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Specifications

- **Display:** Lcd color Tft 7"- Touch sensitive. 800 x 480 dots.
- **Multimedia Player:** Player 1. Player 2. Wav. Midi. Mp3. Mp4. Avi. Mov.Flv. Cdg. Jpg. Txt.
- **Functions:** Marker. Sync/Next. Autoplay. Lead Mute. GM part. Lyric Off. Cross fade. File Search. Play List. My Folder. Transposer. Time stretching. Metronome Click.
- **Poliphony:** 128 note. Multitimbral 48 parts.
- **Dvi:** Video Monitor. Karaoke Lyric / Mirror.
- **Menu:** Disk. Midi. Play Modes. Audio Edit. Language. Footswitch. Preferences. Controls. Video. Reg. set up.
- **Media:** Internal Storage: SSD Card 16G. External Storage: SD Card - Mmc, HD. USB: 3 Host + 1 device. PC connect. Disk Edit. Info. Refresh. Eject.
- **Sound:** 512 Voices with 4 Sound Banks. 47 Drum Sets. 267 Audio Drum Loops. Live Drum Modelling. Drum Remap.
- **Preset Voices:** 368 programmable Voices. 2nd Voice. Lead slider volume. Controls : Volume. Shift. Pan. Tune. Effects. Velocity switch. Portamento. Legato. Slide. Morphing. Harmony. Efx Insert.
- **Arranger:** 143 Styles. Section with Audio Drums, Midi Drums & Grooves. Arranger: Bass, 5 Chords, 2 Lowers. Styles slider volume controls and Balance. Drum Mixer & Remap. Drum filter. Auto Fill. Fill to Arrange. 3 Orchestral Variations. Variation to Groove. 4 Arranger ABCD. 4 Fill. 4 Break. 3 Intro. 3 Ending. Restart. Pause. Count In. Reintro. Key Start. Key Stop. Split. Split Lock.
- **User Styles:** 4 Voice Set programmable. Voice to ABCD. Play Modes: Pianist. Bassist. Manual Bass. Bass to root. To lowest. Octave. Double. Harmony.
- **Registrations:** 4 Bank x 1024 Regs.
- **Ram Sound:** 64 MB Ram.
- **Dsp:** Chorus. Reverb. Flanger. Phaser. Tremolo. Rotary. Echo Delay. Tap Delay. Equalizer. Distorsion. Amp simulator. Compressor. Filter. 54 EFX Insert. 10 programmable Insert Chains.
- **DJ:** Double Audio and Midi player. Tempo & Pitch stretching. PFL. Sync. Tap tempo. Cue. Fx Pad. Backspin. Brake.
- **Juke Box:** Play List. My Folders. SFX Special Effects.
- **Pic&Movie:** Jpg & Mp4.Avi. Mov.Flv. Karaoke background. Movie to Rgb. Pic List. Autoshow.
- **HD Record:** 1 Stereo track recording.
- **Micro 1:** XLR. Gain control.Volume. Reverb. Micro Edit. Talk.
- **Micro 2:** Gain control. Micro / Guitar Input select. 16 programmable Guitar Effect set up. User slider.
- **Voicetron:** 3 Voice Vocalizer.

Midi: In, Out, Thru.

- **Out:** Left/Right Stereo. Pedal volume. Micro Out.
- **Input:** Micro 1, Micro 2. Line In Stereo. Headphone.
- **Optionals:** Footswitch 6 or 13. Volume Pedal. Bag.
- **Power supply:** External 9 V.
- **Dimensions:** (W x D x H). 352 x 241 x 94 mm.
- **Weight:** 3,5 Kg.

* All specifications and appearances are subject to change without notice.

SAFETY INSTRUCTIONS

RISK OF FIRE, ELECTRIC SHOCK OR INJURY TO PERSONS.

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

IMPORTANT INSTRUCTIONS FOR SAFETY AND INSTALLATION

CAUTION – When using an electrical product it is important to take a number of precautions such as the following:



- Read the Instruction Manual before using the instrument.
- An adult should always supervise children when they play the instrument.
- Do not use the instrument in areas subject to seepage or water spray, such as next to a sink, a swimming pool, on a damp surfaces etc.; do not place containers with liquids on the instrument to prevent accidental seepage of liquid into the instrument.
- The instrument should be used only on a stand recommended by the manufacturer.
- Do not use the instrument at a very high volume for long periods of time: very high noise levels are dangerous to health.
- Position the instrument in such a way as to ensure appropriate ventilation.
- Keep the instrument away from heat sources such as central heating radiators, stoves etc.
- Connect the instrument to the mains only with the mains adapter. You will find the identification and power supply details under the instrument.
- Disconnect the power supply cable if the instrument is not to be used for a long period of time.
- If necessary, disconnect the instrument using the power supply switch on the back panel. When positioning the instrument, always ensure that this switch is easy to reach.
- Take the instrument to a service centre if:

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

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

KEEP THIS INSTRUCTION MANUAL IN A SAFE PLACE

PREVENTING RADIO/TV DISTURBANCE

This instrument operates on the radio frequency band. If it is not installed correctly and strictly in compliance with the instructions provided it may disturb the reception of radio-television appliances. Although the instrument you have purchased has been designed in compliance with applicable laws and in such a way as to provide reasonable protection against such disturbances, there is no guarantee that these will not occur. To check whether any disturbance you are experiencing is in fact produced by your instrument, turn it off to see if the disturbance disappears. Turn the instrument on again to see if the disturbance reappears. Once you are certain that your instrument is in fact causing the disturbance, take any of the following measures:

- Adjust the antenna of the radio or TV receiver.
- Place the instrument in a different position with respect to the radio or TV receiver.
- Place the instrument further away from the receiver.
- Connect the plug of the instrument to another socket so that the instrument and the receiver are connected to two different circuits.
- If necessary, call in a servicing technician.

POWER SUPPLY

- When you connect the instrument to other appliances (amplifier, mixer, Midi instruments etc.), ensure that all the units are off.
- Read the recommendations regarding Radio and TV disturbances.

INSTRUMENT CARE

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

OTHER PRECAUTIONS

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

CURRENT ADAPTERS

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

INFORMATION FOR USERS

"Implementation of Directive 2002/95/CE, 2002/96/CE and 2003/108/CE on reduced use of dangerous substances in electrical and electronic appliances and waste disposal".

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



Welcome!

Thank you for purchasing the Ketron MIDJPRO Multimedia Player! This “Instruction Manual” describes what you need to do to use your Multimedia Player immediately. Please read this Instruction Manual carefully to ensure that you obtain the best performance from your instrument either live or in a recording studio.

MIDJPRO revolutionises the way you use this instrument thanks to its new wide colour Touch Screen. Most of the functions may in fact be enabled with just a “touch” of the keys on the screen.



Connections



DC 9V 4A

Mains power supply socket

Please use only the power supply supplied with the instrument.

Output: 9 V, 4 A.

ON/OFF

ON/OFF key.

This instrument may take up to 30 seconds to start up.

To turn off the instrument, press the ON/OFF key and wait for the instrument to turn off. This may take up to 10 seconds.

VOLUME PEDAL

Standard stereo jack to connect a Volume pedal (optional).

VIDEO DVI

Digital video interface for connection to an external video monitor.

USB DEVICE

This is used to connect a computer USB device or other devices to manage the MIDJPRO as an external removable unit.

FOOTSWITCH

Standard multi-pin plug for connection of an optional pedal to control a number of internal functions. Compatible with Ketron FS6/FS13.

MIDI

Plugs for MIDI IN, MIDI OUT and MIDI THRU connection.

MAIN OUT

Standard mono jack for the main output to connect to a PA STEREO system: left (Left Mono), right (Right Mono). We strongly recommend that you use the stereo connection for best performance of the instrument and relevant EFXs. A Mono connection (namely use of only the Left or Right output) will give poorer reproduction with respect to quality of the sounds and EFXs of the instrument.

HEADPHONE

Standard stereo jack for connection to a headphone. The volume of the headphone is controlled by the Master section.

MICRO 1 IN

Standard mono combo plug (Jack/Xlr) for connection of a dynamic microphone.

| | |
|---------------------|--|
| MICRO 1 GAIN | Potentiometer for adjustment of the Micro 1 input signal gain. |
| MICRO 1 OUT | Standard mono jack dedicated exclusively to the Micro 1 output. |
| MICRO 2 IN | Standard mono jack for connection of a dynamic microphone. |
| MICRO 2 GAIN | Potentiometer for adjustment of the Micro 2 plug input signal gain. |
| GUITAR/MICRO | Potentiometer for adjustment of the Micro 2 input signal gain. Turn on this switch when using the instrument with a guitar, turn off the switch when using the instrument with a microphone. |
| LINE IN | Mini-jack for stereo device line input with line signal (CD Player, etc.). |



On the right of the instrument you will find a slot for the **SD Card** and **3 USB Hosts** for connection to external USB devices such as Pen drives, HD etc.



Front Panel



The main feature of the front panel is a wide colour touch screen which is the central point of the user interface system.

On the left of the display there are 5 double silk-screen printed keys: the black print indicates the functions of each key in Player mode, while the blue print indicates the functions in Style mode, namely in "Arranger" mode, when the **Arranger TO TABS** function is enabled on the **Menu / Preferences**.

Starting from the top, you will find the following keys:

- **GM PART**: Allows you to manage the sounds assigned to the Midi tracks of the file you have loaded

- **LEAD MUTE**: This key allows you to mute the melody track of the Midi file (generally this is track 4 but it may be modified if the Midi file does not comply with conventional Midi protocol) or, when an audio file is playing, it attenuates the vocal line of the file. In other words, the main voice is considerably attenuated allowing you to sing over the original songs. This device operates in real time and does not damage the song you are playing, so that you may return to the original version whenever you wish.

Info : The result of the Lead Mute function on audio files depends on the type of File used in terms of mixing and effects (reverb, panpot etc...).

- **LYRIC OFF**: Turns the screen which displays the **lyrics of the file** on or off.

- **SEARCH**: File search key.

- **XFADE**: Key for cross fading two musical files.





Lower down, from left to right of the panel you will find the following keys.

- **PLAY 1 and 2**: Use these keys to select the player you wish to use in **PLAYER** mode.

- **STYLE**: Provides access to "Arranger" mode for automatic accompaniments.

- **VOICE**: Provides access to the page where you can select and edit the instrument sounds.

- **DRUM SET**: Enables the Manual Drum function and allows you to map the Drum Kit; moreover with the Drum Mixer function you may edit the volume and reverb of percussion sounds.

- **PAUSE**: This key allows use to pause the player selected or enable the Restart and Count In function in Style mode.

- **MICRO1**: Provides access to a page on which you can manage the microphone connected to the Micro 1 input .

- **MICRO2/GUITAR**: Provides access to a page on which you can manage the microphone or guitar connected to the Micro2/Guitar input.

- **TALK**: This key eliminates or reduces the effect from Micro 1 and is very useful when you stop singing and want to talk into the microphone.

At the bottom of the panel you will find the volume sliders for the sections printed in black (for Player mode) or blue (for Style mode).





On the right of the display, starting from top to bottom you will find the following keys:

- **RECORD**: This key provides access to the function that allows you to record in an audio file anything the instrument is playing, including from external inputs (microphone, guitar etc.).

- **DSP**: Opens a page on which you can regulate the effects (see DSP)

- **PIC&MOVIE**: Opens a screen on which you can manage graphic and video files

- **DJ**: Selects a different song reproduction mode

- **JUKE BOX**: This function manages songs spontaneously, just like a JUKE BOX.

- **REGISTR.**: Provides access to the page for selection of Registrations, in other words a page on which you may select the main user settings of the instrument saved.

Further down you will find the **MASTER** slider to adjust the main volume of the MIDJPRO.

Finally, further towards the right you will find:

- **DATA/VALUE**, this knob is also called the **Dial**, and allows you to select files and parameters and edit the values selected.

Next, you will find the following keys.

- **ENTER**: Use to confirm different operations or enter the folders selected

- **EXIT**: Use to cancel an operation or escape from the current screen and display the previous screen, or exit a folder and back root.

- **SAVE**: Saves any modifications made on the instrument.

- **MEDIA**: Displays the memory devices installed on the instrument or connected via the USB ports



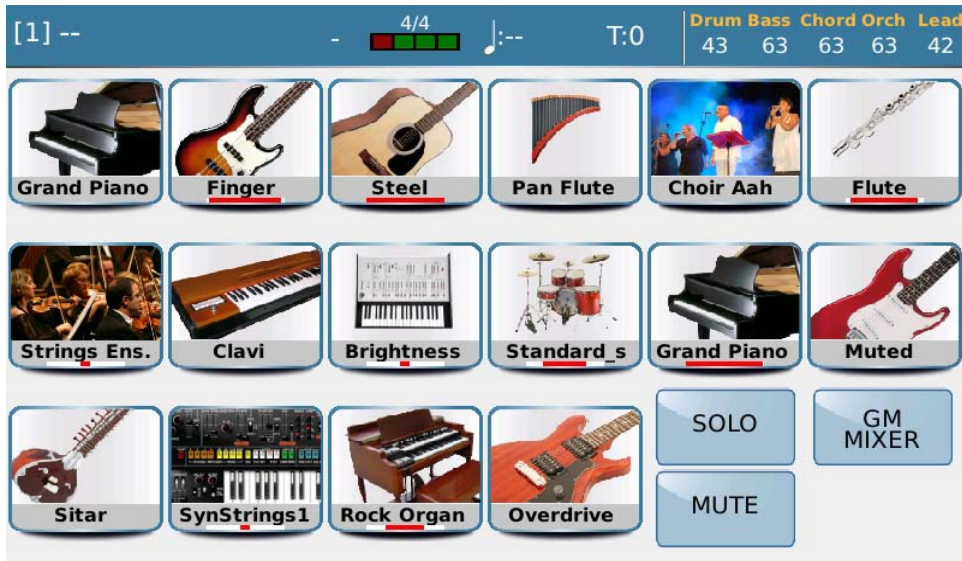
- **MENU**: Displays and provides access to all the sections of the instrument

- **TEMPO** and **TRANSPOSER**: These keys respectively control the speed in bpm and tone transposition of music files and Styles. Press these keys together to display the main screen of the instrument.



GM Part

Press the **GM PART** key to access a page which displays all the Midi tracks used by the Midifile loaded on the instrument.



This screen displays all the instruments used by the Midifile, with empty tracks shown in white. A level bar is also displayed in real time under the tracks that are playing.

If you select the **SOLO** key and then touch one of the 16 tracks, the track selected will play in "Solo" mode and the other tracks will be Muted.

If however you select the **MUTE** key and then one of the 16 tracks, the track selected will be muted.

If the **MUTE** key or the **SOLO** key are disabled and you select a track, a page opens on which you may modify the track selected.



By touching the image of the instrument assigned to the track, a Pop up will open on which you may select the family and each instrument.

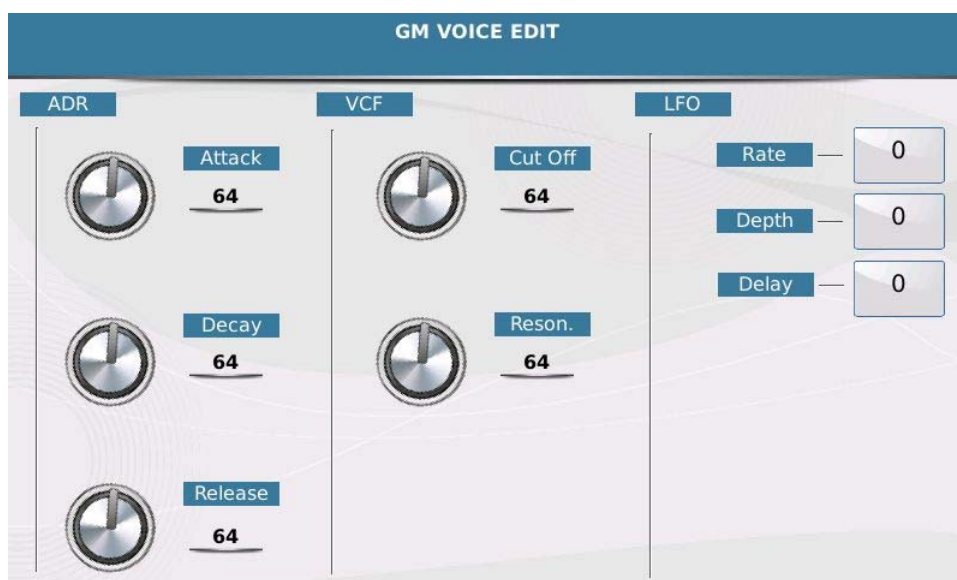


Press **EXIT** to return to the previous screen on which you may modify the track. More specifically, you may introduce a tone transposition **SHIFT**, modify the dynamics sensitivity **VELO**, assign a category type **PART MODE**, in other words decide whether it must be recognised by the instrument as Voice track (normal instrument track), Drum (drum track), Drum2 (Grooves track), Voicetron (voice harmonisation track).

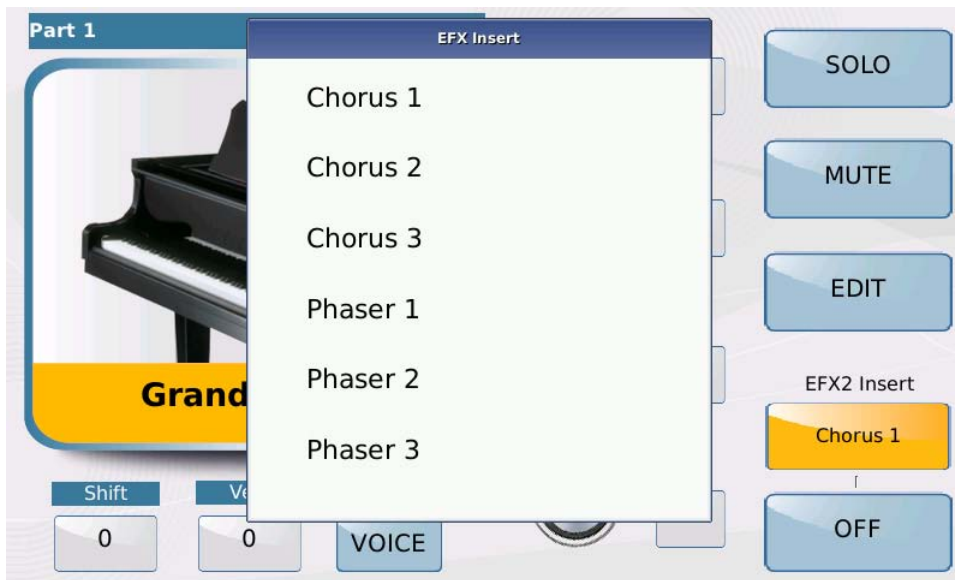
The virtual potentiometers set the level of **VOLUME**, **REVERB**, **CHORUS** and **PAN** (panorama), displayed in a box on the right hand side of the potentiometer.

On this window you may place the track on **SOLO** or **MUTE**.

Press **EDIT** to open a page on which you may adjust the envelope parameters (ADR) of the sound amplitude, Cutoff and resonance filter (VCF) and the parameters of the low frequency oscillator (LFO) used for the modulation effects.

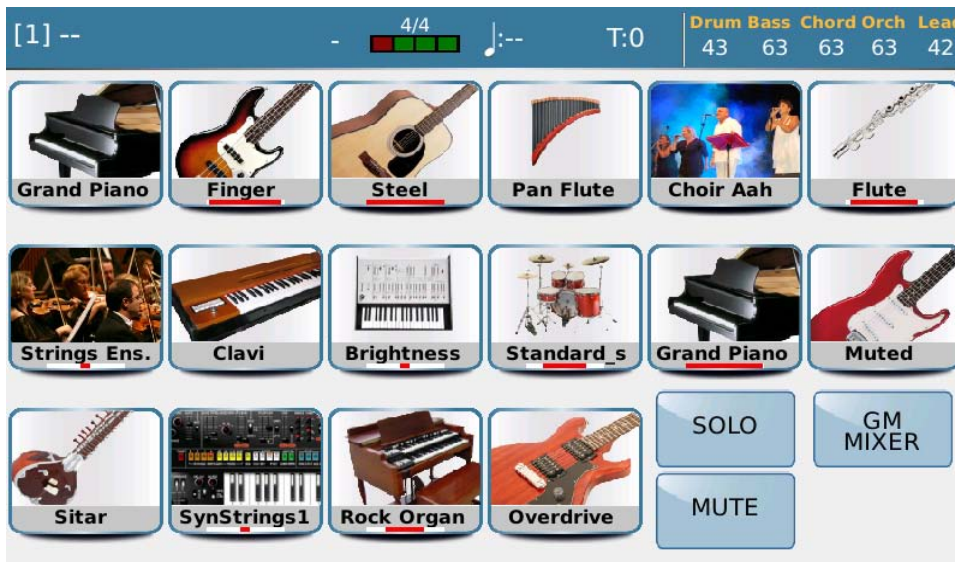


The **EFX INSERT** key allows you to select the type of effect to insert in the track. This effect may be enabled or disabled with the **ON/ OFF** key below.



Press **EXIT** to return to the main GM Part page.

The key **GM MIXER** is displayed next to the **SOLO** and **MUTE** keys.



By pressing this key you enter a window that displays a virtual mixer for all the 16 tracks of the Midifile.



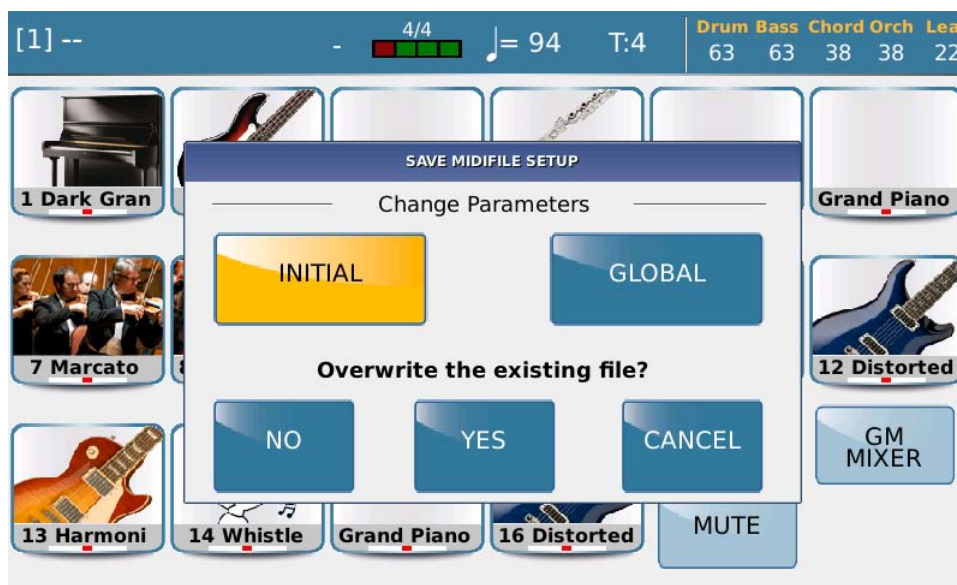
When the **VOL** key is enabled, you may adjust the volume by selecting the track and setting the value with the Dial.

The same thing happens with the **REV**, **CHO** and **PAN** keys.

On the GM Mixer page you can place the tracks on **SOLO** and **MUTE** by enabling the corresponding keys.

You may save all the modifications made to your Midifile on the main GM Part page.

To do this, simply press the **SAVE** key and the following window will appear on the display:



- **INITIAL**: Saves the modifications at the start of the Midifile, namely those made in the initial measure but keeps any sound and setting changes subsequently made in the next measures.

- **GLOBAL**: Saves the modifications introduced "globally", namely they will be enabled for the entire duration of the song.

The Midifile keeps its original name and when you save the file you overwrite the file itself. The display shows a message asking you to confirm whether or not you wish to overwrite the file.

If you press **YES** you will overwrite the file.

If you press **NO** an alphanumeric keypad is displayed on which you can enter a new file name in order to keep the original file.

If you press **CANCEL** you will escape from save.

[PLAYER GM](#)

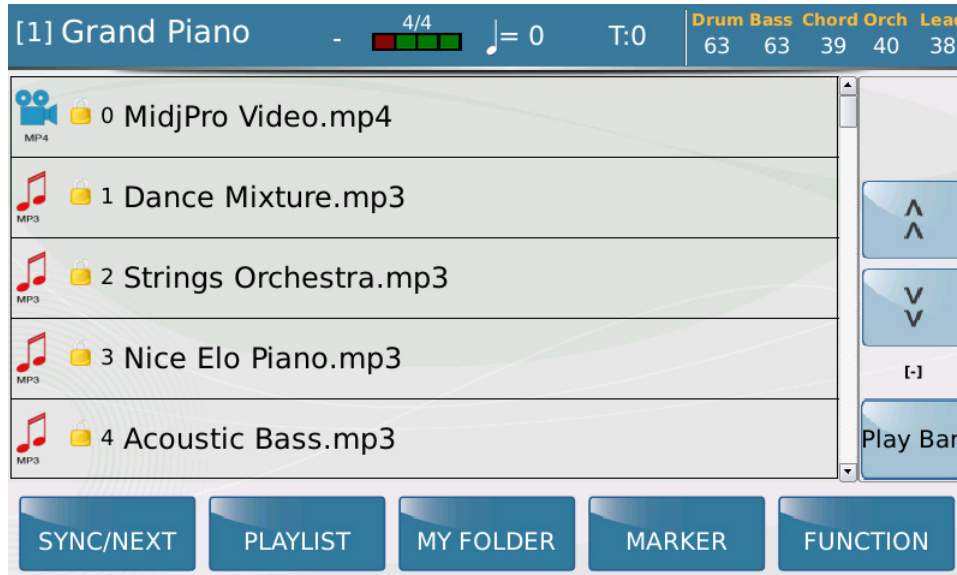
[Front Panel](#)



Player GM

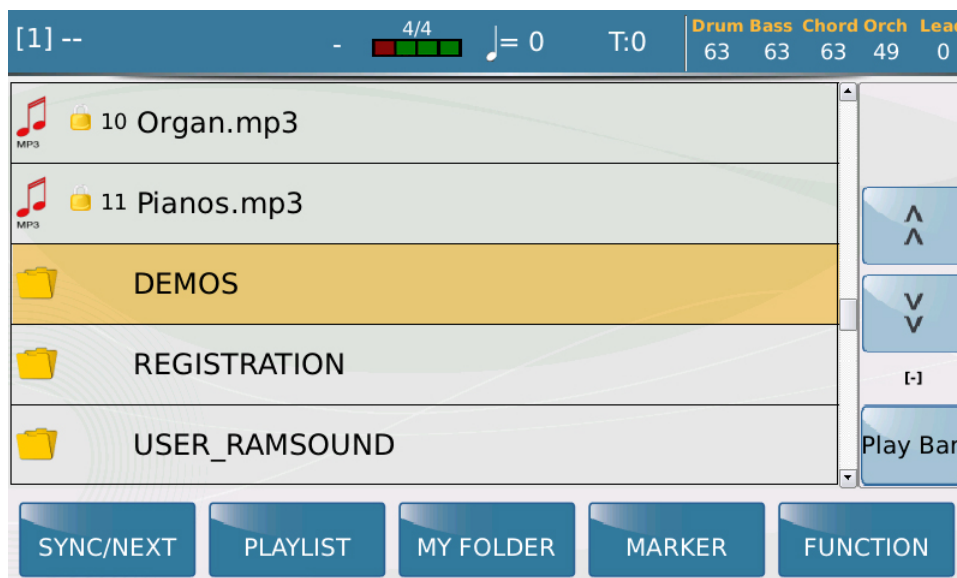
When you select the icon PLAYER-GM on the Intro screen, the contents of the internal solid disk (SSD) are displayed to load the files.

When you select the Player menu, the contents of the media device selected (SSD, Card, USB, etc) are displayed.

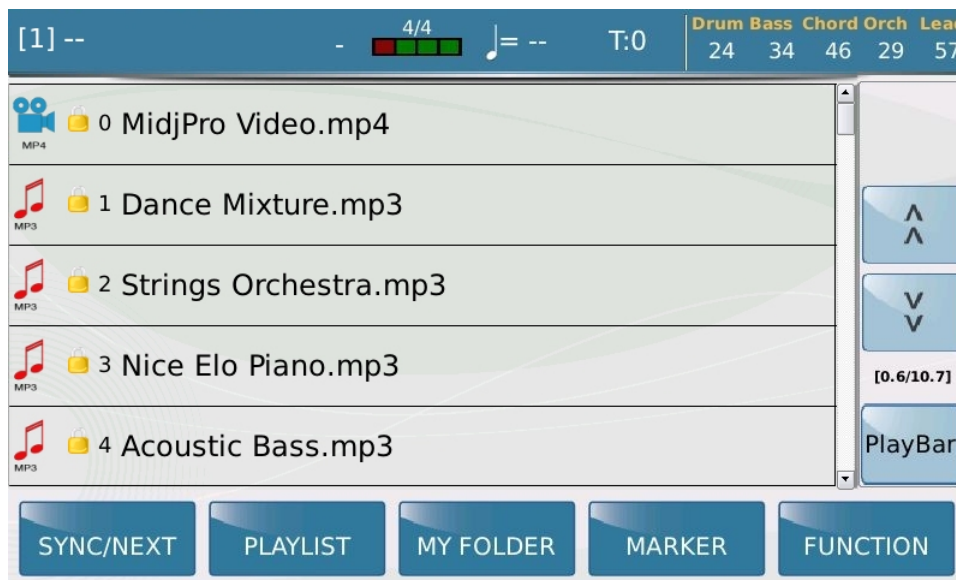


To navigate use:

1. The **Touch Screen** that allows you to select the file directly and enter the folder with a double click.
2. The **Dial DATA/ VALUE** to scroll files, folders or edit the parameters in Editing mode.
3. The **Exit key** to escape from folders and back root.
4. The **Enter key** to enter the folder selected rather than double clicking on the Touch screen.



When you touch the file, it will be selected and highlighted in orange and loaded in player 1.



MIDJPRO is now ready for you to play!

Press START/STOP to start reproduction or touch the filename selected a second time or press Enter. When the file is in play, the red light of the START /STOP key lights up.

N.B : when the Auto Play function on the **FUNCTION** menu (displayed at the bottom on the right) is enabled, the songs in the folder are reproduced automatically from first to last.



