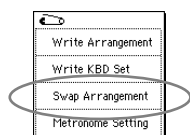


Additions and changes in #2.1

In #2.1, the following functions have been added or modified.

1. Swap Arrangement added to the page menu command of Arrangement Play mode

A **Swap Arrangement** function has been added to the page menu commands in **Home** (Lower KBD page, Sub KBD page, Main KBD page).



Swap Arrangement: This command exchanges arrangement banks A and B with banks C and D. This makes it possible to edit the arrangements (preset) that were in banks A and B.

Before you edit the data, we recommend that you save it on a floppy disk.

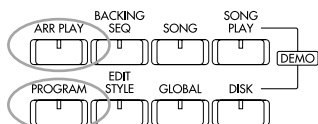
2. Effect settings for the Main KBD part can be saved as .ARR or .ARK data

The effect settings of the program selected for the Main KBD part are used for the Main KBD part of an arrangement.

Until now, the effect settings of a program were not reflected by the Main KBD part unless they were written. In particular when the Main KBD part of an arrangement used a bank A–E program, the effect settings could not be written to these banks, so that if you wished to use modified effect settings, it was necessary to write the program to bank F or G.

With the new functionality, the effect settings of a program will be reflected by the Main KBD part of the arrangement even if the program was not written. Also, if you use Write Arrangement or Write KBD Set to write the data, those effect settings will now be saved in the arrangement or keyboard set.

In Arrangement Play mode if you **hold down the ARR PLAY key and press the PROGRAM key**, the program selected for the Main KBD part will be selected (Program mode), and you can edit it.



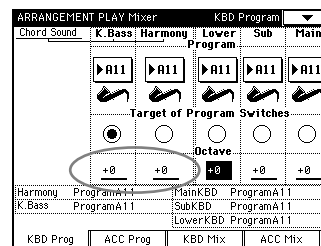
When an .ARR or .ARK file that was saved on a #2.1 i30/i30HD is loaded into a previous version, the following restrictions will apply.

Load ARR File	loaded correctly
Load 1 Arrange	loaded correctly
Load ARK File	cannot be loaded
Load 1 KBDSET	loaded correctly

3. The octave of the K.Base and Harmony parts can be set

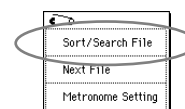
In the KBD Prog page of Arrangement Play mode, you can now set the **octave** of the **K.Bass** part and the **Harmony** part.

As for the other parts, the basic pitch of the parts can be set in 1-octave units (± 2 octave range).



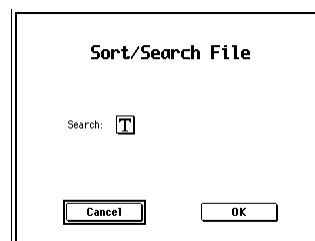
4. Sort/Search File page menu command added to Song Play mode

A **Sort/Search File** function has been added to the page menu commands in the Prog & Mix page and Track Status page of Song Play mode.



Sort/Search File: This command sorts the songs in alphabetical order. When you specify a character string, the song containing the specified characters will be selected.

- 1 Select the **Sort/Search File** page menu command.



- 2 If you know the song name that you wish to select, use the **text edit button** in the dialog box to input the song name.
If you wish to sort the songs in alphabetical order, this step is not necessary.

- 3 Press the **OK** button.
If you input a song name, the song with the specified character string will appear for the File parameter. If there is no such name, the song with the closest name will be selected.



You can use the popup menu of the File parameter to view a list of the sorted songs.

If you execute this function during playback, playback will stop.

5. Front panel OUTPUT MIXER sliders can be used during song playback

In Song Play mode, you can now use the **OUTPUT MIXER sliders** while a song is playing back.

As shown in the following table, the sliders will adjust the volume of the corresponding channels during song playback, or the volume during keyboard performance.

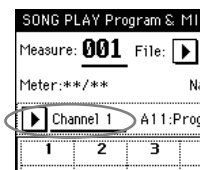
OUTPUT MIXER sliders

DRUMS	10ch
PERC	1ch
BASS	2ch
ACC1	3ch
ACC2	4ch
ACC3	5ch, 6ch
LOWER	7ch, 8ch, 9ch
SUB	11ch–16ch
MAIN	Keyboard performance*

The MAIN slider will take priority for channels that match the keyboard performance channel.

If you move to Song Play mode but have not yet operated the sliders, the volume of each channel will be as specified by the song, regardless of the physical position of the sliders. If you then operate even one of the sliders, each channel will be set to the volume that is specified by the OUTPUT MIXER sliders.

*Keyboard performance uses the channel that is specified by the Channel Select parameter.



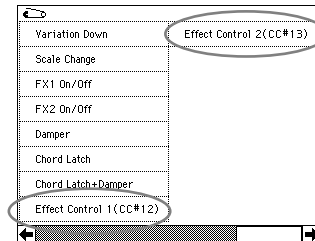
6. New function to cancel your keyboard input

In Song Play mode, **simultaneously pressing the front panel SYNCHRO START key and SYNCHRO STOP key** will cause any playing on the keyboard to be cancelled. This function allows you to “pretend to play” when on-stage, etc.

To turn off this function, press either the SYNCHRO START key or the SYNCHRO STOP key. This function will also be turned off automatically when you exit Song Play mode.

7. Effect Control 1/2 can be selected for SW1/2 or EC-5

In the Global mode SW1, SW2 and EC5 pages, Effect Control 1 (CC#12) and Effect Control 2 (CC#13) have been added to the functions that can be selected for SW1/2 and EC5.

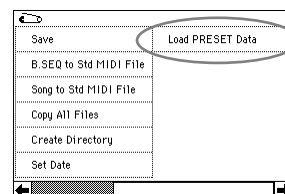


By selecting Effect Control 1 (CC#12) or Effect Control 2 (CC#13), you can control an effect for which CC#12 or CC#13 was specified for dynamic modulation.

For example suppose that in the Global mode SW1, SW2 page you select Effect Control 1 (CC#12) for SW1. In another mode, select the Rotary Speaker effect, and select CC#12 for the Dynamic Modulation parameter. Each time you press the front panel SW1, the rotary speaker will switch between slow and fast rotation.

8. Load PRESET Data page menu command added to Disk mode

In Disk mode, a **Load PRESET Data** command has been added to the page menu commands of the **File** page.



Load PRESET Data: The factory data will be loaded into arrangement banks A and B, and into program banks A–E and Dr11–48.

If these banks contain data that you do not want to lose, save the data to a floppy disk before executing this command.

- ① Insert the **included floppy disk** into the disk drive.
- ② In the Disk mode **File** page, choose the **RESTORE.PRD** file which is located in the RESTORE directory.
- ③ From the list of page menu commands, select **Load PRESET data**, and press the **OK** button to execute.