will be explained starting below.

◆ MULTI EFFECT 1

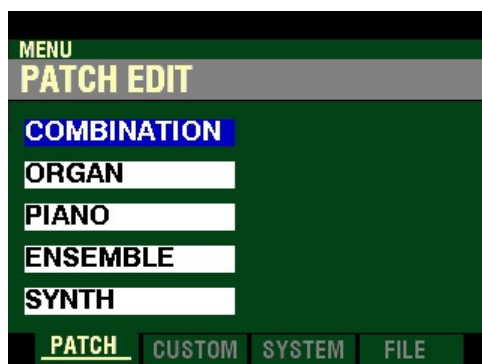
There are four Multi Effects that are inserted at pre-Overdrive or Expression.

1. Tremolo
2. Wah-Wah
3. Ring Modulator
4. Compression

This FUNCTION Mode Page allows you to select and adjust these Effects.

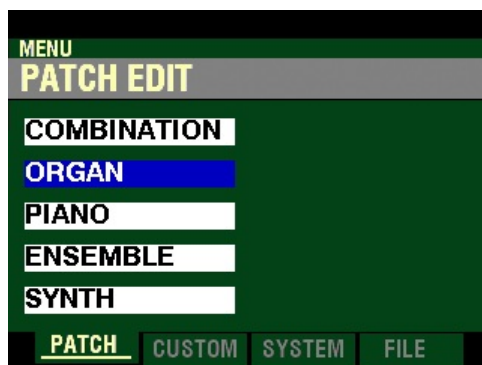
◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the ORGAN Voice Section using the MENU/EXIT button:

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 DIRECTION “▼” button once. The “ORGAN” box should be highlighted.



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



The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



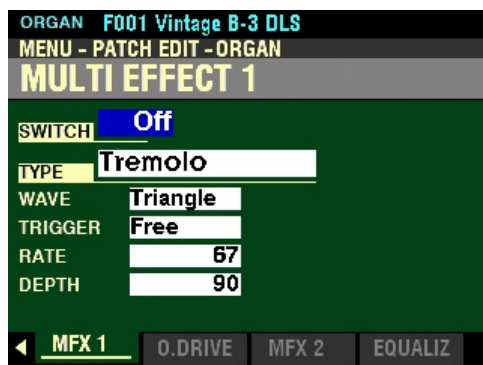
◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the ORGAN Voice Section using the Shortcut:

- Press and Release the UPPER and PEDAL buttons in the DRAWBAR SELECT button section simultaneously. The Information Center Display should now look like this:



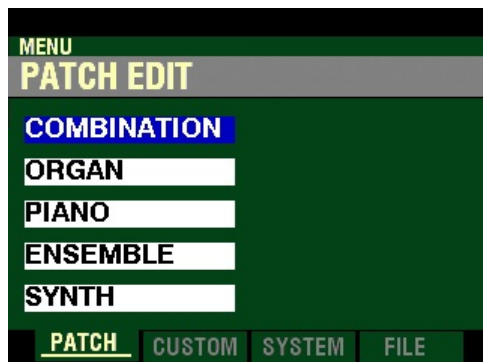
The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Sections using the MENU/EXIT button:

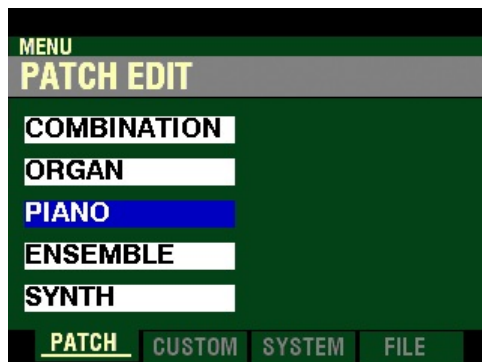
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



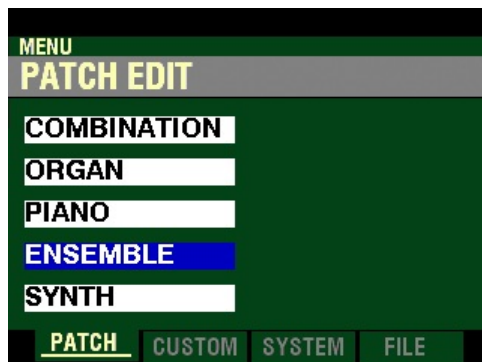
The “COMBINATION” box should be highlighted.

PIANO Voice Section:

2. Press the DIRECTION “▼” button two times. The “PIANO” box should be highlighted.

**ENSEMBLE Voice Section:**

2. Press the DIRECTION “▼” button three times. The “ENSEMBLE” box should be highlighted.

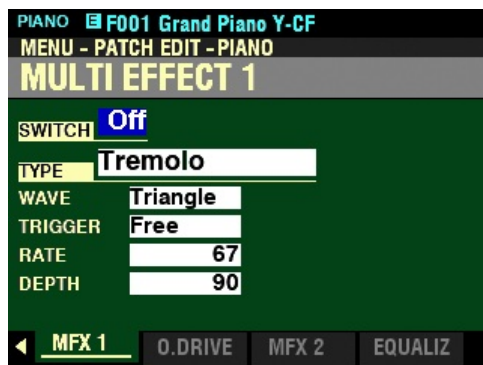


3. Press the ENTER button. The Information Center Display should now look similar to this:



NOTE: If the ENSEMBLE FUNCTION Mode is selected, the top messages of the screen will show the currently selected ENSEMBLE PATCH.

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



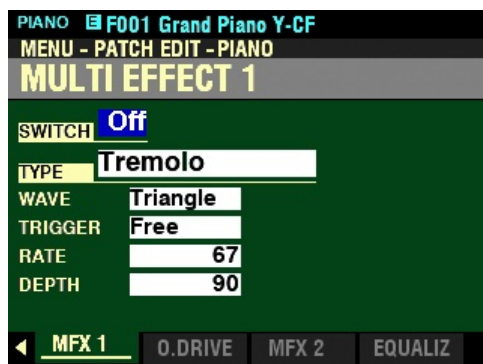
◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Section using the Shortcut:

1. Press and Release the EDIT button in either the PIANO or ENSEMBLE Voice Section, depending on which Section you want to edit.. The Information Center Display should now look similar to this:



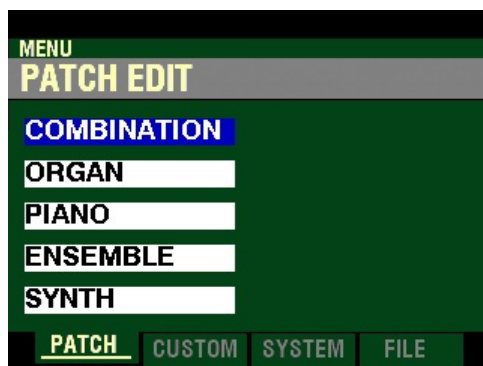
NOTE: If the ENSEMBLE FUNCTION Mode is selected, the top messages of the screen will show the currently selected ENSEMBLE PATCH.

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



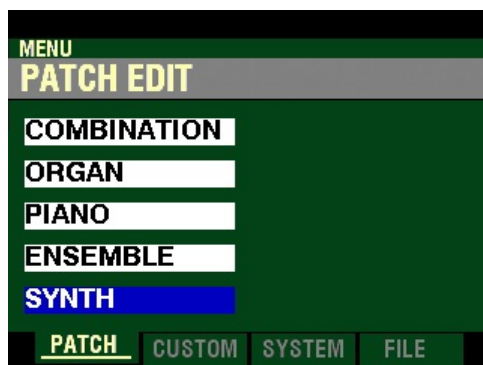
◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the MONO SYNTH Voice Section using the MENU/EXIT button:

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

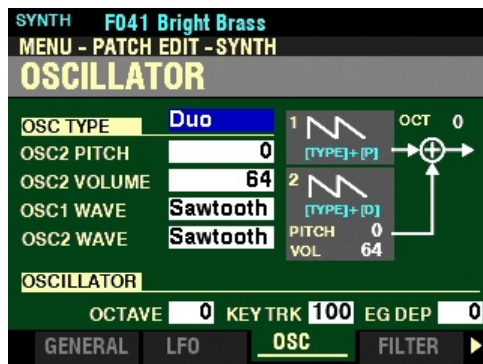


The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button four times. The “PIANO” box should be highlighted.

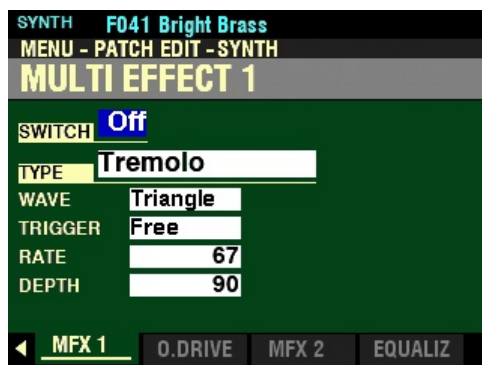


3. Press the ENTER button. The Information Center Display should now look like this:



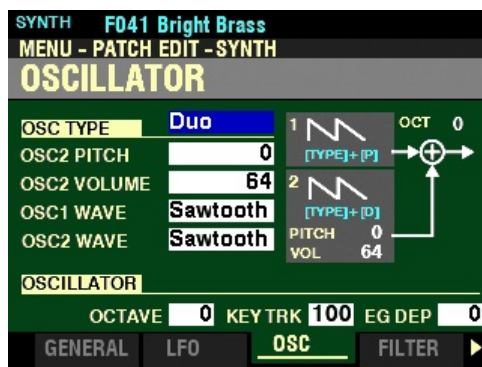
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

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

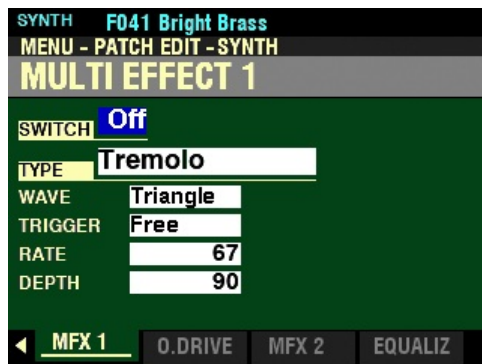


◆ Accessing the MULTI EFFECT 1 FUNCTION Mode Page for the MONO SYNTH Voice Section using the Shortcut:

- Press and Release the HOLD TO EDIT button in the MONO SYNTH Section. After you release the button, the Information Center Display should look like this:



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

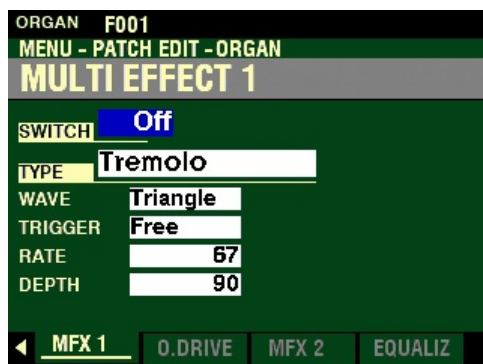


Whether accessing this Menu Page using the buttons or the Shortcut, you can turn the VALUE knob to select the effect you want to edit.

The next pages will describe the various Effects and the choices possible within each Effect.

NOTE: With two exceptions (explained later in this chapter), the **MULTI EFFECT 1**, **OVERDRIVE**, **MULTI EFFECT 2** and **EQUALIZER** FUNCTION Modes are identical for all Voice Sections. To avoid confusing repetition, the ORGAN Voice Section will be used as the basis for the explanations of these Effects.

If you followed the instructions on the previous pages, you should now see the MULTI EFFECT 1 FUNCTION MODE Page. The box to the right of “SWITCH” should be highlighted.



◆ SWITCH

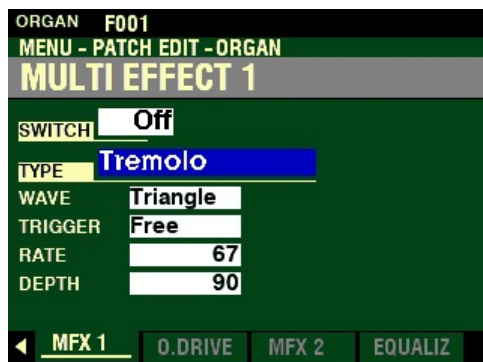
This Parameter allows you to turn MULTI EFFECT 1 “ON” or “OFF.”

NOTE: This is a “MASTER ON / OFF” for MULTI EFFECT 1.

Turn the VALUE knob to make your selection.

For the following explanations, turn the MULTI EFFECT SWITCH “ON.” This is so you can select and hear the changes to the characteristics for the selected MULTI EFFECT 1 as you make them.

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 the Type of Multi-Effect that will be added when the MULTI EFFECT 1 is “ON.”

The data chart shown below describes the different effects in the MULTI EFFECT 1 FUNCTION Mode in the order in which they appear in the Information Center Display.

DRAWBAR MULTI-EFFECTS	
Description	Function
Tremolo	Raises and lowers the amplitude or volume at a determined rate.
Wah-Wah	Periodic emphasis and de-emphasis of upper frequencies by means of a frequency filter to impart a speech-like quality to the sound.
Ring Modulation	Signal-processing effect whereby two different frequencies are mixed together in such a way as to reduce or eliminate the individual frequencies themselves, leaving only the sum and the difference of the two frequencies.
Compressor	Detects the volume of the source, and reduces or emphasizes the amount of volume change.