This is the main screen of the **PLAYER GM** section, created specifically for Midifiles, audio files, videos and images.

On this screen, if the file contains the Lyrics, these may be displayed on the screen or on an external monitor.

The **upper bar** displays the current status at all time, showing the following information:

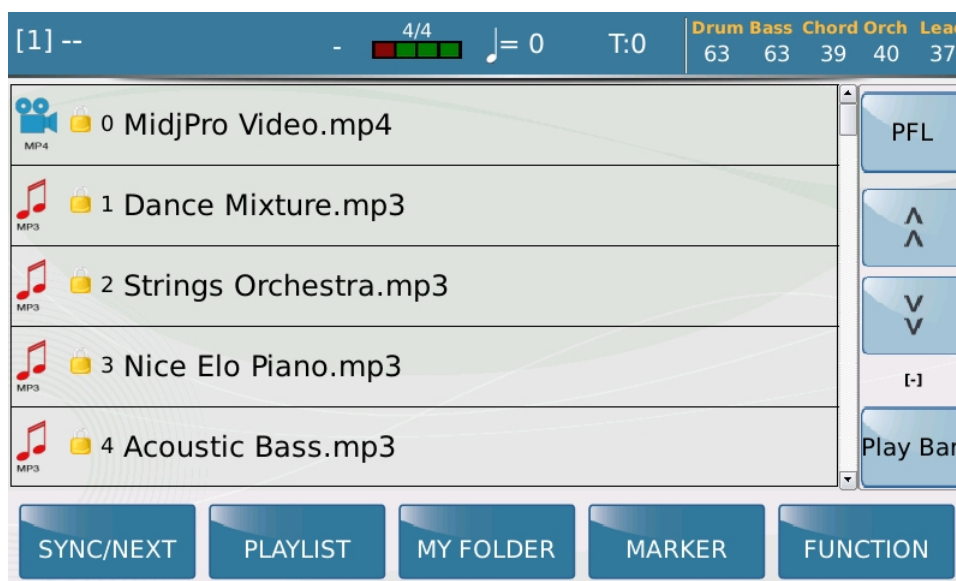
Name of the file selected, preceded by a number in square brackets that indicates the player selected.

- Metronome time (only for Midifiles).
- Speed (only for Midifile).
- Transposition value set for the file playing.
- Volumes of the Drum, Bass, Chord, Orch. (Lower) and Lead sections.

Using the **box on the right**, you may scroll the list of files and folders from top to bottom. During execution a beat / time **counter** is displayed. For more information regarding the current file and to go back or forwards, select the **PLAYER**.



If the **PFL TO PLAYER** function is enabled on the **PREFERENCE** menu, the virtual key PFL is displayed on the right hand bar, which may be used to listen to the song you are playing through the headphones.



If the file contains Karaoke type lyrics, these are displayed at the centre of the screen instead of the contents of the folder selected, while the list of files may be displayed by pressing the **LYRIC OFF** key on the left of the front panel. Press the key again to display the lyrics. With the lyrics file you can pass to **Full screen mode** by touching the centre of the screen where the lyrics are scrolling. Touch a second time to return to normal display mode.

If the file does not contain lyrics, a separate **.txt** file may be associated to the file. To do this, the **.txt** file must have the same name as the music file and must be stored in the same folder (E.g. Newyork.mid and lyrics Newyork.txt). **SKIP FILE LINK** function must however be disabled on the Function page.

In order to associate a lyrics file to a Style, simply load the lyrics file and save in registration. To do this, load the **.txt** file in Player mode, then press Style and save the Registration. In this way the **.txt** file will be stored in Registration so that if it is accidentally deleted from the disk, the lyrics file will in any case be saved in Registration.

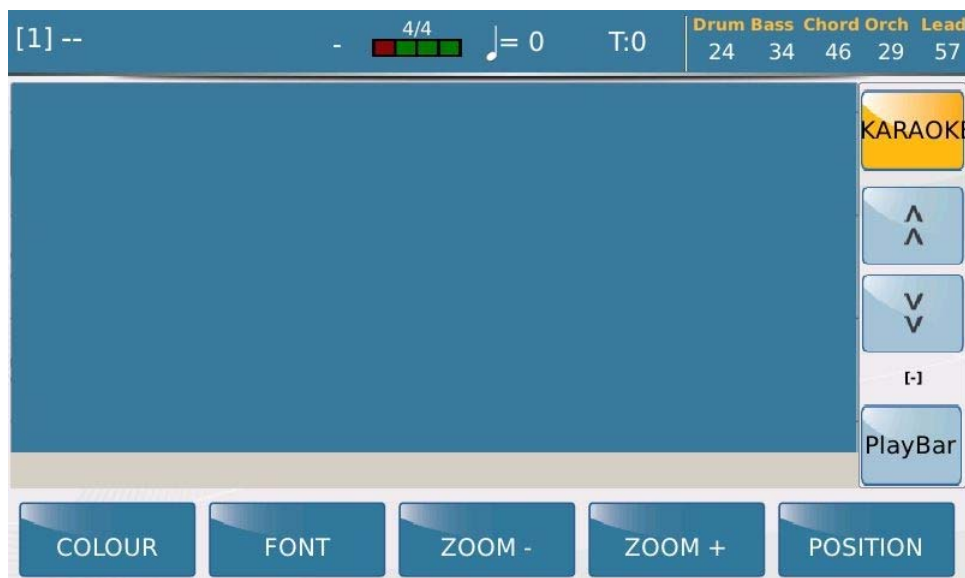
The **bottom bar** allows you to enter other functions, such as the following:

- **SYNC/NEXT**: To programme the next song
- **PLAYLIST**: To manage the personal list of songs
- **MY FOLDER**: To manage personal folders
- **MARKER**: To pass from one section to another of a file (the file must contain the markers)
- **FUNCTION**: To customise the settings of PLAYER GM

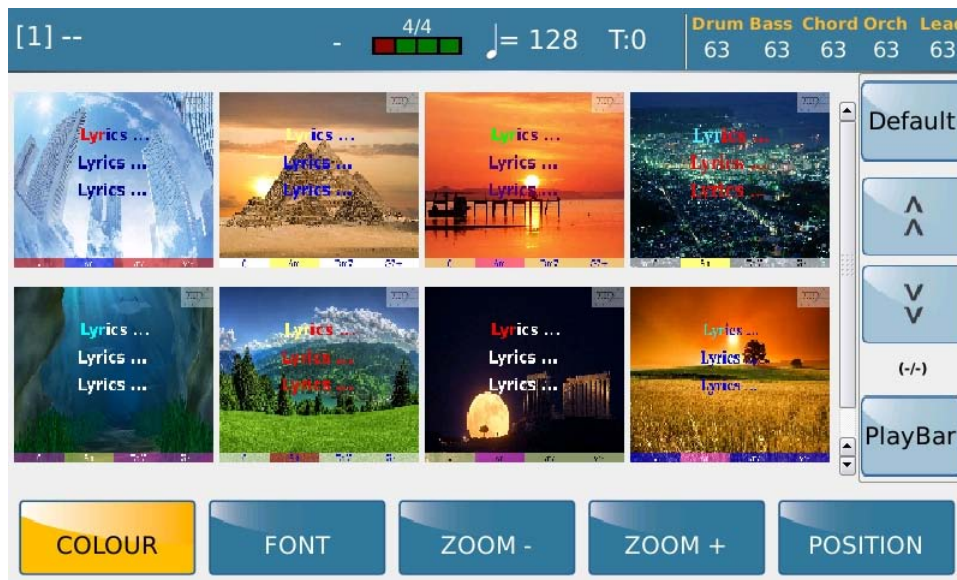
To load **player 2** simply press **PLAYER 2** and repeat the steps described previously.



If the file you are playing contains lyrics, a **KARAOKE** key appears in the right hand box at the top. When you select this, display functions for the lyrics will appear. These functions may be selected while the song is playing and the lyrics are scrolling on the screen, or even on Stop mode.



The default screen displays the following:



- **COLOUR** : Allows you to select the background for the lyrics
- **FONT**: Allows you to select the font and colour of the lyrics.
- **ZOOM-**: Reduces the size of the lyrics.
- **ZOOM+**: Increases the size of the lyrics.
- **POSITION**: Aligns the lyrics at the centre when enabled, and to the left when disabled.
- **DEFAULT**: Restores the original settings of the colours and Karaoke desk, if these have been modified.

If a standard Midi file or ".kar" (karaoke) file is loaded on player, all the 16 Midi tracks of the song may be displayed by pressing the key **GM PART** on the front panel.

When the players are used, some keys remain enabled:

- **SEARCH**: Provides access to a page where you may search the files to reproduce on player.
- **XFADE**: Allows you to cross fade the 2 files being played.
- **TEMPO**: Allows you to change the speed of the song you are playing.
- **TRANSPOSER**: Allows you to increase or reduce the key of the module (including Mp3 and Midi files) at semitone intervals within a total range of +/- 12 semitones. This function makes it easier to play with difficult tones and makes it possible to play according to the vocal range of the singer.
- **ENTER**: Standard key to confirm and accept modifications; this key may also be used during navigation to enter or load the files selected.
- **EXIT**: Use this key to escape from a screen and return to the previous screen or cancel an operation.

- **SAVE**: Use this key to save your settings.

- **MEDIA**: Use this key to access the internal Hard Disk and all the external mass memories connected.

- **MENU**: Allows you to access the full settings menu of MIDJPRO.

Finally, files may be replayed in standard **JUKE BOX** and **DJ** modes by pressing the relevant keys on the front panel on the right of the display.

Front Panel



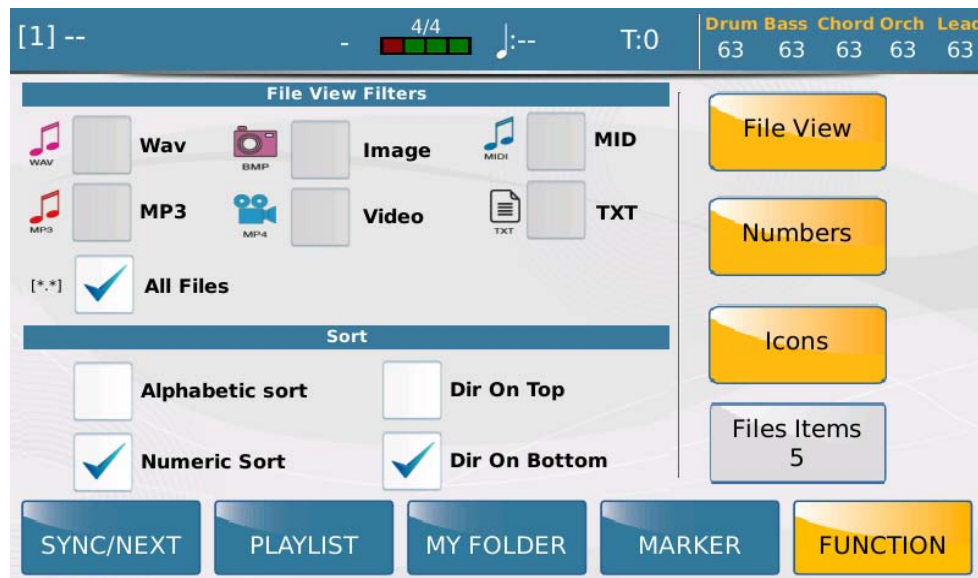
Functions



On this screen you may customise the settings of your Player GM.

- **MARKER**: Sets the mode with which the Player passes from one section to another of the file you are playing (Immediate, End Bar, End Section, Loop)
- **AUTO PLAY**: Automatically plays all the songs in a Folder. You can set the interval between songs in seconds (0 s. - 30 s.) in the box next to Space. Simply select the box and change the value with Dial.
- **MOVIE TO RGB**: When enabled, this setting allows you to view a film only on an external monitor.
- **CDG JUMP**: This function allows you to skip the initial part of the CDG files (often used for information purposes). Touch the corresponding box on the right to set the initial time to cancel using the Dial (from 0s. to 30s of the file.)
- **CROSSFADE**: This function sets the Crossfade curve from one file to another (Normal, Slow 1, Slow 2, Fast 2, Fast 1)
- **LEAD CHAN**: This allows you to select the track of the Midifile on which you wish to exclude the Song Line (Lead Off) .
- **MIDI MIX**: This function allows you to adjust the main volumes of the Midifile (grouped as Drum, Bass, Chord , Orch, Lead) using the sliders on the panel. When this function is enabled, the song volume corresponds to the position of the sliders, while when the function is disabled the Midifile starts with the default values saved in the Midifile itself without taking into account the position of the sliders.
- **SKIP FILE LINK**: This function disables the link between two files with the same name. If for example you have an Mp3 file and a Lyrics file with the same name, if this function is enabled, the Lyrics file will not automatically be displayed on the screen.
- **FILE VIEW**: This function allows you to select the type of files to view: .WAV, .MP3, .MID. , TXT, All

Files and the order in which they are viewed: Alphabetic Sort, Numeric Sort, Directory On Top, Directory On Bottom.

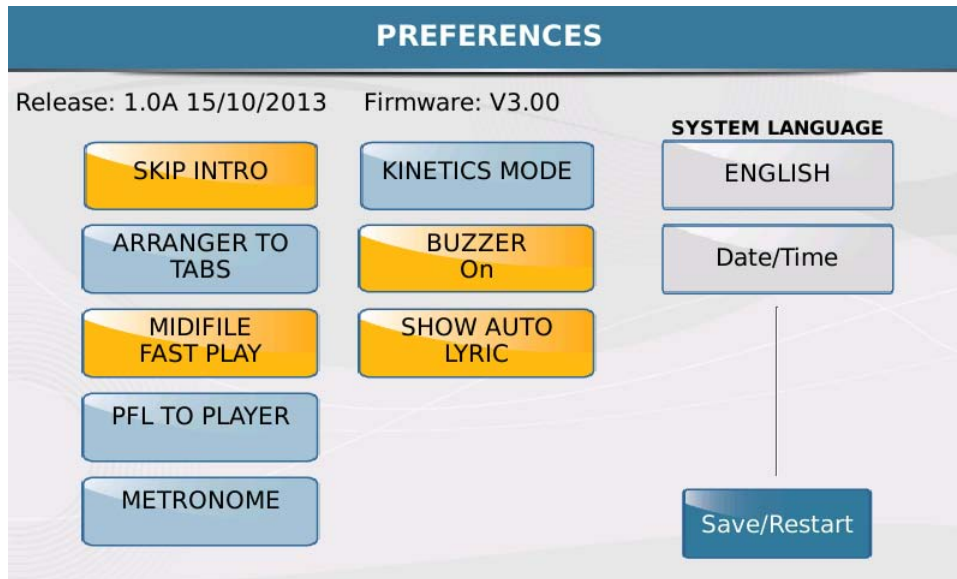


- **NUMBERS**: This function allows you to toggle the numbers next to file names and folders on and off.
- **ICONS**: This function allows you to toggle the icons next to file names and folders on and off.
- **FILE ITEMS**: This function allows you to set the number of file names/folders to view on the screen (from 4 to 12)

[PLAYER GM](#)



Preferences



- **SKIP INTRO**: When you select this function the Intro screen is no longer displayed when you switch on your instrument. To save this setting press the **SAVE** key on the panel and then select **SAVE CUSTOM STARTUP**.

- **Arranger TO TABS**: Enables the selection of a number of Style functions (A,B,C,D, Fill, etc) with the keys on the side of the display which are shown in blue. To save this setting press the **SAVE** key on the panel and then select **SAVE CUSTOM STARTUP**.

- **Midifile FAST PLAY**: This function starts the Midifile more quickly, reading the opening measures (which generally contain the data of the Controllers and other data) more rapidly. This is a very useful function for immediate Start, Mixing or Crossfade needs.

- **PFL TO PLAYER** : This function enables headphone playback in Play. If this function is selected, when you use the two players of the instrument the virtual key **PFL** appears at the top on the right of the display for headphone playback. When this function is disabled, the **PFL** key is enabled only in **DJ** mode.

- **METRONOME**: This function opens the page of the instrument metronome. When you select this function the following window is displayed with the metronome settings that will now be described.



- **VOL**: This is the virtual **Volume knob of the metronome**. Select this knob on the display to adjust the metronome Volume with the Dial.
- **TIME SIGNATURE*/** and **TIME SIGNATURE/*** : These are two boxes in which you may set the tempo value. Simply select each box and modify the value with the Dial.
- **LINK/RUN MODE**: This box may be set in one of four different modes in the same way, namely by selecting the mode on the display and then using the Dial. **NONE** mode disables the metronome. **FREE RUN** mode enables the metronome independently from the midifiles or Styles, just like an external metronome. **Midifile** mode links the metronome to the Midifile you are playing, in other words it synchronises the metronome tempo with that of the Midifile. **STYLE** mode links the metronome to Style synchronizing it with the tempo of the Style.
- **ENABLE**: Enables or disables the metronome audio and therefore has **ON** and **OFF** modes which may be selected on the display.
- **BPM**: You may use the BPM to set the metronome speed with the Dial.
- **OUT**: Sets the output mode of the metronome. After selecting this function with the Dial you may set it on "SOLO" mode that plays only the metronome through the headphones without music or other resources generated by the MIDJPRO or on ALL mode where you will hear both the metronome and music through the headphones.
- **TYPE** : Allows you to assign 3 different tones to the metronome click. Here again simply select the function on the display with the Dial.

- **KINETICS MODE**: This function allows you to scroll the screen with your fingers. To save this setting press the **SAVE** key on the panel and then select **SAVE CUSTOM STARTUP**.

- **BUZZER**: When this function is ON you will hear a "beep" when you select a function on the display. When this function is Off the "beep" is disabled. To save this setting press the **SAVE** key on the panel and then select **SAVE CUSTOM STARTUP**.

- Allows to show automatically lyrics on the display when the file is

SHOW AUTO LYRIC:

playing.

- **SYSTEM LANGUAGE**: Allows you to set the language of your instrument. Touch the box to open a Pop on which you may select one of the following languages: English, German, French, Italian, Spanish or Portuguese. Select the **SAVE/ RESTART** on the display to save this setting.

- **DATE/TIME**: Allows you to access the following page to set the date and time:

Calendar

| | dom | lun | mar | mer | gio | ven | sab |
|----|-----|-----|-----|-----|-----|-----|-----|
| 40 | 29 | 30 | 1 | 2 | 3 | 4 | 5 |
| 41 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 42 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 43 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 44 | 27 | 28 | 29 | 30 | 31 | 1 | 2 |
| 45 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Date/Time

Current Date: 03:10:2013 Locale: Italian/Italy

Current Time: 17:13:22 hour: 17 minute: 13 Update

The months on the calendar displayed at the centre may be moved forwards or backwards with the right and left arrows.

To select the day simply touch the day of the month on the calendar or select the field **CURRENT DATE** and change the value with the Dial. To change the time, select the boxes at the bottom of the screen and adjust with the up (increase) and down (decrease) arrows next to each box. Finally, there is also a field called "**LOCALE**" on the screen on which you may select the language for the days of the week. Use the **UPDATE** key to update the date of the instrument to date set by the user. Select the **SAVE/ RESTART** on the display to save this setting.

SAVE/ RESTART: Use this key to save the language and Date / Time settings and then switch your instrument off and on again.

MENU

Front Panel



Menu



Press the key **MENU** on the panel to access the screen that provides access to all the main pages for general regulation of the instrument, which are displayed as icons on the display.

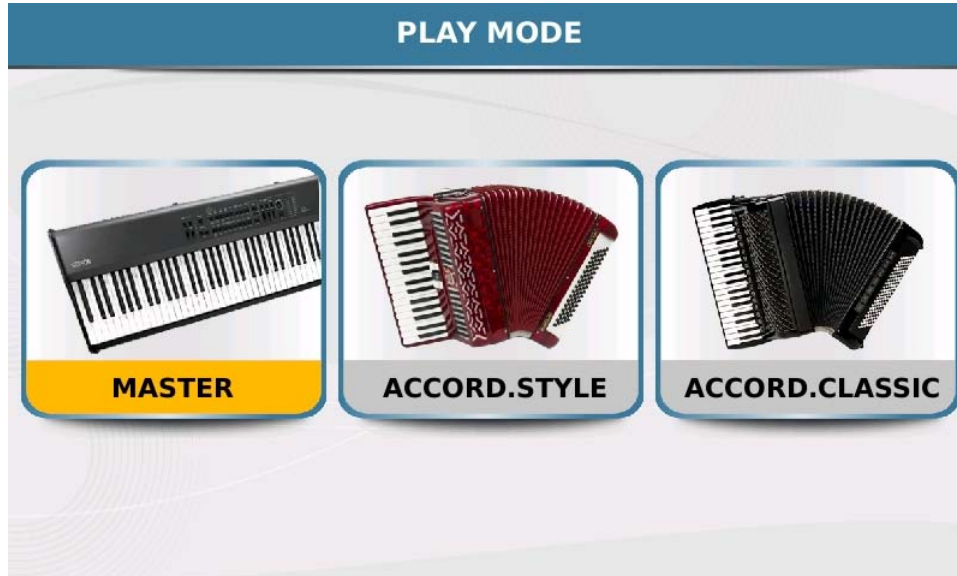
- **PLAY MODES**: Allows you to select the 3 main operating modes of the instrument.
- **MIDI**: Allows you to access the page to adjust the Midi parameters.
- **AUDIO EDIT**: Opens the page to edit audio files in.wav format.
- **MANUAL**: Instruction Manual of the MIDJPRO.
- **PREFERENCES**: Opens a page on which a number of system preferences may be set, such as the language, date etc.
- **CONTROLS**: Opens a page on which you may set the main parameters such as output volume tone etc..
- **FOOTSWITCH**: Allows you to assign the functions to the optional footswitch connected to the Footswitch input on the back panel.
- **VIDEO**: This page displays the adjustment settings of the monitor connected to the Video port of the instrument.
- **ARABIC**: The parameters of the Arabic scale may be set on this page.
- **REGISTRATION SETUP**: On this page you can filter or enable the retrieval of functions saved in a registration.

Front Panel

PLAYER GM



Play Mode



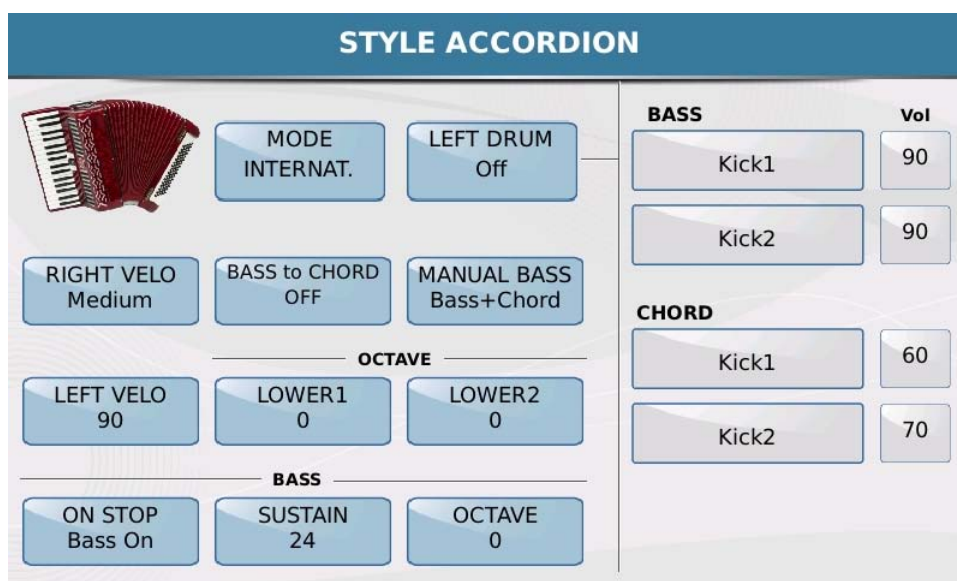
MASTER

Sets the MIDJPRO for connection to a keyboard or master keyboard via Midi connections. More information regarding the Midi configuration is given in the [Midi](#) section.

ACCORD. STYLE

Sets the MIDJPRO for connection to an accordion via the Midi connections in order to control the Arranger with the automatic basses of the accordion. The MIDJPRO sets to Reception mode with the standard Channels of the Midi Accordions: Right 01, Left 02, Bass 03, which may however be modified on the [Midi Arranger keyboard](#) page.

Touch the Accord. Style icon again to open a dedicated page:



- **MODE**: Adjusts the general settings of the accordion according to the international or Belgian system. This may be set directly on the Touch Screen.

- **RIGHT VELOCITY**: This is a specific function for accordions with dynamic keyboard that sets the velocity curve of the keyboard (Soft, Medium, Hard and Fixed). The setting may be made directly on the Touch Screen by selecting each of the 4 Curves from a Pop up that is displayed when you select the function. If you select Fixed, in other words when the touch response is fixed, or better, has no dynamics, a number that may be modified with the Dial will be displayed in the box: this is the value of the fixed velocity set on the keyboard.

- **LEFT VELOCITY**: This function is exactly the same as the previous but is used for the basses and chords.

- **BASS TO CHORD**: When this function is set to **Normal**, the Bass note is calculated in the chord. If for example you play a B Bass and a chord in C major, the accompaniment interprets a C7+ with the basic C in the Bass. If it is set on **Lowest**, the lowest note remains in the Bass allowing you to play the chord in inversion. The setting may be made directly on the Touch Screen.

- **MANUAL BASS**: This function allows you to play the Bass manually in two different modes. **Bass Only** removes the bass from the automatic accompaniment allowing you to play it manually. **Bass+ Chord** also removes the chords leaving only the drum, allowing you to play a manual Bass solo accompanied only by the drum rhythm. The setting may be made directly on the Touch Screen. These two options may be used only if Manual Bass in the Style section is enabled.

- **OCTAVE LOWER1** and **OCTAVE LOWER2**: These are used to set the octave transposition of each of the two Lowers assigned to the chord button panel. After selecting Lower 1 or Lower 2 on the Touch Screen, set the transposition value with the Dial.

- **BASS ON STOP**: When this function is set to **Bass Off**, it mutes the Bass when the Style stops; when it is set to **Bass On**, it keeps the manual Bass enabled even during Stop. The setting may be made directly on the Touch Screen.

- **BASS SUSTAIN**: This function allows you to adjust the sustain of the Bass sound with the Dial.

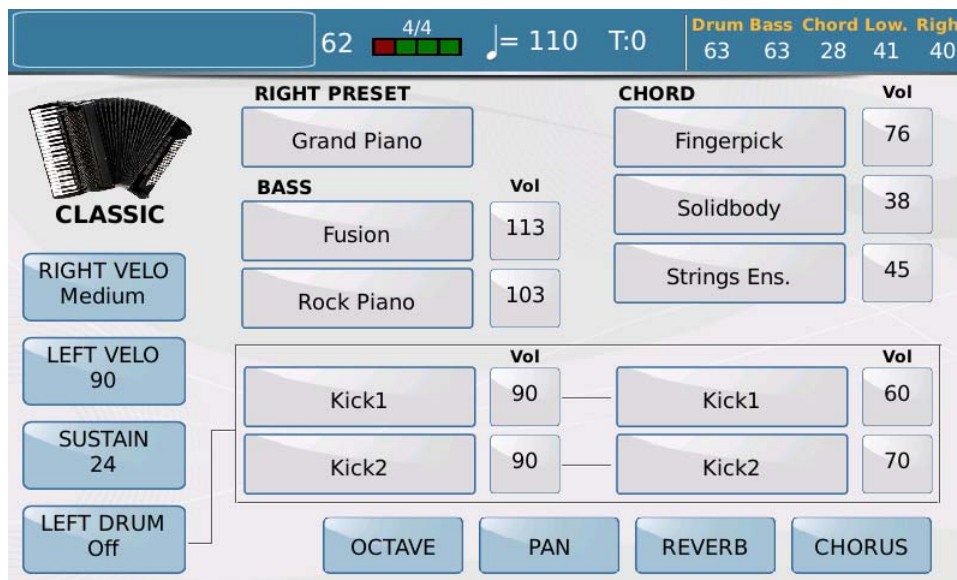
- **BASS OCTAVE**: This function allows you to adjust the octave transposition of the Bass with the Dial.

- **LEFT DRUM**: This function allows you to play the drum manually using the bass buttons. To enable (On) or disable (Off) this function, touch the corresponding box on the Touch Screen; a field is displayed on the right on which you may select the sounds to assign to the 2 layers of the bass buttons and the 2 layers of the chord buttons. To select the sound, simply touch the corresponding box and then touch the sound you wish to select on the Pop up window that opens up. The value of the percussion volume is displayed next to the box. To adjust the volume simply touch the box and select the value with Dial.

You can save the settings made on this page: press **SAVE** on the panel; the Pop Up box "**SAVE ACCORDION SETTING** " appears on the display on which you may save the settings by pressing **SAVE** or escape by selecting **CANCEL** .

ACCORD. CLASSIC

This sets your MIDJPRO for connection to an accordion via the Midi connections in order to use the Arrange sounds without controlling the automatic accompaniments. Click again on **ACCORD.CLASSIC** to open the following page:



The functions **RIGHT VELO** , **LEFT VELO** and **LEFT DRUM** are identical to the functions described above but refer to the **Style Accordion** window.

- **SUSTAIN**: Select this function on the Touch Screen to adjust the Bass sustain value with the Dial.

- **RIGHT PRESET**: This function allows you to select the sound to assign to the accordion keyboard. To do this, simply touch the box to open the Voice selection page (Voice Select). Then press Exit to return to the Classic Accordion screen.

- **BASS**: This function allows you to assign 2 sounds to the Bass, for the Bass and Chord 1 section of the Style. Here again when you touch the box a window which is very similar to the Voice Select window is displayed on which you may select the instrument and category of instruments; press **Exit** to return to the Classic Accordion screen.

- **CHORD**: This function allows you to assign 3 different sounds to the Chord tracks 3-4-5, following the same steps described for the Bass.

A box indicating the **Volume** is displayed next to each of the 2 Bass sounds, the 2 sounds assignable to the Chord tracks and the 4 Left Drum sounds. Touch the box and change the volume value with Dial.

