

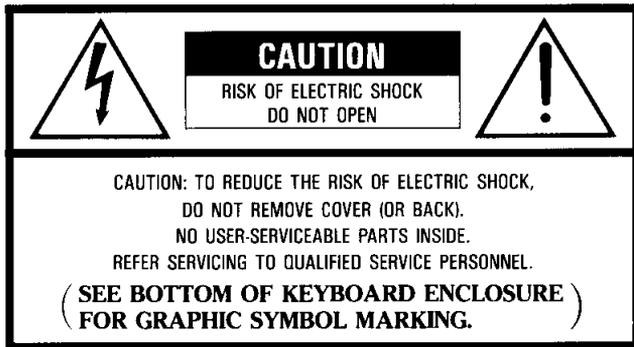
YAMAHA ELECTONE®

HE-4

HE-3

USER'S GUIDE

SUPPLEMENTAL MARKING INFORMATION SPECIAL MESSAGE SECTION

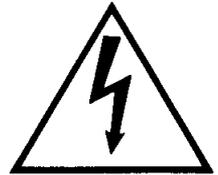


Yamaha electronic products will have either a label similar to the graphic shown above or a molded/stamped facsimile of the graphic on its enclosure. The explanation of these graphics appears on this page. Please observe all cautions indicated.

The Exclamation point within an equilateral triangle is intended to alert the users to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.



The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user of the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



IMPORTANT SAFETY AND INSTALLATION INSTRUCTIONS

INFORMATION RELATING TO POSSIBLE PERSONAL INJURY, ELECTRIC SHOCK, AND FIRE HAZARD POSSIBILITIES HAS BEEN INCLUDED IN THIS LIST.

WARNING —When using electronic products, basic precautions should always be followed, including the following:

1. Read all Safety and Installation Instructions, Supplemental Marking and Special Message Section data, and assembly instructions (where applicable) BEFORE using your Yamaha electronic product. Check unit weight specifications before you attempt to move this instrument!
2. Main Power Supply Verification: Your Yamaha electronic product has been manufactured specifically for the main supply voltage used in your area. If you should move, or if any doubt exists, please contact your dealer for instructions. The main supply voltage required by your electronic product is printed on the name plate. For name plate location see graphic in Special Message Section.
3. This product may be equipped with a polarized line plug (one blade wider than the other). If you are unable to insert the plug into the outlet, contact an electrician to have your obsolete outlet replaced. Do NOT defeat the safety purpose of the plug. Yamaha products not having polarized plugs incorporate construction methods and designs that do not require line plug polarization.
4. **WARNING**—Do NOT place objects on your electronic product's power cord or place the unit in a position where anyone could trip over, walk over, or roll anything over cords of any kind. Do NOT allow your electronic product or its bench to rest on or be installed over cords of any type. Improper installations of this type create the possibility of a fire hazard and/or personal injury.
5. Environment: Your electronic product should be installed away from heat sources such as a radiator, heat registers and/or other products that produce heat. Additionally, the unit should not be located in a position that exposes the cabinet to direct sunlight, or air currents having high humidity or heat levels.
6. Your Yamaha electronic product should be placed so that its location or position does not interfere with its proper ventilation.
7. Some Yamaha electronic products may have benches that are either a part of the product or supplied as an optional accessory. Some of these benches are designed to be dealer assembled. Please make sure that the bench is stable before using it. The bench supplied by Yamaha was designed for seating only. No other uses are recommended.

8. Some Yamaha electronic products can be made to operate with or without the side panels or other components that constitute a stand. These products should be used only with the components supplied or a cart or stand that is recommended by the manufacturer.

9. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.

10. Do not use your Yamaha electronic product near water or in wet environments. For example, near a swimming pool, spa, or in a wet basement.

11. Care should be taken so that objects do not fall, and liquids are not spilled, into the enclosure through openings.

12. Your Yamaha electronic product should be serviced by a qualified service person when:

- a. The power-supply cord or plug has been damaged; or
- b. Objects have fallen, or liquid has been spilled into the product; or
- c. The product has been exposed to rain; or
- d. The product does not operate, exhibits a marked change in performance; or
- e. The product has been dropped, or the enclosure of the product has been damaged.

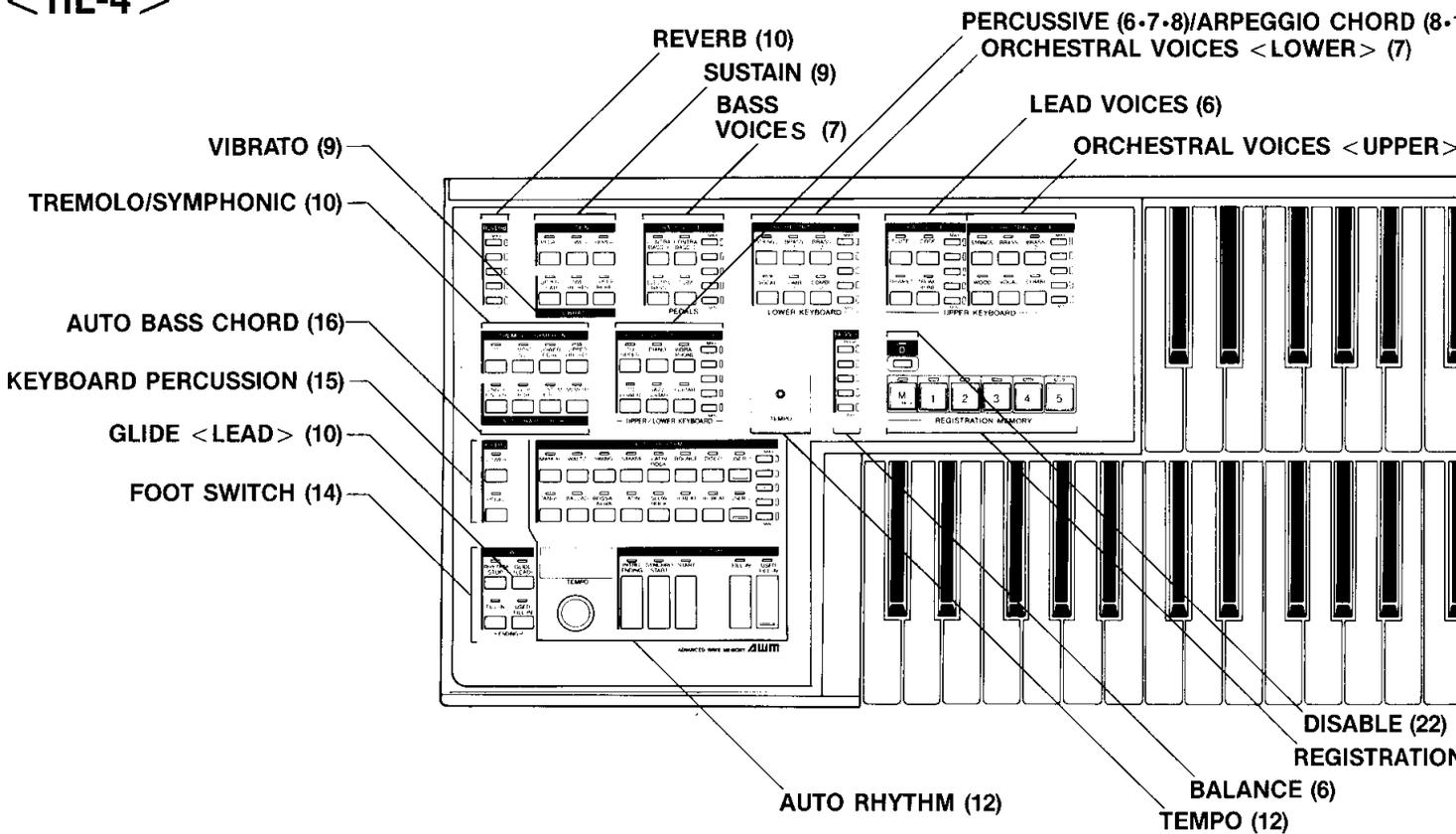
13. When not in use, always turn your Yamaha electronic product "OFF". The power-supply cord of the product should be unplugged from the outlet when it is to be left unused for a long period of time. Notes: In this case, some units may lose some user programmed data. Factory programmed memories will not be affected.

14. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

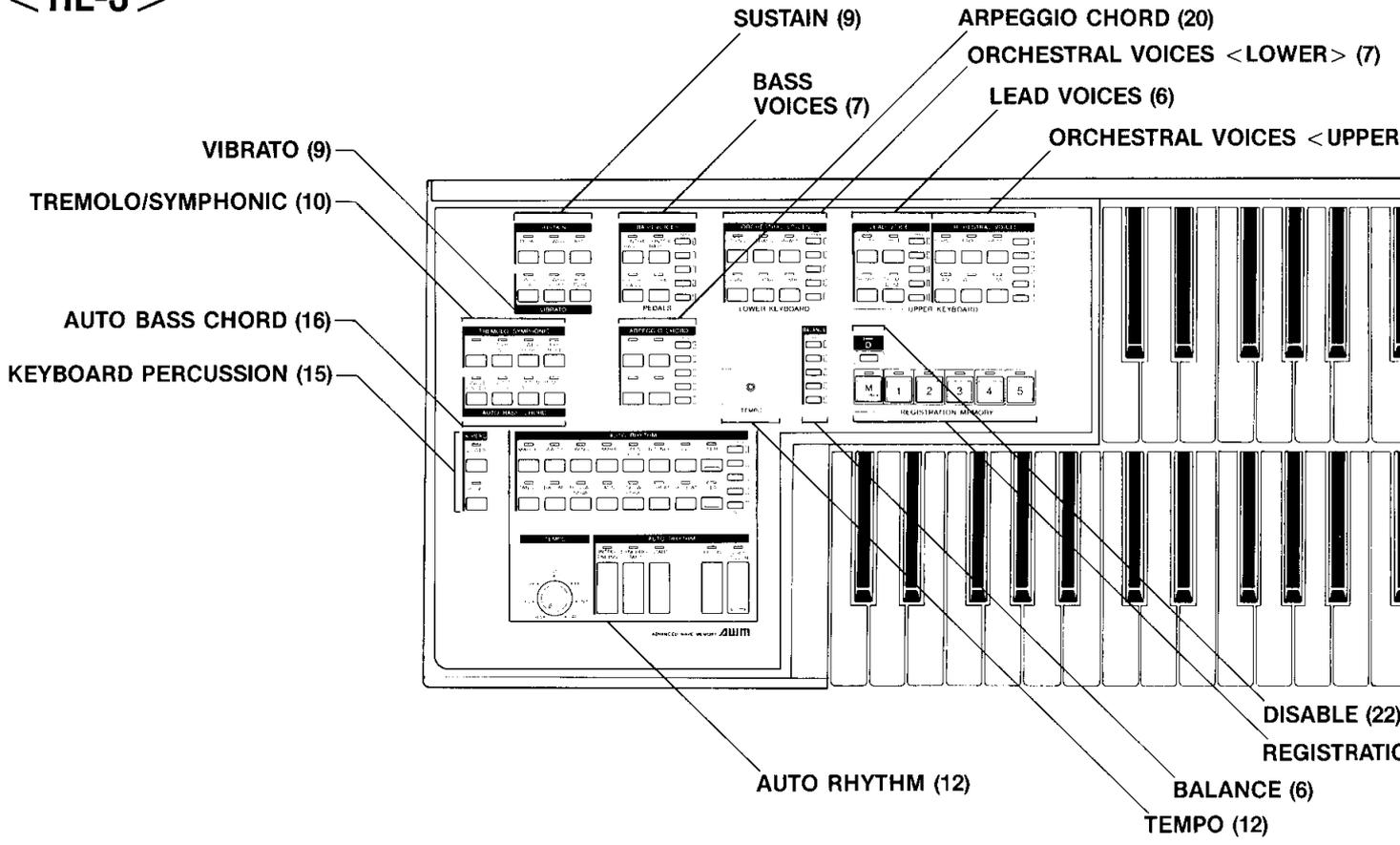
15. Electromagnetic Interference (RFI). This series of Yamaha electronic products utilizes digital (high frequency pulse) technology that may adversely affect Radio/TV reception or the operation of other devices that utilize digital technology.

PLEASE KEEP THIS MANUAL FOR FUTURE REFERENCE!