Turn the VALUE knob to make your selection.

NOTE: These Multi-Effects are available on all Organ Types except “Pipe.”

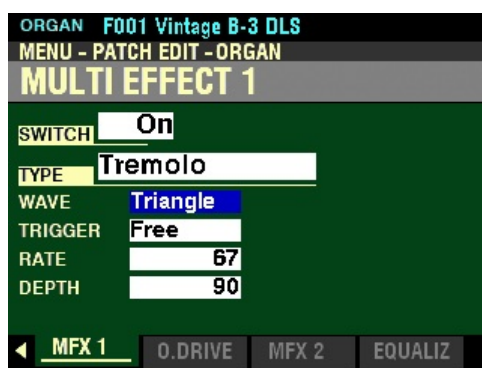
NOTE: The next two pages will describe the available Parameters for the Tremolo MULTI EFFECT 1.

Tremolo

Tremolo is a periodic raising and lowering of the amplitude or volume at a determined rate.

NOTE: This Multi Effect is different from the Leslie Tremolo, which is meant to simulate the tremulant of a pipe organ.

With “TREMOLLO” selected, press the DIRECTION “▼” button *once*.



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

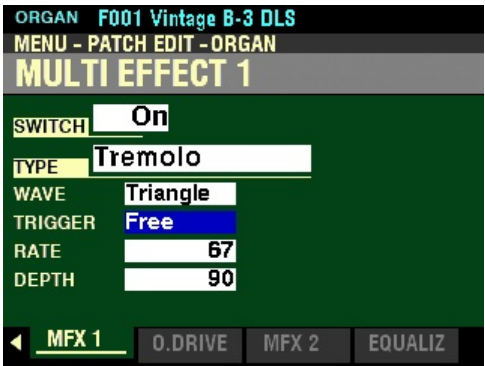
WAVE

This Parameter allows you to select which waveform will be used to modulate the Tremolo. The data chart below shows the options you may select.

WAVE OPTIONS	
Waveform	Description
Triangle	Triangle wave, which will change the volume smoothly from loud to soft to loud.
Square	Square wave, which will cause the volume to rise and fall suddenly.
SawDown	Descending Sawtooth wave, which will cause the volume to rise suddenly and fall gradually.
S&H	Sample & Hold, which will cause the volume to rise and fall randomly.
DullSqu	Dull Square wave - similar to SQR, but with a smoother rising and falling of the volume.

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 “TRIGGER” should be highlighted.

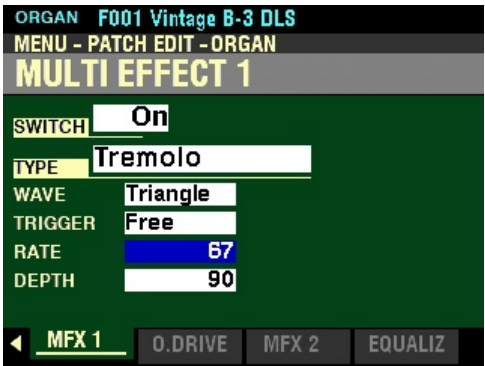
TRIGGER

This Parameter allows you to adjust whether the phase of the modulating waveform will reset each time a key is depressed.

WAVE OPTIONS	
Parameter	Description
Free	Pressing a key will intercept the LFO at whatever point it happens to be in its cycle.
Single	The LFO of each note oscillates individually. Each LFO will start its cycle when a key is depressed.

Turn the VALUE knob to make your selection.

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



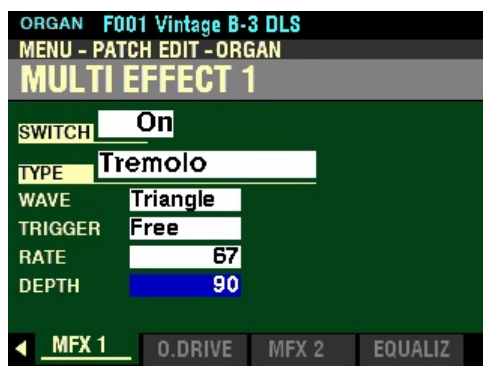
The box to the right of “RATE” should be highlighted.

RATE

This Parameter allows you to adjust the speed of the tremolo cycle. You can select from 0 (slowest rate) to 127 (fastest rate)

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 to the right of “DEPTH” should be highlighted.

DEPTH

This Parameter allows you to adjust the intensity or depth of the Tremolo. You can select from 0 (no modulation) to 127 (maximum modulation).

Turn the VALUE knob to the right to increase the Tremolo Depth.

Turn the VALUE knob to the left to decrease the Tremolo Depth.

Wah-Wah

Wah-Wah is a periodic emphasis and de-emphasis of upper frequencies by means of a frequency filter to impart a speech-like quality to the sound. The term itself is descriptive of the sound produced (what grammaticians call an “onomatopoeia.”).

Guitarists frequently use this effect, which is also somewhat similar to the sound produced by a trumpeter using a Wah-Wah or Harmon mute.

From the screen shown on the previous page, use the DIRECTION buttons to move the cursor the the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Wah-Wah.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Wah-Wah MULTI EFFECT as you make them.

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



The box to the right of “SOURCE” should be highlighted

SOURCE

This Parameter allows you to select how the Wah-Wah effect is controlled. The data chart below shows the options you may select.

Wah-Wah Source Options	
Parameter	Description
MOD	The effect is controlled by the Modulation Wheel.
EXP	The effect is controlled by the Expression Pedal.
LFO	The effect is controlled by the inbuilt LFO (Low Frequency Oscillator).
Input	The effect is controlled by the input audio envelope of the sound engine.

Turn the VALUE knob to make your selection.

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



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

SENS - Wah-Wah Sensitivity

This Parameter allows you to sets the Sensitivity or High and Low ranges of the Wah-Wah effect. You can select from 0 (minimum range) to 127 (maximum range).

Turn the VALUE knob to the right to increase the range.

Turn the VALUE knob to the left to decrease the range.

NOTE: The effect of this Advanced Feature depends on the **SOURCE** setting. When **LFO** is selected, the VALUE knob can be used to control the excursion of the Wah-Wah effect. When **EXP** is selected, the Expression Pedal can be used to control the Wah-Wah sensitivity.

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



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

RESO - Wah-Wah Resonance

This Parameter allows you to set the resonance frequency of the Low-Pass Filter used to control the Wah-Wah effect. You can select from 0 (minimum resonance) to 127 (maximum resonance). At higher number settings, the Wah-Wah effect becomes more pronounced and articulated.

Turn the VALUE knob to the right to increase the amount of Resonance.

Turn the VALUE knob to the left to decrease the amount of Resonance.

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



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

FREQ - Wah-Wah Frequency

This Parameter allows you to adjust the central frequency of the Wah-Wah effect. You can select from 0 (lowest frequency) to 127 (highest frequency).

Turn the VALUE knob to the right to increase the Frequency.

Turn the VALUE knob to the left to decrease the Frequency.

From the above screen, use the DIRECTION “►” and “▲” button to highlight the box to the right of “LFO WAVE.”



LFO WAVE - Wah-Wah Waveform

This Parameter allows you to select which waveform will be used to modulate the Wah-Wah effect. The data chart below shows the options you may select.

Drawbar Wah-Wah Wave Options	
Description	Function
TRI	Triangle wave, which will change the sound smoothly from high to low to high.
SQR	Square wave, which will cause the filter to rise and fall suddenly.
SAW	Ascending Sawtooth wave, which will cause the filter to rise suddenly and fall gradually.
S&H	Sample & Hold, which will cause the filter to rise and fall randomly.

NOTE: The SOURCE must be set to “LFO” in order for this Advanced Feature to function.

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 to the right of “LFO RATE” should be highlighted.

LFO RATE - Wah-Wah Rate

This Parameter allows you to adjust the rate of the Wah-Wah effect. You can select from 0 (slowest rate) to 127 (fastest rate).

NOTE: The SOURCE must be set to LFO in order for this Advanced Feature to function.

Turn the VALUE knob to the right to make the rate faster.

Turn the VALUE knob to the left to make the rate slower.

Ring Mod. (Ring Modulation)

“Ring modulation” is a signal-processing effect whereby two different frequencies are mixed together in such a way as to eliminate, as much as possible, the individual frequencies themselves, leaving only the sum and the difference of the two frequencies. In analog circuits, this is accomplished by arranging diodes in a circle or ring, giving rise to the term, “ring modulator.” The result is a sound rich in overtones and typically having somewhat of a bell-like or metallic quality. Because of this, the sound is sometimes called a “Klang tone.”

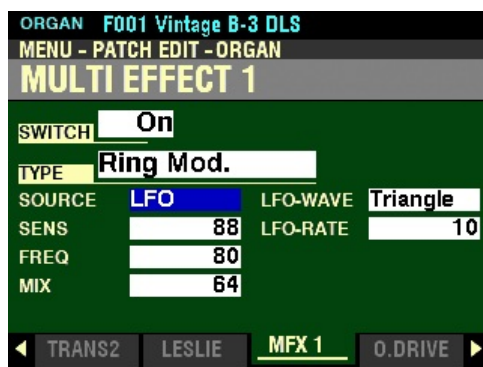
From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Ring Mod.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Ring Modulator MULTI EFFECT as you make them.

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



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

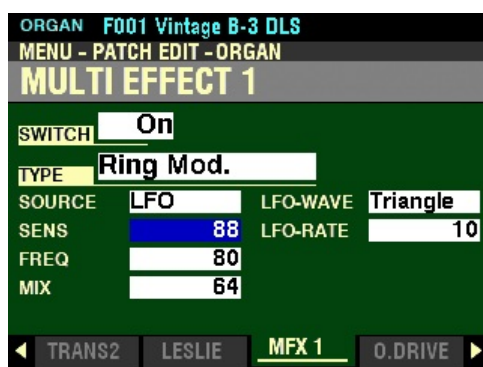
SOURCE

Because a Ring Modulator requires two frequencies, there needs to be some way to control the “ring” frequency, or the frequency the sound produced by the playing keys will interface with. This Parameter allows you to select how the ring frequency will be controlled. The data chart below shows the options you may select.

Ring Modulation Source Options	
Parameter	Description
MOD	The effect is controlled by the Modulation Wheel.
EXP	The effect is controlled by the Expression Pedal.
LFO	The effect is controlled by the inbuilt LFO (Low Frequency Oscillator).
Note	The effect is controlled by the notes played on the Keyboard.

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 “SENS” should be highlighted.

SENS - Ring Modulator Sensitivity

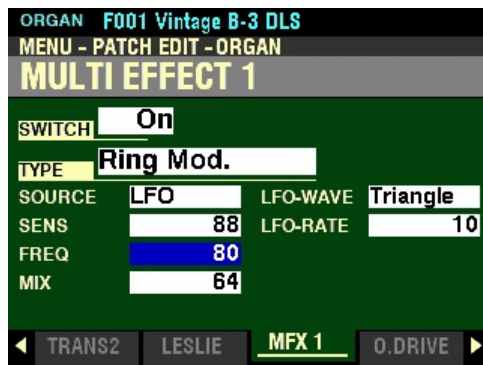
This Parameter allows you to sets the High and Low ranges of the Ring Modulator effect. You can select from 0 (minimum range) to 127 (maximum range).

Turn the VALUE knob to the right to increase the range.

Turn the VALUE knob to the left to decrease the range.

NOTE: The effect of this Advanced Feature depends on the **SOURCE** setting. When **LFO** is selected, the VALUE knob can be used to control the excursion of the Ring Modulator effect. When **EXP** is selected, the Expression Pedal can be used to control the Ring Modulator sensitivity.

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



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

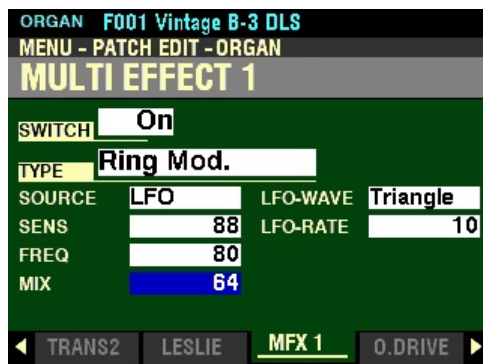
RES - Ring Modulator Frequency

This Parameter allows you to adjust the central frequency of the Ring Modulator effect. You can select from 0 (lowest frequency) to 127 (highest frequency).

Turn the VALUE knob to the right to increase the frequency.

Turn the VALUE knob to the left to decrease the frequency.

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



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

FREQ - Ring Modulator Mix

This Parameter allows you to adjust the volume balance between the “dry” and the effect sounds. You can select from 0 to 127. At 0 only the “dry” sound is heard. The effect level becomes greater as the value increases. At 64 the ratio between the “dry” and the effect sounds becomes 1:1. At 127 only the effect sound is heard.

Turn the VALUE knob to the right to emphasize the Effect Sound.

Turn the VALUE knob to the left to emphasize the Dry Sound.