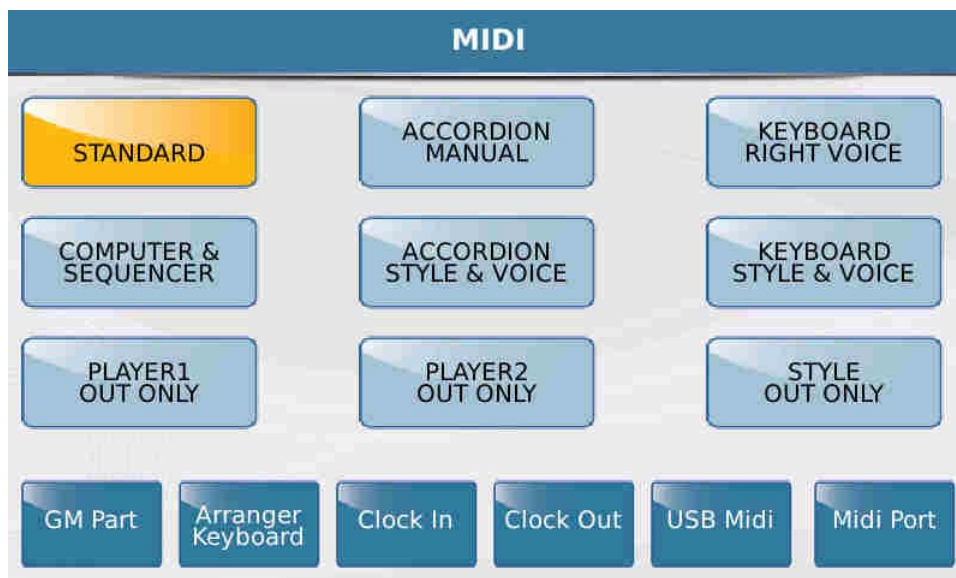
The functions **OCTAVE, PAN, REVERB** and **CHORUS** are displayed at the bottom of the screen. These are enabled **only for the Bass and Chord tracks** but not for the drums. When you select one of these functions, the value of the function selected, namely the value of the octave transposition of the Pan of the Reverb and Chorus of the sounds assigned to the Bass and Chord tracks are displayed in the above box, which by default shows the volume. These values may be adjusted in the same way as the Volume, namely by touching the corresponding box and adjusting the value with the Dial.

You can save the settings made on this page: press **SAVE** on the panel; the Pop Up box "**SAVE ACCORDION SETTING**" appears on the display on which you may save the settings by pressing **SAVE** or escape by selecting **CANCEL**.

[MENU](#)



Midi



The 9 Midi KETRON settings are displayed at the centre of the screen.

- **STANDARD**: In this mode the MIDJPRO may be controlled by an external Midi controller (via the Midi In) above all to play the Styles and Voices of the Arranger sound module.

- **ACCORDION MANUAL**: This is the Accordion Mode and should be used if you connect your MIDJPRO to a Midi Accordion. Accordion Mode automatically sets a specific Midi channel on the following sections: Right Ch. 01, Left Ch. 02, Bass Ch. 03. It allows you to play the accordion manually, namely without an automatic accompaniment.

- **KEYBOARD RIGHT VOICE**: This is an optimised mode that allows you to control the Voice Lead via the external keyboard. It is substantially a variation of the Standard mode.

- **COMPUTER SEQUENCER**: This mode allows you to connect your instrument to an external Software Sequencer or Computer (via the Midi In). Select this mode when you are playing a Midifile or sequences from a computer (the MIDJPRO will function like a GM sound module).

- **ACCORDION STYLE & VOICE**: This is a variation of Accordion Manual mode which uses the same Midi channel optimised for use with a Midi accordion and also guarantees the Arranger control via the accordion connected to the Midi In of the instrument.

- **KEYBOARD STYLE & VOICE**: This is yet another variation of standard mode which is optimised for Arranger control via an external keyboard connected to the Midi In of the instrument.

- **PLAYER 1 OUT ONLY**: This configuration may be very useful when you want to play a Midifile on Player1 using only the external sound module connected to the Midi Out of your MIDJPRO.

- **PLAYER 2 OUT ONLY**: As indicated above but for Player 2.

- **STYLE OUT ONLY**: This mode allows you to play the Arranger section using the sounds of an external module.

At the bottom you will find 6 virtual keys that provide access to new pages on which you may customise

the Midi sections or enable specific functions.

- **GM PART**: Provides access to the control window of the 16 tracks called parts and to the 16 corresponding Midi channels used during reception and transmission from the GM sound module built into the instrument.

- **ARRANGER KEYBOARD**: Provides access to the control window of the sections and corresponding Midi channels used during reception and transmission from the sound module built into the Arranger of the instrument.

- **CLOCK IN**: When this is enabled (yellow) the MIDJPRO accepts the Clock command from external Midi appliances and may be synchronised with an external Sequencer / Controller.

- **CLOCK OUT**: When this is enabled (yellow), the MIDJPRO transmits the Clock to External Midi appliances (Sequencer/Controller).

- **USB MIDI**: Turns the USB Device port on the back panel into a Midi port for transmission and reception. In this mode the Midi connection to sequencer software may be made directly using a USB cable without using the Midi ports and traditional Midi cables.

- **MIDI PORT**: Pressing this key opens a window to route the Midi ports



The window displays 3 devices on the instrument and the respective connections to the Midi In and Midi Out ports.

STYLE

MENU



GM Part

The **GM Part** key opens a window on which you may control the 16 tracks called parts and the relevant 16 Midi channels used during reception and transmission from the GM sound module built into your instrument.

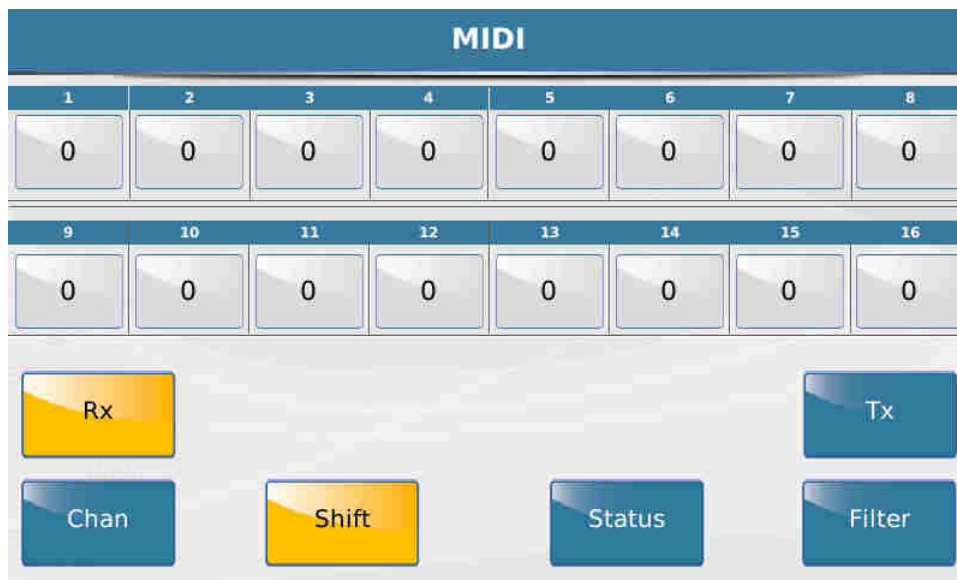


Info: Any changes made on this page must be saved in the current Midi Set up. To do this press **SAVE** on the panel and then **SAVE** on the Pop up that appears at the centre of the display. Press **RESTORE** on the Pop Up menu to restore the factory settings or **CANCEL** to escape from save.

When you select the **CHAN** and **RX** key (they turn yellow), the 16 parts used by the GM sound module appear at the centre of the display with each part indicating the number of the Midi reception channel. To modify, simply select the part and change the value with Dial.

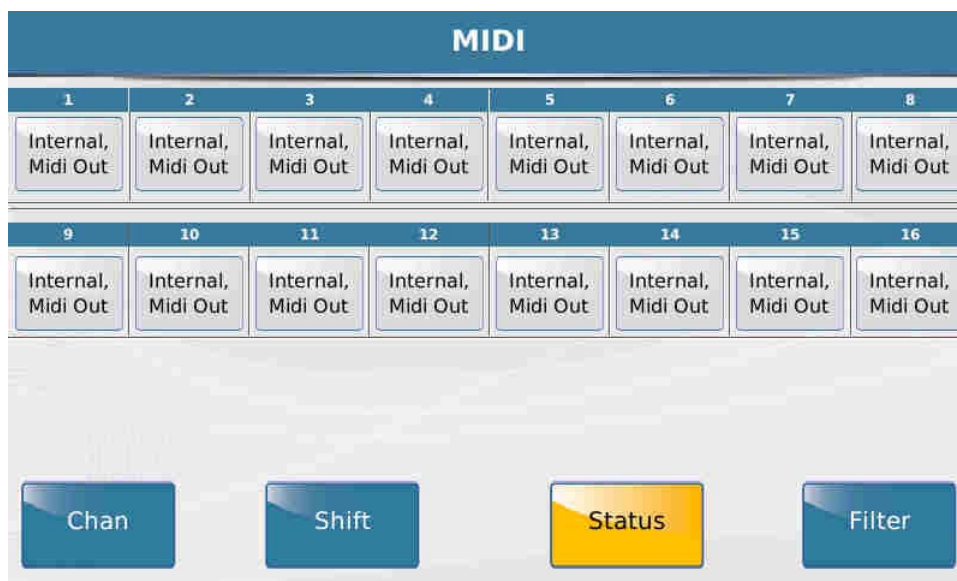
When you select the **CHAN** and **TX** keys, the 16 parts used by the sound module GM appear at the centre of the display indicating the number of the Midi transmission channel. Here again to modify the part, simply select it and change the value with the Dial.

- **SHIFT** : Shows the tone transposition applied to each part of the sound module.



Transposition during reception may be independent from transposition applied during transmission. Here again, the **RX** and **TX** keys allow you to display the transposition values for each part during reception and transmission respectively. To change the values, simply select the part and modify the value with the Dial.

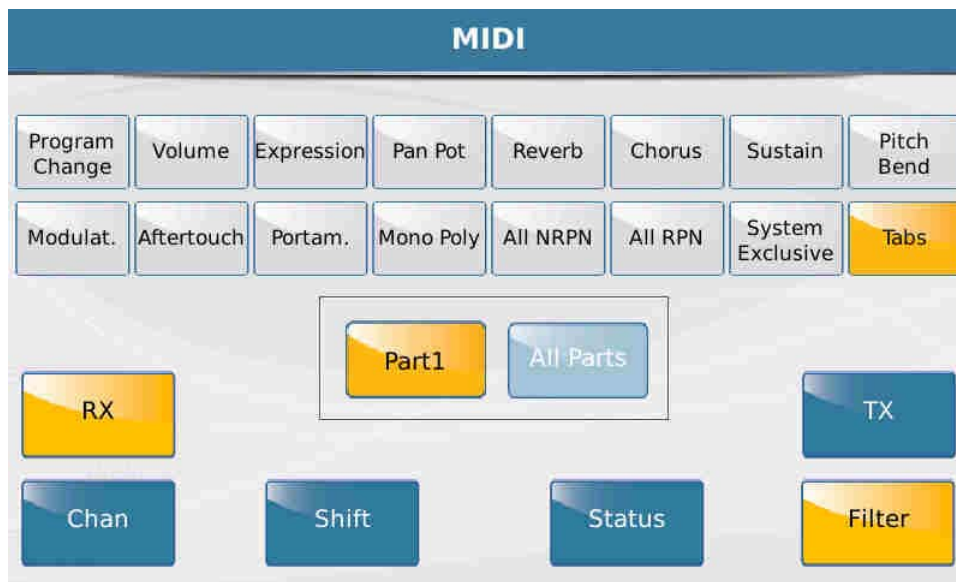
- **STATUS** : Provides access to the display page with the status of all the parts of the GM module.



When it is on **Internal/Midi Out**, the part uses the internal sound generator and is connected to the Midi Out port. This means that if the Player (or an external Midi keyboard connected and tuned to the reception channel of the part) is playing the part, it will be transmitted both to the internal generator and to an external generator connected to the Midi Out of the instrument. If the status is **Internal Only**, the part does not transmit messages to the Midi Out port so that the external units connected to the Midi Out will not play. If the status is **Midi Out Only**, the internal generator is disconnected from the part and this will play only via the external sound generator connected to the Midi Out.

Here again, to edit the status of each part, simply select the part and change the value with the Dial.

- **FILTER** : Allows you to apply a data filter to each part.



By default **PART 1** appears at the centre of the display but you may select each of the 15 parts with the Dial. Use the virtual key **ALL PARTS** to select all 16 parts of the module together; the filters that are enabled will function on all 16 parts.

At the top of the display you will find boxes corresponding to the filters that may be applied to the part selected (or to all the parts if you have enabled the All Parts option). Here again you may display and apply data filters to each track independently both during transmission and reception. To enable a filter simply touch the filter you require highlighting it in yellow.

When you enable the **RX** key all the filters during reception are displayed, while if you enable the **TX** key all the filters during transmission are displayed. When a Midi data or control filter is applied during reception, the MIDJPRO is not enabled to receive from the Midi In port when the data or control transits the track channel containing the filter. If however the control is in the Midi File you are playing, it will be transmitted to the Midi Out and transmitted to the external units. On the other hand, if the filter is an output but not input filter, the control may be transmitted to a specific channel via an external device connected to the Midi In of the MIDJPRO but may not be transmitted to an external module via the Midi Out of the MIDJPRO.

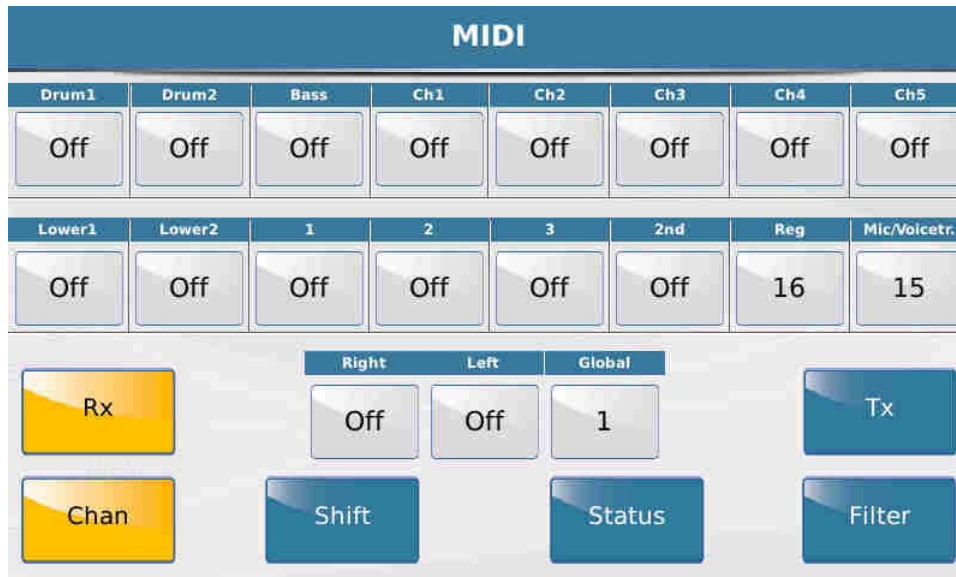
Supposing for example that you have selected Part1, the RX key and the Program Change data (the following keys on the displays will be highlighted in yellow: Program Change, Part1, RX and obviously Filter), the sound changes that may be transmitted from an external master or an external sequencer will not affect part 1, namely the first track. If however the changes are on the Midifile you are playing on a Player of the MIDJPRO these will affect the track of the Midifile and may be transmitted to a sound module connected to the Midi Out of the MIDJPRO.

MIDI



Midi Arranger Keyboard

The **Arranger KEYBOARD** key provides access to a window on which you may control the sections and relevant Midi channels during reception and transmission from the sound module built into the Arranger of your instrument.



This screen is different from the screen for the parts used by the GM module in that it has 3 additional parts assigned to the right and left splits of the keyboard and a Global part for assignment from the main Midi channel of the instrument. The 16 remaining parts are assigned to the different instrumental parts of the automatic accompaniment of Registration and the Voicetron Midi control. The Global part is enabled on channel 01 in the initial mode during reception. This mode allows you to control both the Styles and Voices of the MIDJPRO with a single Midi channel using a keyboard like the KETRON SD1 Plus or XD9.

See the section [GM Part](#) for a description of the parameters and how to change them.

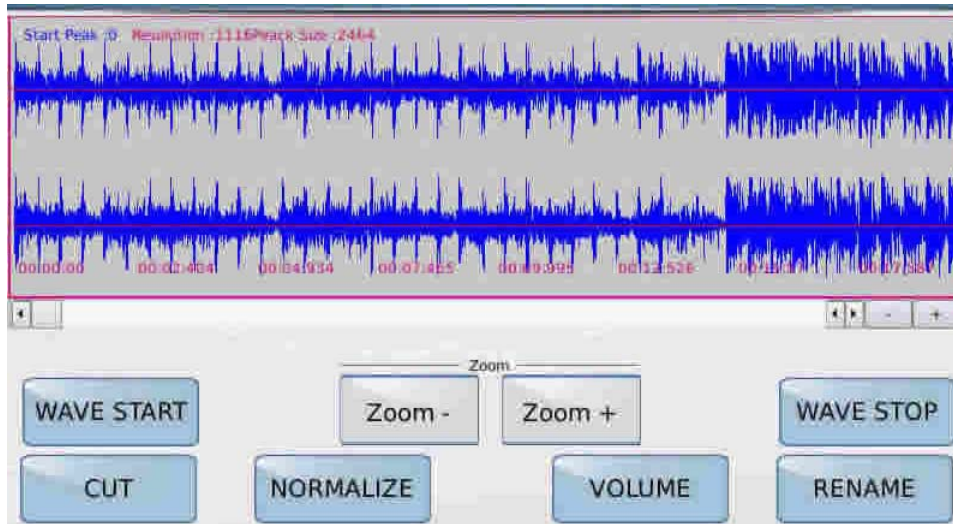
[MIDI](#)

[PLAY MODES](#)



Audio Edit

When you press **AUDIO EDIT** a message is displayed warning you that the audio editor can only work with .wav files. After confirming that you have read the message by pressing OK, a page is displayed on which you may search for the .wav file to edit. After selecting the file, simply press the **MENU** key again then **AUDIO EDIT** and a typical audio editing screen will be displayed.



The wave shape of the file is displayed at the centre of the screen and may be zoomed in or out with the functions **ZOOM+** and **ZOOM-** on the display.

Press the key **START** on the panel to play the file, displaying the slider which moves progressively "left/right" along the wave shape.

- **WAVE START**: Takes the screen to the starting point of the .wav file.

- **WAVE STOP**: Takes the screen to the end of the .wav file. The points of Start/Stop may be modified with Dial.

- **CUT**: Cuts the portion of the file before the point of the time forward slider.

- **NORMALIZE**: Levels the volume so that the highest peaks coincide with the highest level under the distortion (0 Db).

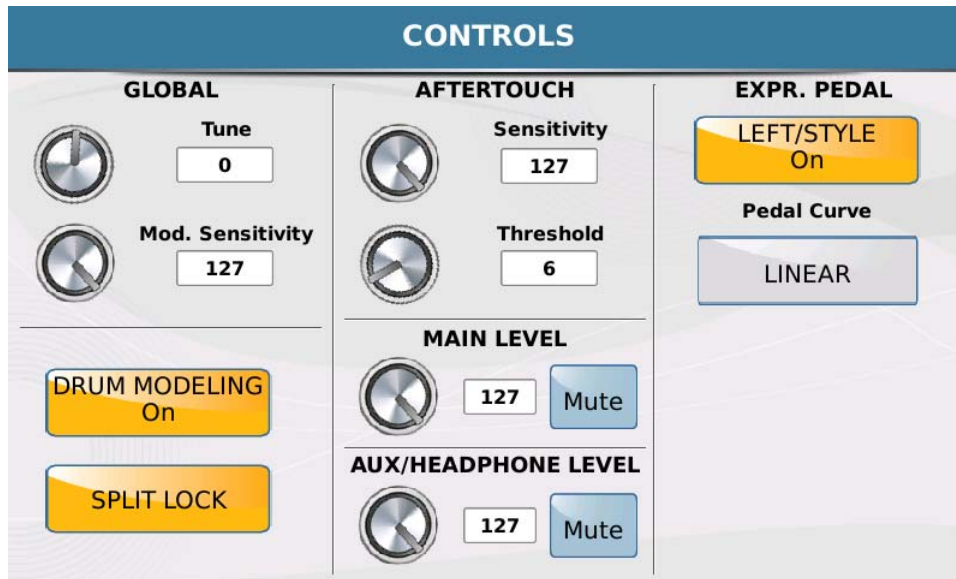
- **VOLUME**: Regulates the volume of the file in percentages.

- **RENAME**: Allows you to assign a new name to the audio file.

MENU



Controls



- **GLOBAL**: Allows you to tune the MIDJPRO and modify Modulation sensitivity. To modify the tone, simply touch the box **TUNE** or the corresponding virtual knob and change the numeric value with the Dial. In the same way, to change modulation sensitivity, touch the box **MOD. SENSITIVITY** or the corresponding virtual knob and change the numeric value with the Dial.

- **AFTERTOUCH**: This is a parameter that many keyboards have today and allows you to modify a sound by pressing a key on keyboard continuously even after pressing the note. The effect applied to the Aftertouch may be a modulation, opening of a filter and even the volume. For example, by applying the volume to Aftertouch you can simulate the sustained effect of a string or wind instrument which may increase the intensity of a note even after the attack. On this page you may set the sensitivity of the Aftertouch response and the key pressure threshold under which the Aftertouch effect must not respond. Here again, the modifications are introduced by selecting the box **SENSITIVITY** and **THRESHOLD** or the corresponding virtual knobs and modifying the value with the Dial.

- **EXPR.PEDAL**: Enables the Expression pedal for volume control of Left and Style section. The response curve of the volume pedal may be set by selecting the box **PEDAL CURVE** and using the Dial.

- **DRUM MODELING ON**: This function creates dynamism and realism in drum tracks by modifying a number of variables of the percussion instruments during performance.

- **SPLIT LOCK**: Allow to use Split mode also on Player menu.

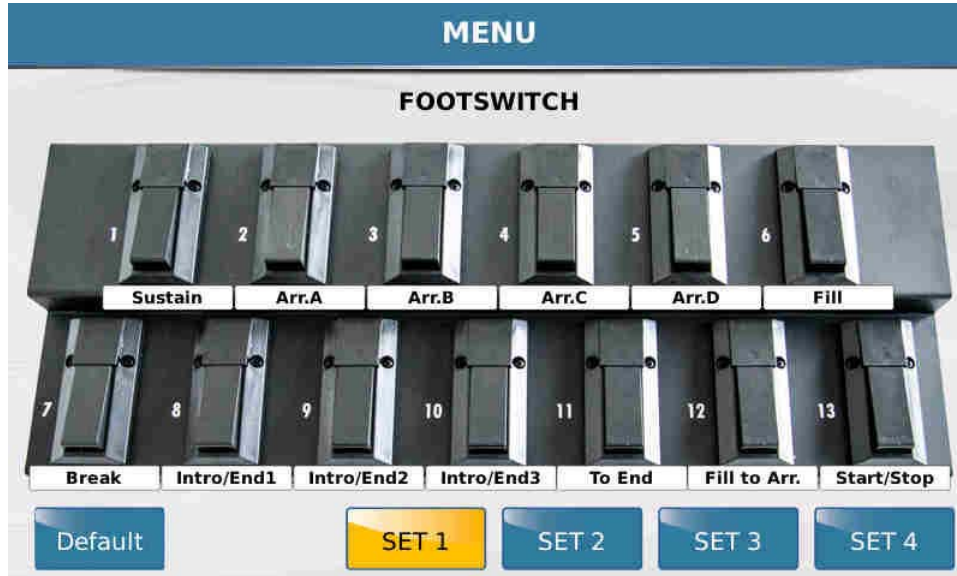
- **MAIN LEVEL**: This is the main volume of the instrument that may be set on this menu either by using the relevant box or the corresponding virtual knob using the Dial. The main output may also be muted.

- **AUX / HEADPHONE LEVEL**: On this menu you may adjust the volume of the headphones or Mute them, following the steps described for the Main Level.

[**MENU**](#)



Footswitch



Many functions of the MIDJPRO may be assigned to optional footswitch controls FS6 (6 switches) or FS13 (13 switches).

These controls offer guitarists, keyboard and accordion players incredible advantages. To assign a control to a footswitch simply select the footswitch on the screen. A list of functions will be displayed that may be selected directly on the screen or scrolled and selected with the Dial.

Press **EXIT** to return to the main Footswitch screen.

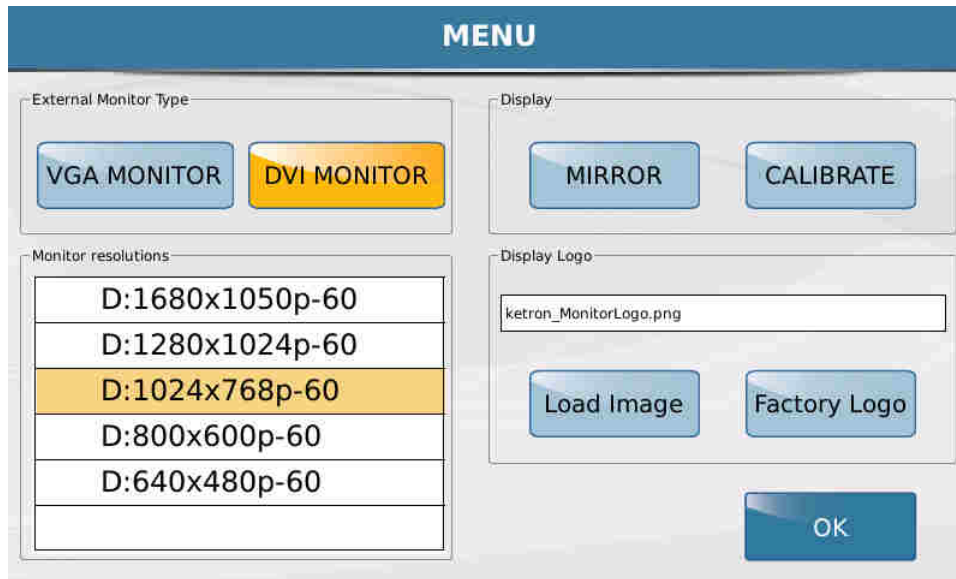
The user has 4 sets that may be freely configured.

The **DEFAULT** key loads the Set selected with the factory settings. After assigning the functions to the footswitches, simply press the **SAVE** key on the panel and confirm by pressing Save on the Pop up menu.

[MENU](#)



Video



The **VGA MONITOR** and **DVI MONITOR** keys at the top of the display allow you to select the monitor to connect to the instrument. If you change from VGA to DVI or vice versa remember that the system must be rebooted to introduce the change; a dialogue box will therefore appear at the centre of the display asking you if you wish to reboot the system (any changes that have not been saved will be lost if you switch off the instrument).

Lower down on the display you will find a table on which you may select the resolution of the external video. On the right you may enable the **MIRROR** function that projects the display on the external screen, or disable it in order to display only the song text.

- **CALIBRATE** : Opens a window on which you may calibrate the Touch Screen display. Here again you should reboot the system. If you select **Yes** the system will be switched off. Before the system switches off completely, a cross will appear in the upper left hand corner of the display. Whenever you touch the cross it moves to the other corners of the display and finally positions itself at the centre of the black display. At this point if you touch the cross again, the system starts up and the display will recognise the touch of your fingers.

Info: You should calibrate the instrument as described above whenever you update your system or if the display no longer responds promptly when you touch it.

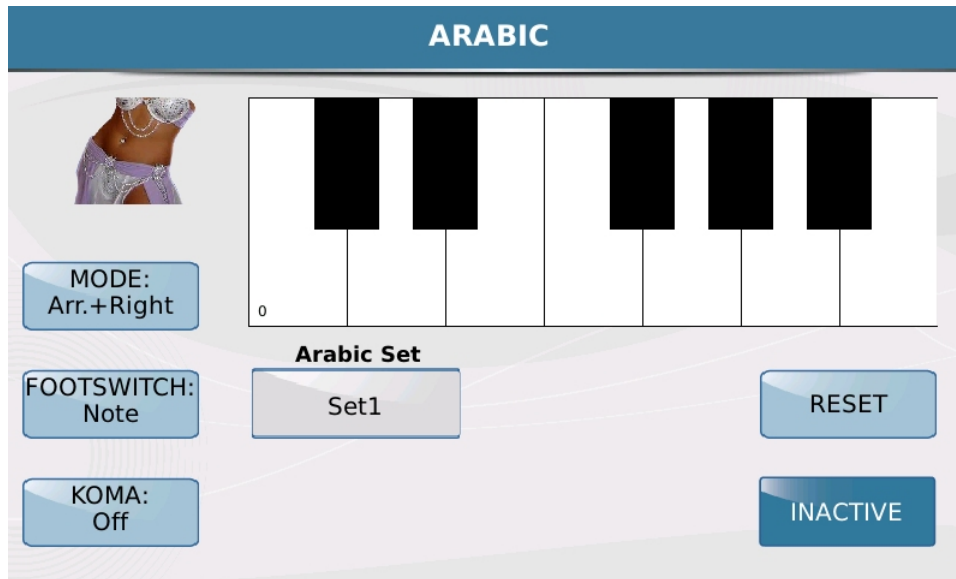
- **LOAD IMAGE**: Press this function to load a customised image on the instrument which you may use as a preset background of the display.

- **FACTORY LOGO**: This function sets the factory logo as background of the display.

MENU



Arabic



A virtual keyboard is displayed at the centre to modify the intonation of the single notes.

- **MODE**: Defines the area of the keyboard to which the Arabic scale is applied. By selecting this function you can use Dial to select the **Lowers+Right** mode in order to apply the Arabic scale to the Lowers and right section, or **Arr.+ Right** to apply it to the accompaniment and to the right section or **Right** to apply the Arabic scale only to the right section.

- **FOOTSWITCH**: Sets the control to insert the Arabic scale on the footswitch. In **Note** mode, the footswitch controls the intonation of the note. In **Arabic.Set** mode the footswitch selects the Arabic set (from 1 to 16).

- **ARABIC SET**: Allows you to select an Arabic set from 1 to 16.