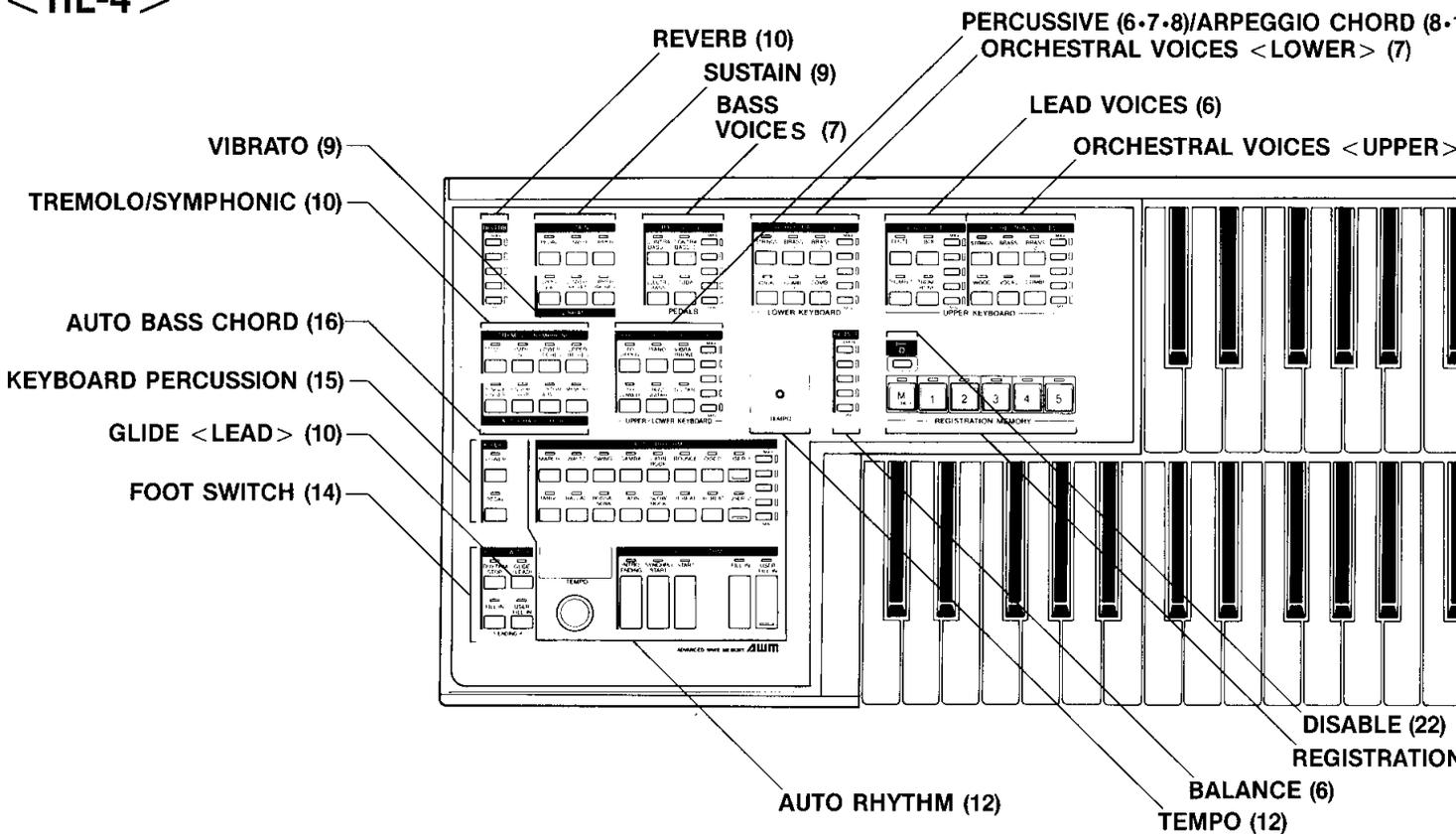
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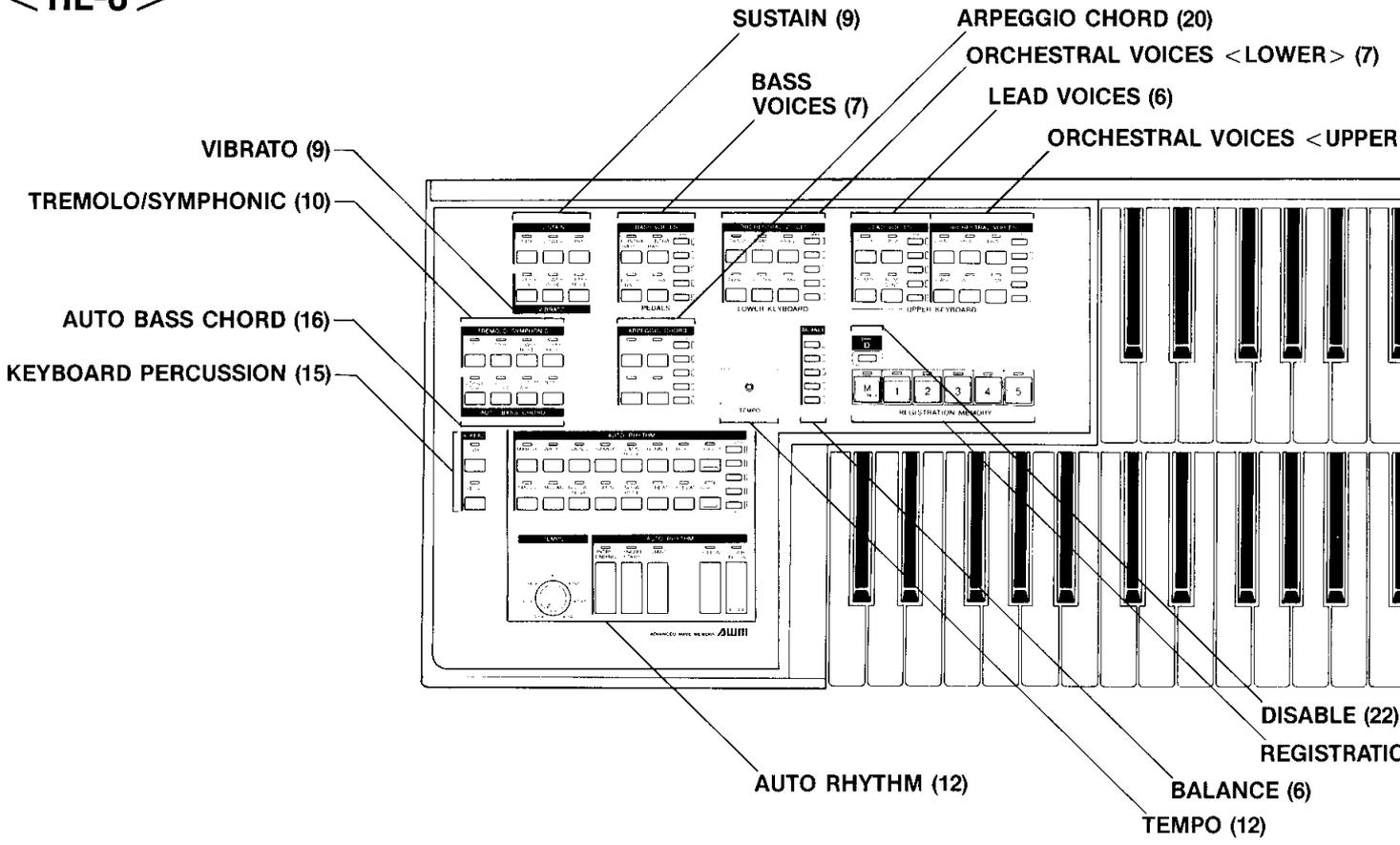
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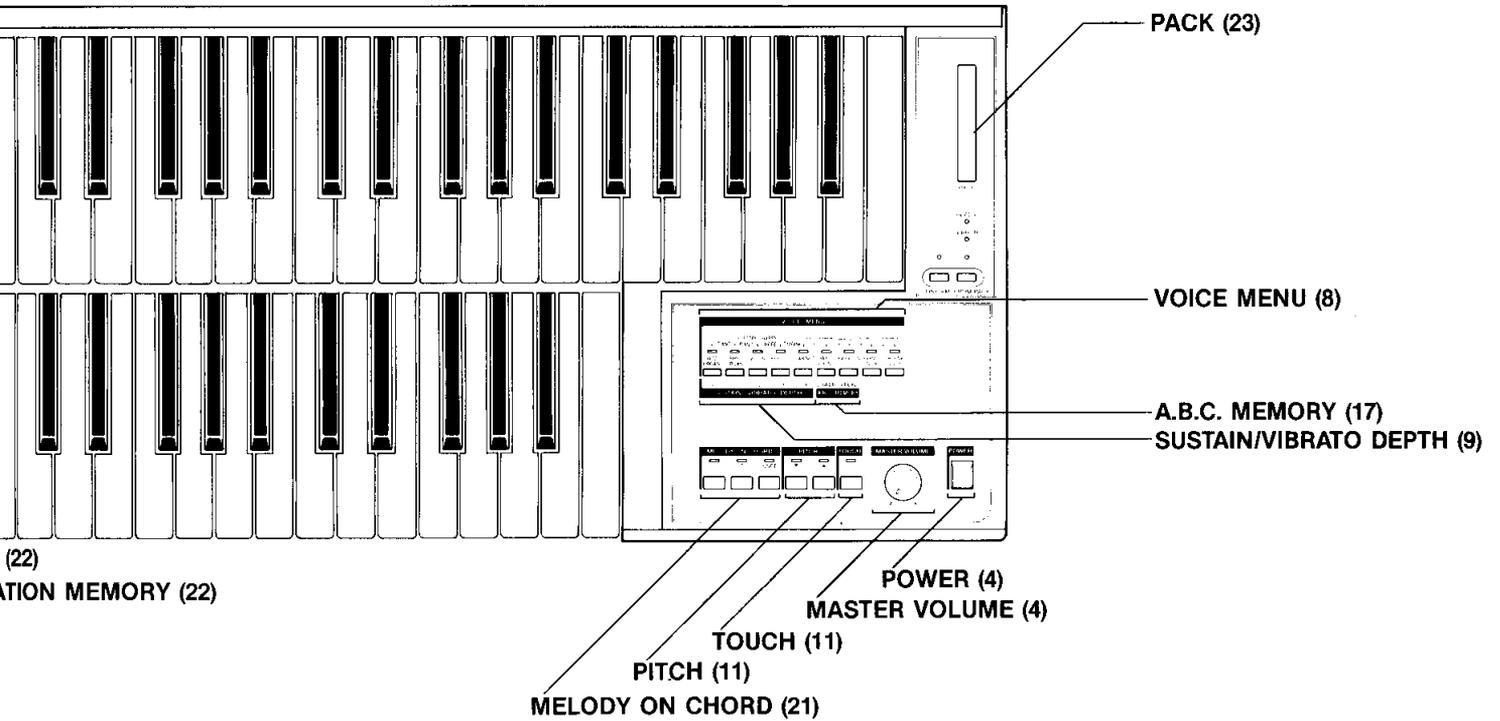
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The figures within parenthesis indicate the page numbers.