Turn the VALUE knob to make your selection.

From the screen shown at the bottom of the previous page, use the DIRECTION “►” and “▲” buttons to highlight the box to the right of “LFO WAVE.”



LFO WAVE - Ring Modulator Waveform

This Parameter allows you to select which waveform will be used to modulate the Ring Modulator effect. The data chart below shows the options you may select.

Drawbar Ring Modulator Wave Options	
Description	Function
Triangle	Triangle wave, which will change the sound smoothly from high to low to high.
SQR	Square wave, which will cause the filter to rise and fall suddenly.
SAW	Ascending Sawtooth wave, which will cause the filter to rise suddenly and fall gradually.
S&H	Sample & Hold, which will cause the filter to rise and fall randomly.

NOTE: The SOURCE must be set to LFO in order for this Advanced Feature to function.

Turn the VALUE knob to make your selection.

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



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

LFO RATE - Ring Modulator Rate

This Parameter allows you to adjust the rate of the Ring Modulator effect. You can select from 0 (slowest rate) to 127 (fastest rate).

NOTE: The SOURCE must be set to LFO in order for this Advanced Feature to function.

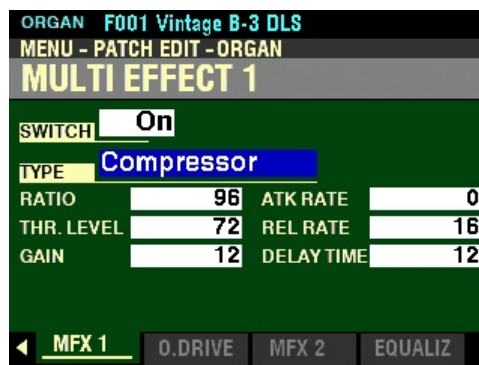
Turn the VALUE knob to the right to make the rate faster.

Turn the VALUE knob to the left to make the rate slower.

Compressor

Compressor detects the volume of the source, and reduces or emphasizes the amount of volume change.

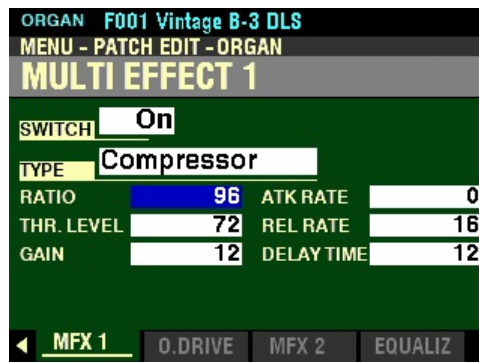
From the screen shown at the bottom of the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Compressor.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Compressor MULTI EFFECT as you make them.

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



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

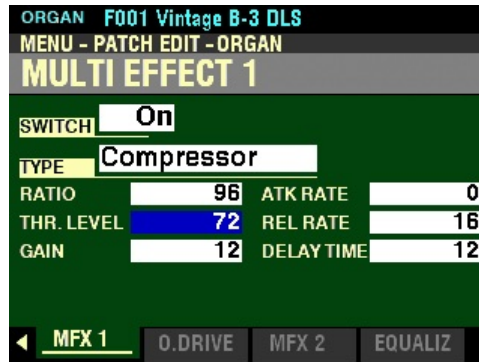
RATIO RATE

This Parameter allows you to adjust the ratio at which the volume changes between input and output. You can select from 0 to 127. A higher value results in a lesser change of volume.

Turn the VALUE knob to the right to increase the Ratio Rate.

Turn the VALUE knob to the left to decrease the Ratio Rate.

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



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

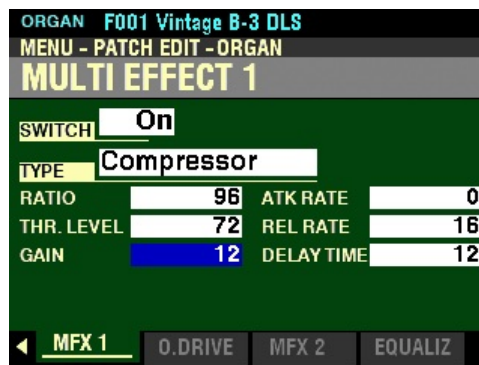
THRESHOLD LEVEL

This Parameter allows you to adjust the value of the input level at which reduction begins. You can select from 0 to 127 (0 to +24db). A lower value results in compression beginning at a lower input level.

Turn the VALUE knob to the right to increase the Threshold Level.

Turn the VALUE knob to the left to decrease the Threshold Level.

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

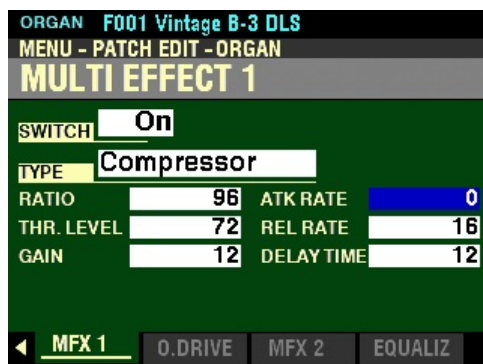


The box to the right of “GAIN” should be highlighted.

OUTPUT GAIN

This Parameter allows you to increase the volume to a level to be reduced by the compression process. You can select from 0 to 127 (0 to +24db). A higher value results in a higher volume.

From the screen shown at the bottom of the previous page, use the DIRECTION “▲” and “►” buttons to highlight the box to the right of “ATK RATE.”



ATTACK RATE

This Parameter allows you to adjust the rate at which the volume is reduced when the input sound exceeds the threshold level. You can select from 0 to 127. A higher value results in a slower reduction rate and the Attack of the sound is emphasized.

Turn the VALUE knob to the right to increase the Attack Rate.

Turn the VALUE knob to the left to decrease the Attack Rate.

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



The box to the right of “REL RATE” should be highlighted

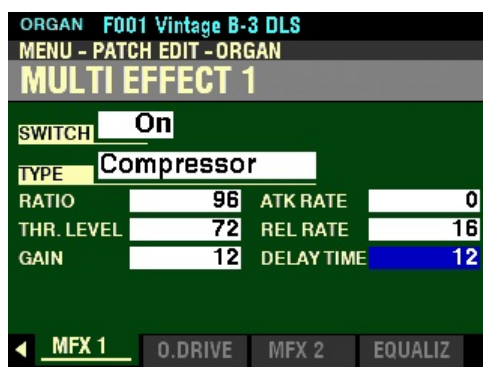
RELEASE RATE

This Parameter allows you to adjust the rate at which the volume is reduced when the input sound is lower than the threshold level. You can select from 0 to 127. A higher value results in a slower release time and the Return gain is delayed.

Turn the VALUE knob to the right to increase the Release Rate.

Turn the VALUE knob to the left to decrease the Release Rate.

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



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

DELAY TIME

This Parameter allows you to adjust the amount of time before compression takes effect after a key is depressed. You can select from 0 to 127. A higher value results in a longer delay.

Turn the VALUE knob to the right to increase the Delay Time.

Turn the VALUE knob to the left to decrease the Delay Time.

◆ OVERDRIVE

When used with the ORGAN Voice Section, Overdrive adds a sound similar to the effect created by the vacuum tubes of a tube-style Leslie Speaker when its volume is pushed past its sound limit. In small amounts, Overdrive will add a “warmth” to the sound. In larger amounts it will add a raspy, “fuzzy” quality to the sound.

When used with the PIANO, ENSEMBLE or MONO SYNTH Voices, Overdrive adds distortion to the sound by increasing the pre-amplifier input gain.

NOTE: The Overdrive for the ORGAN Voice Section is not available for the Pipe Organ Type.

◆ OVERDRIVE button

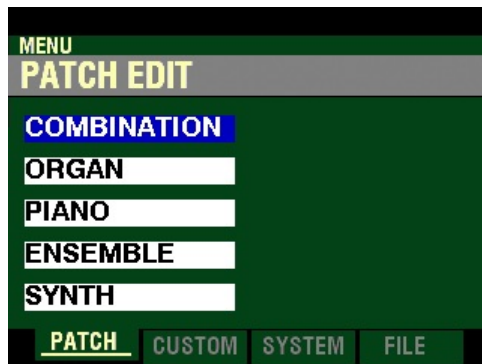
Pressing this button will turn the Overdrive effect “ON” or “OFF.”



NOTE: The OVERDRIVE button must be “ON” in order to hear the Overdrive effect. Both the type and amount of Overdrive are controlled by Parameters.

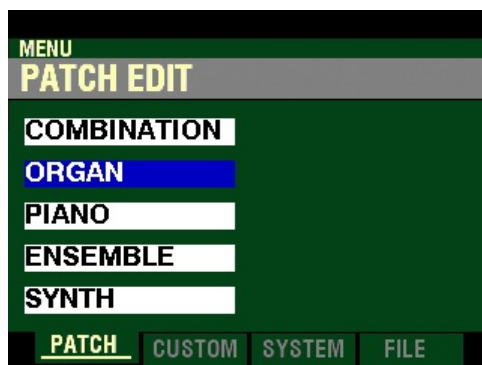
◆ Accessing the OVERDRIVE FUNCTION Mode Page for the ORGAN Voice Section using the MENU/EXIT button:

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

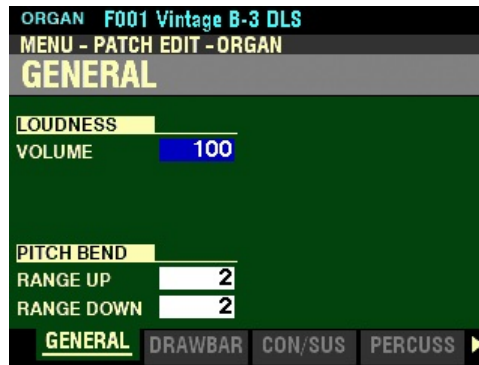


The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button once. The “ORGAN” box should be highlighted.



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



The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



◆ Accessing the OVERDRIVE FUNCTION Mode Page for the ORGAN Voice Section using the Shortcut:

1. Press and Release the UPPER and PEDAL buttons in the DRAWBAR SELECT button section simultaneously. The Information Center Display should now look like this:



The PATCH EDIT - ORGAN FUNCTION Mode should now display.

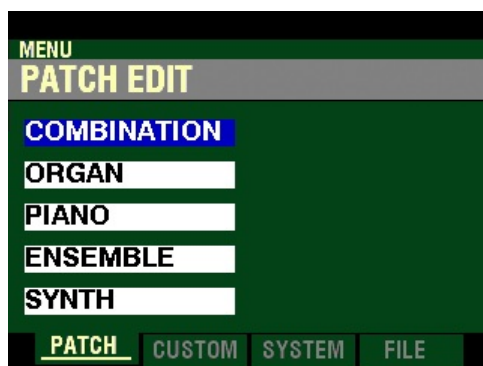
2. Press the PAGE “▶” button nine times. The Information Center Display should now look like this:



NOTE: You can access the ORGAN OVERDRIVE FUNCTION Mode Page at any time by Pressing and Holding the OVERDRIVE button. However, the OVERDRIVE button **cannot** be used to Shortcut to the OVERDRIVE FUNCTION Mode Pages for the other Voice Sections.

◆ Accessing the OVERDRIVE FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Sections using the MENU/EXIT button:

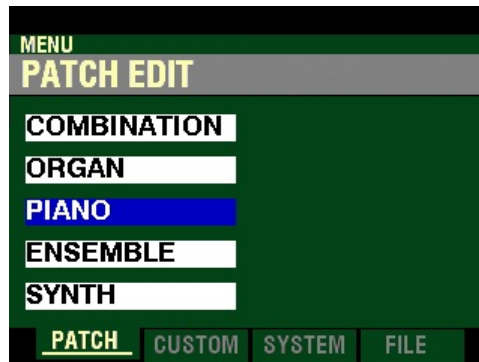
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



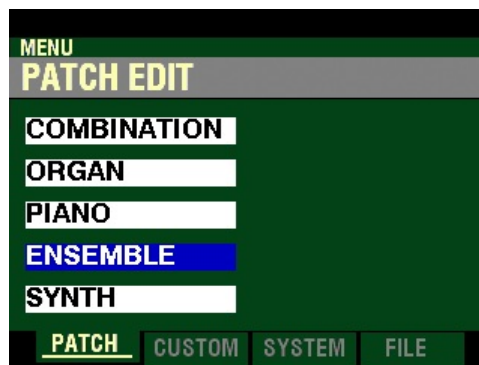
The “COMBINATION” box should be highlighted.

PIANO Voice Section:

2. Press the DIRECTION “▼” button two times. The “PIANO” box should be highlighted.

**ENSEMBLE Voice Section:**

2. Press the DIRECTION “▼” button three times. The “ENSEMBLE” box should be highlighted.



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



The PATCH EDIT - PIANO or ENSEMBLE FUNCTION Mode should now display.

NOTE: The PIANO screen is shown above.

