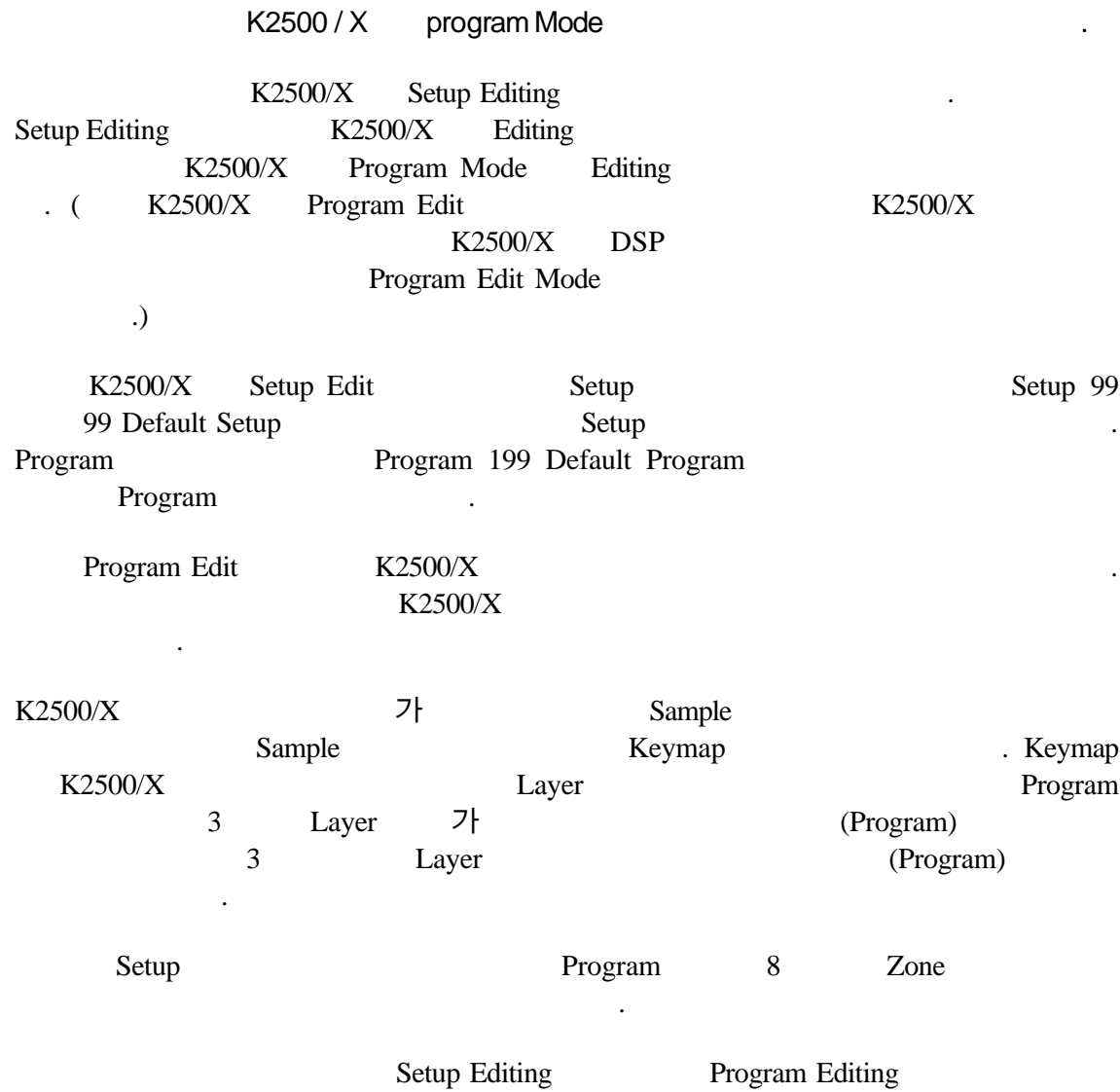