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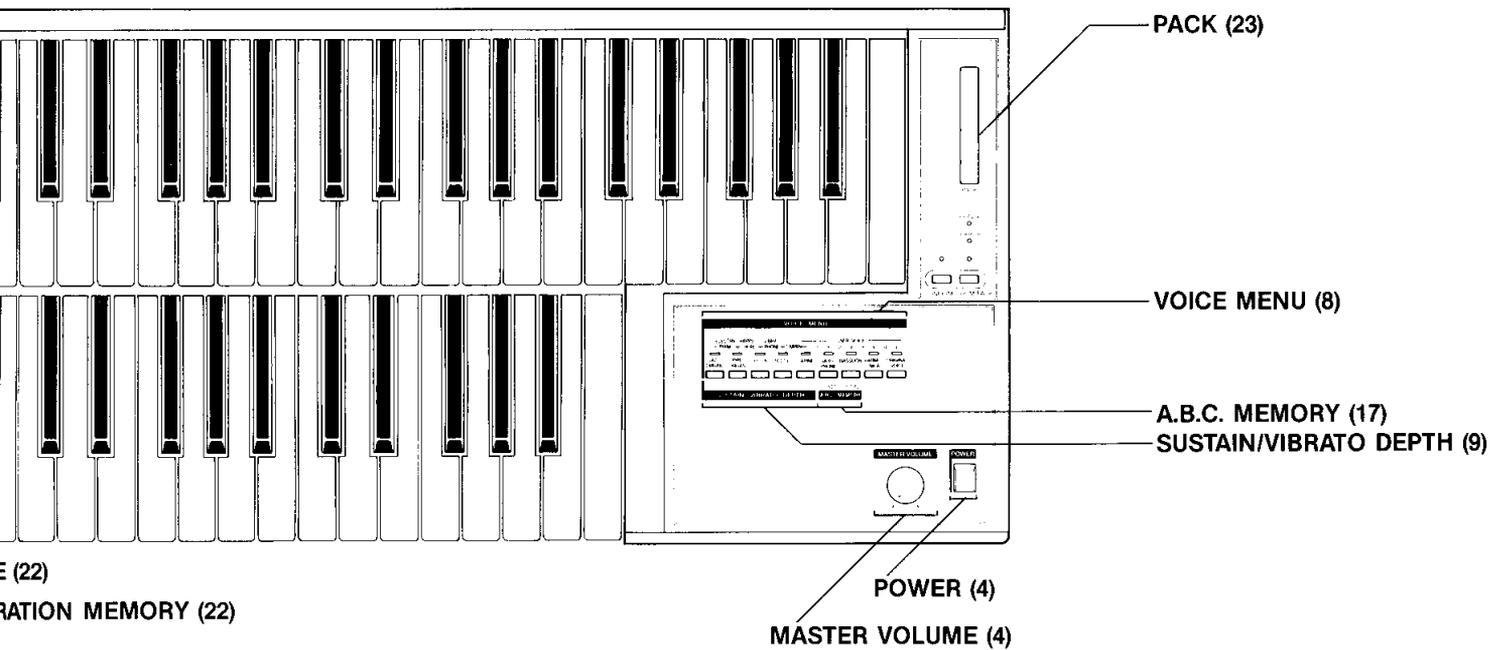