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



◆ Accessing the OVERDRIVE FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Section using the Shortcut:

- Press and Release the EDIT button in either the PIANO or ENSEMBLE Voice Section, depending on which Section you want to edit.. The Information Center Display should now look like this:

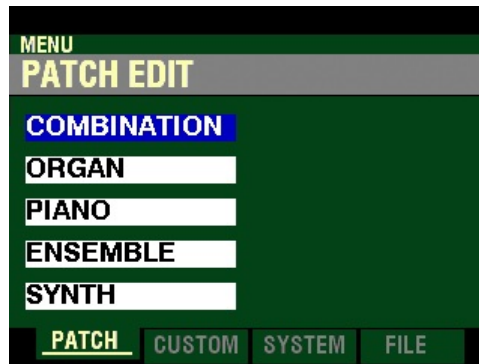


- Press the PAGE “▶” button six times. The Information Center Display should now look like this:



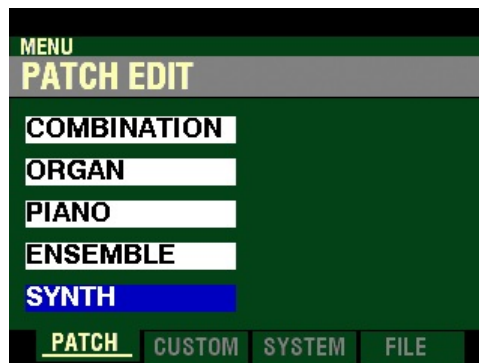
◆ Accessing the OVERDRIVE FUNCTION Mode Page for the MONO SYNTH Voice Section using the MENU/EXIT button:

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

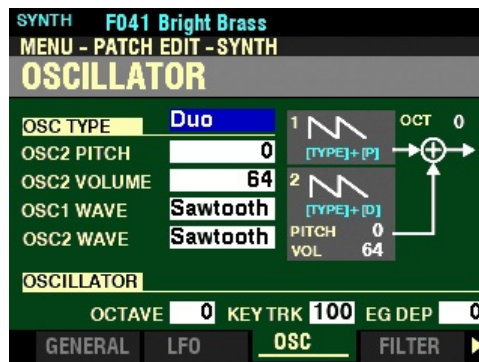


The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button four times. The “SYNTH” box should be highlighted.

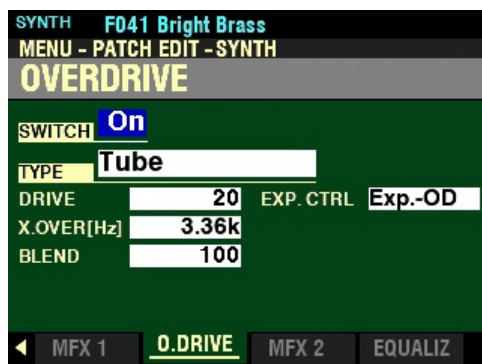


3. Press the ENTER button. The Information Center Display should now look like this:



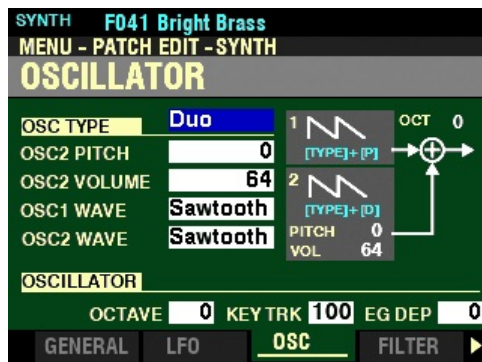
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

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

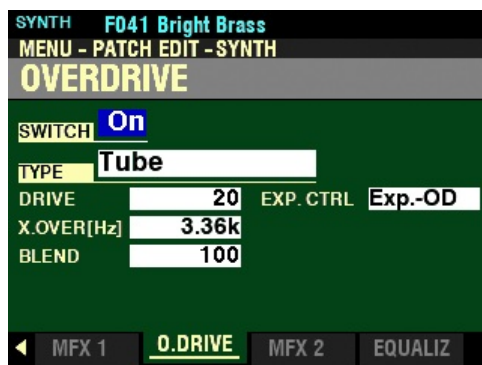


◆ Accessing the OVERDRIVE FUNCTION Mode Page for the MONO SYNTH Voice Section using the Shortcut:

- Press and Release the HOLD TO EDIT button in the MONO SYNTH Section. After you release the button, the Information Center Display should look like this:



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



Whether accessing this Menu Page using the buttons or the Shortcut, you can turn the VALUE knob to select the effect you want to edit.

The next pages will describe the choices possible for the Overdrive Effect.

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



NOTE: The **OVERDRIVE** FUNCTION Mode is identical for all Voice Sections. To avoid confusing repetition, the ORGAN Voice Section will be used as the basis for the explanations of these Parameters.

SWITCH

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

NOTE: This is a “MASTER ON / OFF” for OVERDRIVE.

Turn the VALUE knob to make your selection.

For the following explanations, turn the **OVERDRIVE** MULTI EFFECT “ON.” This is so you can select and hear the changes to the characteristics for the **OVERDRIVE** MULTI EFFECT as you make them

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 adjust the character of the Overdrive.

The data chart below shows the options you may select.

OVERDRIVE TYPE	
Option	Description
Tube	Soft clipped sound similar to a vacuum tube (valve) amplifier.
Solid	Hard clipped sound similar to a solid state amplifier.
Clip	Precision hard-clipped sound.
EP Amp	Soft clipped sound similar to the amplifier of an Electric Piano.

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



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

DRIVE

This Parameter allows you to adjust the amount of the Overdrive. You can select from 0 to 127. A higher value results in more distortion.

Turn the VALUE knob to the right to increase the amount of Overdrive.

Turn the VALUE knob to the left to decrease the amount of Overdrive.

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



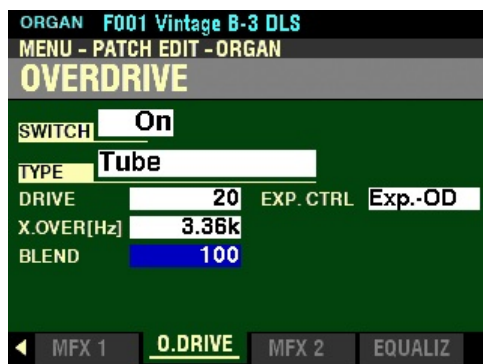
The box to the right of “X.OVER[H_z]” should be highlighted.

CROSSOVER FREQUENCY

This Parameter allows you to adjust the upper limit of the frequency range receiving Overdrive. You can select from 400 to 14.7 kHz.

NOTE: The Overdrive effect introduces several artifacts to the sound, one of which is, harmonics (overtones). Some of these harmonics may be undesirable and create harmonic interference between “dry” and “overdriven” sounds. By using the Crossover Frequency Parameter to limit the amount of upper frequencies receiving Overdrive, you can minimize or eliminate harmonic interference and create a more pleasing sound.

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



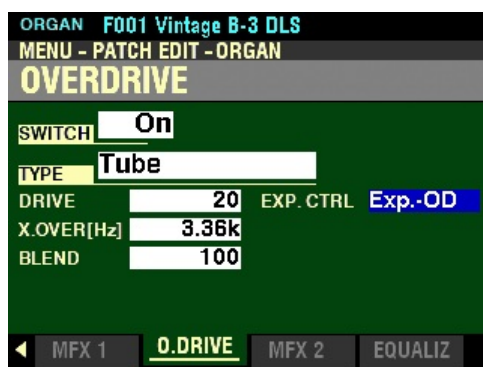
The box to the right of “BLEND” should be highlighted.

BLEND

This Parameter allows you to adjust the balance between dry and Overdriven sounds. You can select from 0 to 127. At 0 the sound is “dry” At 127 only the Overdriven sound is heard. The numbers in between allow mixing of dry and Overdriven sounds.

NOTE: The mixing rate may not always be “1:1” if the value is set at 64 due to different envelopes between dry and Overdriven sounds.

From the above screen, press the DIRECTION “►” button once. This will move the cursor to the right side of the screen and the box to the right of “EXP CTRL” will be highlighted.



EXPRESSION CONTROL

This Parameter allows you to select whether you want to use a connected Expression Pedal to control overall Volume, amount of Overdrive, or both. The data chart below shows the options you may select.

Drawbar Overdrive Expression Control Options	
Description	Function
EX-OD	The Expression Pedal will control both Volume and Overdrive.
OD-EX	The Expression Pedal will control only the Volume.
OD ONLY	The Expression Pedal will control only the amount of Overdrive.
INPUT	the Expression Pedal will control both Volume and Overdrive, but by a lesser amount than EX-OD.

Turn the VALUE knob to make your selection.

◆ MULTI EFFECT 2

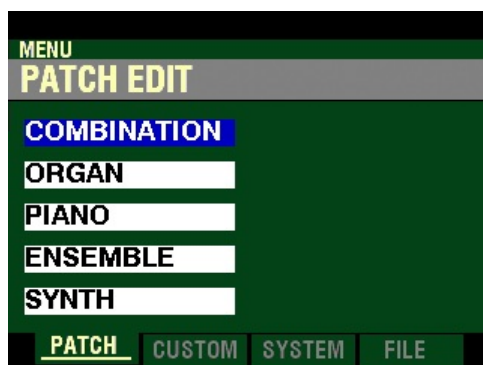
There are five Multi Effects that are inserted post-Overdrive and Expression.

1. AutoPan
2. Phaser
3. Flanger
4. Chorus
5. Delay

This FUNCTION Mode Page allows you to select and adjust these Effects.

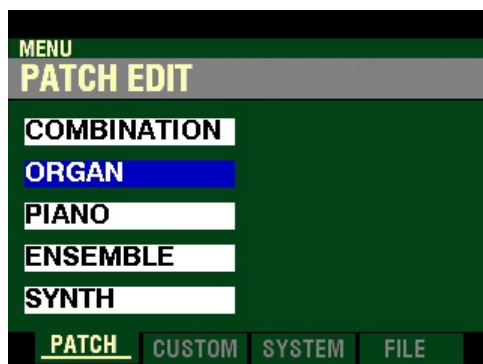
◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the ORGAN Voice Section using the MENU/EXIT button:

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 DIRECTION “▼” button once. The “ORGAN” box should be highlighted.

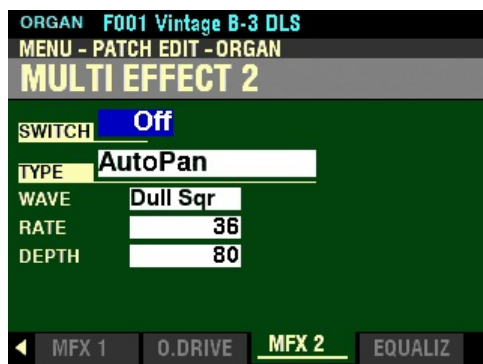


3. Press the ENTER button. The Information Center Display should now look like this:



The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



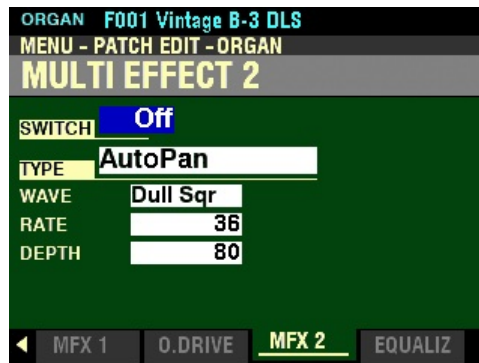
◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the ORGAN Voice Section using the Shortcut:

1. Press and Release the UPPER and PEDAL buttons in the DRAWBAR SELECT button section simultaneously. The Information Center Display should now look like this:



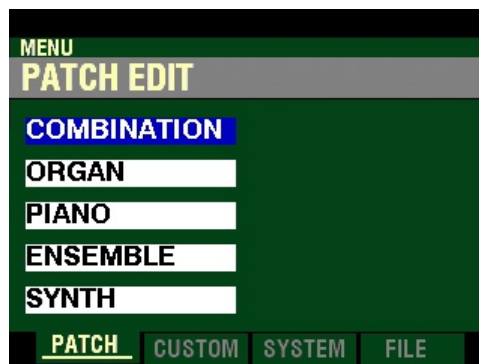
The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Sections using the MENU/EXIT button:

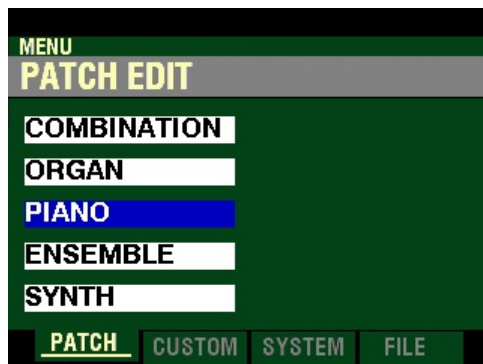
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



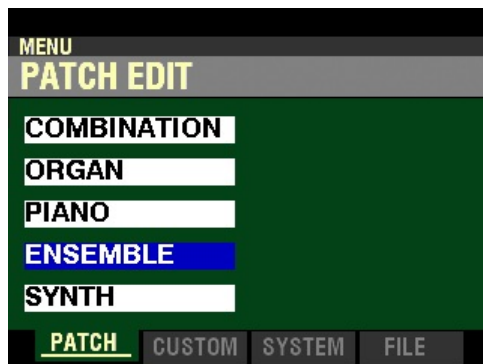
The “COMBINATION” box should be highlighted.