- **KOMA ON / OFF**: The **Koma** function is used to dynamically change the intonation of the scale while you are playing. This means that if the function is On, namely when it is enabled, when you press a note between C5 and B5 shown on the display, the note will be detuned by the default value of - 50 cent, but you may adjust this with the Dial. Press the same note again to remove the modification.

- **RESET**: Resets the original modes for the Arabic Set selected.

- **ACTIVE/INACTIVE**: Enables or disables the Arabic scale.

To create an Arabic intonation you have set follow these steps: select the note you wish to change on the display, change the tune value with the Dial. Use the virtual key **RESET** to restore the original conditions. After introducing your modifications, press **SAVE** on the panel and confirm again with **SAVE** on the display in the dialogue box. If you do not wish to save your modifications, select **CANCEL** on the dialogue box to cancel the modifications or **RESTORE** to restore the original conditions.

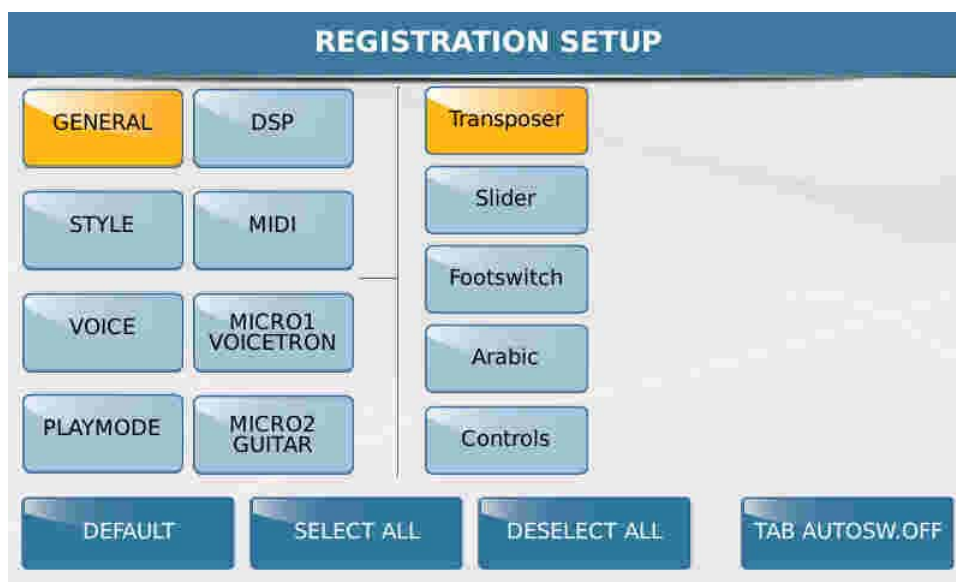
[MENU](#)



Registration Setup

When you select the **REGISTRATION SETUP** icon on the menu, you will access the filter of the functions that are loaded with a Registration. Registration saves all the settings of the instrument but when you reload a Registration some of the settings that are not loaded with Registration may be kept.

The first window displayed is for the main settings.



On the left you will find the keys corresponding to the different parameter categories that have been selected and on the right a list of the parameters in the category.

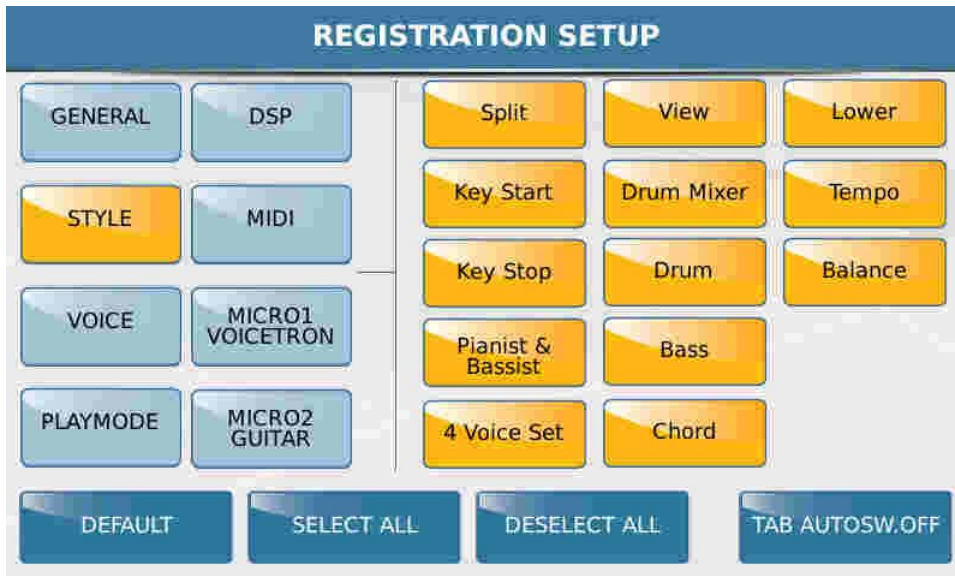
The **TRANSPOSER** functions, the parameters of the **SLIDERS** and **FOOTSWITCHES**, the **ARABIC** scales and the **CONTROLS** belong to the **GENERAL** category which is selected by default when you enter this setup. You will see that on this screen only the Transposer function is enabled (in yellow) and this means that when a Registration is loaded only the value of the tone transposition in the Registration will be loaded while all the other values saved in the Registration will be ignored. If, for example, an Arabic scale is selected before loading the registration, this will remain unchanged when you select a new registration because the parameter "Arabic" is filtered. If you wish to load the other functions with the registration, simply touch the virtual key of the function highlighting it in yellow. If you touch the function again, it turns blue and the function will once again be filtered. In this example, if you enable the "Arabic" function when you load a Registration, the settings of the Arabic scale in the Registration will also be loaded, thus losing those of the current scale selected manually.

At the Bottom you will find 4 keys which are common to all the windows in Registration setup mode.

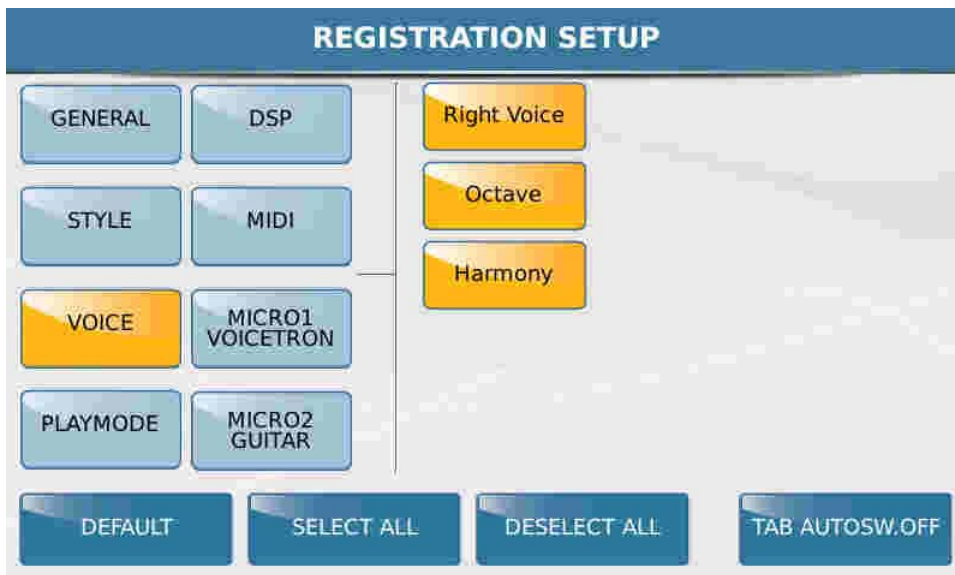
- **DEFAULT**: Selects the factory settings.
- **SELECT ALL**: Selects all the parameters of the category selected.
- **DESELECT ALL**: Deselects all the parameters of the category selected
- **TAB AUTOSW.OFF**: Switches off the Registration key on the Front Panel of the instrument when a Registration is loaded.

The windows with the parameters of all the categories are shown below

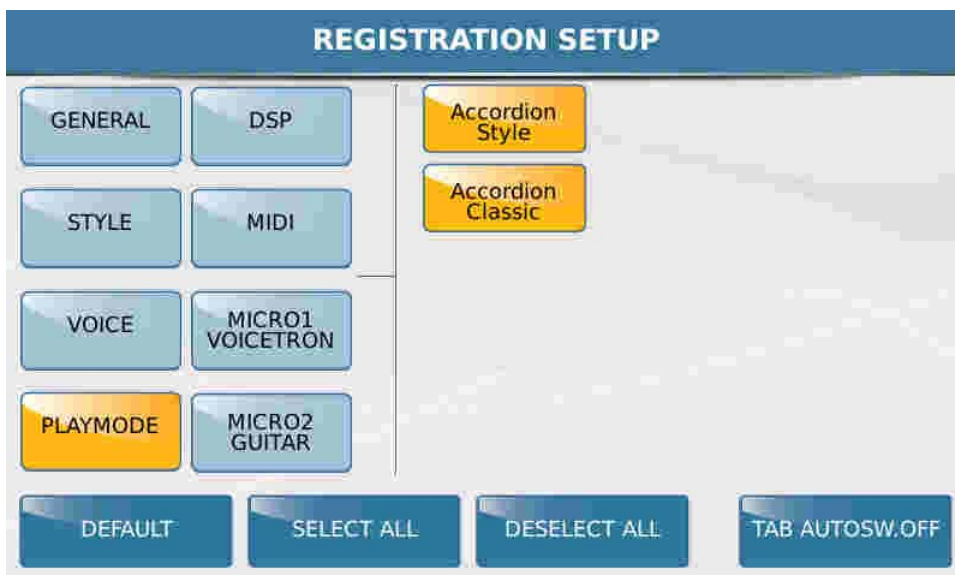
Style



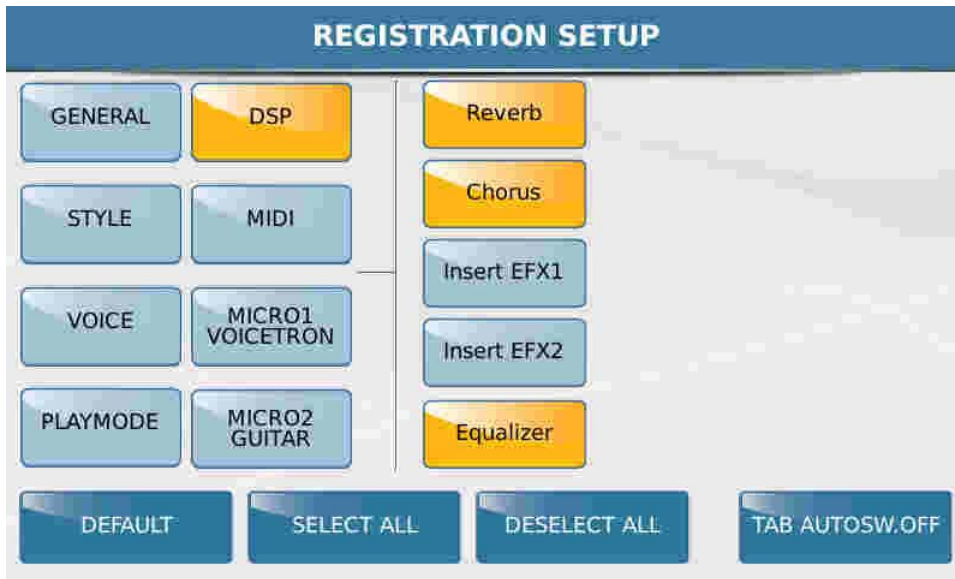
Voice



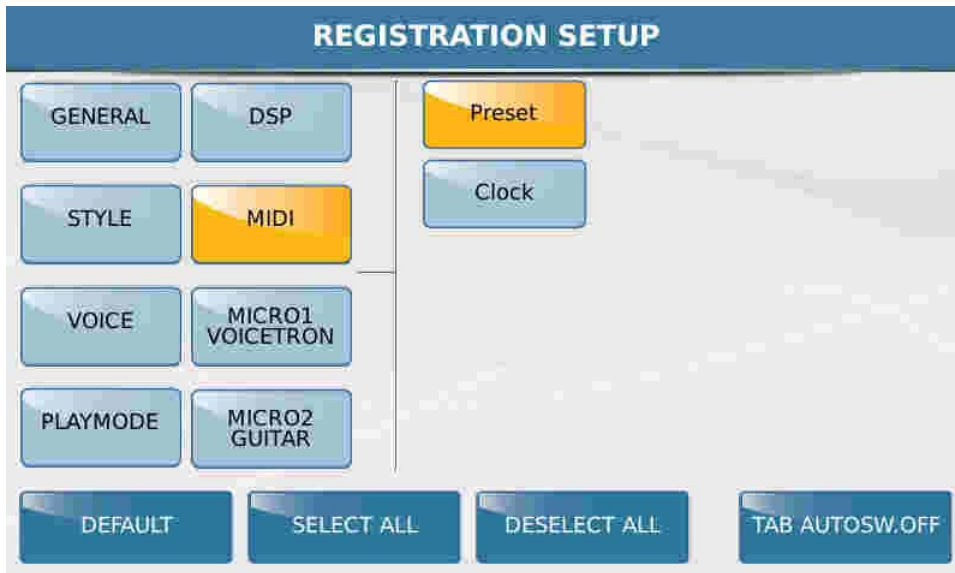
Playmode



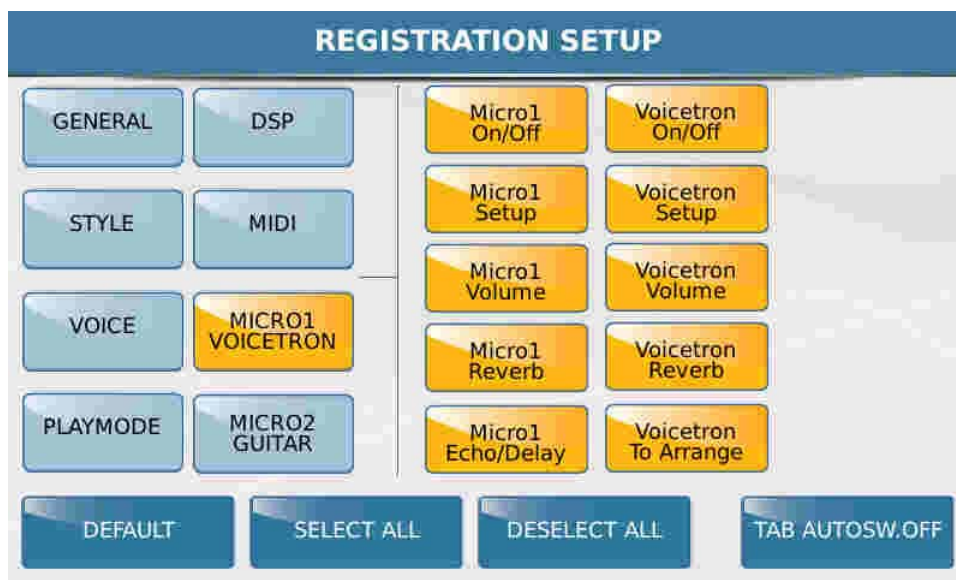
DSP



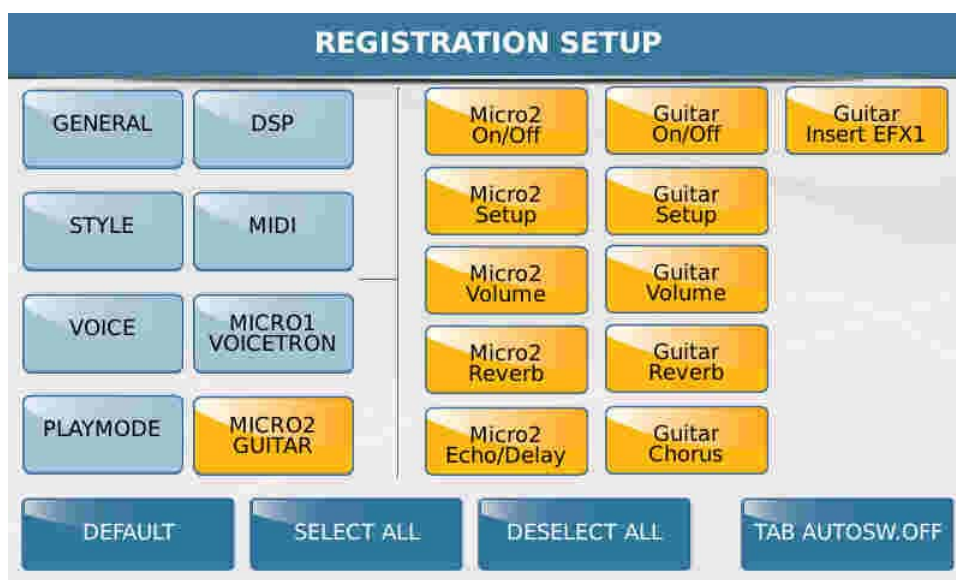
Midi



Micro1/ Voicetron



Micro2/ Guitar



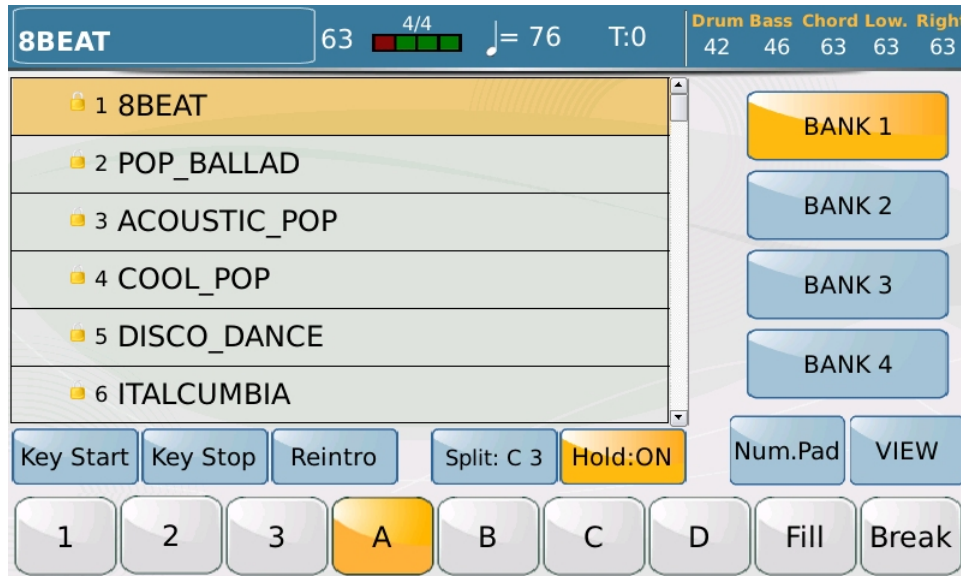
[Registration](#)

[Front Panel](#)

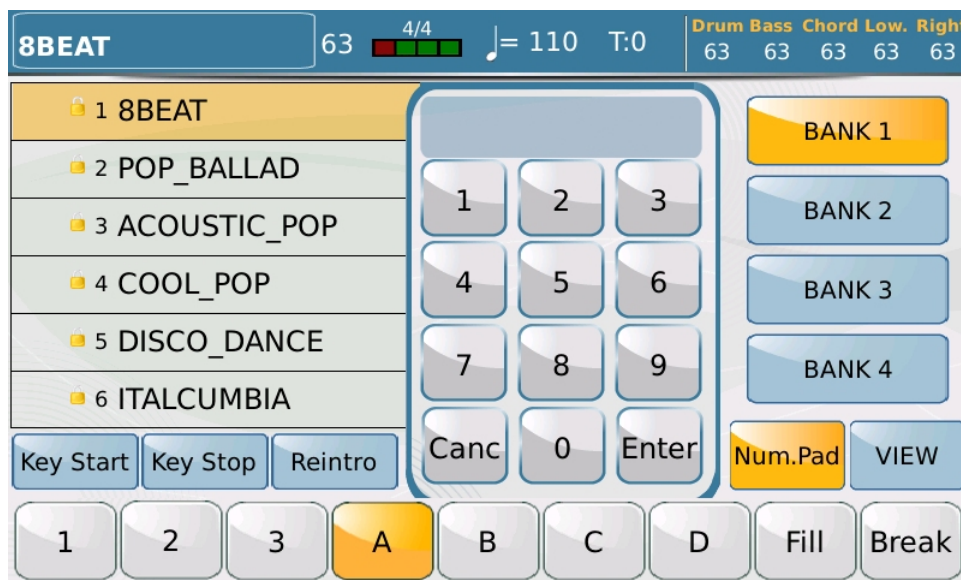


Registration

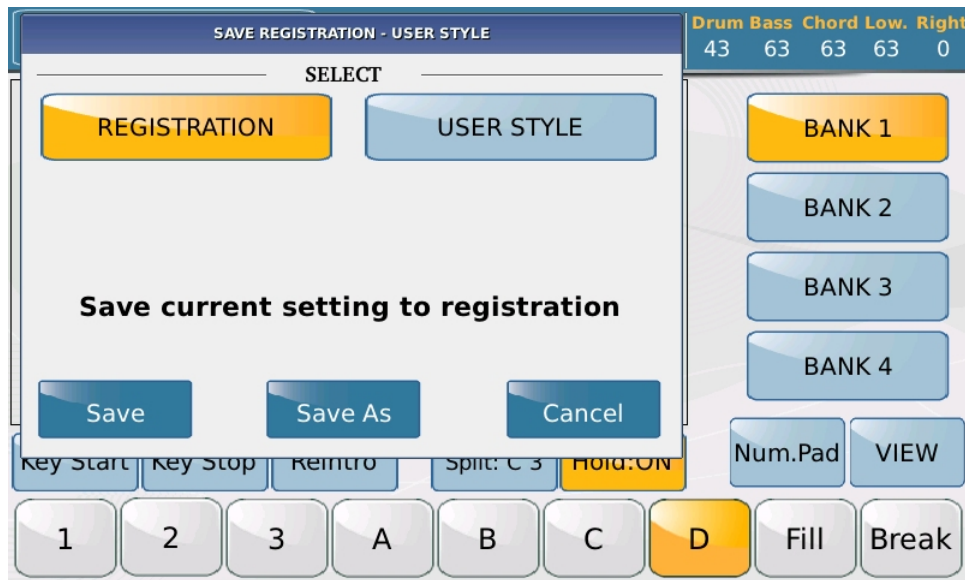
The term Registration means saving the configuration of many different parameters of the instrument. Substantially, all the main settings of the instruments, including the settings of the Styles, sounds, 2 effects microphone inputs and Midi may all be saved in a Registration. In this way you may prepare and save the configurations you need for your performance.



The instrument provides 4 banks each of which may be used to save up to 1024 Registrations. To load the banks, simply press the **REGISTR.** key on the front panel of the instrument. Select one of the 4 banks and the Registration of your choice with the Touch Screen on the following window that is displayed, or select the Numeric Pad and enter the location number of the Registration you wish to load.



To save your Registration simply press the Save key on the panel and then select **REGISTRATION** on the dialogue window displayed.



You may now save over your Registration with **SAVE**, abort by selecting **CANCEL**, or you may select **SAVE AS** to display a virtual alphanumeric keypad on which to enter a new name for your Registration. The destination location of the new Registration is assigned automatically in progressive order.

When loading a Registration you may also filter a number of its parameters so that they do not affect the other settings of the instrument. This filter is enabled only in load mode but not in save mode. To set this filter simply press the **MENU** key on the panel and then select **REGISTRATION SETUP** on the display.

[Front Panel](#)



Style

MIDJPRO is not only a Player but also an Arranger and therefore features an entire section dedicated to automatic accompaniments called Styles.

Each Style has:

- Two tracks for drums and percussions on Midi channels 9 and 10.
- One Bass track on Midi channel 5l.
- Five harmonic tracks CH1, CH2, CH3, CH4, CH5 that function on Midi channels 6, 7, 8, 11, 12.
- Two "Real Time" tracks, namely Lower 1 and Lower 2 that are assigned to the left split of the keyboard, which function on Midi channels 3 and 4.
- One LEAD track that functions on the Upper section, namely on the right of the keyboard Split.

All the Midi settings of the MIDJPRO may in any case be edited in the [MIDI](#) section.

A lyrics file may also be displayed when playing a Style. If you wish to associate a lyrics file to a Style, exit "Style" mode, load the lyrics file, return to "Style" mode and save the [Registration](#).

Each Style has:

3 Intros;

3 Endings;

4 Arrangements (A, B, C, D);

4 Fills

4 Breaks.

Another way to change the Style is by quickly inserting or removing the last 3 harmonic accompaniment tracks **CH3, CH4, CH5** with the key **Variation** that will be described in more detail later.

By pressing the **STYLE** key on the front panel, you will access the main screen of the Arranger built into the instrument.



The main automatic accompaniment categories (Ballad, Pop, Dance etc...) are displayed in the column on the right. BALLAD, the first category on the list is selected by default.

The Styles of the category selected are displayed on the right. The first is selected by default when the instrument is switched on.

The keys for specific functions are displayed lower down on the screen:

- **KEY START**: When this key is on, an automatic accompaniment is enabled when you play a chord on the Lower section of the keyboard connected to the Midi In of the instrument, without having to press the START/STOP key on the panel.

- **KEY STOP**: This key stops the accompaniment when you lift your hand from the Lower section of the keyboard.

- **REINTRO**: When a Style is enabled, by pressing the Intro/Ending key, the Intro will be played again instead of the Ending. If the key Reintro is enabled in Stop mode, press the Intro/Ending keys to skip the Intro and pass directly to the Ending.

- **SPLIT**: By selecting this control (the key turns yellow) and then pressing a note on the Midi keyboard connected, you set the area that divides the Lower section (left) from the Upper section (right) of the keyboard that is used.

- **HOLD ON**: Keeps the accompaniment playing even when you stop playing the chord with your left hand until you play the next chord.

The main Style controls are at the bottom:

- **INTRO/ENDING: 1 - 2 - 3**

- **ARRANGE: A-B-C-D**

- **FILL**: Plays a different Fill according to the arrangement that has been enabled.

- **BREAK**: Inserts a different Break according to the arrangement enabled.

Alternatively, these controls may be enabled with the blue silk printed keys on the left and right of the Display, provided the **ARRANGE TO TABS** function (on the **Preferences** menu) has been enabled. The main Style controls may also be controlled from the footswitch **FS6/FS13** (optional).

The **Sliders** used to adjust the volume of the **DRUMS**, **BASS**, **the harmonic accompaniment section CHORD** and the **LOWER and LEAD section of the keyboard, namely on the left and right split respectively, are always enabled on the Front Panel of the instrument.**

[Press EXIT](#) to return to the screen with the Arranger adjustment functions.

[Front Panel](#)



Arranger Setting

This page is dedicated to the Arranger settings. Any modification in this mode may be saved in a **User Style** or in a **Registration** (various settings which include the modified Style as well as any other settings made on the instrument and which may be retrieved by pressing the relevant key on the panel), by pressing **SAVE** on the right hand side of the Front Panel. The User Style is a copy of the original Style with the settings modified by the user. It may be saved with the name of the original Style or may be saved with another name selected by the user by selecting **SAVE AS** on the save screen. Even if you decide to use the same name, the file will be saved in the User Styles section so that the original file supplied by KETRON is not deleted.



The **4 tones** assigned to the Lead (Upper) section are displayed at the top of the screen. By default when you load the Style the sound on the keyboard is the first of the 4, but it is possible to quickly change this by selecting the other 3 icons of the top row. Each Style has already been saved by KETRON with these 4 sounds for quick loading into the Lead section, but you may save the Style with 4 different sounds with respect to those saved by KETRON. To do this, select **EDIT** on the display and select the function **4 VOICE SET** which enables a page dedicated to this purpose.

The **3 tones** shown under the 4 are the sounds of the 3 **Variations** that correspond to **CHORDS 3,4,5**, showing the icon of the instrument used for each. The tone assigned to these tracks cannot be modified on this screen, but they may however be muted or enabled with just a touch of your finger (highlighted in red). All the sounds assigned to the tracks of the Style and to the left hand may be modified by selecting **EDIT** and **VIEW**.

- **BALANCE**: Regulates the volume of the accompaniment section which may be set with Dial from a minimum of 16 to a maximum of 63.

- **2ND**: This is a virtual key that allows you to quickly enable or disable the 2ND tone with the right hand. The name of the tone is displayed in the virtual key.

The keys **Key Start**, **Key Stop**, **Reintro**, **Split** and **Hold On** described on the main page of [Style](#) mode are also displayed on this screen.

The following functions are displayed on the right hand side of the screen.

- **OCTAVE**: This allows you to introduce a transposition of +/- 2 octaves with Dial to the LEAD section of the keyboard (right split). This function may also be adjusted on the Touch Screen with the virtual keys UP/ Down.

- **HARMONY 2 HANDS**: Enables the Harmony to hand function on the right Section.

- **DOUBLE**: By pressing the DOUBLE button, you can activate the function to double the octave of the voice for the right hand.

- **VOICE TO ABCD**: This function assigns each of the 4 sounds shown at the top of the Upper section (or Lead) of the keyboard according to the 4 arrangements selected, namely it assigns one of the 4 sounds to the right hand when you select arrangement A, another when you select arrangement B, a third when you select arrangement C and the remaining when you select arrangement D. You may select each of the 4 sounds and decide the correlation between these 4 sounds and the arrangement. If the key Voice to ABCD has not been selected, the change of arrangement does not change the sound so that the sound assigned to the right hand will remain unchanged, until you decide to change it manually, by touching one of the 4 tones shown on the display.

- **PIANIST**: Extends the sound of the right hand over the full keyboard. In other words, the SPLIT for the Arranger is disabled. If the Arranger has been enabled, the chords are recognised over the full keyboard.

- **BASSIST**: Allows you to play free basses on a chord played with the right hand. For example, when you want to play a Bass solo.

- **MANUAL BASS**: Sets the manual Bass for the left hand.

- **BASS TO LOWEST**: Assigns the lowest note of the chord to the Bass over and above the basic. In this way the Bass will play in inversion.

- **EDIT**: Allows you to make substantial modifications to the settings of the Arranger, providing a number of functions on the right of the screen that replace those present when the Edit key is disabled. We will now examine the functions available when the Edit function is enabled.



- **DRUM**: Allows you to set the parameters of the Drum section.