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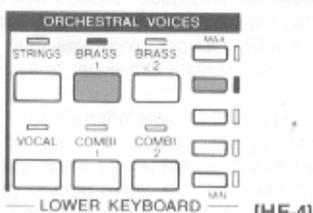
RATION MEMORY (22)

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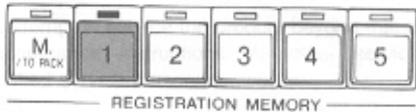
THE BASIC FEATURES

1. First, Let's Produce Some Sounds.

<p style="text-align: center;">1</p> <p>First of all, make sure that the plug is firmly inserted in the wall power outlet.</p>	<p style="text-align: center;">2</p> <p>Turn the Electone "On" by pressing the POWER switch.</p> 
<p style="text-align: center;">3</p> <p>Set the MASTER VOLUME control.</p> <ul style="list-style-type: none"> •This control lets you adjust the overall volume of your instrument. For now, place it in about a 2:00 position. 	<p style="text-align: center;">4</p> <p>Place your right foot on the EXPRESSION PEDAL, which controls the overall volume while playing, for increased musical expression.</p> <ul style="list-style-type: none"> •Push forward with your toe to make it louder, and back with your heel to make it softer.
<p style="text-align: center;">5</p> <p>Next, set the ORCHESTRAL VOICES section as shown in the illustration below.</p>  <p style="text-align: right;">(HE-4)</p>	<p style="text-align: center;">6</p> <p>Now, play any keys on the upper keyboard.</p> <ul style="list-style-type: none"> *As the next step, let's use the Basic Registrations to actually play some songs.

2. Registrations for Beginners.

*With one operation, you can call to your Electone one of five Basic Registrations (five sets of voices) which are perfect for practicing your playing.

<p style="text-align: center;">1</p> <p>First, set the POWER switch to OFF. Next, set the POWER switch back to ON while depressing the red Memory [M.] button.</p> <ul style="list-style-type: none"> •While depressing the red Memory button of the REGISTRATION MEMORY section, set the POWER switch to ON. <p>CAUTION: After setting the POWER switch to ON, keep the [M.] button continuously depressed for about one to two seconds.</p> 	<p style="text-align: center;">2</p> <p>Press one numeric button from 1 to 5.</p> <ul style="list-style-type: none"> •The lamp of the pressed button will light up, and the corresponding Basic Registration will automatically be set the Electone. 
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PLEASE KEEP THIS MANUAL FOR FUTURE REFERENCE!

3

Now, try playing the keyboards.

The voices of the Basic Registration will be respectively sounded from the upper, lower and pedal keyboards. Try pressing the numeric button of another Basic Registration so that other voices will be sounded.

[Voices of the Basic Registrations]

	1	2	3	4	5
Sound	String Ensemble	Brass Ensemble	Flute/Piano Ensemble	Cosmic Sound	Synthesizer Sound
Upper Keyboard	Strings	Brass	Flute	Cosmic	Synth Brass
Lower Keyboard	Strings	Brass	Piano	Cosmic	Synth Brass
Pedal Keyboard	Contra Bass	Tuba	Contra Bass	Cosmic	Synth Bass

Let's play some songs!

Hymn of Joy

*Play this on the upper keyboard.

Composed by L. V. Beethoven

M. 1 2 3 4 5



Twinkle, Twinkle, Little Star

*Play this on the lower keyboard.

French folk song

M. 1 2 3 4 5



3. Setting the Voices at the Panel

There are two voice sections for the upper keyboard, one voice section for the lower keyboard, and one voice section for the pedal keyboard. Voices of the VOICE MENUS can also be called to these voice sections. Also, the HE-4 model is equipped with percussive sound timbres which can be independently set by Upper and Lower Keyboard.

UPPER KEYBOARD VOICE SECTIONS

ORCHESTRAL VOICES, LEAD VOICES, PERCUSSIVE (HE-4)

1 Choose one voice each from ORCHESTRAL VOICES and LEAD VOICES.



ORCHESTRAL VOICES: This voice section mainly recreates the major instrumental sounds of an orchestra, such as STRINGS and BRASS.

LEAD VOICES: This section contains solo instruments, such as FLUTE and OBOE. Even if you simultaneously press two or more keys, only the highest note will be sounded.

2 To use a PERCUSSIVE voice in HE-4, turn on the TO UPPER button then turn on the button of the desired voice.

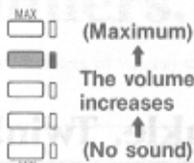
For details on switching between PERCUSSIVE and ARPEGGIO CHORD, see page 8.

PERCUSSIVE: This section contains percussive sounds, such as PIANO and GUITAR.



3 Set the volume.

Set the VOLUME to the desired level for each section. Five volume levels can be selected—the top one (MAX) being full volume and the bottom one (MIN) being OFF.



4 Press the Expression Pedal then try playing the upper keyboard.

The voices you have selected will be heard. Try choosing the other voices and compare the sounds.



[Number of Concurrently Sounded Notes]

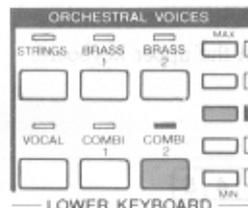
UPPER ORCHESTRAL VOICES: When multiple keys are pressed at the same time, up to seven notes can be played. (If AUTO BASS CHORD is in use, up to six notes can be played.)

LEAD VOICES: When multiple keys are pressed at the same time, only the highest note will be played.

PERCUSSIVE: When multiple keys are pressed at the same time, up to seven notes can be played. (A PERCUSSIVE voice cannot be simultaneously used at both the upper and lower keyboards.)

[The Grey Buttons]

The ORCHESTRAL VOICES, LEAD VOICES, and PERCUSSIVE sections are each provided with a grey button, which can be used to select a voice displayed on the panel or assigned with a voice from the VOICE MENUS. (see page 8)



[To Cancel the Sound of a Voice Section]

If you do not need the sound from a particular Voice section, set the volume level of that section to its bottom position (MIN).