PIANO Voice Section:

2. Press the DIRECTION “▼” button two times. The “PIANO” box should be highlighted.

**ENSEMBLE Voice Section:**

2. Press the DIRECTION “▼” button three times. The “ENSEMBLE” box should be highlighted.



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



The PATCH EDIT - PIANO / ENSEMBLE FUNCTION Mode should now display.

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



◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Section using the Shortcut:

- Press and Release the EDIT button in either the PIANO or ENSEMBLE Voice Section, depending on which Section you want to edit.. The Information Center Display should now look like this:



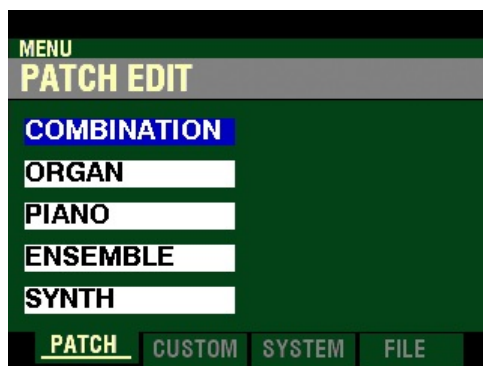
The PATCH EDIT - PIANO / ENSEMBLE FUNCTION Mode should now display.

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



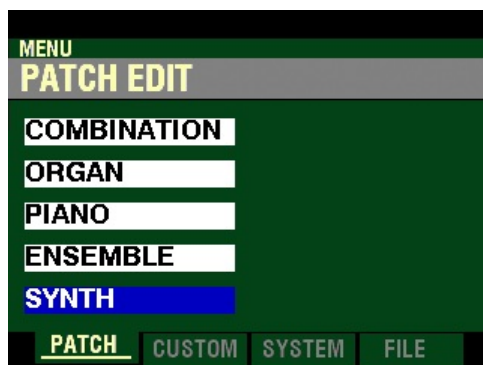
◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the MONO SYNTH Voice Section using the MENU/EXIT button:

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

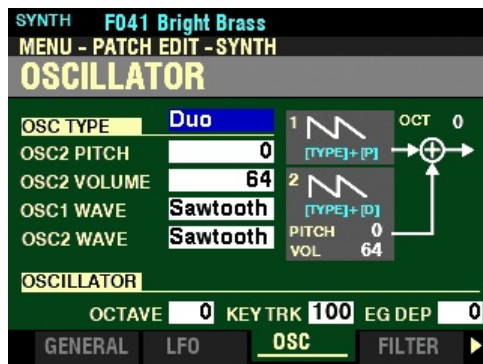


The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button four times. The “SYNTH” box should be highlighted.

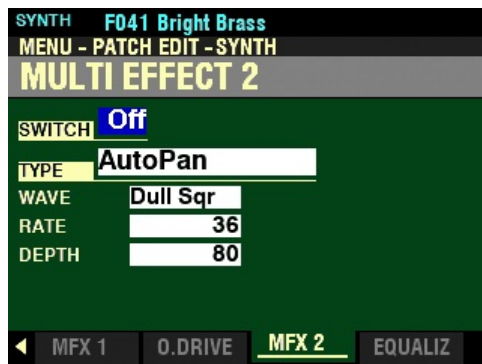


3. Press the ENTER button. The Information Center Display should now look like this:



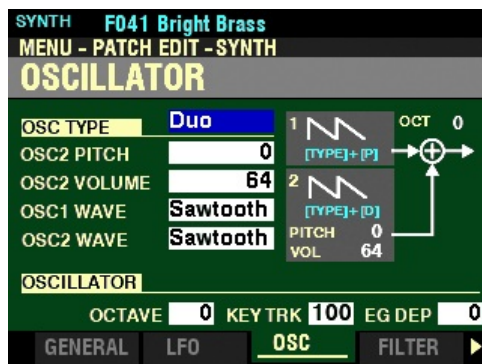
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

- Press the PAGE “►” button seven times. The Information Center Display should now look like this:



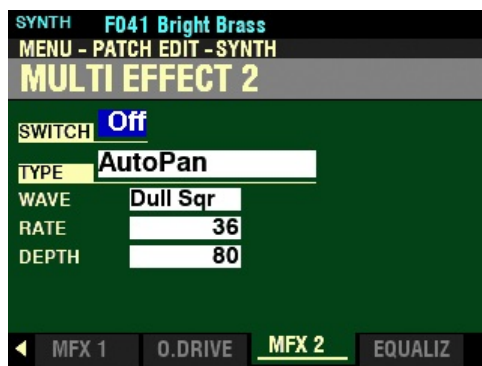
◆ Accessing the MULTI EFFECT 2 FUNCTION Mode Page for the MONO SYNTH Voice Section using the Shortcut:

- Press and Release the HOLD TO EDIT button in the MONO SYNTH Section. After you release the button, the Information Center Display should look like this:



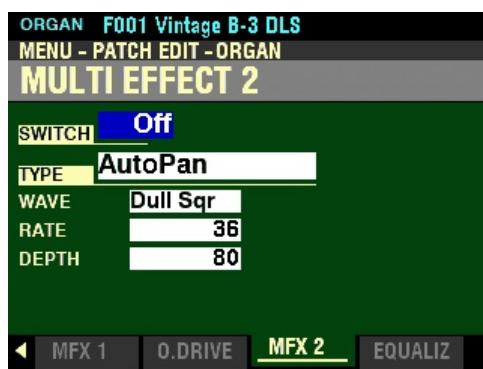
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

- Press the PAGE “►” button seven times. The Information Center Display should now look like this:



NOTE: The **MULTI EFFECT 2** FUNCTION Mode is identical for all Voice Sections. To avoid confusing repetition, the ORGAN Voice Section will be used as the basis for the explanations of these Effects.

If you followed the instructions on the previous pages, you should now see the MULTI EFFECT 2 FUNCTION MODE Page. The box to the right of “SWITCH” should be highlighted.



◆ SWITCH

This Parameter allows you to turn MULTI EFFECT 2 “ON” or “OFF.”

NOTE: This is a “MASTER ON / OFF” for MULTI EFFECT 2.

Turn the VALUE knob to make your selection.

For the following explanations, turn the MULTI EFFECT SWITCH “ON.” This is so you can select and hear the changes to the characteristics for the selected MULTI EFFECT 2 as you make them.

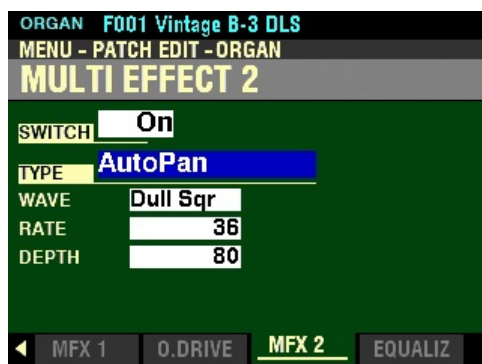
AutoPan

This MULTI EFFECT will smoothly shift or “pan” the sound back and forth between Left and Right channels.

NOTE: This Advanced Feature requires that both Left and Right channels be connected via the LINE OUT jacks on the Accessory Panel.

NOTE: This Advanced Feature does not affect the digital Leslie.

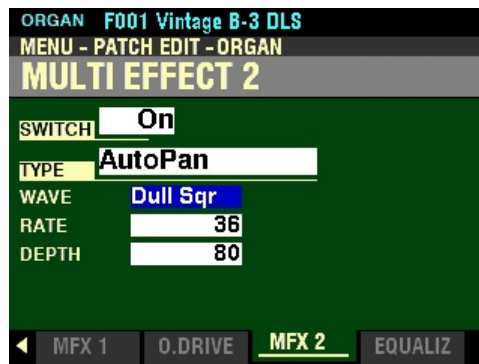
From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “AutoPan.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the AutoPan MULTI EFFECT as you make them.

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



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

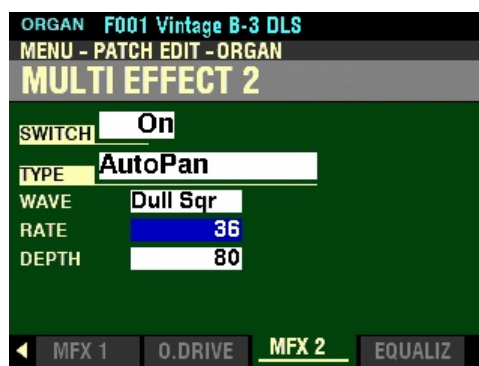
WAVE - Auto Pan Waveform

This Parameter allows you to select which waveform will be used to modulate the panning effect. The data chart below shows the options you may select.

Auto Pan WAVE Options	
Description	Function
Triangle	Triangle wave, which will move the sound smoothly back and forth from Left to Right.
Square	Square wave, which will cause the sound to move suddenly from Left to Right.
L to R	The sound will move smoothly from left to right.
S&H	Sample & Hold, which will cause the sound to move from Left to Right randomly.
DullSqr	Dull Square wave - similar to Square wave, but with a smoother transition from Left to Right.

Turn the VALUE knob to make your selection.

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



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

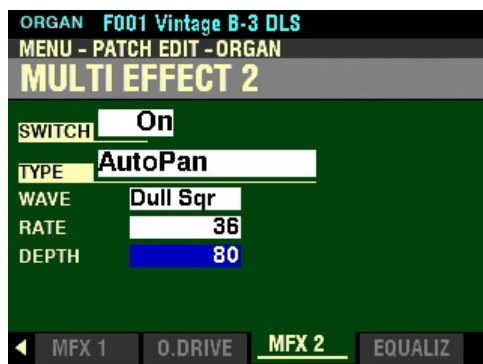
RATE - Auto Pan Rate

This Parameter allows you to adjust the rate at which the sound moves from channel to channel. You can select from 0 (slowest rate) to 127 (fastest rate).

Turn the VALUE knob to the right to increase the Rate.

Turn the VALUE knob to the left to decrease the Rate

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



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

DEPTH - Auto Pan Depth

This Parameter allows you to adjust the intensity or depth of the panning effect. You can select from 0 (no modulation) to 127 (maximum modulation).

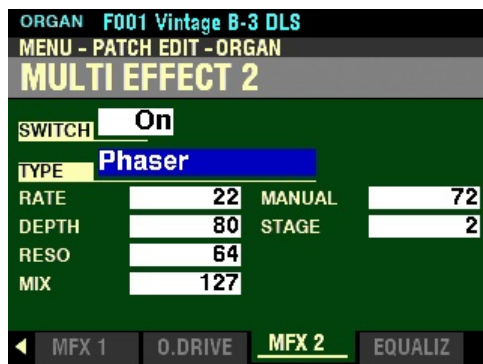
Turn the VALUE knob to the right to increase the Depth.

Turn the VALUE knob to the left to decrease the Depth.

Phaser

Phaser will create the effect of splitting an audio signal into two paths and varying their phase relationship to each other, resulting in an alternately hollow and full-bodied sound. It can be described as a “swooshing” or “twisting” effect.

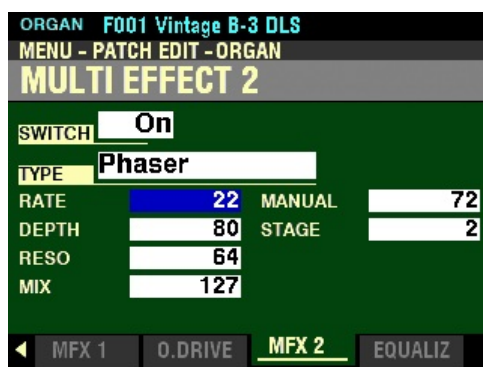
From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Phaser.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Phaser MULTI EFFECT as you make them.

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



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

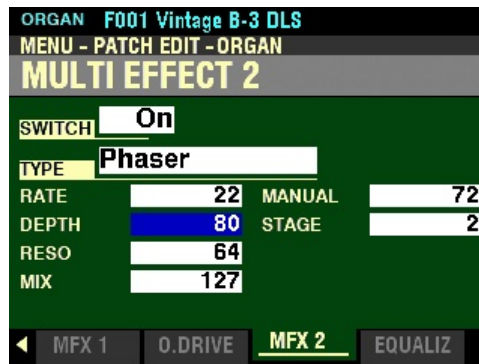
RATE - Phaser Rate

This Parameter allows you to adjust the rate at which the sound moves in and out of phase. You can select from 0 (slowest rate) to 127 (fastest rate).

Turn the VALUE knob to the right to increase the Rate.

Turn the VALUE knob to the left to decrease the Rate.

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



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

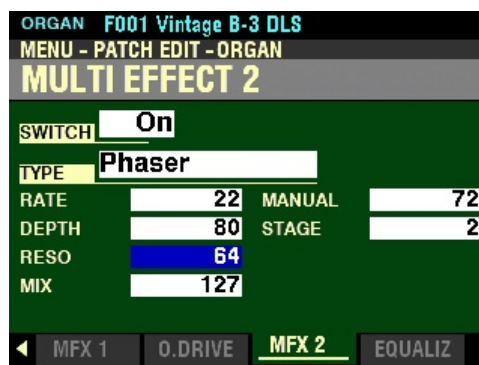
DEPTH - Phaser Depth

This Parameter allows you to adjust the intensity or depth of the phasing effect. You can select from 0 (no phasing) to 127 (maximum phasing).