- **DRUM MIXER**: Opens a mixer for the drum where it is possible to enable or mute the individual percussion instruments of the drum and adjust the volume and reverb of each.
- **BASS**: Opens the page on which to regulate the Bass track.
- **4 VOICE SET**: Allows you to modify the 4 Voices of the Upper section.
- **CHORD**: Opens the page to adjust the harmonic tracks of the automatic accompaniment.
- **PIANIST & BASSIST**: Provides access to a page on which you may set the control mode of Arranger via the keyboard.
- **LOWER**: Opens the page to adjust the Lower track, namely the section of the keyboard on the left of the split point.
- **VIEW**: Displays the overall Style, namely all the tracks of the automatic accompaniment and Lower section of the keyboard.

STYLE



Save

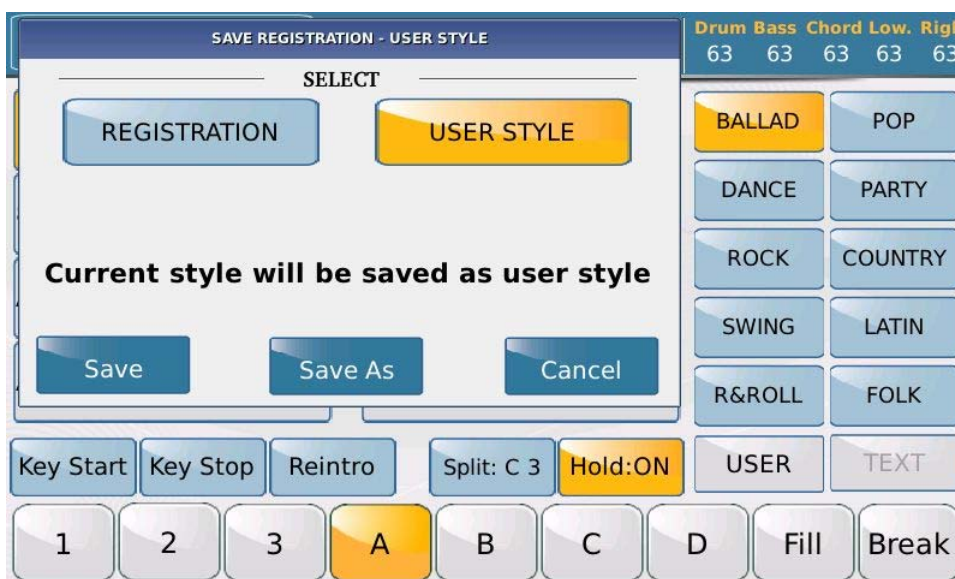
Press the **SAVE** key in **Song Play** mode to open this window



with the following save options.

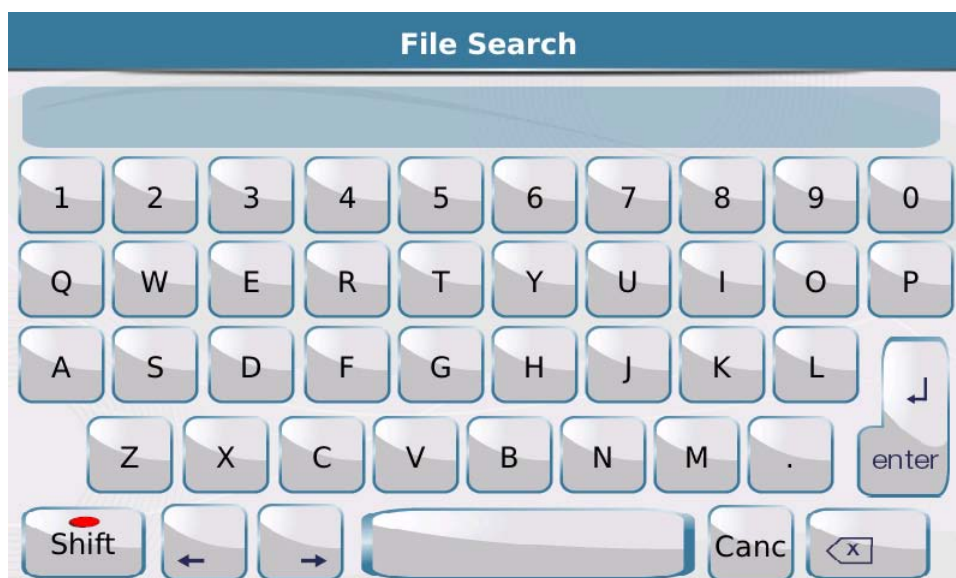
- **CUSTOM STARTUP**: Saves customised settings so that they are loaded when you start up your instrument.
- **FACTORY STARTUP**: When you start up your instrument, this option overrides user modifications and reloads the factory settings
- **CANCEL**: To abort and return to the previous window.

When you press the **SAVE** key in **Style** mode, the following window is displayed:



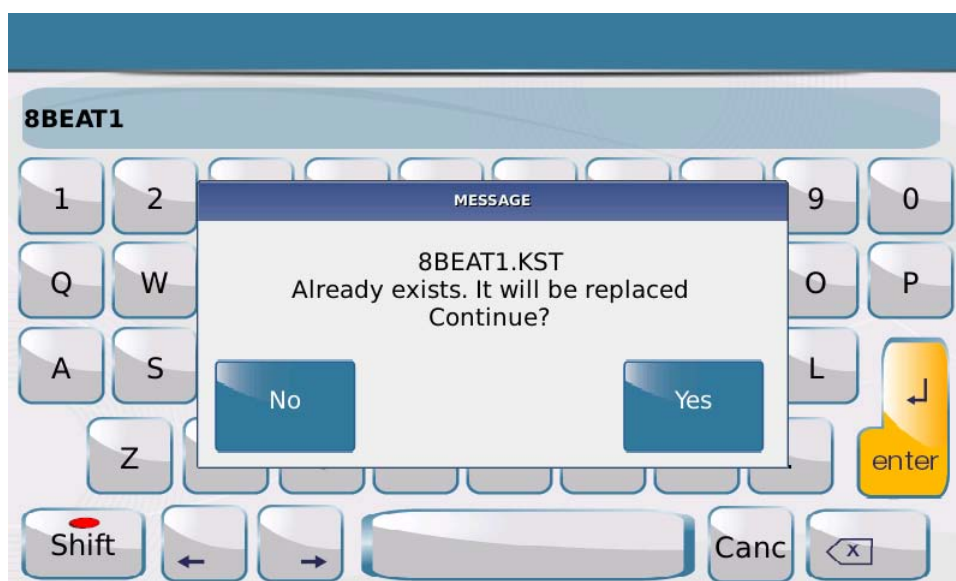
On this page you may save the modifications made to a Registration or User Style. To save the modifications with the current name of the Style or Registration press **SAVE**, or enter a new name with **SAVE AS**: in this case an virtual alphanumeric keypad is displayed on which you may enter the

new file name.



After entering the new name simply press **ENTER** on the alphanumeric keypad to save.

If you press **ENTER** without rewriting the name, the User Style or Registration will keep the current name and you will write over the file. This is why the following message is displayed:



This message warns you that if you confirm by pressing **YES** the Registration or User Style will be overwritten and the current User Style will be lost. The original factory styles can however not be deleted and will therefore always be available. When you modify an original factory Style or save it with the same name, it will in any case be saved in User Style mode without deleting the original Style.

In some menus like **Footswitch, Accordion** etc., the **SAVE** key allows you to save specific functions on the corresponding menu. The save procedures are described in the section of this Manual relevant to the menu in question.

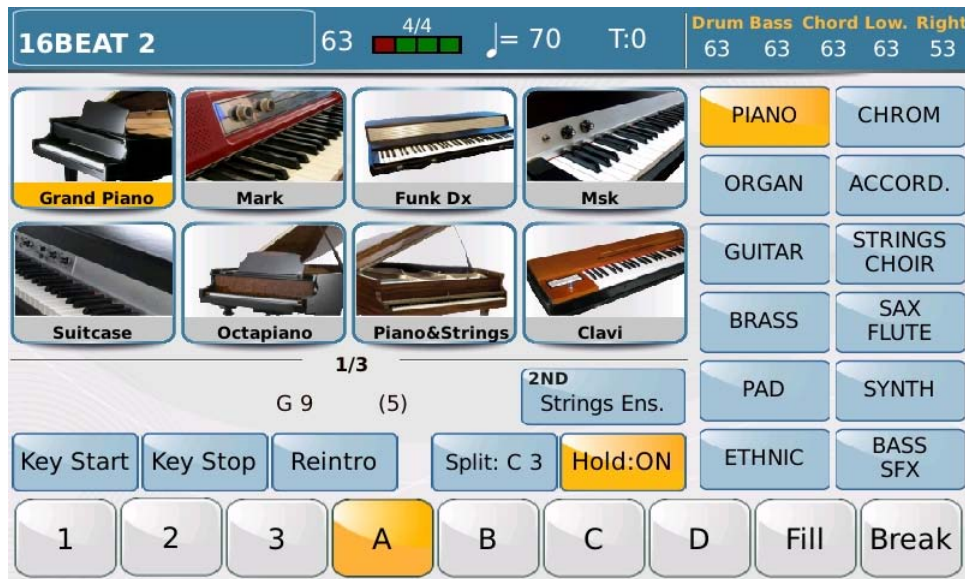
[Front Panel](#)

[PLAYER GM](#)



4 Voice Setting

With the virtual **VOICE SET** key enabled, simply touch one of the icons of the 4 sounds or layers assigned to the Upper section of the keyboard to open the following screen.



The sound categories are displayed on the top right hand side of the screen while the sounds available for the category selected are displayed on the top left hand side of the screen. Select as usual by first selecting the category and then the sound to assign to the layer selected. Press **EXIT** to return to the previous screen.

[Arranger Setting](#)

[STYLE](#)



Style View

- **VIEW**: Displays the overall Style, namely all the tracks of the automatic accompaniment and Lower section of the keyboard.

The screenshot displays the 'Style View' interface. At the top, it shows '8BEAT1' with a volume of 58, a 4/4 time signature, a tempo of 110, and a time of 0. Below this, there are several tracks with their respective parameters and volume levels:

| Track Name | Parameter | Value | Track Name | Parameter | Value |
|------------|-----------|-------|--------------|-----------|-------|
| 8 BEAT 4 | Drum | 100 | Rock Piano | Chord 1 | 103 |
| SNAP | Groove | 102 | Steel | Chord 2 | 86 |
| Fusion | Bass | 113 | Fingerpick | Chord 3 | 76 |
| Soft | Low 1 | 12 | Solidbody | Chord 4 | 38 |
| El.Piano1 | Low 2 | 12 | Strings Ens. | Chord 5 | 45 |

Below the tracks, there are several control buttons: PAN, REV, CHO, EFX, Mute, Global, and EDIT. At the bottom, there are buttons for 1, 2, 3, A, B, C, D, Fill, and Break.

Each track displays the timbre assigned and the volume.

The screenshot shows the 'DRUMSET SELECT' window. It features a grid of buttons for selecting different drumsets:

| | |
|-----------|---------|
| Standard1 | Studio |
| Standard2 | Rock1 |
| Room | Rock2 |
| Folk | Disco1 |
| Acoustic | Disco2 |
| Jazz | Electro |

When you select the track box with the name of the tone, a window opens on which you may select a different tone. To escape simply press EXIT.



When you select the box next to which a number is displayed, you may use the Dial to modify the track **VOLUME**. By default the number box displays the track volume but if you press the virtual keys **PAN, REV, CHO, EFX, MUTE**, at the bottom of the display, the value or the status of the functions selected are displayed for each track. These values may be modified with the Dial or directly on the display.

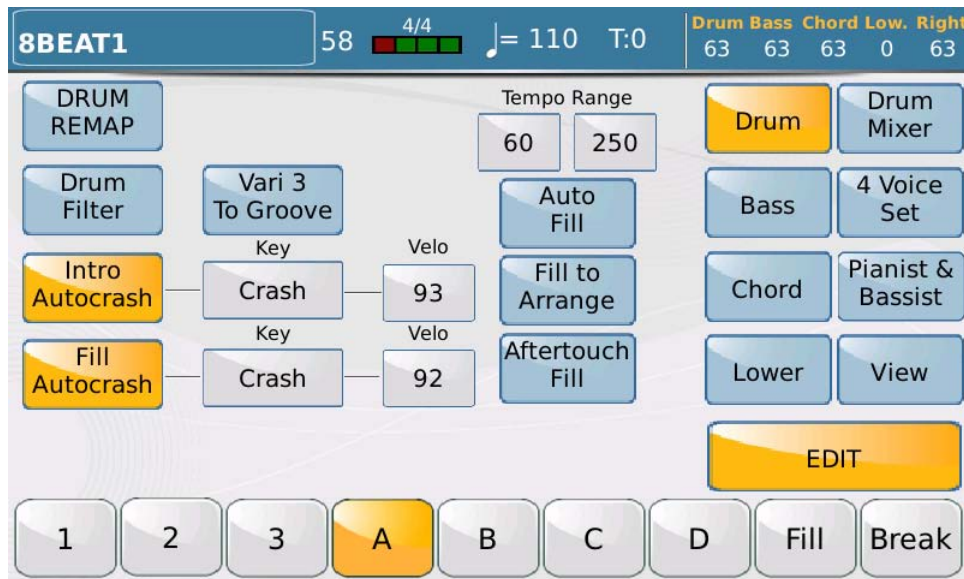
You will find the **GLOBAL/SINGLE** function next to the Mute key. When Global is displayed, any modifications introduced affect the full Style, while when Single is displayed the modifications will affect the only the section of the Style enabled at that time.

[Arranger Setting](#)

[STYLE](#)



Style Drum



- **DRUM REMAP**: Opens the page for the Drum Set.
- **DRUM FILTER**: Allows you to open-close the Rhythm filter using the Line In - User slider which in this case acts as User, namely like a slider according to a function assigned by the user.
- **INTRO AUTO CRASH**: Enables the Autocrash function, namely the automatic cymbal crash, after the Style Intro. You may select both the cymbals of the drumkit to use for the Autocrash Intro and the playing speed (dynamics) by selecting the fields Key and Velo and then using the Dial.
- **FILL AUTO CRASH**: Enables the Autocrash function after the Fill In of the Style. Here again you may select the cymbals of the drumkit to use and the playing speed by selecting the fields Key and Velo and then using the Dial.
- **VARI 3 TO GROOVE**: Allows you to associate the Internal Grooves to Variation 3. In this way you may enable/disable them quickly and easily. The other 2 Variations are left free for the Orchestra arrangements.
- **TEMPO RANGE**: Since the instrument manages audio rhythms, this function delimits a reasonable Tempo range within which to obtain a good quality rhythm response. It is a well known fact that with audio rhythms it is practically impossible to obtain good stretching with Tempo values from 40 to 250 Bpm.
- **AUTO FILL**: When this parameter is selected, the drum automatically introduces a Fill In when passing from one Arranger to another.
- **FILL TO ARRANGE**: When this parameter is selected, if you enable the Fill In the instrument passes automatically to the next Arranger.
- **AFTERTOUCH FILL**: When this parameter is selected, if you exert more pressure on the left with the Aftertouch function, the drum introduces the Fill In.

Arranger Setting

STYLE



Drum Set



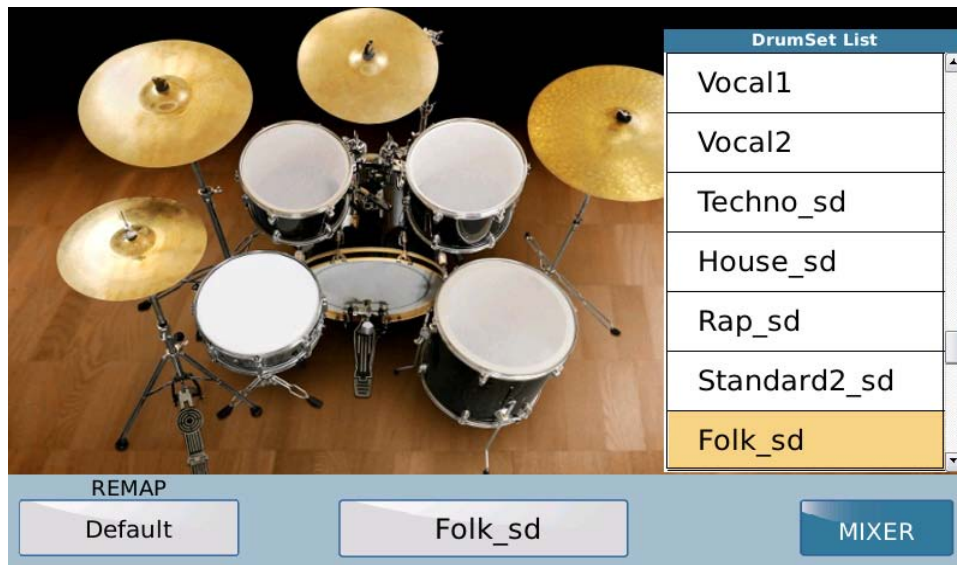
On this screen, the display shows a Drum Set together with another 3 percussion instruments (Clap, Cowbell, Tambourine) which may be played directly from the Touch Screen display. The snare drum and cymbal on the right have two sensitive points which you can touch to reproduce two different sounds: the snare drum may be played at the centre or on the circle, and the plate on the outside or on the bell.

After selecting a rhythm instrument, for example a Tom, you can modify it by touching the box **REMAP** and selecting a Tom from the list that is displayed on the right. You may scroll down the list with the Dial.



When you select the percussion instrument, this will replace the previous instrument.

On the right of the **REMAP** box which displays the name of the percussion instrument there is a box indicating the original Drum Set. To change it simply select the box.



The list displayed on the right is similar to the previous list and you can scroll it in exactly the same way; the only difference is that instead of the list of percussion instruments in the same category such as cymbals, toms, snare drums etc., a list of the Drum Kits is displayed. Press **SAVE** on the panel to save the modifications in the current User Style if you are still in "Style", or to save the modifications in the Midifile if you are in "Player".

[Front Panel](#)



Drum Mixer



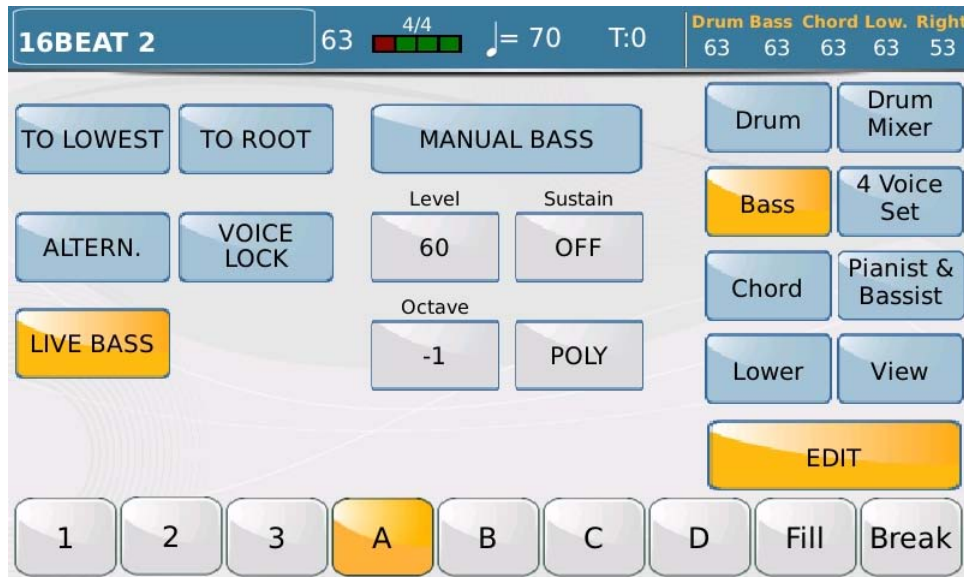
The display shows the 10 icons of the percussion instruments. These may be muted individually by tapping the icon. A box for volume and reverb adjustments is displayed next to each icon. To do this, simply tap the box and change the value with the Dial.

- **SINGLE / GLOBAL** : When this is toggled to Single, the modifications introduced on one of the Kick, Snare sections etc. are applied only to the current section of the Style; when it is toggled to Global mode, it is applied to all the sections of the Style at the same time.

[Arranger Setting](#)



Bass



- **TO LOWEST:** In this mode the lowest note of the chord remains in the Bass, allowing the Arranger to play the chord inversions.
- **ALTERNATE:** This is a special mode for the alternate Bass mode that adapts it to the chord change according to a correct rule of musical harmony. For example, not repeating the basic note or the fifth you have played. This function works only on the Styles on which the alternate Bass is programmed with tonic and fifth intervals.
- **TO ROOT:** Takes all the notes of the automatic Bass to the basic note of the chord.
- **VOICE LOCK:** (ON/OFF) Locks the Bass so that it is not modified when you load a Registration or another Style.
- **LIVE BASS:** This function synchronizes the Bass immediately keeping the rhythm slightly before the beat of the measure. In other words the Bass plays immediately when you play the note without waiting for the "beat" of the measure.
- **MANUAL BASS:** Allows you to play the Bass of the Style with the left hand.
- **LEVEL:** Manual Bass Volume. Use the Dial to change the value.
- **SUSTAIN:** Adjusts the length of Sustain for the manual Bass, in a range from 0 to 64. Use the Dial to change the value of this parameter.
- **OCTAVE:** Allows you to transpose the octave of the manual Bass in a range of +/- 2 octaves.
- **MONO/POLY:** Sets the manual Bass and Footswitch in monophonic or polyphonic mode.

[Arranger Setting](#)

STYLE



Style Chord



- The first column on the left provides access to the settings of the chords. You may select **NORMAL/RETRIGGER** and **CLOSE/PARALLEL** modes for the five parts of the Style chords (Chord1, Chord2, Chord3, Chord4, Chord5).

- In **Normal** mode a chord plays during the basic measure as programmed; in **Retrigger** mode the chord is repeated at each change of tone.
- In **Close** mode the chords adapt the intervals to the next notes following the rules of conventional harmony.
- In **Parallel** mode the notes of the chords programmed are transposed in parallel without changing the intervals.

At the centre of the display you will find the MODE function that may be set on **EASY** or **FINGER** modes.

- On **Easy** mode the instrument plays in standard mode recognising the chord. Some tones may also be obtained by not playing the full chord. For example, you may play a major chord by playing only the tonic. With the tonic plus the minor third you play a minor chord, with the tonic plus the seventh you play a seventh chord.
- On **Fingered** mode the chord is recognised and played only according to the notes you play.

- **VARI TO IN/END** : In this mode, even if the 3 Variations are disabled, they will in any case play in the Intro and Ending of the Style..

[Arranger Setting](#)

[STYLE](#)



Play Mode



Here you may use the Arranger in piano mode, **PIANIST (ON)** in other words eliminating the split and extending the Upper section over the full keyboard ("Full Upper" mode). The chord will therefore not be played only on the Left section but over the full keyboard.

On this window you may set the Arranger with the manual Bass in the Lower **BASSIST(ON)** section.

The two modes, Bassist/Pianist, may only be used one at a time. These two modes will now be described in more detail:

PIANIST

- **Auto**: In this mode, simply play 3 or more notes on the keyboard so that the chord is recognised and then play the melody with one, or at the most two notes, without changing the tone of the Arranger.

- **Standard**: In this mode you freeze the chord recognised with the Sustain Pedal so as to play on the keyboard without altering the tone of the Arranger.

- **Sustain Pedal**: When this parameter is enabled (ON), the Sustain Pedal control on Pianist is enabled when this is inserted.

BASSIST

The Bassist function allows you to play the Manual Bass on the left section of the keyboard while controlling the Arranger and song line at the same time on the right section.

This function has 2 playing modes: **EASY** and **EXPERT**. To display the 2 Modes, simply press **EDIT** and insert **PIANIST & BASSIST**.

- **EASY**: This is the default mode of BASSIST. When you press BASSIST, the Manual Bass is automatically inserted on the left while chords are recognised by interpreting the note played by the

Bass and the notes played with the right hand.

Simply play a chord of at least 3 notes on the right section so that the instrument memorizes the new tone and plays the corresponding automatic accompaniment.

In this mode you may also play a song line of no more than 2 notes played together since 3 notes are automatically recognised as a new chord.

- **EXPERT**: Expert mode is very similar to Easy mode, with the difference that when a certain tone is recognised, if you press the SUSTAIN PEDAL this tone is memorised over and above the number of notes you play with the right hand.

Using Expert Mode takes a little practice before you can synchronise the pressure on the Sustain Pedal with the chord change, but it is well worth it since it allows you great freedom when playing the Song. A new tone may be set whenever you release the Sustain Pedal.

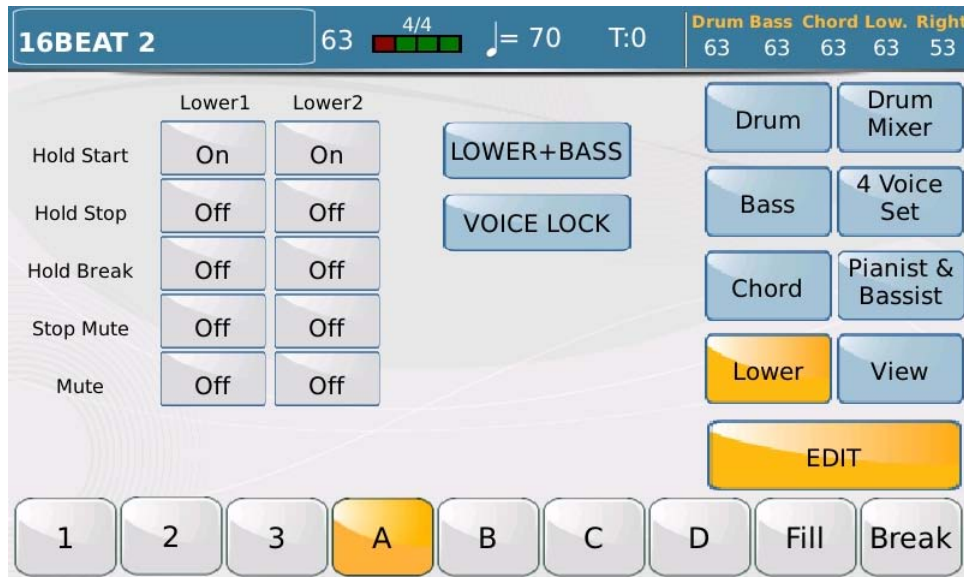
- **SUSTAIN PEDAL**: As in Pianist Mode, even in Bassist mode the Sustain Pedal option allows you to enable/disable Sustain on the Song voices when you press the pedal.

[Arranger Setting](#)

[STYLE](#)



Lower



On the left of this window there are a number of functions displayed in columns that work respectively on the Lower1 and Lower2 sound, namely on the two sounds assigned to the left split of the keyboard.

- **HOLD START**: Enables the memory control (Hold) for the Lower1 or Lower 2 sound, depending on which is selected. The setting is enabled for all the Styles.
- **HOLD STOP**: Holds the memory of the Lower selected even during Stop, whereas in this stage memory Hold is generally always disabled.
- **HOLD BREAK**: If this function is set to Off, it disables the Lower selected when a Break is introduced.
- **STOP MUTE**: When this is set to ON, it excludes the Lower selected by muting it during Stop.
- **MUTE**: Mutes the Lower selected regardless of whether it is on Start or Stop.
- **LOWER + BASS** : This functions only during Stop and allows you to play the manual Bass for the chord you are playing, together with the two Lowsers. This is very useful when the musician wishes to play a solo introduction before starting the automatic accompaniment. After starting the Style however the Bass will start to play the part programmed in Style according to the chord you play.
- **VOICE LOCK**: Blocks the voices on the Lower section.

[Arranger Setting](#)

[STYLE](#)



Search



When you press the **SEARCH** key on the left of the display you enter a window with a virtual alphanumeric keypad and a virtual numeric pad on which you may enter the file name or file number you are searching for. After entering the file name or number simply confirm by pressing **ENTER** to start the file search. This function searches the Media you have selected, in other words if you have selected the external memory of a USB device (for example), Search will perform the search only on that device.

The **LOCK** option, on the other hand, allows you to search for the file in the directory selected without entering and escaping repeatedly from Search mode. After selecting the Lock function, the current directory is displayed and you may search for your file using the keypad at the bottom of the display.

There are also 9 quick search keys at the bottom of the display; simply enter the file name or number in the corresponding box to perform a search without using the virtual alphanumeric keypad or numeric pad. The key functions in a very similar way to that of a mobile phone: tap the key once to enter the first letter. Tap the key quickly twice to enter the second letter, 3 times to enter the 3rd letter and 4 times to enter the number. If you wait before tapping the key again, the first letter etc. is entered again. If you make an error, go back by pressing the **DELETE** key on the right at the top.