[BALANCE]

This feature is convenient when you want to adjust the relative balance between the volume of the upper and lower keyboards without changing your registration.

When the BALANCE button is set to UPPER, the volume of the upper keyboard becomes greater than that of the lower keyboard. When it is set to LOWER, the volume of lower keyboard becomes greater than that of the upper keyboard.



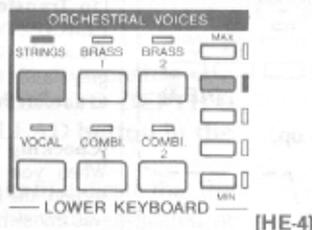
4. Using Effects for an Even Richer Sound

The following sections provide a variety of sounds, such as strings and brass, and are used to create a rich, full sound.

LOWER KEYBOARD VOICE SECTION

ORCHESTRAL VOICES, PERCUSSIVE (HE-4)

1 Choose one voice from ORCHESTRAL VOICES, then set its volume.
To use a PERCUSSIVE voice, turn on the TO LOWER button then turn on the button of the desired voice. After choosing a voice, set its volume level.



(HE-4)

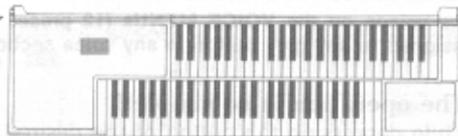
For details on switching between PERCUSSIVE and ARPEGGIO CHORD, see page 8.

ORCHESTRAL VOICES: This voice section mainly recreates the major instrumental sounds of an orchestra, such as STRINGS and BRASS.

PERCUSSIVE: This section contains percussive sounds, such as PIANO and GUITAR.

2 Press the Expression Pedal, then try playing the lower keyboard.

The voice you have selected will be heard. Try choosing the other voices and compare the sounds.

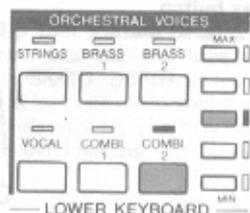


[Number of Concurrently Sounded Notes]
LOWER ORCHESTRAL VOICES: When multiple keys are pressed at the same time, up to seven notes can be played.

PERCUSSIVE: When multiple keys are pressed at the same time, up to seven notes can be played. (PERCUSSIVE voices cannot be simultaneously used at the upper and lower keyboards.)

[The Grey Buttons]

The ORCHESTRAL VOICES and PERCUSSIVE sections are each provided with a grey button, which can be used to choose a voice displayed on the panel or assigned with a voice from the VOICE MENUS. (see page 8)



PEDAL KEYBOARD VOICE SECTION

BASS VOICES

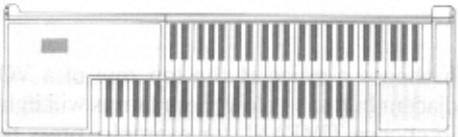
1 Choose one voice from BASS VOICES, then set its volume.



BASS VOICES: This section consists of the sounds of the electric bass and traditional organ bass. In order to hear your pedal sounds, please be sure that "Single Finger" and "Fingered Chord" (Auto Bass Chord section) are "Off".

2 Play the pedal keyboard.

Your selected voice will be heard. Try choosing the other BASS voice and compare the sounds.



[Number of Concurrently Sounded Notes]
BASS VOICES: When multiple keys are pressed at the same time, only the highest note will be sounded.

[The Grey Buttons]

The BASS VOICES section is provided with a grey button, which can be used to choose a voice displayed on the panel or assigned with a voice from the VOICE MENUS. (see page 8)



[While AUTO BASS CHORD is in Use]

While the SINGLE FINGER or FINGERED CHORD mode of AUTO BASS CHORD is ON, the AUTO BASS CHORD feature is designed so that notes of the pedal keyboard will automatically be sounded by merely playing the lower keyboard (note that any keys actually pressed on the pedal keyboard will not be sounded.) (→page 16)

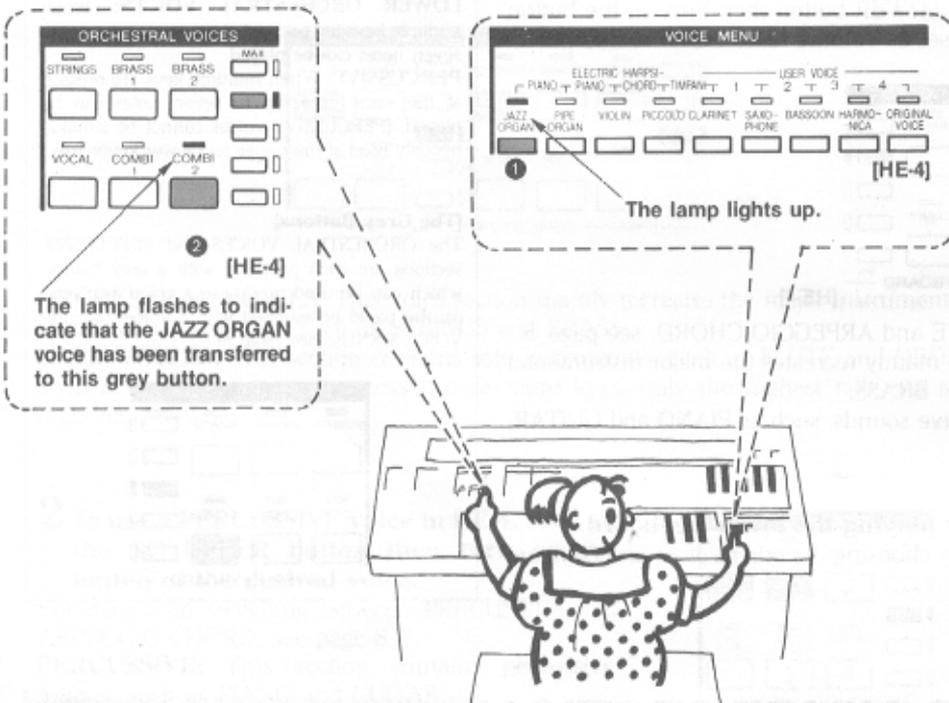
3. Setting the Voices at the Panel

VOICE MENU

The voices on the VOICE MENUS (12 preset voices and four user-defined voices) can be assigned to any grey button in any voice section.

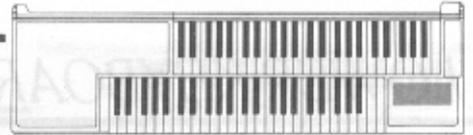
[The operation is so simple!]

While depressing the button of the desired voice on the VOICE MENU ①, press the grey button in the voice section where you wish to transfer the sound ②.



The lamp flashes to indicate that the JAZZ ORGAN voice has been transferred to this grey button.