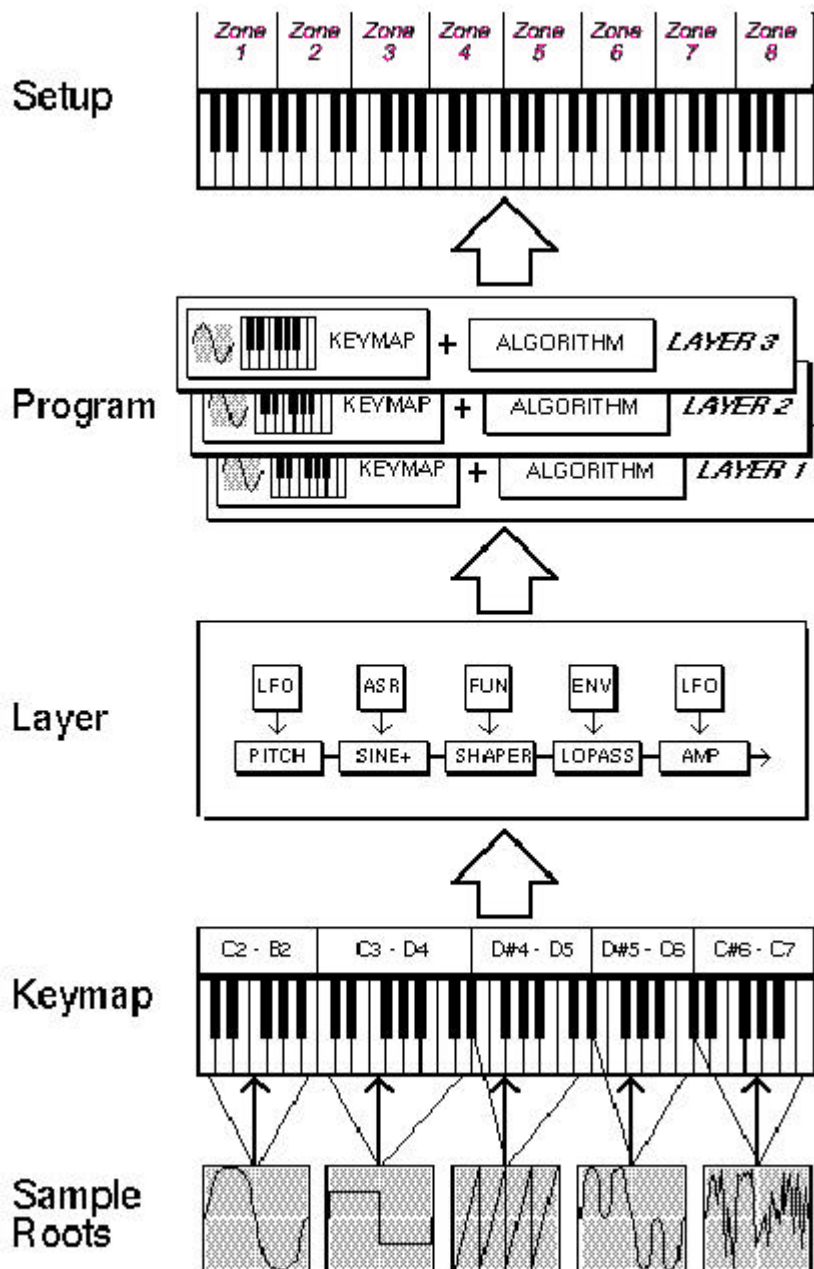