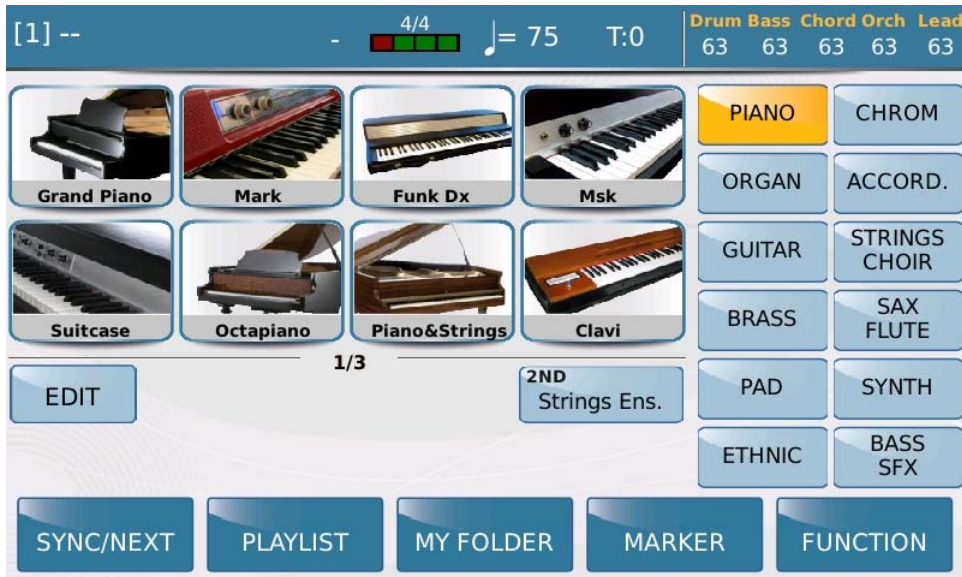
Front Panel

PLAYER GM

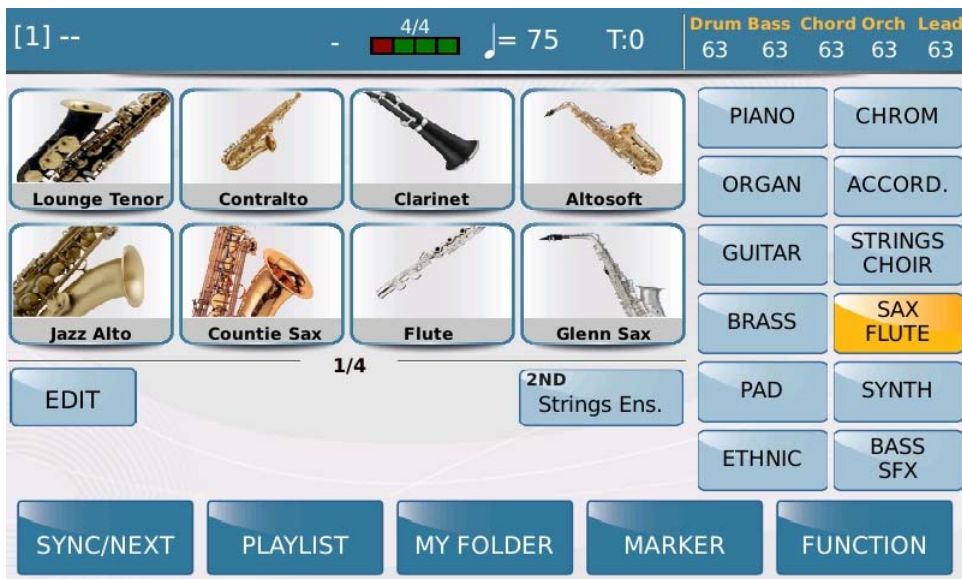


Voice Mode

Press the key **VOICE** to access the mode which allows you to select and manage the instrument sounds.



The 12 instrument categories are displayed on the right of the main screen while the 8 drawings of 8 different types of instruments in the category selected are displayed at the centre. Each category consists of several pages and it is possible to toggle from one to another with the Dial.



After selecting the tone or Voice, you can access an edit window by selecting **EDIT** on the display.

Select the virtual key **SPLIT** to set on the keyboard connected to the Midi In input, the split point that divides the Upper section from the Lower section. The value you set is displayed on the virtual key.

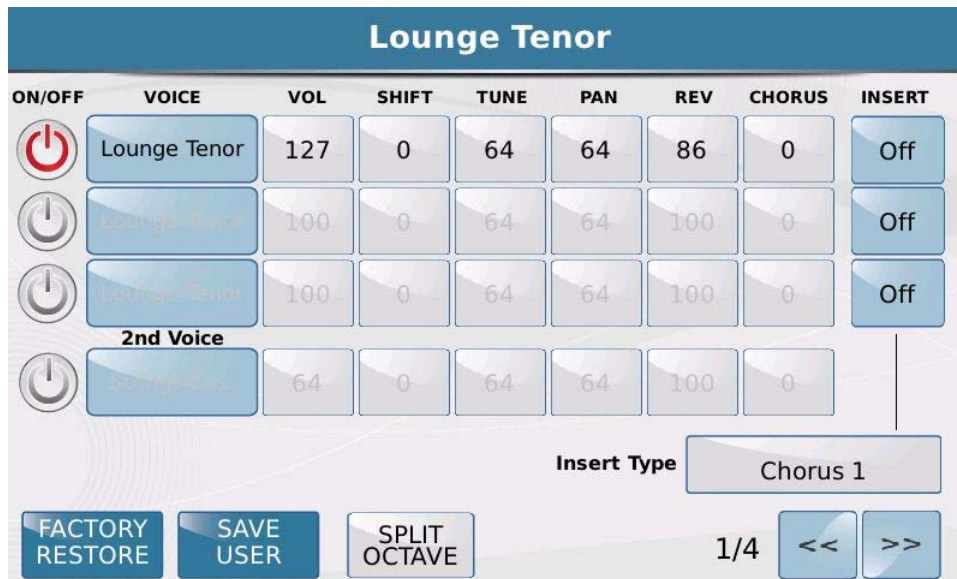
The instrument can overlap up to 4 sounds over the full range of the keyboard or in the Upper section on the right of the split point. The fourth layer is called **2nd Voice** and may be enabled or disabled quickly directly from the main screen of Voice mode, by selecting the virtual key **2ND**.

Front Panel



Voice Edit

On the **EDIT** page of Voice mode you may assign 4 tones or layers to the keyboard connected to the Midi In. The fourth layer is called **2ND VOICE**.

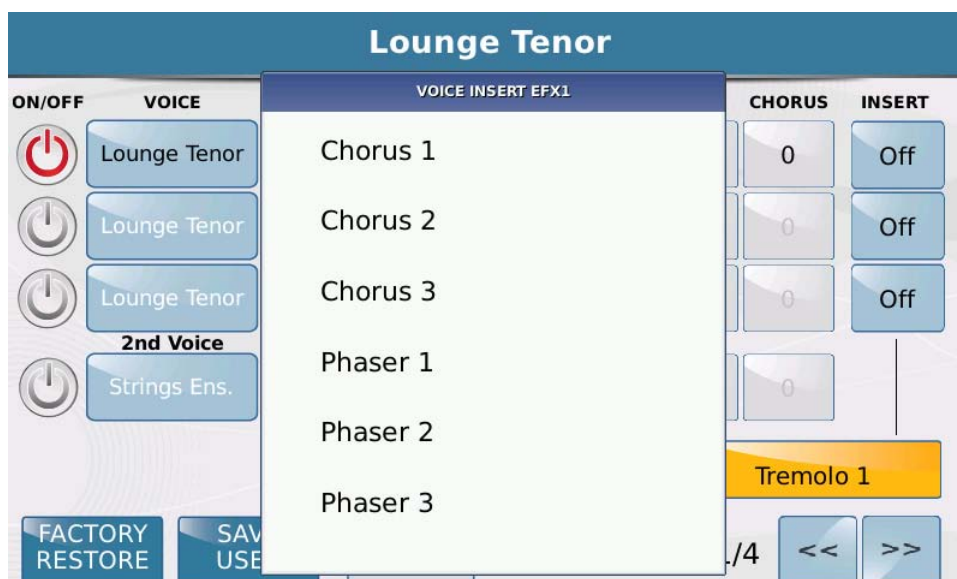


Each Layer may be enabled or disabled with the virtual key **ON/OFF**. The 2nd Voice layer may also be enabled or disabled on the main screen of Voice Mode by selected the **2ND** key.

You may assign a sound to each layer by selecting the box of the **VOICE** column that will enable a window on which you may select the sound and sound families.

You may set the **VOLUME**, **SHIFT** tone, fine **TUNE**, **REV** and **CHORUS** values for each layer and also enable an **INSERT** effect on the first 3 layers.

To select the Insert effect, press the **INSERT TYPE** box that will open the following page on which you may select the effect.



You will find a number of virtual keys on the Edit window at the bottom.

- **FACTORY RESTORE**: Reloads the original factory sounds.
- **SAVE USER**: Saves the User sounds.
- **SPLIT OCTAVE**: Lowers the Upper sound by an octave when the split point is above C1

On the right of the display you will find the number of the Edit page displayed together with 2 keys to scroll the pages forwards (double right arrow) or backwards (double left arrow).



On the second Edit page you may set the **RANGE** of the sound assigned to each layer by setting the lowest and highest notes.

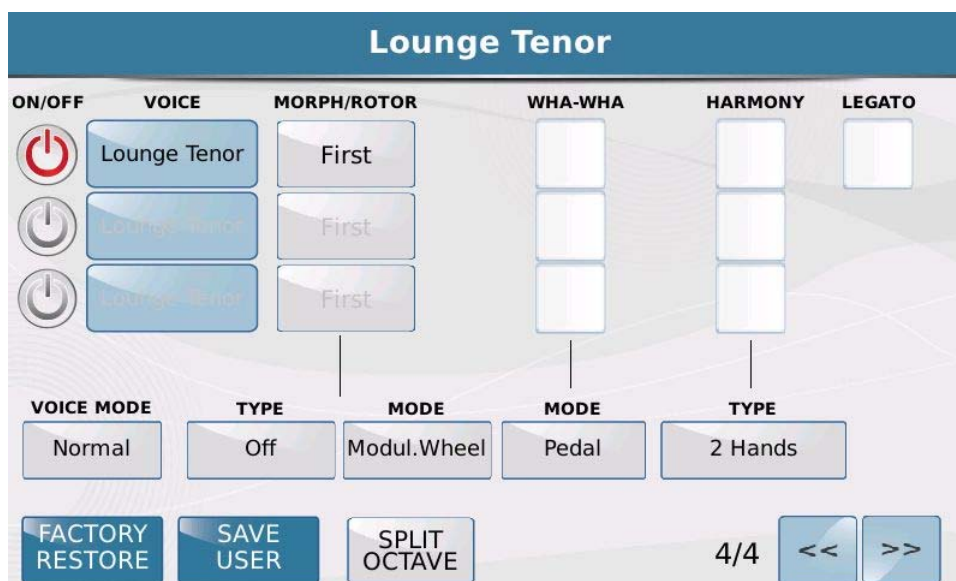
You may set the **VELOCITY** key range in the same way by entering the minimum and maximum values for each layer. In this way, the keyboard keys will play different sounds depending on the pressure on the keyboard keys. If you set a fixed Velocity Key value, this value may be set in the **FIXED** box independently for each layer.

Finally, you may enable the **SUSTAIN** and **EXPRESSION** pedal for the layer.



On the third page you may set for each layer the parameters of the **PORTAMENTO** effect

(Portamento On/Off and speed), the parameters of **MODULATION** (you may decide to which functions the Pitch Bend and Modulation wheel is applied), and the parameters of the **PITCH** and **AFTERTOUCH**. The **SLIDE** function is also available for the first three layers, where you may set the Threshold value, namely the efficiency threshold of the slide.



On the fourth page you may assign 4 effects to the first 3 layers. More specifically you will find the following:

- **MORPHING** : In the box you may set the Morphing mode between one VOICE and another according to the parameters ALL,, FIRST and SECOND. If the voice is set as First, the morphing effect will be on the starting sound, if the voice is set as second this will be the incoming sound, namely the sound that enters completely when the function that acts on morphing is at the maximum value. If you set the function on ALL,, the Voice is always enabled.

To set the MORPHING effect between two or three VOICES, select the parameter **Type on Normal, Rotor or Coupling**. In the first case the passage will be from the first to the second sound, in the second case the transition between two sounds (typical of Organ) is obtained with the Sustain pedal. In the third case (Coupling) the second sound is added to the first. To introducing the Morphing effect use the Modulation Wheel or the pedal control shown in the box under **MODE**.

The second effect that may be enabled on the voices is the **WHA-WHA** and may be introduced simply by ticking the corresponding box. At the bottom of the same column you will find the **MODE** box where you may enter the type of control that acts on Wha-Wha.

The third effect is **HARMONY** which harmonises the notes you play with your right hand on the Upper section with the chord you play on the Lower section. The options you may select in the Type field for Harmony are: **Bluegrass Down - Up , Country Down - Up , Full1-2 , Folk1-2 , 2Hands**.

The last effect is **LEGATO** which may be assigned only to the first Voice

You may set a number of properties common to all 3 Voices in the **VOICE MODE** field that you will find at the bottom on the left.

In **Normal** mode all the Voices are overlapped regardless of the notes you play. In **Duet** mode, when you play a two note chord or a chord of 3 or more notes, the First Voice plays the highest treble note, the Second Voice plays the lowest bass note and all the other notes play all the Voices of the Layer. If you play only one note, only the First Voice will play. The only difference between Duet 1 and Duet 2 is

the acquisition and play speed of the notes. **Trio 1, 2** Mode is similar to Duet but for 3 notes. **Steel Mode is a specific function of** Pitch Bend on the voices. Pitch Bend affects only the lowest bass note you play and is very useful when you want simulate the playing technique of some instruments such as the Hawaiian guitar, violin etc..

[VOICE](#)



Micro1

The **MICRO1** key on the Front Panel opens a window on which you may manage the microphone connected to MICRO 1 input on the back panel.



The page is subdivided into 2 sections: **MICRO**, on which you may adjust the typical voice effects and **VOICETRON** on which you may adjust the voice processor that creates special effects and harmonisations.

Both the DSPs may be enabled or disabled with the virtual keys **MICRO ON/OFF** and **VOCAL ON/OFF**.

MICRO

Starting with the **MICRO** section, you will find the virtual knob of the volume at the top, which allows you to adjust the microphone level that is added to the input gain and may be adjusted with the potentiometer on the back panel close to the Micro1 input.

The slider **MICRO1/ VOICETRON** is another control you may use to adjust the volume of microphone 1 and is designed for spur-of-the-moment adjustments during your performance.

Further down you will find a box with the **MICROPHONE PRESET** which by default is the "Standard" preset.



Simply touch the box to open the Pop up with all the other presets and select your preset on the Touch Screen.



The name of the preset selected is displayed in the box.



Next to the box, the virtual knob **REV** allows you to adjust the reverb level with the Dial.

Under this virtual knob there is another knob which you may use to regulate the value of the **ECHO** effect as described previously.

Touch the box at the bottom on the left called [EDIT](#) to open an edit page for the microphone preset.

VOICETRON

In the second section of the screen you will find the Voicetron which is a voice harmonisation processor.

In the top right hand section of the screen you will find the **VOCAL ON/ OFF** key which enables or disables the Voicetron as well as the virtual potentiometers to adjust volume and reverb which must be selected on the display and adjusted with the Dial. Lower down you will find a box which displays the current preset. Touch the box to open a Pop up on which you may select another Voicetron preset on the Touch Screen.

If you touch the bottom right hand box called [EDIT](#) you open the Edit page of the Voicetron preset.

[Front Panel](#)



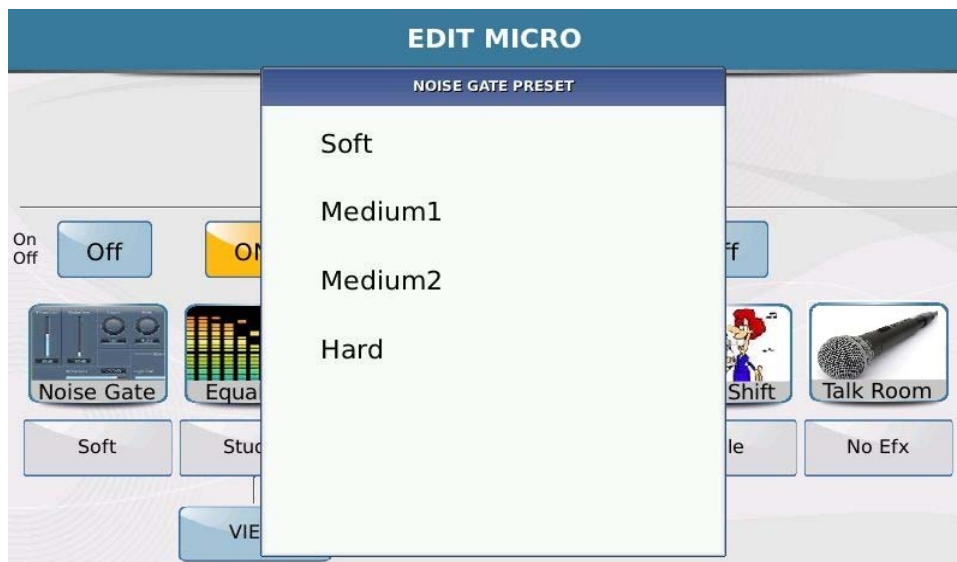
Edit Micro



The microphone preset, whose name is displayed in the top box, consists of a number of effects that may be enabled or disabled using the **ON/ OFF** box above the corresponding image.

Under each effect you will find a box with the name of the preset used by each effect. Simply touch the box to open a Pop up window with the different presets that may be selected on the Touch Screen. To go back to the EDIT MICRO page simply press **EXIT** on the panel.

- **NOISE GATE** has 4 presets:



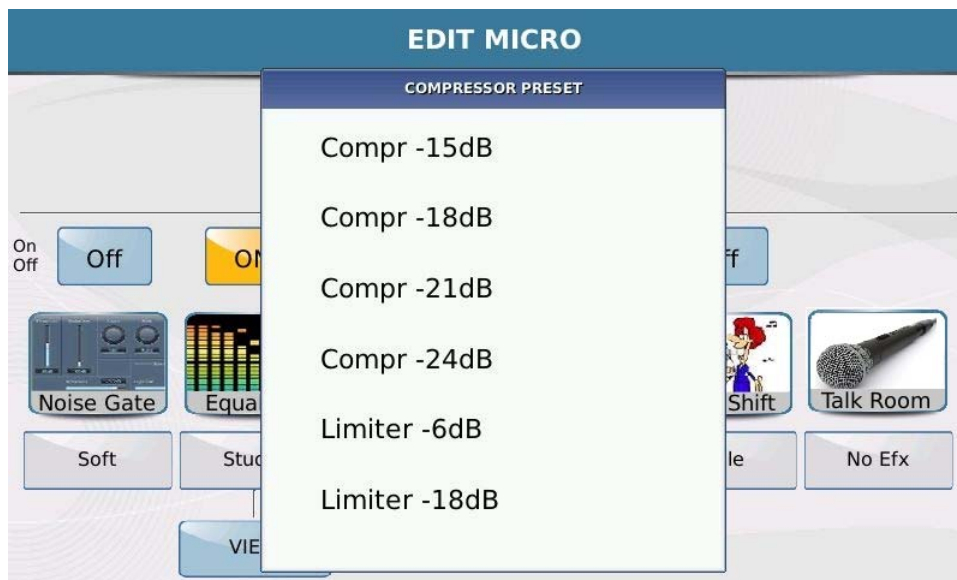
- **EQUALIZER** : The parameter equalizer for the Micro has 4 bands, 4 presets and 2 user presets that may be saved by the user.



The equalizer has an additional edit level, **VIEW**, which opens a window in which you can modify the 4 bands, Low, Mid-Low, Mid Hi and Hi, and select the frequency and gain for each of these. Touch the virtual knob corresponding to the parameter you wish to modify and use the Dial to modify the value. If a User preset has been selected as the initial preset, you can save the modifications by overwriting the modified preset over itself. Simply press **SAVE** on the panel and confirm with **YES**.



- **COMPRESSOR**: The Compressor/Limiter has 4 presets for the Compressor and 2 for the Limiter.



- **ECHO** : The effect Echo, also known as Delay, has 6 presets:



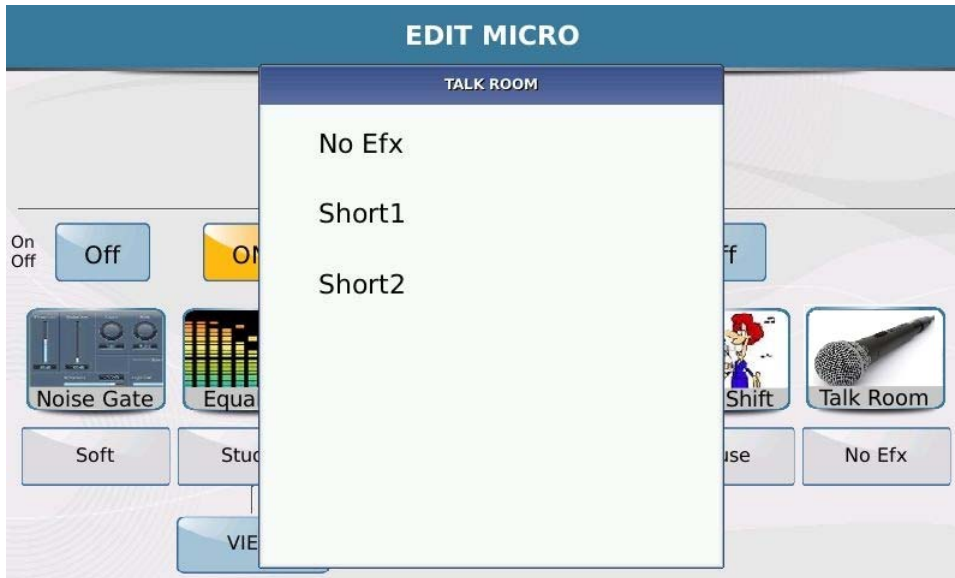
- **PITCH SHIFT**: Voice processor which may be used for transposition with 6 preset effects:



- **TALK** : The last effect on the list is that used for the **Talk** function, which may be enabled with the

corresponding key on the Front Panel. As previously mentioned, this function is used to talk and for obvious reasons of comprehension it uses shorter reverbs with respect to those used when you are singing. If you need to interrupt your singing performance to make an announcement for example, the Talk key allows you to have a suitable reverb in the microphone immediately, which will be enabled while the Talk key is on. After this, the microphone effect used for singing will then be restored.

In view of the fact that one of the 3 talk presets excludes the effect itself (No Efx) over the Talk effect, there is no **ON/OFF** to enable or disable it.



On the main screen of Edit Micro, if you press **SAVE** on the panel you can save the microphone setup in a User preset. The display allows you to select the target destination (**Select destination**) and assign a name to the preset with **SAVE AS** (in this case the alphanumeric keypad is displayed on which you may enter the name of the new microphone preset).



MICRO2/GUITAR

When you press the **MICRO 2** key on the panel, you enter a page where you may adjust the settings of the second analogical audio input of the instrument that may be a microphone input (Micro2) or guitar input (GUITAR).

The second input on the back panel also has a knob to adjust the level gain.

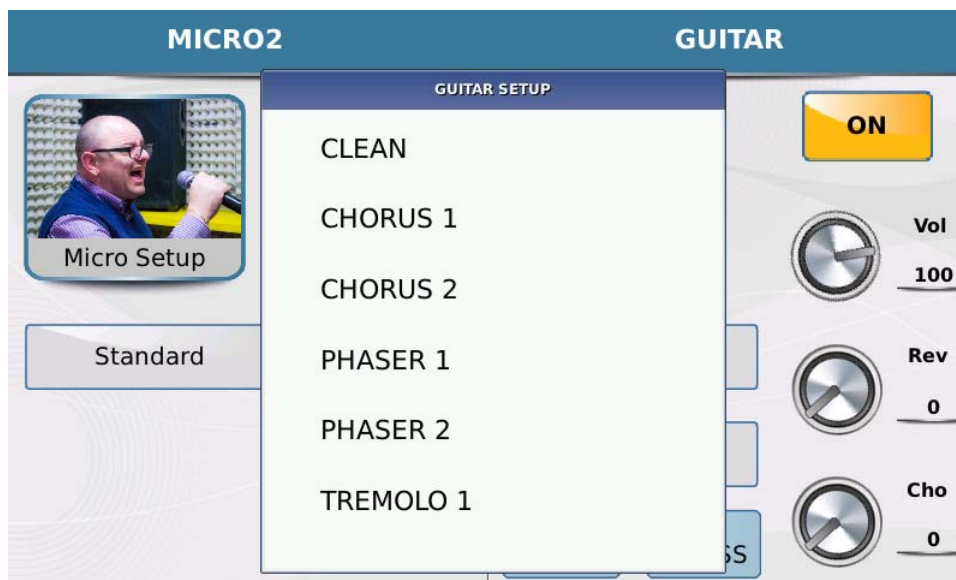


Here again the page is subdivided into 2 sections: the first is **MICRO2** and is for the microphone settings while the second is **GUITAR** and is for the guitar effect settings. Considering that this is a single audio input, the modes cannot be enabled together so that you may either use the input as a second microphone input or as a guitar input. When you enable MICRO2 therefore, GUITAR mode is automatically disabled and vice versa.

All the parameters of **MICRO2** mode are exactly the same as those of [MICRO 1](#) mode, with the difference that the volume is adjusted on the panel with the slider MICRO2/ GUITAR. The only extra feature is the key FX BYPASS which you may use to quickly disable the effect.

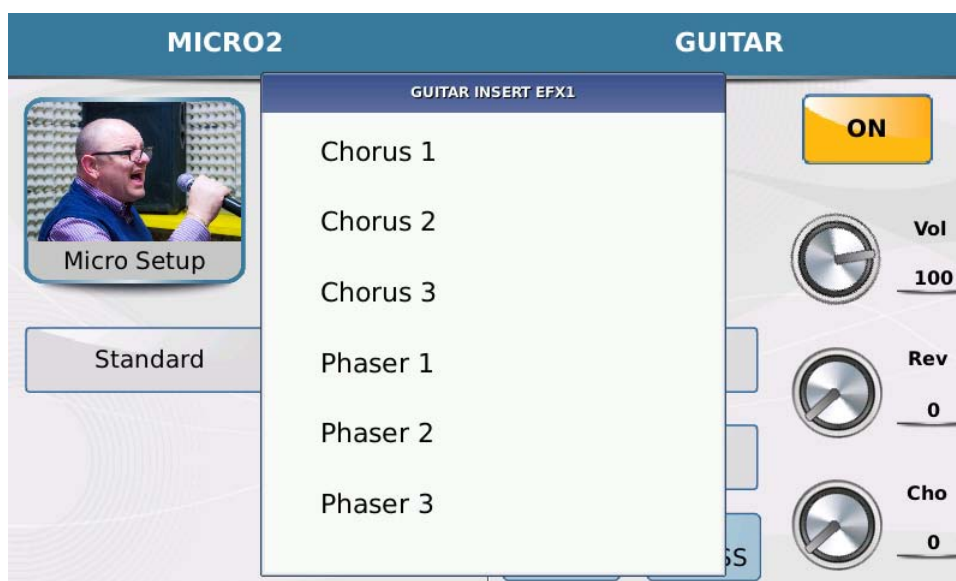


In Guitar mode you will also find a number of virtual knobs that may be selected on the Touch Screen and modified with the Dial, that function on the Volume, Reverb and Chorus as well as various setups and insert effects especially for the guitar.



When you touch the box **GUITAR SETUP** a Pop up is displayed with 16 factory setups that may be selected simply by touching the setup you need. By pressing **EXIT** you escape from the drop-down menu and return to the previous screen.

Each setup selected has an insert effect which is displayed in the box **INSERT EFX1**. You may change the insert effect of the setup by touching the corresponding box and selecting the effect you prefer from the drop-down menu that is displayed in the same way as that described for the Guitar setups.



Finally, each guitar effect may be edited by pressing the **EDIT** key.

Any the changes made to the effect may be saved in a Setup by pressing the **SAVE** key on the panel. The display allows you to save your modifications in an effects setup for microphone or guitar. Once you have made this choice, you may press **SAVE** to open a window on which to save the setup with the same file name or you may press **SAVE AS** to open the alphanumeric keypad on which you may save the setup with a new file name.

Front Panel



EFX1 Edit



The display shows a number of effect footswitches, typically used by guitarists, and a guitar amplifier. Each pedal effect may be enabled or disabled and the value of the effect may be modified. You can for example touch the knob of the distortion effect to enable it (a red light on) or touch it again to disable it (red light off). You can vary the distortion value by turning the distortion potentiometer with the Dial. Finally, if you touch the lower part of the footswitch where a rectangular box is displayed, a pop up window opens with the distortion preset already configured.

The Wha footswitch does not have virtual potentiometers for adjustment, and may only be enabled or disabled; it does however have the rectangular box on which you may select the preconfigured presets (Mono Wha, Stereo Wha etc..). The best application of the effect Wha is obviously obtained using an external footswitch for control.

Delay also has the Tap Delay option which synchronises the echo repetitions with the tempo of the Style or Midifile.

You can also turn the amplifier simulator on and off and has a rectangular box which opens a pop up window with different amplifier models to select.

FACTORY RESTORE: This function allow to restore original Factory Guitar Set Up when DSP is enabled to Guitar On Mode .

Finally, the entire chain of effects may be excluded with the **BYPASS** key that you will find in the bottom right hand corner of the display.

You can produce a new chain of effects and save them in a single preset (User).



HD Recording



MIDJPRO can record anything which is played on the instrument or transits through the analogical audio inputs Mic1, Mic2/Guitar as audio files in .wav format. This means that your musical performance may be recorded in an audio .wav file, regardless of whether you are using the instrument as an Arranger, a sound generator via a connected master or as a player of Midi or audio files. The recording will not only include the Midi or audio part or the automatic accompaniment but also what you are playing in real time on the connected keyboard using the internal sound generator, your voice and guitar or the second incoming voice. The audio file may be reproduced in play and you may play over the file, recording it again: this very powerful function is in fact similar to a multi-track recorder with unlimited tracks where each track is not managed separately but each successive recording session adds new sound material.

The picture of a traditional analogical reel recorder is displayed at the centre of the screen: these will start to move when you press **RECORD**, namely when you start the recording. On the left, a **REC LEVEL** knob allows you to set the recording level. Simply touch it and turn the Dial to change the level. The recording level in dB is displayed next to the knob. You may vary this value from -∞dB to +6dB. On the right of the display, 2 Level bars show the value in real time for the right and left channels respectively. The **SONG TIME**, namely the recording time, is displayed under the bars.

After completing the recording, simply press **STOP** and a pop-up window appears where you will be asked to save the file with a name assigned automatically by default according to the progressive number of recordings. If you press **YES** to confirm, an alphanumeric keypad appears on which you can assign a different name to the file you are saving.



After saving the file, the file name is displayed under the image of the recorder.

There are a number of functions at the bottom:

- **EDIT**: Provides access to the [Audio Edit](#) screen to edit the file.

This is followed by a number of typical keys.

- **<<** : Scroll back.

- **STOP**: Stop playing.

- **>>** : Scroll forward.

- **RECORD**: Start another recording.

- **PLAY**: Start playing the file.