The lamp lights up.



[ORIGINAL VOICE]

When the ORIGINAL VOICE button is pressed while depressing the grey button, you can cancel the sound transferred to that button and return to its displayed voice.

[To Transfer a VOICE MENU Voice to the PERCUSSIVE Section]

Before transferring the VOICE MENU voice to the grey button in the PERCUSSIVE section, be sure to turn on the TO UPPER or TO LOWER button.

[Checking the Transferred Voices]

When you press the grey button in a voice section, the lamp of the VOICE MENU voice that was transferred to that grey button lights up, so you can check which voice was transferred. If no voice from the VOICE MENU has been transferred to that grey button, the lamp of the ORIGINAL VOICE button lights up.

[Additional Information]

- The same voice can be transferred to multiple grey buttons.
- When a VOICE MENU sound has been transferred to LEAD or BASS VOICES, it automatically becomes a "monophonic" voices, meaning that only one note at a time can be played.

[USER VOICE]

The voices below are preset as the USER VOICES:

USER VOICE No.	1	2	3	4
Voice Name	SYNTH BRASS	PAN FLUTE	JAZZ GUITAR	ELEC. BASS

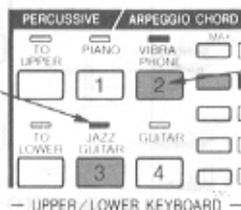
When PACK data is transferred to the Electone, however, USER VOICES 1 to 4 may be replaced by other voices. (→page 23)

To choose a voice at the top row of a VOICE MENU, simultaneously press the two adjacent buttons below. Both lamps will light up and the upper voice will be transferred. (To choose TIMPANI, for example, press the PICCOLO and CLARINET buttons at the same time.)

PERCUSSIVE/ARPEGGIO CHORD (HE-4)

In the PERCUSSIVE/ARPEGGIO CHORD section, the same buttons are used to either to choose the PERCUSSIVE voice to be used at the upper or lower keyboard, or to choose the ARPEGGIO CHORD accompaniment pattern. (The Percussive and Arpeggio Chord features cannot both be used at the same time.)

The voice names above the buttons represent PERCUSSIVE voices, and are not used by the ARPEGGIO CHORD feature.



These numbers represent ARPEGGIO CHORD patterns, and are not used by the PERCUSSIVE feature.

— UPPER/LOWER KEYBOARD —

When either TO UPPER or TO LOWER is on: A percussive voice can be sounded from the corresponding Keyboard. (→pages 6, 7)

When both TO UPPER and TO LOWER are off: An Arpeggio chord pattern can be sounded from the lower Keyboard. (→page 19)



[Switching Between PERCUSSIVE and ARPEGGIO CHORD]

When you switch from the PERCUSSIVE feature to the ARPEGGIO CHORD feature, the lamps which had been lit for the ARPEGGIO CHORD feature before the PERCUSSIVE feature was selected will light up again. (The lamp status similarly changes when switching from the ARPEGGIO CHORD feature to the PERCUSSIVE feature.)

[Additional Information]

- A PERCUSSIVE voice cannot simultaneously be sounded from both the upper and lower keyboards.

4. Using Effects for an Even Richer Sound

You can add a gradual fade-out effect or greater expansiveness to a voice by using such effects as Vibrato, Sustain, Tremolo, and Symphonic.

VIBRATO

You can control how the Vibrato effect will be applied to the LEAD and ORCHESTRAL VOICES sections.

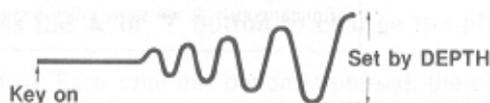
1 Let's try changing the Vibrato effect for the Lead Voice. First, choose the Lead Voice. Next, turn on the UPPER LEAD button in the VIBRATO section. Any number of VIBRATO buttons can be turned on.



2 Set the Vibrato Depth. While depressing one button out of SUSTAIN/VIBRATO DEPTH 0 to 4 **1**, press the UPPER LEAD button in the VIBRATO section **2**.



The UPPER LEAD lamp **2** flashes to indicate that the Vibrato Depth has been set to the value indicated at **1**. Select 0 to cancel the Vibrato effect, or 4 to obtain the maximum Vibrato Depth.



3 Try playing the upper keyboard.

The Vibrato effect is applied according to the selected depth. The Vibrato effect for an Orchestral Voice of the upper and lower keyboards can also be set using the same procedure.



[The Vibrato Data You Set Will be Memorized]

You can obtain the set Vibrato effect at any time by turning on the panel VIBRATO button corresponding to the desired voice section.

[Checking the Vibrato Depth]

While a VIBRATO button is depressed, the lamp of one of the SUSTAIN/VIBRATO DEPTH buttons will light up. The lit lamp indicates the Vibrato Depth setting for the VIBRATO button being pressed.

[Regarding the Vibrato Effect]

The Vibrato effect will be applied to certain voices.

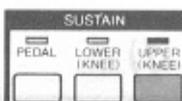
[Saving Up Your Vibrato Data]

The Vibrato data that you have set by the SUSTAIN/VIBRATO DEPTH buttons will be saved (for at least one week) even if you turn off the Electone's POWER switch or turn off the panel's VIBRATO buttons.

SUSTAIN

You can control how the Sustain effect will be applied to the various keyboards.

1 Let's try changing the Sustain effect for the upper keyboard. First, choose a voice from ORCHESTRAL VOICE (UPPER KEYBOARD). Next, turn on the UPPER button in the SUSTAIN section.

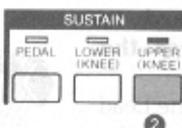
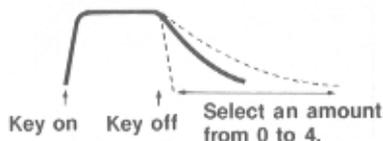


The Sustain effect can be simultaneously applied to any keyboards. (It cannot, however, be applied to the Lead Voice.)

2 Set the Sustain Length. While depressing one button out of SUSTAIN/VIBRATO DEPTH 0 to 4 **1**, press the UPPER button in the SUSTAIN section **2**.



The UPPER lamp **2** flashes to indicate that the Sustain Length has been set to the value indicated at **1**.



3 Try playing the upper keyboard.

When you release the keys, a gradually fading Sustain effect of the selected length is applied to each note. The Sustain effect for the lower and pedal keyboards can also be set in the same way.



[The Sustain Length]

The higher the number of the SUSTAIN/VIBRATO DEPTH button you select, the longer the notes are sustained after you release the keys.