10. Program Mode



	Setup	Program
	Program	Keymap
Editing	Zone	Layer
controller		MIDI

\* Controller : Setup Editing ( , ,  
..) MIDI 가 Program  
Editing 가 가 MIDI



199 Default Program

Edit

Program Edit Mode

Edit Prog : ALG <>Layer: 1/1

Algorithm : 1

PITCH → NONE → AMP →

<more ALG LAYER KEYMAP PITCH more>

EditProg:ALG

가

		Layer 1	Layer 2	Layer 3
8	5	5/8		
Layer	Layer	Layer	Layer	Layer
		Chan/Bank		(Layer)

more&gt;

more&gt;

	1	2	3	4	
1	ALG	LAYER	KEYMAP	PITCH	
2	F1 FRQ	F2 DRV	F3 AMP	F4 AMP	Algorithm
3	OUTPUT		COMMON	SetRng	
4	AMPENV	ENV2	ENV3	ENVCTL	Envelope
5	LFO	ASR	FUN	VTRIG	Control Source
6	Name	Save	Delete	Dump	Object
7	NewLyr	DupLyr	ImpLyr	DellYr	Layer

## Edit Prog : ALG &lt;&gt;Layer: 1 / 1

PITCH → NONE → AMP →

<more    ALG    LAYER    KEYMAP    PITCH    more>

Algorithm : 1      K2500/X      31      (Algorithm)      가

1

가 ( ) 가  
 K2500/X 가 가 가  
 5  
 (PITCH) PITCH PITCH( ,5 (AMP)  
 AMP F4 AMP(  
 )

F1  
 FRQ , F2 DRV , F3 AMP , F4 AMP .( F1 FRQ, F2 DRV, F3 AMP  
 1 .)

## 1.2LAYER Page

Edit Prog : LAYER			<>Layer: 1 / 1	
LoKey: C -1	DlyCtl: OFF	SusPdl: On		
HiKey: C 8	MinDly: 0.000s	SosPdl: On		
LoVel: ppp	MaxDly: 0.000s	FrzPdl: On		
HiVel: fff	Enable: On	IgnRel: Off		
PBMode:All	S: Norm 64 127	ThrAtt: Off		
Trig : Norm	Opaque: On	TilDec: Off		
<more	ALG	LAYER	KEYMAP	PITCH more>

1. LoKey : C0 ( Low Key )
2. HiKey : C8 ( High Key )
3. LoVel : ppp ( Low Velocity )
4. HiVel : fff ( High Velocity )

(LoKey: LowKey) (HiKey: High Key) ,  
 (LoVel: Low Velocity) (HiVel : High Velocity)

## 5. PBMode : All ( Pitch Bend Mode )

All 가  
 off  
 Key  
 ( )

6. Trig : Norm ( Trigger )  
Norm (Normal)  
가 Rvrs ( Reverse)  
가

7. DlyCtl : OFF ( Delay Control )  
8. MinDly : 0.000 s ( Minimum Delay )  
9. MaxDly: 0.000 s ( Maximum Delay )

Delay Control (Control Source) MinDly  
MaxDly 가  
Delay Control Modulation Wheel MinDly 0.000 s(0 ),  
MaxDly 1.000 s (1 )  
Mod Wheel  
0 ( ) 1 ( )

10. Enable : ON  
11. S : Norm 64 127

Enable  
Enable Sustain Sustain Pedal  
S (sensitivity) Norm( Normal) Rvrs( Revers)  
3 Layer Enable Modulation  
Wheel 3

	Layer 1	Layer 2	Layer 3
Enable	Mod wheel	Mod wheel	Mod wheel
S	Norm	Norm	Norm
	0 40	41 80	81 127

1/3 Layer 1 1/3  
2/3 Layer2 가 2/3 3/3 Layer 3  
가

12. Opaque : Off  
가 On ( 5  
2 Opaque On  
3,4,5 ) Opaque 가 On

	Opaque	LoKey , HiKey	가
Layer 1	Opaque off	C0 - C8	C0 - C8
Layer 2	Opaque On	C3 - C4	C3 - C4

Layer 3		C0 - C8	C0 - B2 , C#4 - C8
Layer 4		C0 - C8	C0 - B2 , C#4 - C8
Layer 5		C0 - C8	C0 - B2 , C#4 - C8

- 13. SusPdl : On
- 14. SosPdl : On
- 15. FrzPdl : On

(SusPdl : Sustain Pedal), (SosPdl: Sostenuto Pedal), (FrzPdl: Freeze Pedal)

- 16. IgnRel : Off ( Ignore Release )  
가 On K2500/X MIDI  
Note off .

- 17. ThrAtt : Off ( Hold Though Attack)  
가 On 가 ( Note Off  
가 ) Attack .

- 18. TilDec : Off (Hold Until Decay)  
가 On 가 (Note Off  
가 ) Decay .