Turn the VALUE knob to the right to increase the amount of Phasing.

Turn the VALUE knob to the left to decrease the amount of Phasing.

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



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

RESO - Phaser Resonance

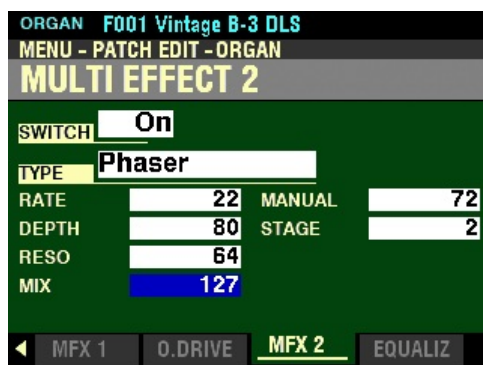
This Parameter allows you to adjust the amount of feedback or “resonance” of the Phaser effect. You can select from 0 (minimum resonance) to 127 (maximum resonance).

NOTE: At the maximum setting, the feedback will be so pronounced that individual notes will no longer be recognizable as musical pitches.

Turn the VALUE knob to the right to increase the amount of Resonance.

Turn the VALUE knob to the left to decrease the amount of Resonance.

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



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

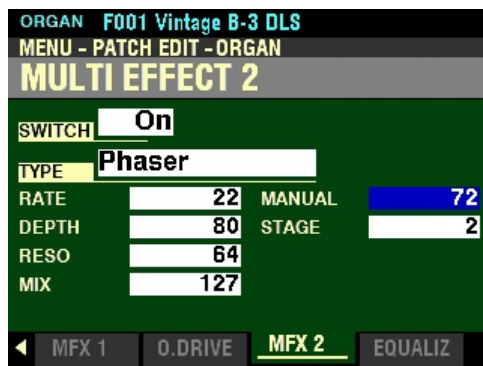
MIX - Phaser Mix

This Parameter allows you to adjust the balance between the phased sound and “dry” (no phaser effect) sound. You can select from 0 (only the “dry” or unmodulated sound with no Phaser effect at all) to 127 (the Phaser effect and the dry signal are at equal volumes)

Turn the VALUE knob to the right to increase the amount of Phaser effect.

Turn the VALUE knob to the left to decrease the amount of Phaser effect.

From the above screen, use the DIRECTION “▲” and “►” buttons to highlight the box to the right of “MANUAL.”



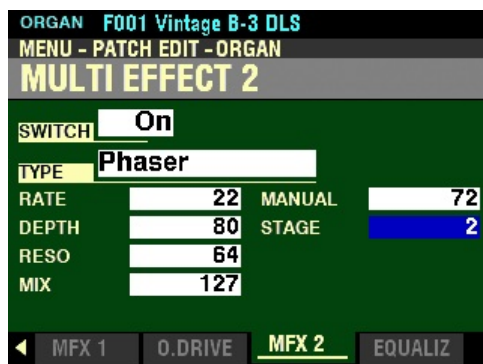
MANUAL - Phaser Center Frequency Manual Adjustment

This Parameter allows you to adjust the central frequency of the Phaser effect. You can select from 0 (lowest frequency) to 127 (highest frequency).

Turn the VALUE knob to the right to increase the Frequency.

Turn the VALUE knob to the left to decrease the Frequency.

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



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

STAGE - Phaser Complexity

This Parameter allows you to adjust the complexity or “stage” of the phasing. You can select, 2, 4, 6, 8 or 10. A higher value creates more complex effects..

Turn the VALUE knob to the right to increase the amount of Staging.

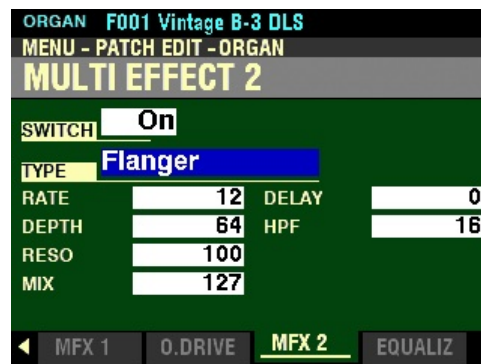
Turn the VALUE knob to the left to decrease the amount of Staging.

Flanger

“Flanging” occurs when two identical signals are mixed together, and one of the signals is time-delayed by a very small amount. The small time delay produces peaks and valleys in the harmonic structure of the sound, resulting in a sweeping effect sometimes referred to colloquially as a “Jet Airplane” sound.

The term, “Flanger” derives from the means originally used to produce this effect. Two tape machines running at exactly the same speed would play the same material into a third machine, and an engineer would drag his finger along the “flange” or outer edge of the tape reel on one of the machines, thereby causing the small time delay and creating the sweeping effect.

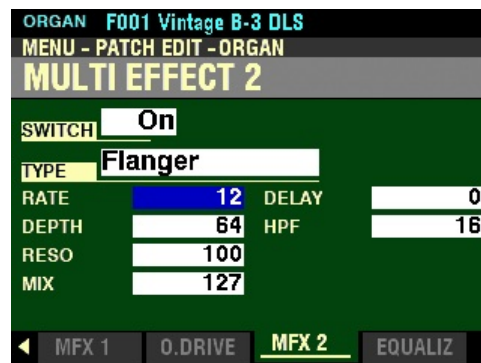
From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Flanger.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Flanger MULTI EFFECT as you make them.

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



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

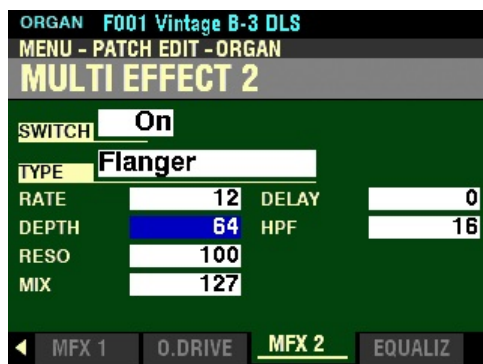
RATE - Flanger Rate

This Parameter allows you to set the rate of the Flange effect. You can select from 0 (slowest rate) to 127 (fastest rate).

Turn the VALUE knob to the right to make the rate faster.

Turn the VALUE knob to the left to make the rate slower.

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



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

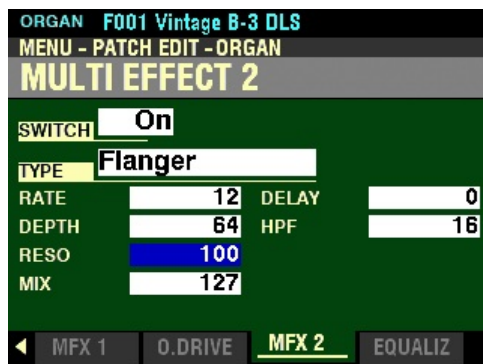
DEPTH - Flanger Depth

This Parameter allows you to set the depth of the Flange effect. You can select from 0 (minimum depth) to 127 (maximum depth).

Turn the VALUE knob to the right to increase the Depth.

Turn the VALUE knob to the left to decrease the Depth.

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



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

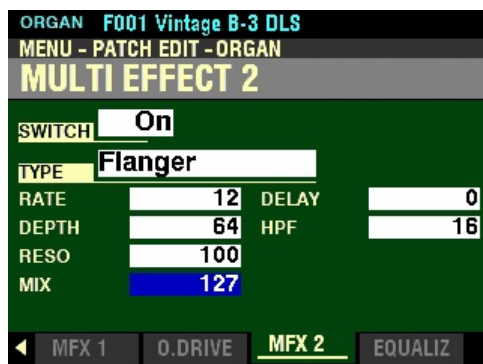
RESO - Flanger Resonance

This Parameter allows you to adjust the amount of resonance or “feed-back.” of the Flange effect. You can select from 0 (minimum resonance) to 127 (maximum resonance). At higher values, the sound becomes increasingly distorted.

Turn the VALUE knob to the right to increase the amount of Resonance.

Turn the VALUE knob to the left to decrease the amount of Resonance.

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



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

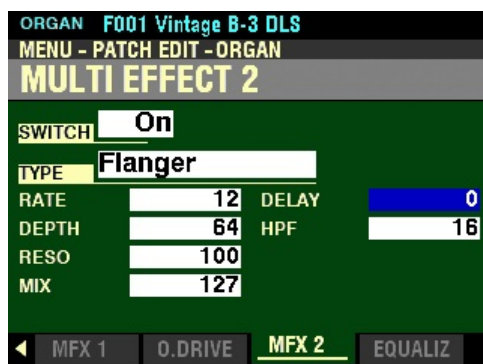
MIX - Flanger Mix

This Parameter allows you to adjust the balance between the “dry” sound and the Flange effect. You can select from 0 (“dry” sound only - no Flange effect) to 127 (the dry sound and the Flanged sound are at equal levels).

Turn the VALUE knob to the right to increase the amount of Flanged signal.

Turn the VALUE knob to the left to decrease the amount of Flanged signal.

From the above screen, use the DIRECTION “▲” and “►” buttons to highlight the box to the right of “DELAY.”



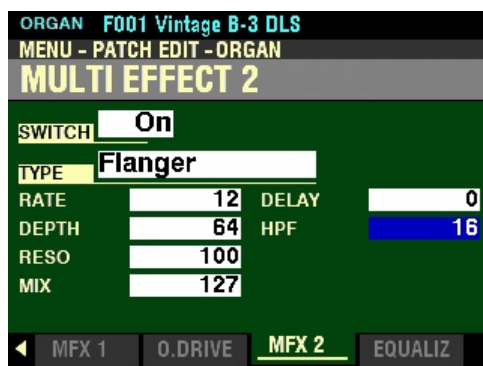
DELAY - Flanger Delay

This Parameter allows you to set the delay of the Flange effect. You can select from 0 (minimum delay) to 127 (maximum delay).

Turn the VALUE knob to the right to lengthen the Delay.

Turn the VALUE knob to the left to shorten the Delay.

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



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

HPF - Flanger High-Pass Filter

This Parameter allows you to adjust the frequency limit beyond which the Flange effect is applied. You can select from 0 (the effect is added to all frequencies) to 127 (the effect is added to the upper frequencies only).

Turn the VALUE knob to the right to make the frequency limit higher .

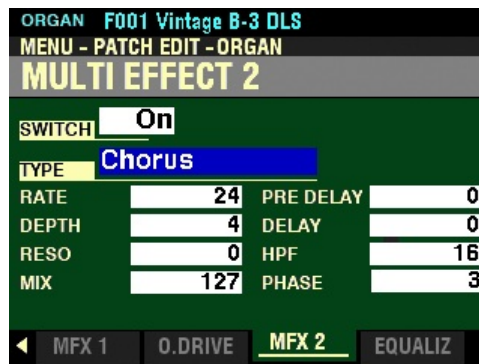
Turn the VALUE knob to the left to make the frequency limit lower.

Chorus

“Chorus” refers to a shimmering, non-periodic enhancement of the sound. It is intended to be similar to several instruments sounding in unison, and is helpful when a thicker tonal texture is desired.

NOTE: Do not confuse this Chorus with the Hammond Vibrato/Chorus effect. The Chorus Advanced Feature, as mentioned, is non-periodic or “random” sounding. With the Hammond Vibrato/Chorus, a “cycle” is clearly audible. The parameters described below DO NOT affect the Hammond Vibrato/Chorus.

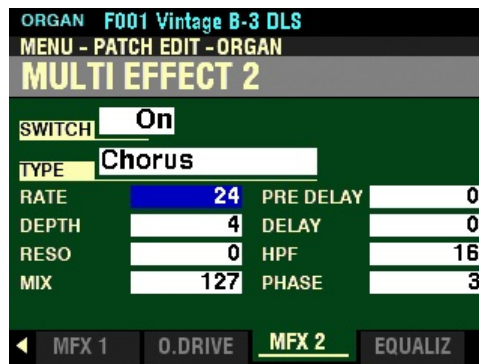
From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE and turn the VALUE knob so that the highlighted box displays “Chorus.”



Make sure the box to the right of “SWITCH” displays “On,” otherwise you will not hear the selected Multi Effect or the changes you make to it.

You can now select and hear the changes to the characteristics for the Chorus MULTI EFFECT as you make them.

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



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

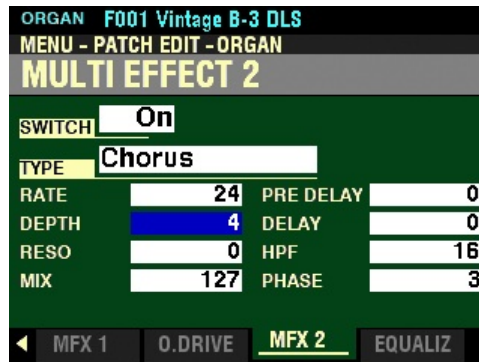
RATE - Chorus Rate

This Parameter allows you to adjust the rate of the Chorus effect. You can select from 0 (slowest rate) to 127 (fastest rate).