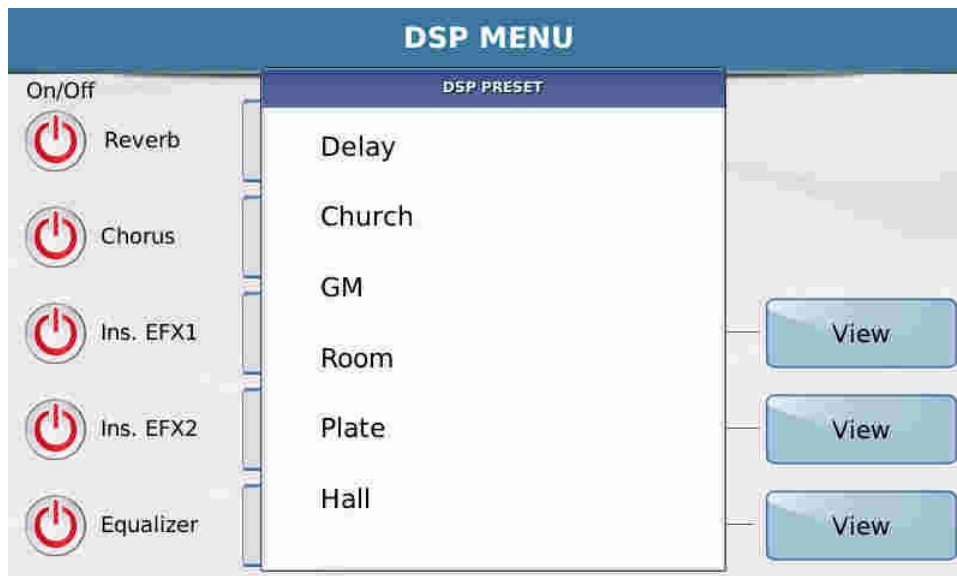
DSP

The **DSP** key on the Front Panel on the right of the display, opens a window that displays the effects available on your MIDJPRO.



The display shows the 5 effects from top to bottom, which may be enabled with the virtual key **ON/OFF**.

- **REVERB**: This is the general reverb of the instrument and acts on the GMs, Arranger and Voice. When you click on the rectangular box, a Pop up window opens next to it displaying 6 types of reverbs and delays which you can then select on the Touch Screen.



Further to the right, next to the rectangular box you will find the virtual potentiometer which you can use to set the reverb value for the whole instrument.



Follow these steps to set the effect value:

- 1) touch the virtual potentiometer to select
- 2) turn the virtual potentiometer with the Dial.

- **CHORUS** : This is the general Chorus of the instrument and works on the GMs, Arranger and Voice. it also includes Flanger , Tremolo and Phaser effects. When you click on the rectangular box next to it, a Pop up window opens with the 6 effects that may be enabled on the Touch Screen.



Here again you will find the virtual knob to set the effect value as indicated previously.

- **INS EFX1**: This is an **Insert** effect that works on the MIC2/Guitar input and the Upper or Right section of the keyboard. With respect to the other effect, this effect has high definition distortion. The corresponding rectangular box opens a drop-down menu in which you can select one of the different effects displayed. Next to the virtual knob used to adjust the effect value, you will also find the key **View** which displays a virtual effects footswitch (similar to the style of those for the guitar). On this you can customise the effect preset, enabling and setting the different effect pedals.

After configuring the virtual "footswitch", namely all the effects on this screen, you can save this effects setup in a customised User preset.

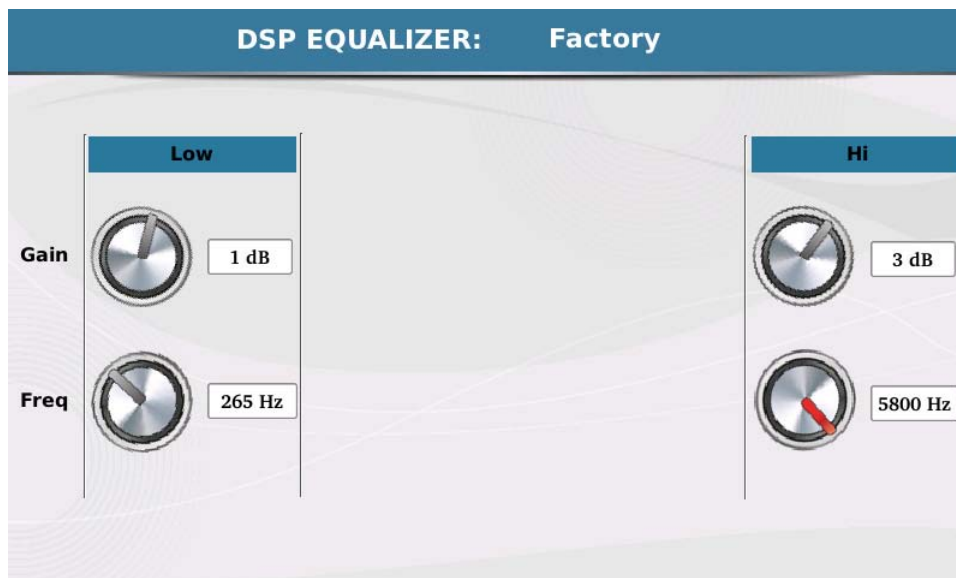
To do this, simply press the key **SAVE** on the panel. The save screen now opens on which you can assign a name and target location to the preset.

- **INS EFX2**: The INS EFX 2 is the same as effect INS EFX1 with the only difference that it does not have a different distorting module. It works on the GM and the Arranger.

- **EQUALIZER** : Main parameter equalizer. This has 2 bands that work on the output data as a global master effect.



The rectangular box displays the equalisation presets available while the key **View** opens a screen on which you may adjust the equalizer.



On the left you will find a box on which you may adjust the Lows, where the upper knob is used to set the level and the lower knob is used to set the frequency at which the level is applied. The steps to follow to make this adjustment are the same: select the knob on the display and turn the Dial left or right.

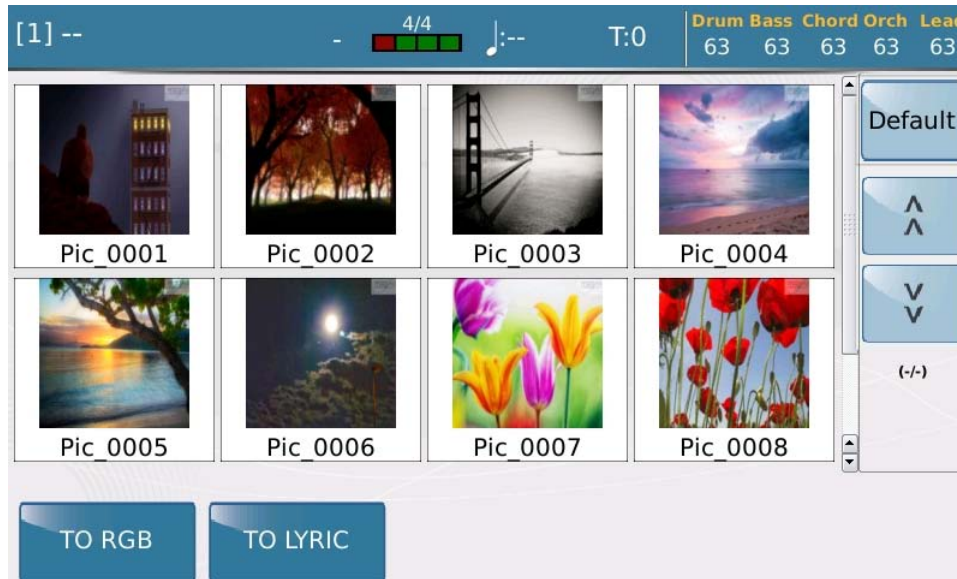
On the right you will find a box to adjust the His that is exactly the same as that described for the Lows: at the top you will find the knob to adjust the level and at the bottom the knob to adjust the frequency. To adjust follow the steps described previously for the Lows.

The modifications made to the equalizer may be saved only as **Custom Startup**, namely as a setting that will be present when you switch on the instrument.



Pic & Movie

The Pic & Movie key opens a window with a number of KETRON default files. With this function you may display the Pic & Movie on these Devices, using other external devices like Usb stick, Hd, etc.



When the directory contains numerous files, a scroll bar is displayed on the right to scroll through the screen. If the directory contains movies these will be displayed as icons at the centre of the display and may be played simply by touching the icon. In the same way, if the directory contains images they will be displayed at the centre of the display as preview Thumbs (a Thumb is a miniature icon which displays the contents of the image). Touch the thumb you require to open a full screen of the image. Once you have opened the full screen of the image you can move it by touching the touch screen display.

You will find the following function keys at the bottom.

-TO RGB: Loads the image as background of a text and transmits it to an external monitor together with the text.

-TO LYRICS: Loads the image as background of a text only on the display, while the text on the external monitor will not have the background.

-DEFAULT: This function restores the original folder of Pic&Movie when images (or movies) have been downloaded from an external Usb device.

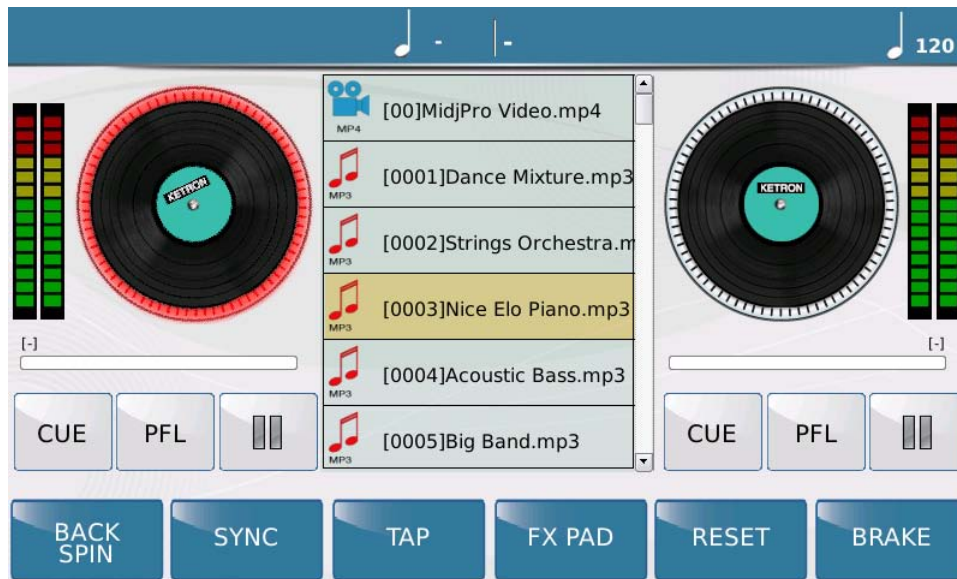
When you select the **TO RGB and TO LYRICS** functions, the image selected will be displayed as background of the text both on the display and on the external monitor.

[Front Panel](#)



DJ

Press the key **DJ** on the panel to access a different song play mode.



The 2 players are shown as 2 record players. The one selected is highlighted in red.

Each player has a pair of level indicators and the keys described below:

- **CUE**: Is a sort of bookmark. Once it has been set at any point of a song, when it is pressed again the song starts from that point. It is compatible with Wave files and Midifile but not with Mp3 files. When an Mp3 file is played the key is disabled.
- **PFL**: Playback in headphones. The PFL is selected automatically taking the corresponding slider to 0.
- **[] >** : Pause.

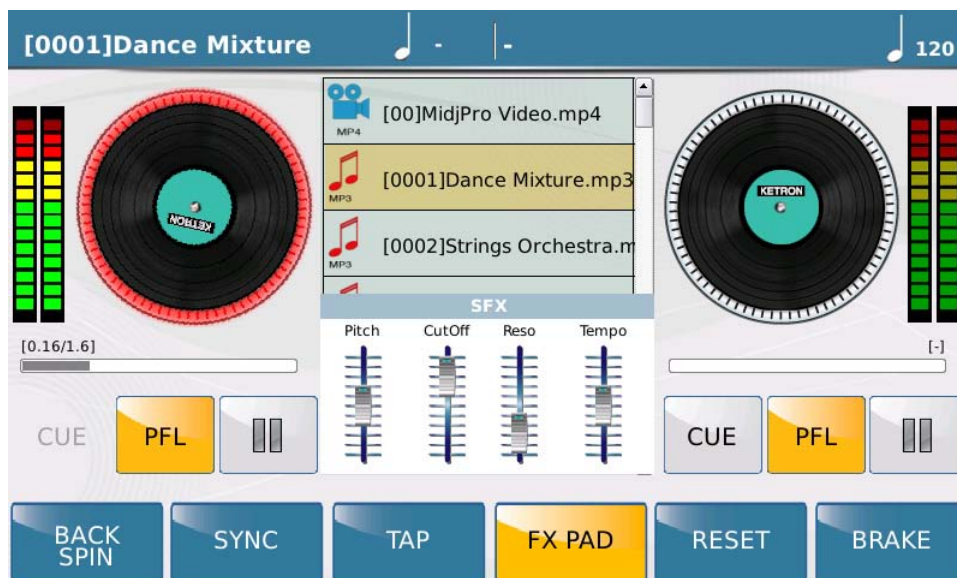
The directory for selection of files and folders is displayed at the centre of the screen. The functions for the player selected are displayed at the bottom:

- **BACK SPIN**: Ends reproduction by increasing speed and tone, giving an effect similar to gradually increasing the revs of the record player.
- **SYNC**: Synchronises the two players. If you are playing a midifile on turntable A and you prepare another Midifile on turntable B, when you press SYNC the second Midifile will start in "downbeat". If you also add the Time Lock, the second player keeps the BPM speed of the first. When the second file is an audio file, it will start from the beginning of the next measure of the Midifile. If however the first file is an audio file, the instrument cannot read the rhythm of the measure and the TAP window (see below) will open with a virtual pad to start the second song which you can do by tapping the virtual pad 4 times. In this way, by beating 4 taps in time with the first file, the second file will be synchronised with the first.
- **TAP**: Opens a pad at the centre to synchronise the time with the "tapping" of your fingers



The Tap-Tempo function may be used only with files (Audio and Midi) whose original BPM is known; in the case of midfiles this is always known but in the case of audio files (Wave or Mp3) you must indicate the BPM because the instrument does not read it. The BPM of an Audio file must be indicated in the filename: if, for example, you have a song called "name.mp3" at 120 BPM you should rename it "name@120.mp3". In this way the instrument will have the reference BPM and takes it to the Tap Tempo function.

- **FX PAD**: This works only with audio files and opens a small box with the following effects: Pitch, Cutoff and Filter Resonance, and finally the tempo. These effects may be regulated with the corresponding sliders on the instrument panel.



- **RESET**: Restores the default conditions of the file, cancelling the modifications made on this page.

- **BRAKE**: Ends reproduction by suddenly decreasing the speed and tone of the song.

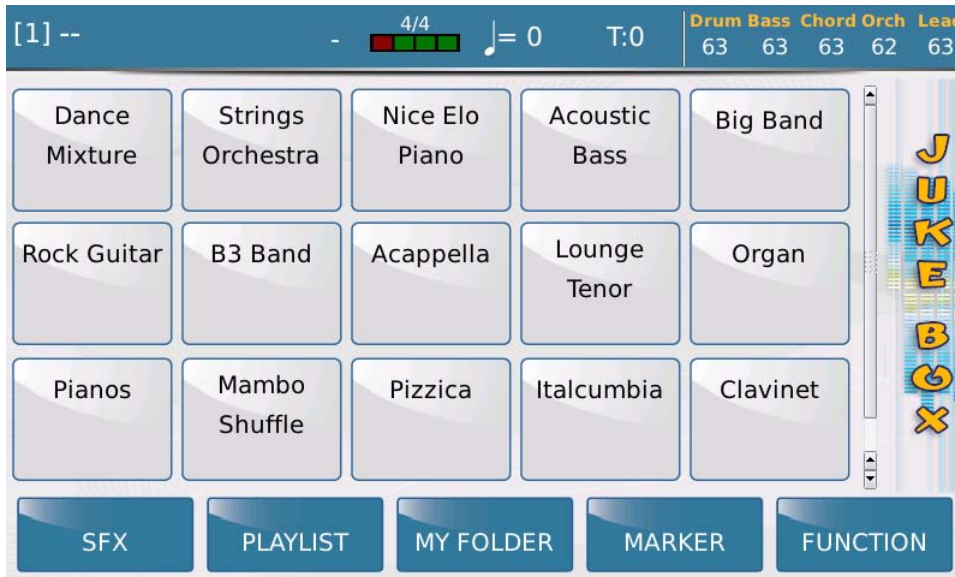
[PLAYER GM](#)

[Front Panel](#)

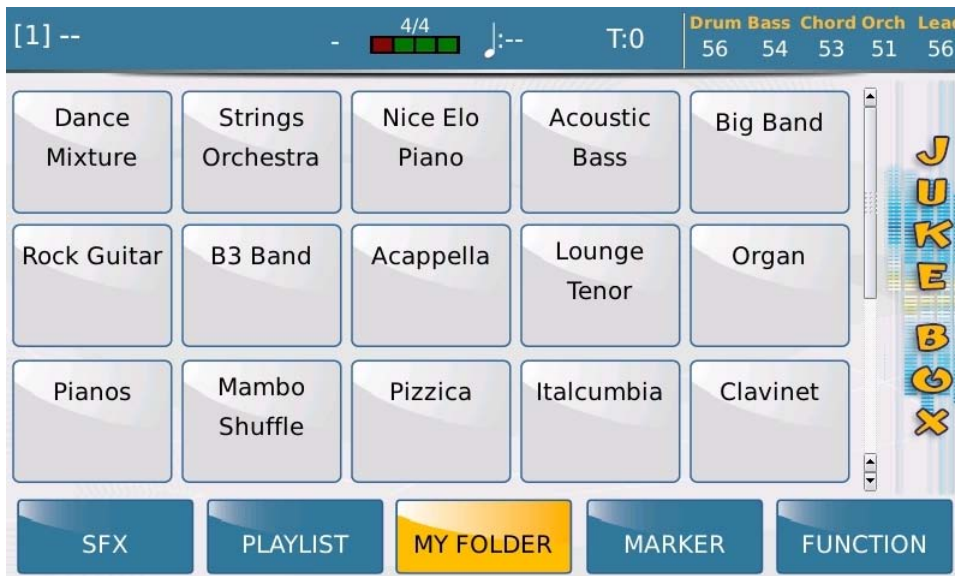


Juke Box

Juke Box allows you to manage the standard Player in a different way to play the files. By default the files in Playlist 1 are displayed but other Playlists may be selected.



The same thing happens when you select **MY FOLDER** on the display and select a folder. All the songs in the folder will be loaded in the pad. You may scroll the files in groups of 15 with the Dial.



On this window you may also use a number of sound effects by selecting the **SFX** key which you will find on the right at the bottom of the display. The following page opens where each tab enables the sound effect indicated.



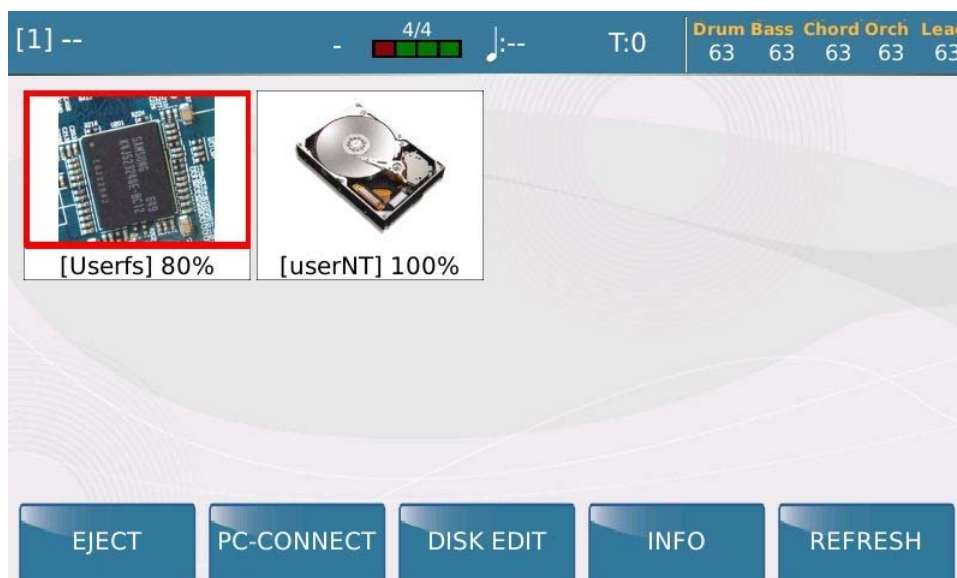
[PLAYER GM](#)

[Front Panel](#)



Media

When you press the key **MEDIA** a screen is displayed showing the devices installed in the instrument or connected via the USD ports.



The following functions are displayed at the bottom of the screen:

- **EJECT**: Use this function to remove the device selected, with exception of the internal SSD of the instrument (User FS). This is the same safe hardware removal function that you have on your computer, which protects devices connected from any damage that may occur if they are removed when data is being written to a file.

Once the modifications have been made on the peripheral (saving a Midifile, copy, etc..) before removing the pen drive, press Eject to ensure that the modifications have actually been saved.

- **PC-CONNECT**: This function permits a computer connected by USB cable to the USB Device of MIDJPRO to read all the storage devices installed on the MIDJPRO and those connected to the USB Host ports. Once the connection has been enabled, the computer will read the internal SSD of the instrument and the internal optional Hard Disk that may be installed in the MIDJPRO as well as any devices connected to the instrument via the USB Host ports, such as a Pen Drive.

Press the **PC CONNECT** function to disable the connection. A message will appear warning you to remove the hardware from the computer safely in order to avoid damage.

- **DISK EDIT**: This enables a number of functions for the files selected in the lower bar.

- **INFO**: Shows information relevant to the drive selected.



- **FORMAT**: Formats the selected device.

- **CHECK FS**: Check the device faults selected.

- **REFRESH**: Carries out another scan of all the disks and USB peripherals connected. If the machine does not automatically read a connected USB pen drive, this function restarts detection of the peripherals and devices connected.

[MENU](#)

[PLAYER GM](#)

[Front Panel](#)



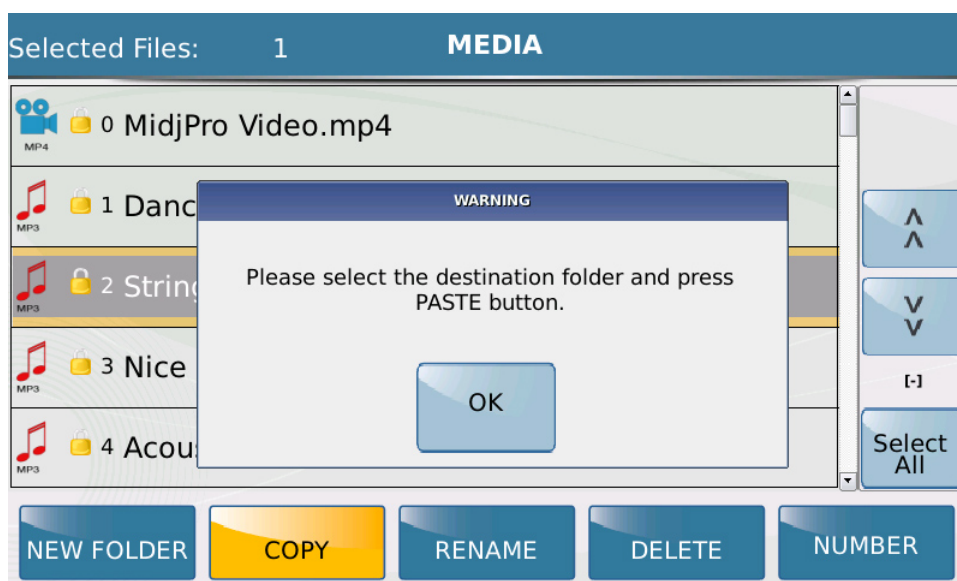
Disk Edit

This enables a number of functions for the files selected on the bottom bar. The files may be selected one by one, together or in block using the function **SELECT ALL** that selects all the contents of a folder.

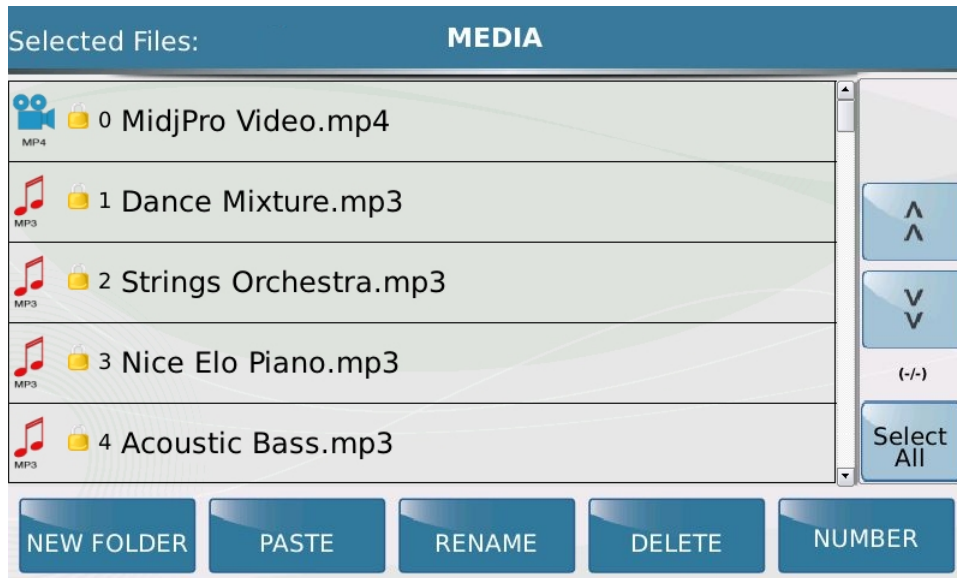


Let us now examine these functions.

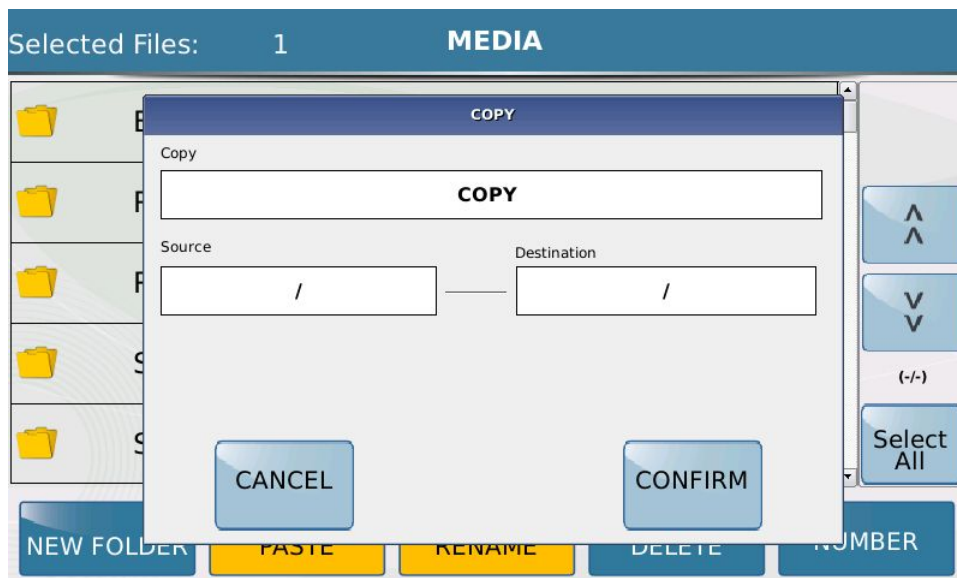
- **NEW FOLDER** : This is used to create a new folder in the current position, namely in the last folder selected. The name **FOLDER 001** is assigned by default. Select **CONFIRM** to confirm the creation of the folder. If a folder named Folder 001 has already been created, an error message will be displayed. In this case, simply assign a different name to the folder using **RENAME** at the centre of the display. When you touch **RENAME** an alphanumeric keypad is displayed on which you can enter the name of the folder. Select **CANCEL** to cancel the new folder creation process.



- **COPY** : Allows you to copy one or more files that you have selected. In this case select the folder in which to copy the files and press Paste. As soon as you select the folder in which to copy the files, the key **COPY** turns into the key **PASTE** as show below.

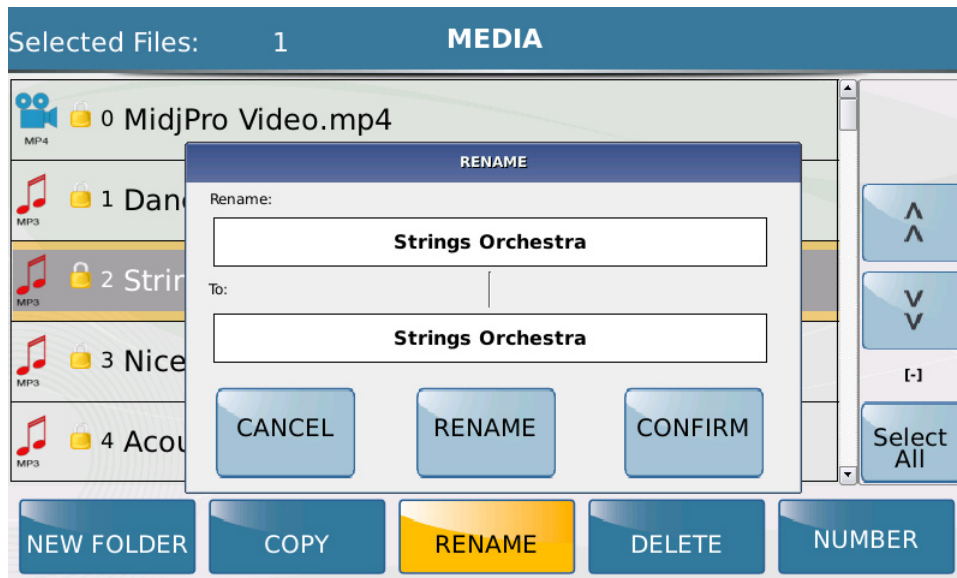


Press the key **PASTE** to open another screen displaying all the details of the operation you are about to perform.



At this point, simply confirm the copy by pressing **CONFIRM** or cancel by pressing **CANCEL** .