Turn the VALUE knob to the right to increase the Chorus Rate.

Turn the VALUE knob to the left to decrease the Chorus Rate.

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



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

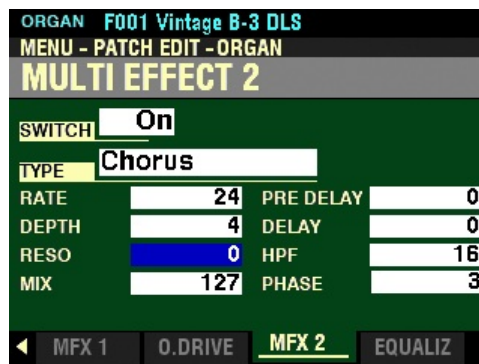
DEPTH - Chorus Depth

This Parameter allows you to adjust the intensity or depth of the Chorus effect. You can select from 0 (minimum Chorus) to 127 (maximum Chorus).

Turn the VALUE knob to the right to increase the amount of Chorus.

Turn the VALUE knob to the left to decrease the amount of Chorus.

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



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

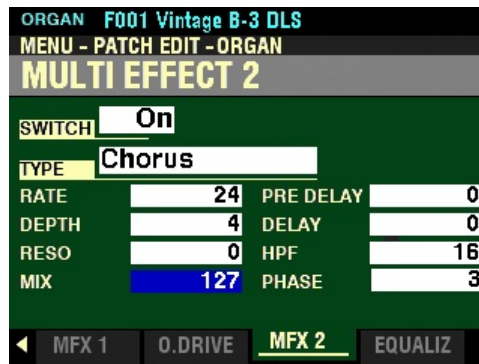
RESO - Chorus Resonance

This Parameter allows you to adjust the amount of resonance or “feed-back.” You can select from 0 (minimum resonance) to 127 (maximum resonance). At higher number settings the sound is modulated to an extreme amount.

Turn the VALUE knob to the right to increase the amount of Resonance.

Turn the VALUE knob to the left to decrease the amount of Resonance.

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



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

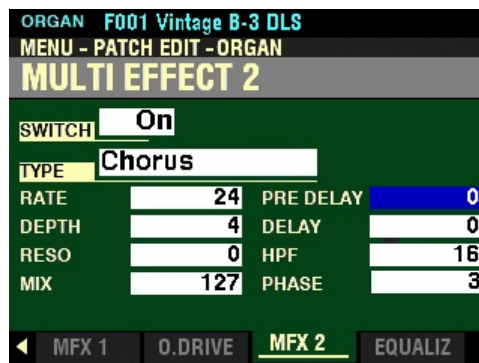
MIX - Chorus Mix

This Parameter allows you to adjust the volume balance between the “dry” and the effect sound. You can select from 0 to 127. At 0, only the “dry” is heard. The effect level becomes greater as the value increases. At 127 the ratio between the “dry” and the effect sounds becomes 1:1.

Turn the VALUE knob to the right to increase the amount of Phasing.

Turn the VALUE knob to the left to decrease the amount of Phasing.

From the above screen, use the DIRECTION “▲” and “►” buttons to highlight the box to the right of “PRE DELAY”



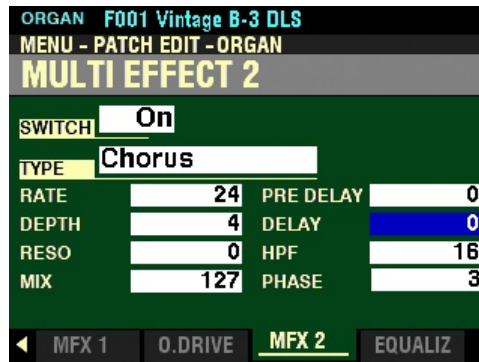
PRE-DELAY

This Parameter allows you to delay the signal for a channel even if the source is Monaural. You can select from 0 to 127. A higher value creates a time difference between Left and Right to the effect sound.

Turn the VALUE knob to the right to increase the Pre-Delay.

Turn the VALUE knob to the left to decrease the Pre-Delay.

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



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

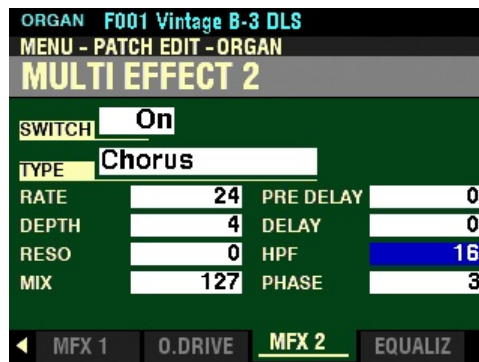
DELAY - Chorus Delay

This Parameter allows you to control the delay of the effect sound. You can select from 0 to 127. The delay becomes greater as the value increases.

Turn the VALUE knob to the right to increase the amount of Delay.

Turn the VALUE knob to the left to decrease the amount of Delay.

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



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

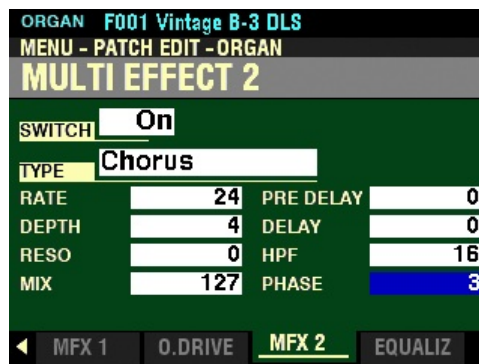
HPF - Chorus High-Pass Filter

Controls the frequency range of the effect. You can select from 0 (the effect is added to all frequencies) to 127 (the effect is added only to the high frequencies). As the value is increased, the effect is added to the higher frequencies.

Turn the VALUE knob to the right to narrow the frequency range to the high frequencies only.

Turn the VALUE knob to the left to broaden the frequency range to include lower frequencies.

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



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

PHASE

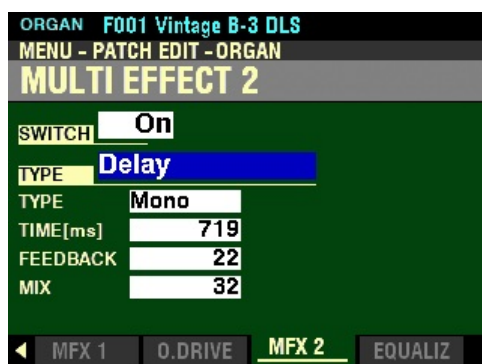
This Parameter allows you to select the algorithm of the Chorus effect. You can select 2 (two-phase) or 3 (three phase).

Turn the VALUE knob to make your selection.

Delay

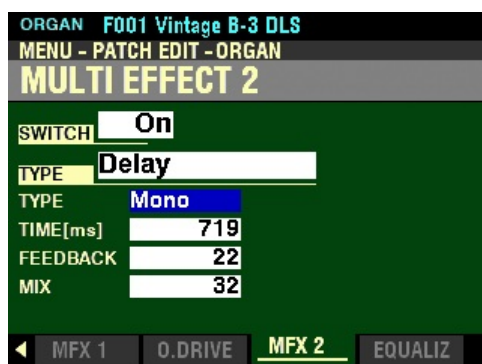
“Delay” allows you to add echo effects.

From the screen shown on the previous page, use the DIRECTION buttons to move the cursor to the box to the right of “TYPE” and turn the VALUE knob so that the highlighted box displays “Delay.”



You can now select the characteristics for the Delay.

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



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

TYPE

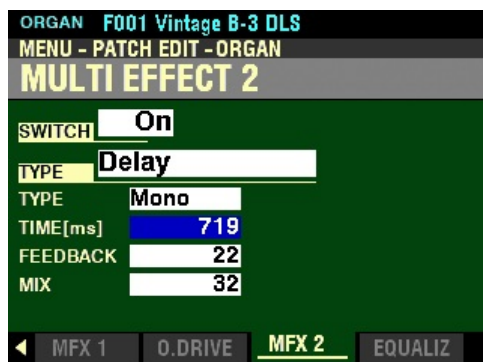
This Parameter allows you to select the directionality or Type of the Delay. The data chart below shows the options you may select.

DELAY TYPE Options	
Parameter	Description
Mono	A simple, non-directional echo.
*RtoL	The echo repeats gradually pan from Right to Left.
*LtoR	The echo repeats gradually pan from Left to Right.

Turn the VALUE knob to make your selection.

NOTE: The RtoL and LtoR effects require that both LINE OUT jacks be connected.

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



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

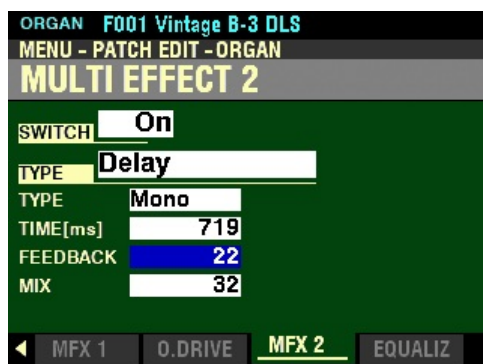
TIME

This Parameter allows you to adjust the amount of time between the original sound and the first echo repeat, as well as the amount of time between each successive repetition. You can select from 10 to 1000 milliseconds.

Turn the VALUE knob to the right to increase the Delay Time.

Turn the VALUE knob to the left to decrease the Delay Time.

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



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

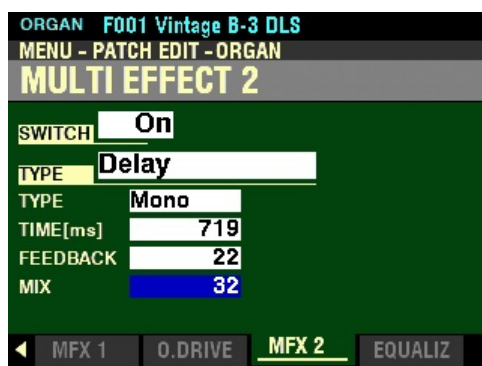
FEEDBACK

This Parameter allows you to control the number of repetitions added to the original sound. You can select from 0 (minimum number of echo repeats) to 127 (maximum number of echo repeats).

Turn the VALUE knob to the right to increase the number of echo repetitions.

Turn the VALUE knob to the left to decrease the number of echo repetitions.

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



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

MIX

This Parameter allows you to adjust the balance between the echo repeats and the “dry” (no Delay) sound. You can select from 0 (only the “dry” sound with no Delay effect at all) to 127 (only the echo repeats are heard with no dry sound).

NOTE: At a setting of 64 the “dry” or original sound and the echo repetitions are equally balanced.

Turn the VALUE knob to the right to emphasize the Delay repeats.

Turn the VALUE knob to the left to emphasize the “dry” sound..

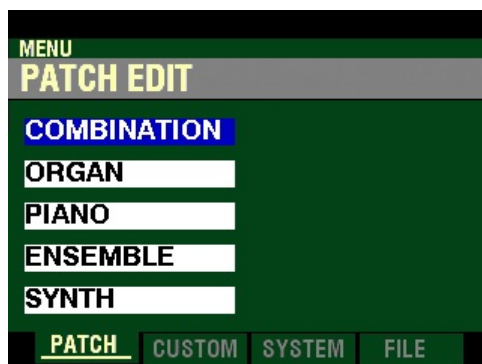
◆ EQUALIZER

This FUNCTION Mode Page allows you to adjust the settings for the Equalizer in each Voice Section.

NOTE: You can customize the tone quality of your Hammond SK PRO either by adjusting the frequency curves of each Voice Section separately or using the MASTER EQUALIZER to tailor the sound of all Voice Sections simultaneously. Pressing and Holding the MASTER EQUALIZER button will Shortcut to the MASTER EQUALIZER FUNCTION Mode but **not** to the EQUALIZER FUNCTION Modes for the individual Voice Sections. For more information about the Master Equalizer please consult the **SPECIAL UTILITY FEATURES** chapter of this Guide.

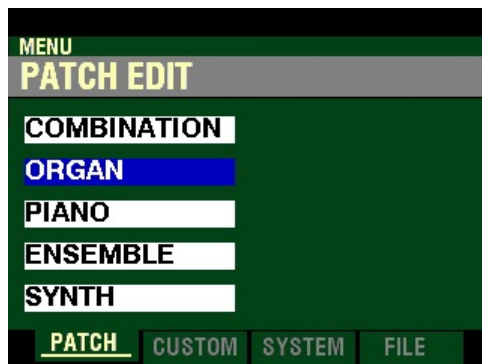
◆ Accessing the EQUALIZER FUNCTION Mode Page for the ORGAN Voice Section using the MENU/EXIT button:

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 DIRECTION “▼” button once. The “ORGAN” box should be highlighted.

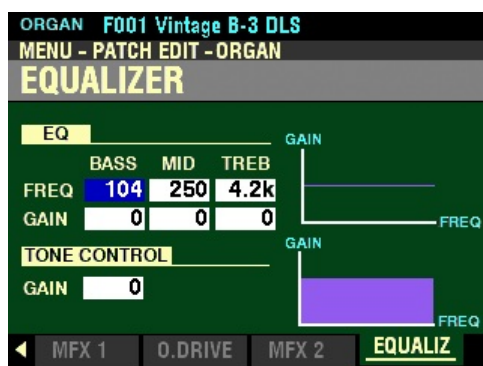


3. Press the ENTER button. The Information Center Display should now look like this:



The PATCH EDIT - ORGAN FUNCTION Mode should now display.

4. Press the PAGE “►” button eleven times. The Information Center Display should now look like this:



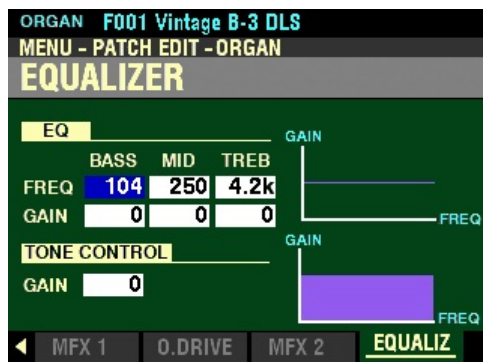
◆ Accessing the EQUALIZER FUNCTION Mode Page for the ORGAN Voice Section using the Shortcut:

1. Press and Release the UPPER and PEDAL buttons in the DRAWBAR SELECT button section simultaneously. The Information Center Display should now look like this:



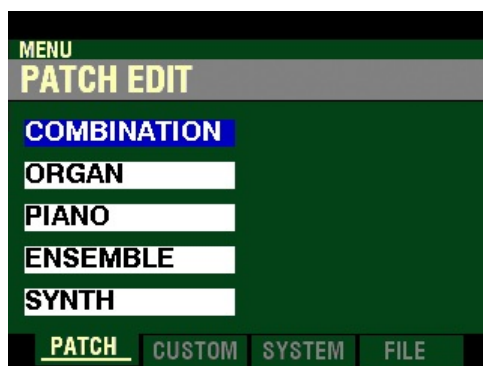
The PATCH EDIT - ORGAN FUNCTION Mode should now display.

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



◆ Accessing the EQUALIZER FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Sections using the MENU/EXIT button:

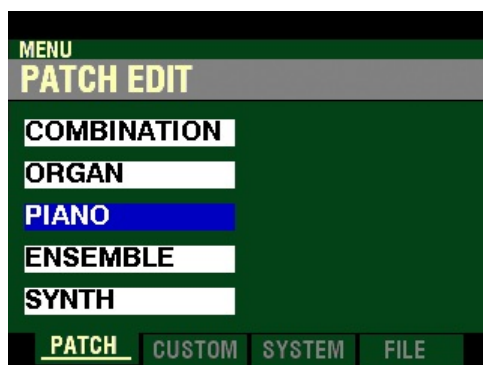
1. From any of the PLAY Mode screens, press the MENU/EXIT button once. The Information Center Display should now look like this:



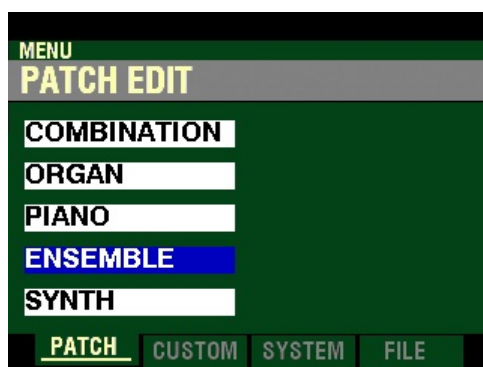
The “COMBINATION” box should be highlighted.

PIANO Voice Section:

2. Press the DIRECTION “▼” button two times. The “PIANO” box should be highlighted.

**ENSEMBLE Voice Section:**

2. Press the DIRECTION “▼” button three times. The “ENSEMBLE” box should be highlighted.



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



The PATCH EDIT - PIANO / ENSEMBLE FUNCTION Mode should now display.

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



◆ Accessing the EQUALIZER FUNCTION Mode Page for the PIANO / ENSEMBLE Voice Section using the Shortcut:

- Press and Release the EDIT button in either the PIANO or ENSEMBLE Voice Section, depending on which Section you want to edit.. The Information Center Display should now look like this:



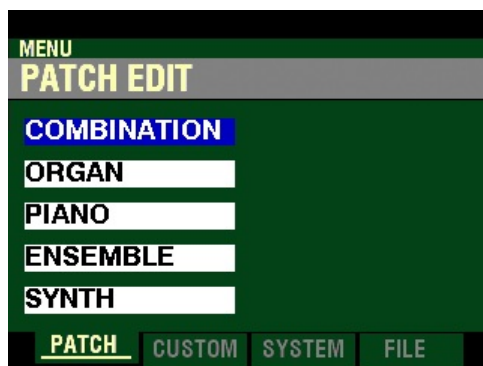
The PATCH EDIT - PIANO / ENSEMBLE FUNCTION Mode should now display.

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



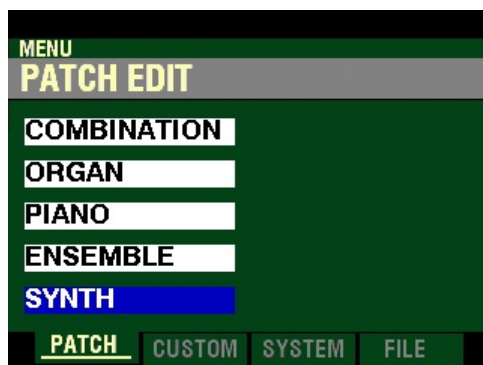
◆ Accessing the EQUALIZER FUNCTION Mode Page for the MONO SYNTH Voice Section using the MENU/EXIT button:

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

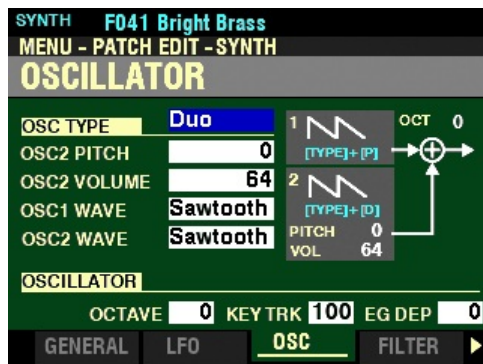


The “COMBINATION” box should be highlighted.

2. Press the DIRECTION “▼” button four times. The “PIANO” box should be highlighted.

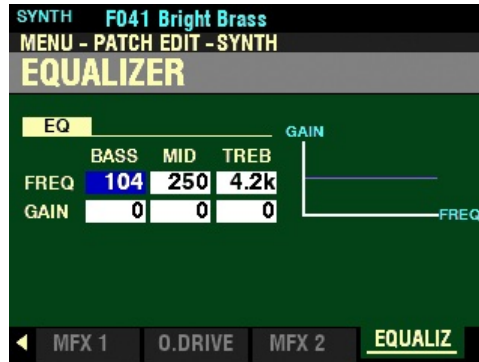


3. Press the ENTER button. The Information Center Display should now look like this:



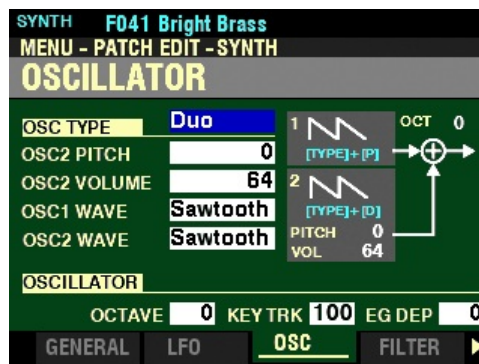
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

- Press the PAGE “►” button eight times. The Information Center Display should now look like this:



◆ Accessing the EQUALIZER FUNCTION Mode Page for the MONO SYNTH Voice Section using the Shortcut:

- Press and Release the HOLD TO EDIT button in the MONO SYNTH Section. After you release the button, the Information Center Display should look like this:



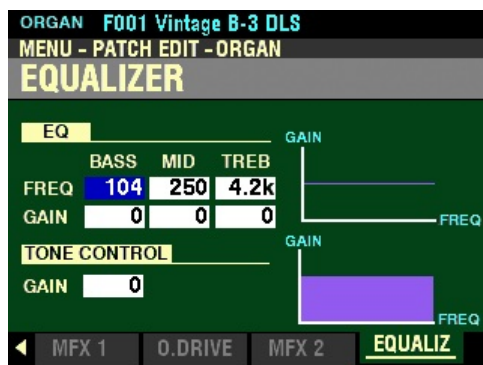
The PATCH EDIT - SYNTH FUNCTION Mode should now display.

- Press the PAGE “►” button eight times. The Information Center Display should now look like this:



If you followed the instructions on the previous pages, you should now see the EQUALIZER FUNCTION Mode Page. (NOTE: The ORGAN Page is shown.)

NOTE: The violet-colored shapes on the right side of the screen are visual representations of the shapes of the selected Parameter. You will see their shapes change in response to the edits you make.



The box underneath “BASS” should be highlighted.

BASS - Bass Central Frequency Adjust and Gain

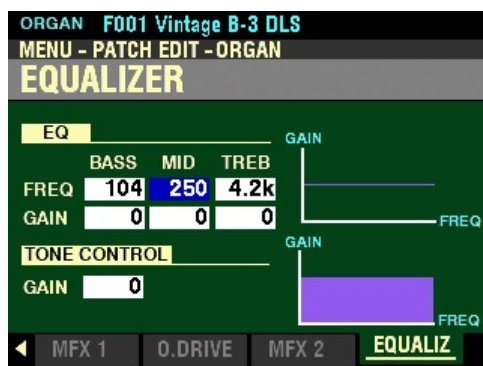
These Parameters allow you to adjust the central frequency and amount of the Bass frequency band. You can select from 20Hz to 200Hz.

Use the DIRECTION “◀” and “▶” buttons to select either FREQ or GAIN for the Bass frequencies.

Turn the VALUE knob to the right to increase the setting.

Turn the VALUE knob to the left to decrease the setting.

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



The box underneath “MID” should be highlighted.

MID - Midrange Central Frequency Adjust and Gain

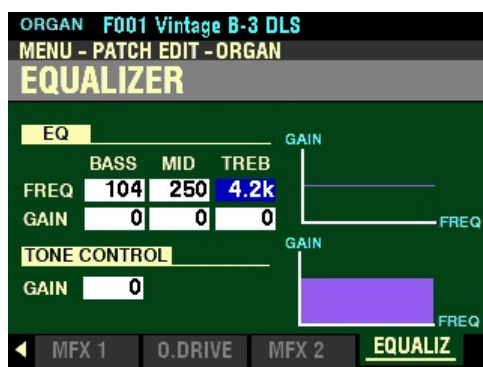
These Parameters allow you to adjust the central frequency and amount of the Midrange frequency band. You can select from 250Hz to 3.1kHz.

Use the DIRECTION “◀” and “▶” buttons to select either FREQ or GAIN for the Midrange frequencies.

Turn the VALUE knob to the right to increase the setting.

Turn the VALUE knob to the left to decrease the setting.

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



The box underneath “TREB” should be highlighted.

TREB - Treble Central Frequency Adjust and Gain

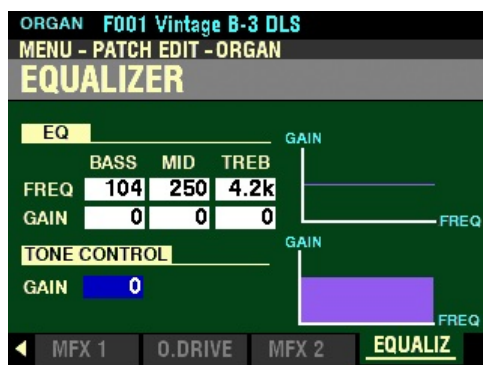
These Parameters allow you to adjust the central frequency and amount of the Treble frequency band. You can select from 4.0kHz ~ 8.0kHz .

Use the DIRECTION “◀” and “▶” buttons to select either FREQ or GAIN for the Treble frequencies.

Turn the VALUE knob to the right to increase the setting.

Turn the VALUE knob to the left to decrease the setting.

If you are editing the Equalizer for the ORGAN Voice Section, you will see an additional Parameter, “TONE CONTROL. From the above screen, press the DIRECTION “►” button once.



The box underneath “TONE CONTROL” should be highlighted.

TONE CONTROL

This Parameter duplicates the performance of the tone control on the AO-28 preamp of a B-3 or C-3 or the AO-29 preamp on an A-100. Its purpose is, to cut the overall treble above 200Hz gently. You can select from -9 to +9. At 0, the effect becomes neutral, “-5,” is a moderate amount of treble cut and “-9,” is the maximum amount.

NOTE: A setting of -1 corresponds to the maximum setting of the B-3/C-3/A-100 tone control.

NOTE: The tone control found on the B-3/C-3, was only available at minus settings, but this Parameter allows you to select plus settings as well.

NOTE: The sound may distort if gains are raised too high. Adjust accordingly.

NOTE: This Parameter does NOT affect the PIPE Organ Stops.

Turn the VALUE knob to the right to increase the setting.

Turn the VALUE knob to the left to decrease the setting.

***** THIS PAGE INTENTIONALLY LEFT BLANK TO PRESERVE PAGE FORMATTING *****