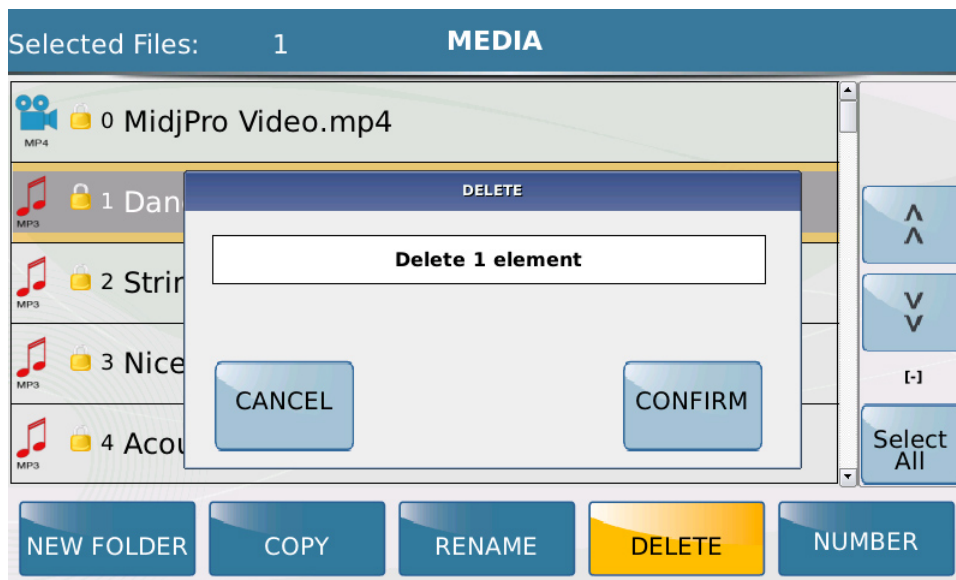
- **RENAME**: Allows you to rename a selected file.



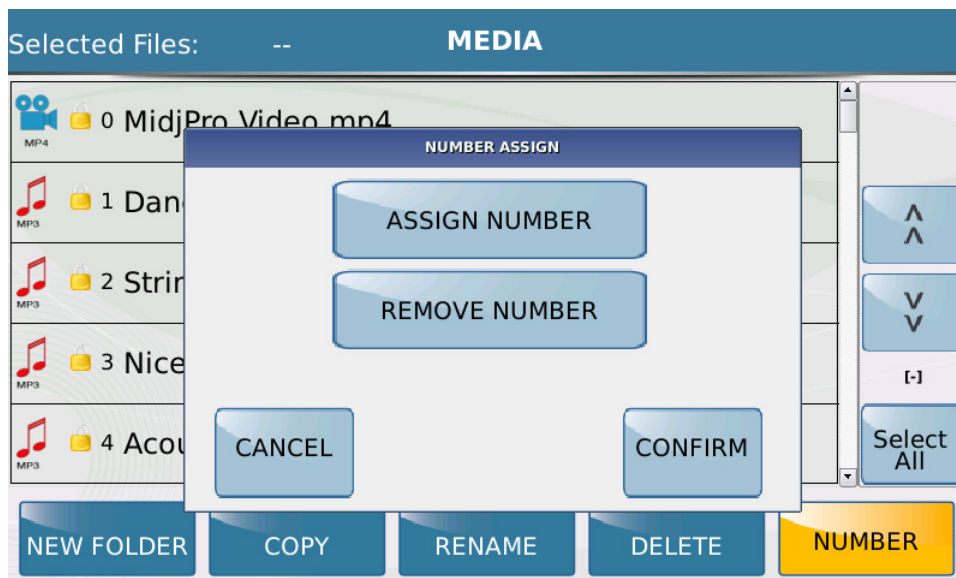
Here again a window is displayed at the centre of the screen, on which you can CANCEL the operation or go ahead with the RENAME by enabling a virtual alphanumeric keypad on which to write the name, confirming this by pressing CONFIRM. The correct name of the file or current names of the files selected are displayed in the Rename box. The modified name or names will be displayed in the box below (To:).



- **DELETE**: Deletes one or more previously selected files. Here again a dialogue box is displayed asking you to confirm or cancel the operation.



- **NUMBER** : Allows you to assign or remove the number from a file or files which have been selected.



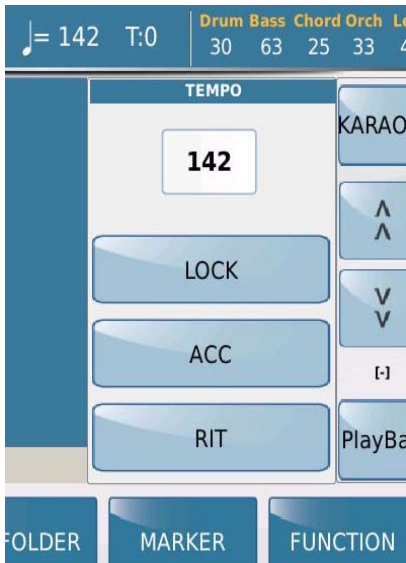
Here again, the dialogue box which appears at the centre of the display allows you to confirm or cancel the operation.

Press the **MEDIA** key again to return to the main screen of MEDIA mode.

When you are in **Disk Edit**, the led of the **MEDIA** key will flash.



Tempo



- **LOCK**: Locks the speed while you are playing a file and also between songs

- **ACC**: (Accelerating) Increases the speed of the file you are playing at intervals of 5 BMP

- **RIT**: (Delaying): Decreases the speed of the file you are playing at intervals of 5 BMP.

[PLAYER GM](#)

[Front Panel](#)



Transposer

Permits tone transposition of the file you are playing. When you press the corresponding key, a Pop up menu is displayed with the transposition parameter that may be modified with the Dial.



- **GLOBAL**: Applies transposition both to the file you are playing and to the keyboard (Right section) and is sensitive to Song Reset, in other words it returns to the default condition whenever you start up the song. If you press the **Save** key while the file is playing you can save the global transposition value in the file, confirming this by pressing **Yes** on the Pop up save menu.

- **RIGHT VOICE**: Applies transposition only to the keyboard (Right section) but not to the file and is sensitive to Song Reset. If you press the **Save** key while the file is playing you can save the transposition value of the Right voice in the file, confirming this by pressing **Yes** on the Pop up save menu.

- **MAIN**: Applies transposition to the file and keyboard; it is not sensitive to the initial Song Reset of the file and may not be saved on the file.

[PLAYER GM](#)

[Front Panel](#)



Introduction



The Introduction screen (INTRO) is displayed automatically when you turn on the instrument and provides access to the main functions, such as:

- **PLAYER-GM:** To use the MIDJPRO as AUDIO and MIDI file reader.
- **KEYBOARD:** To control the MIDJPRO by means of a MIDI Master Keyboard.
- **ACCORDION:** To control the MIDJPRO by means of a MIDI Accordion.

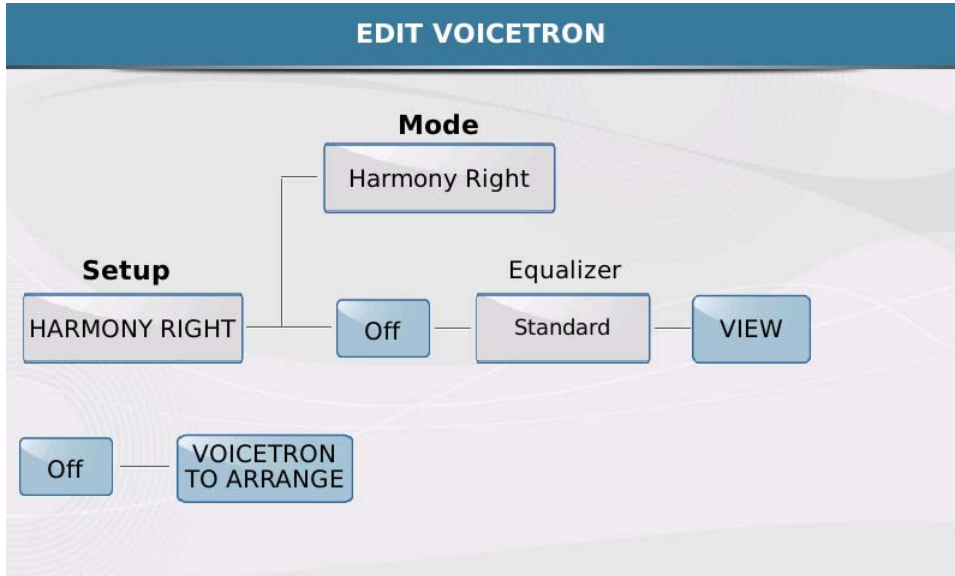
Even if you enter Player GM mode for example, you may control the MIDJPRO with a Master Keyboard or accordion, by modifying the Midi settings. To do this, press the Menu key on the panel and select the different MIDI functions from the display.

Info : In order to optimize these types of use there is a dedicated page, [Play Mode](#), available by pressing Menu from the panel.

- **DEMO:** Use this control to listen to short demonstrations.
- **GUITAR:** To control a guitar or a second microphone, connected to the MICRO 2 IN plug. (The two input sources are selected with the relevant physical selector).
- **MANUAL:** To open the Instruction Manual of the instrument.
- **SKIP INTRO:** To skip the initial intro screen. Once will be selected Skip Intro display show Main directory of MIDJPRO. From any folder or subfolder Intro view will be deselected if EXIT will be pressed. This set (active or inactive) can be saved on Internal memory as own default by press [PREFERENCES](#), then select **SKIP INTRO** press Save button on Custom Startup.



Edit Voicetron

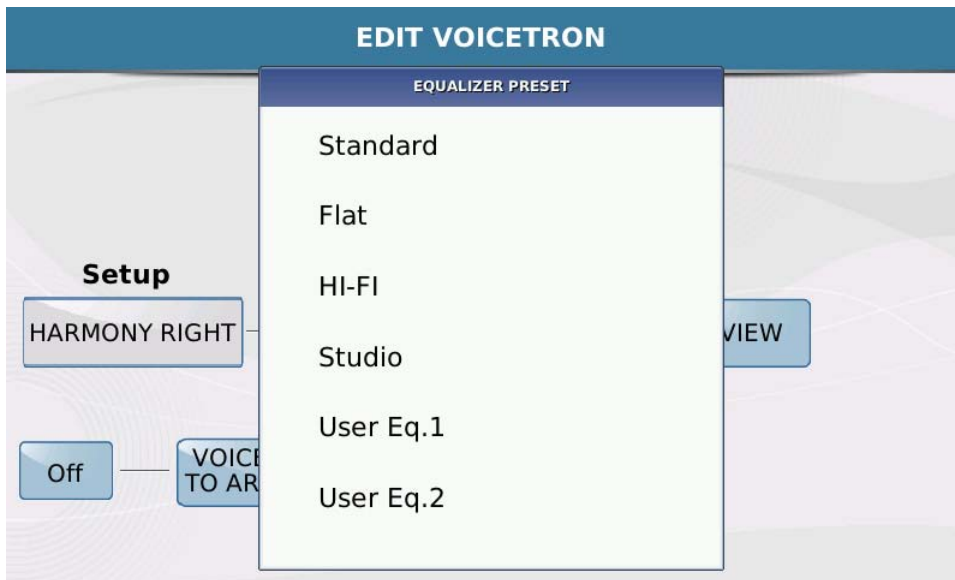


The **SETUP** box displays the Voicetron preset selected. When you touch the box, a Pop up window is displayed in which you can select the preset. To select the harmonisation, touch the **MODE** box. You may select one of the following harmonisation modes on the Pop up window that is displayed:

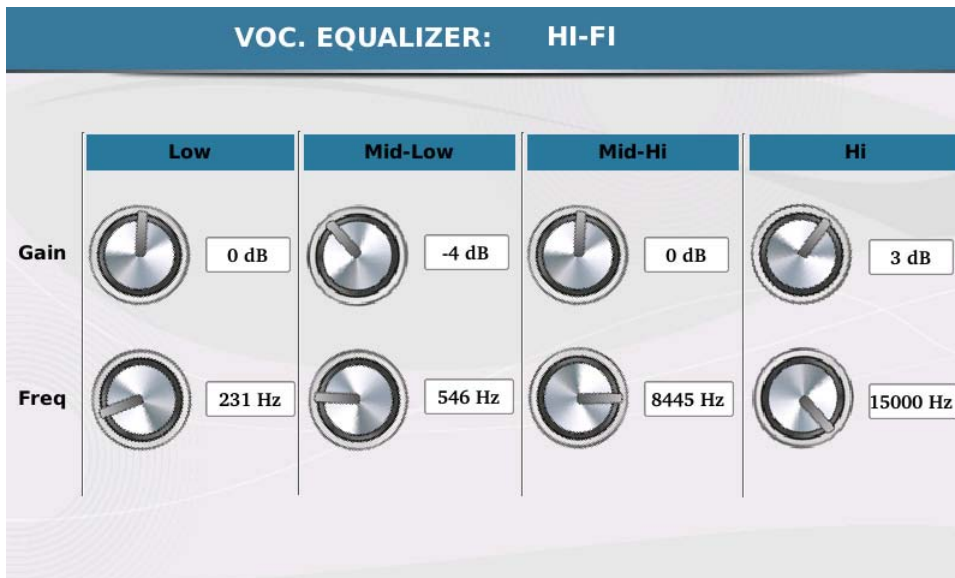


The Voicetron processor may be connected to an equalizer if the **ON/ Off** box of the diagram is ON.

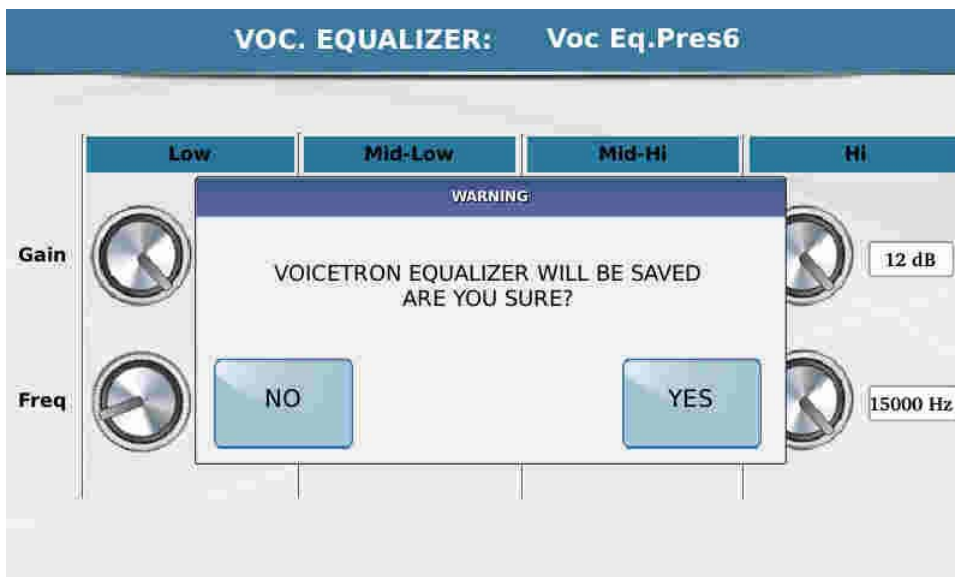
The presets of the equalizer are displayed in the **EQUALIZER** box and may be selected on the Pop up window.



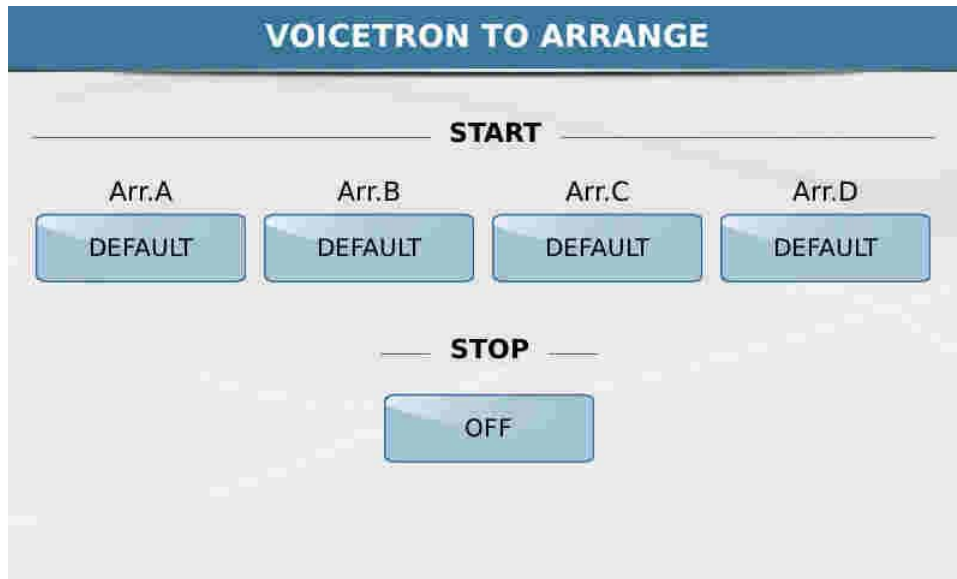
The **VIEW** box shows the details of the 4 band parameter equalizer allowing you to modify the 4 frequencies and the corresponding gain in dB.



Once you have selected the virtual knobs and modified the value with the Dial, you can save the current preset of the equalizer by pressing the **SAVE** key on the panel and confirming with **YES**.

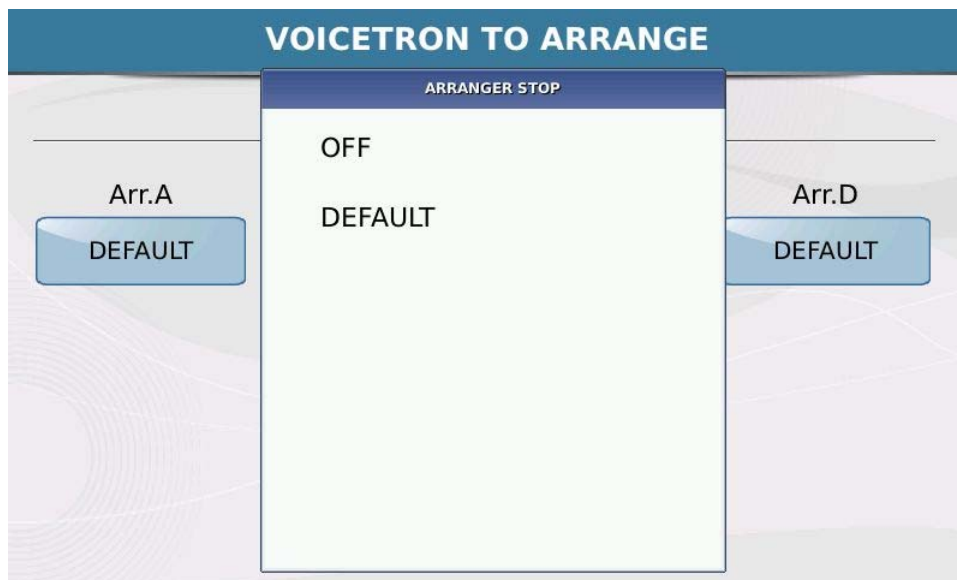


The **VOICETRON TO Arranger** function allows you to assign a different Voicetron preset for each of the ABCD arrangements. By touching the corresponding box, the following window is displayed.

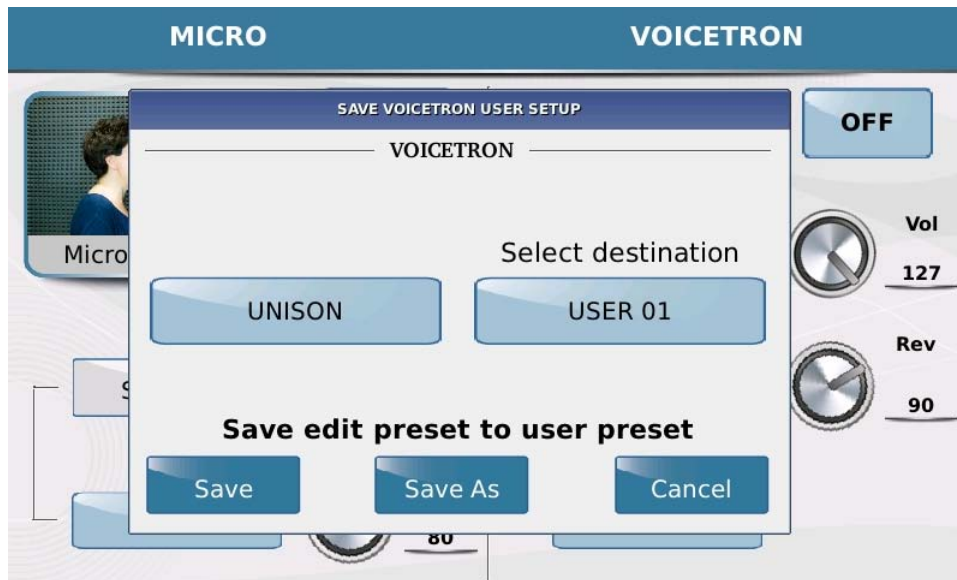


Touch the corresponding box to assign the relevant preset to the 4 Arranges. Off disables harmonisation.

The **STOP** box at the bottom allows you to disable the harmonizer when the Style is on Stop.



You can save the preset of the Voicetron on the edit page by pressing the key **SAVE** on the panel.



The display shows the current name of the preset and the target destination in the field "Select destination" which opens the corresponding Pop up.

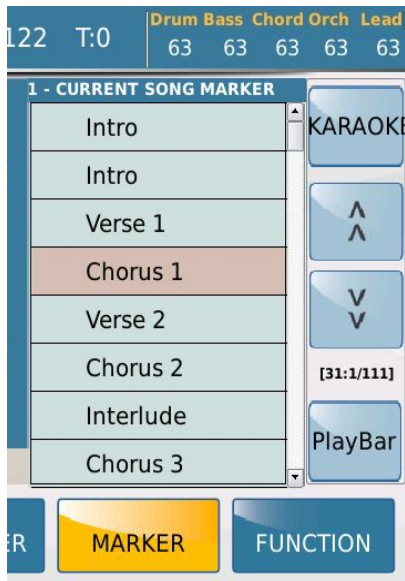
- **SAVE**: Saves the preset with the same name.
- **SAVE AS**: Opens an alphanumeric keypad that allows you to assign a new name to the Preset.
- **CANCEL**: Cancels save.

[Micro 1](#)

[Front Panel](#)



Markers



The Markers in most of the files produced by the software house, make it possible to pass from different parts of the song (Intro, verse, chorus, etc ...) by pressing the references displayed in the corresponding pop up.

Info: The markers may not be installed in the actual MidjPro but may only be installed with specific music software.

[PLAYER GM](#)



My Folder



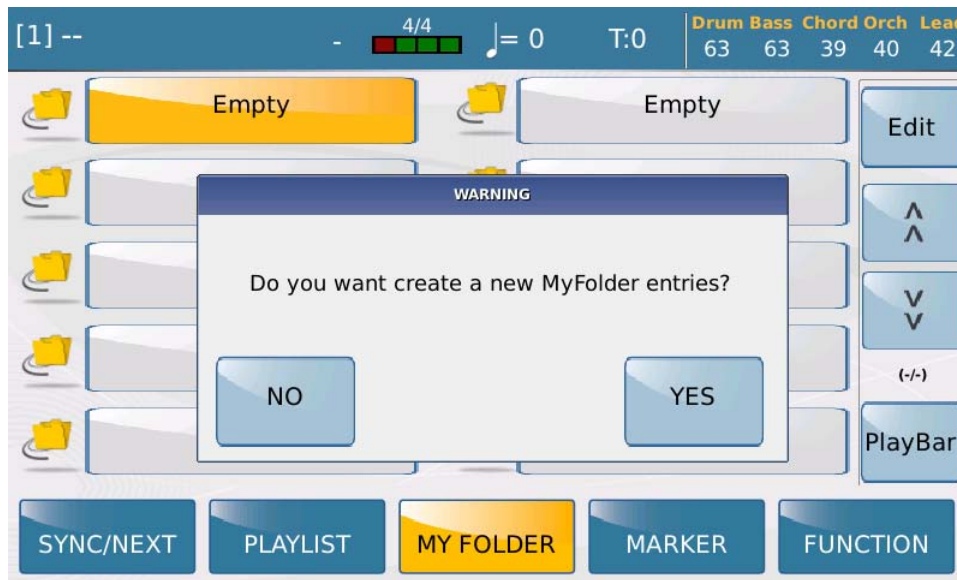
Myfolder is a shortcut to access your preferred directories. When you select this function, all the directors that have been “labelled” myfolder (or preferred directories), will be displayed in the list of preferred directories. The function therefore provides quick access without having to scroll through other directories and sub-directors...all you need to do to open the directory you require is touch it.

You may manage your preferred folders by selecting **EDIT**.



You may perform important activities on this page.

- **You may create a Myfolder** directory by selecting **EMPTY**, and then hitting **YES** to confirm the request displayed in the dialogue window.



At this point all you need to do is select the directory and then **INSERT ITEM** to add it to your preferred folders.

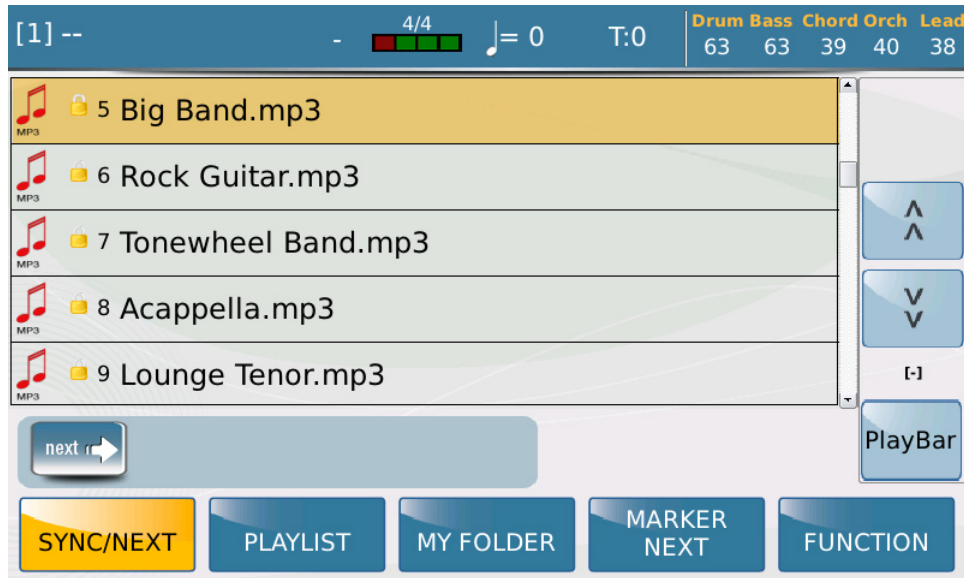
- To do this enable the **REPLACE** function and select the directory you wish to replace; the display shows you the current directory where you may select the new directory. Select the directory and then select **INSERT ITEM**.
- Finally, you may also **delete** a directory in Myfolder by selecting the required directory and then the **REMOVE** function.

Info: Since these are simply “directory links” if you accidentally delete a directory in Myfolder the “real” directory and the files it contains are not deleted.

[PLAYER GM](#)



Sync/Next



The **SYNC/NEXT** function allows you to select the next song to play while a song is playing.

To pass immediately to the next song, select **NEXT** and the next song will start to play at the end of the current beat of the file you are playing.

[PLAYER GM](#)



Playlist

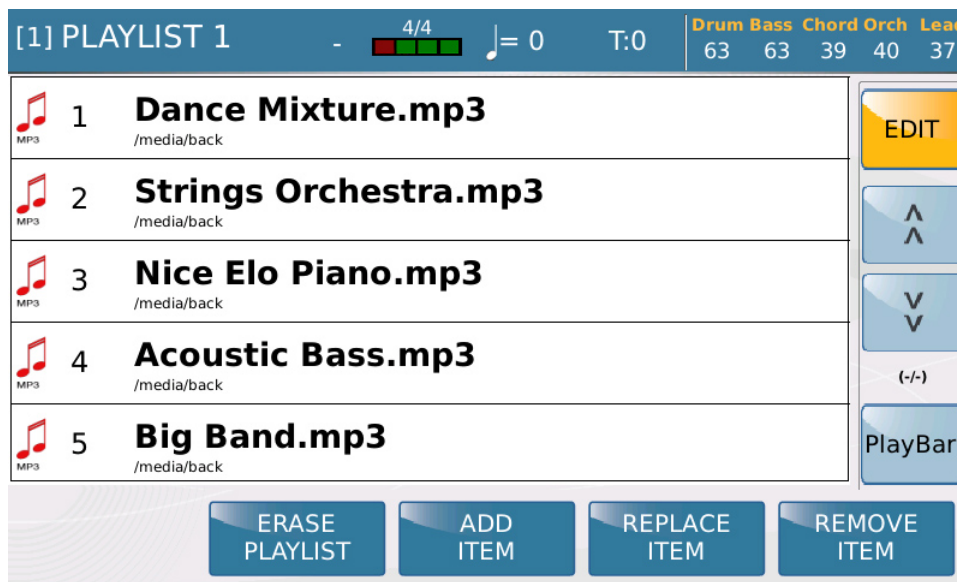


The Playlist is a list of files that may be played on the instrument and are displayed in a screen in the order decided by the user. It is useful, for example, to organise musical repertoires in different playlists so as to have specific music playlists ready for a performance. To **create** a playlist, select **EMPTY** and confirm with **YES** on the dialogue window.



The display now shows the current directory from which you may open the folders and find files to add to the playlist using the screen and the **ENTER** and **EXIT** keys on the panel. After selecting the file, press the **INSERT ITEM** key to add the file to to the new Playlist.

Edit all your preferred playlists with **EDIT**.



When you select the **EDIT** key the functions that you may use to edit the playlist selected are displayed at the bottom. When using these functions remember that the playlist must always be saved in Edit, and that if you escape from the Edit page without saving your modifications they will be lost.

- **ERASE**: Deletes the playlist.

- **ADD ITEM**: Adds new files to the playlist selected. When you select this function the current directory is displayed from where you may navigate, opening and closing folders on the Touch Screen display and with the **ENTER** and **EXIT** keys until you find the file you require. Select the file and then press **INSERT ITEM** to add it to the playlist. If you wish to escape from this function select **ABORT**..

- **REPLACE ITEM**: Use this function to replace a file in the playlist with another file. To do this, select the function then touch the playlist file you wish to replace; the display shows you the navigation root to select the replaced file. After selecting the file, press **CONFIRM** or **ABORT** to escape from the function.

- **REMOVE ITEM**: This function is used to delete a file from the playlist. Select the function and then the file you wish to delete: a dialogue box displays a message asking you if you wish to delete the file, allowing you to confirm the operation with **YES** or abort with **NO**.

[PLAYER GM](#)