[Control by the Knee Lever] [HE-4]

Instead of using the SUSTAIN buttons, you can also control the ON/OFF status of the Sustain effect for the upper and lower keyboards by using the Knee Lever (located underneath the manual keyboard unit). This feature is convenient when, for example, you wish to apply the Sustain effect only during specific parts of a performance.

[Vertical position]

The Sustain effect will not be applied.

[Press rightward]

As long as the lever is being pressed, notes of the keyboard for which a panel SUSTAIN button is turned on will be sustained.

[Folded up]

The Sustain effect is constantly applied to any keyboard for which a panel SUSTAIN button is turned on.

[Checking the Sustain Length]

While a SUSTAIN button is depressed, the lamp of one of the SUSTAIN/VIBRATO DEPTH buttons will light up. The lit lamp indicates the Sustain Length setting for the SUSTAIN button being pressed.

4. Using Effects for an Even Richer Sound

You can add a special fade-out effect or greater expressiveness to a voice by using such effects as Vibrato, Tremolo, and Symphonic.

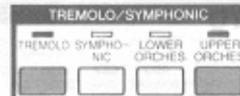
VOICE MENU

TREMOLO/SYMPHONIC

The Tremolo/Symphonic effect can be applied to the ORCHESTRAL VOICES of the upper and lower keyboards.

1 Choose an ORCHESTRAL VOICE for the upper or lower keyboard.

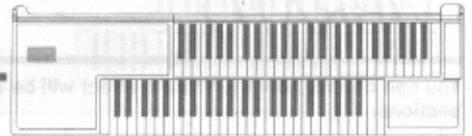
2 Turn on the UPPER ORCHES. or LOWER ORCHES. button of the TREMOLO/SYMPHONIC section.



3 Turn on the TREMOLO or SYMPHONIC button, then try playing the corresponding keyboard.

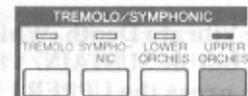
TREMOLO: The notes are provided with a trembling, expansive sound. TREMOLO is particularly effective when applied to Combination voices.

SYMPHONIC: A rich sound is created which resembles the performance of a symphony. SYMPHONIC is particularly effective when applied to a STRINGS or VOCAL voice.



[The CHORUS Effect]

By turning off both the TREMOLO and SYMPHONIC buttons, you can add a Chorus effect which is a slower version of the TREMOLO effect.



Both buttons are OFF. Turn ON at least one button.

[Additional Information]

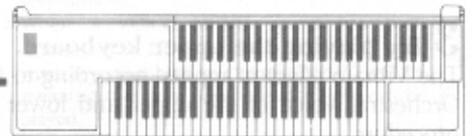
The Tremolo and Symphonic effects are electronically interlocked and cannot be used simultaneously at the same voice section.

REVERB (HE-4)

REVERB adds a somewhat echo-like effect to the sound, giving the impression of a performance in a concert hall.

Press a REVERB button to set the length of reverberation.

The Reverb Length can be set to one of five levels. Press the top button (MAX) for the longest reverberation, or press the bottom button (MIN) to cancel the Reverb effect.



[The Applicable Range of REVERB]

The Reverb effect can be added to any voice in any voice section and to any Arpeggio Chord voice. It cannot be applied to the sounds of the rhythm or Keyboard Percussion.

GLIDE (LEAD) (HE-4)

This effect lets you temporarily lower the pitch of the Lead Voice by a half step, then gradually restore its normal pitch. (It is controlled by the Foot Switch)

1 Choose the Lead Voice, then turn on the GLIDE (LEAD) selector at the FOOT SWITCH section.

This sets the Foot Switch so that it controls the ON/OFF status of the Glide effect.



2 While you play the upper keyboard to produce the Lead Voice sound, press the Foot Switch to the left.

When you press the Foot Switch, the pitch of the Lead Voice is lowered by a half step; when you release the Foot Switch, its normal pitch is gradually restored. (Use of the Glide effect enables you to expressively recreate the sliding techniques used for a trombone, violin (fiddle), or guitar.)



[The Glide Effect]

- While the Glide effect is being applied, the Vibrato effect which has been set for the LEAD VOICES becomes inactive.
- The Glide effect can also be applied to any VOICE MENU voice which has been transferred to a grey button in the LEAD VOICES section.

TOUCH (HE-4)

While this button is on, the volume and timbre of notes played on the upper and lower keyboards can be subtly changed according to the pressure with which you press the keys.

1 Turn on the TOUCH button.



2 Try playing the upper and lower keyboards while varying the amount of pressure you apply to the keys.

Initial Touch (upper and lower keyboard): The sound is controlled according to the pressure (velocity) at which the upper or lower keys are initially pressed. The harder you initially strike the keys, the louder and brighter the voice will sound.

After Touch (upper keyboard): The sound is controlled by subsequent pressure applied on the upper keys after they are initially pressed. The farther you subsequently press the keys, the louder and brighter the voice will sound. (After Touch cannot be used to control PERCUSSIVE voices or percussive-type BASS VOICES.)



[Using the Touch Feature]

- While using the Keyboard Percussion feature, the volume of the percussion instruments can be controlled by your Initial Touch when pressing keys on the lower keyboard regardless of the ON/OFF status of the panel TOUCH button.
- The Touch feature can also be used with any VOICE MENU voice which has been transferred to a grey button in any voice section.
- The way in which the voices are controlled by the Touch feature will vary with the voice.

PITCH (HE-4)

Use this feature to finely adjust the pitch of the entire Electone.

1 Press the ▲ or ▼ button to change the pitch.



▼ button: Each time this button is pressed, the pitch is slightly lowered. (When A₃ equals 440 Hz, the pitch can be lowered by four steps maximum at approximately 0.3 Hz per step.)

▲ button: Each time this button is pressed, the pitch is slightly raised. (When A₃ equals 440 Hz, the pitch can be raised by 15 steps maximum at approximately 0.3 Hz per step.)

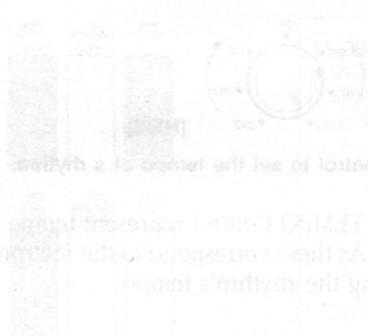
2 To restore Normal Pitch, simultaneously press the ▲ and ▼ buttons.

Both lamps will go off to indicate that the normal pitch has been restored. (The Normal Pitch will also be restored if the POWER switch is turned off.)



[Using the PITCH Feature]

- The current Pitch setting will not be memorized in Registration Memory and also cannot be transferred to a RAM Pack for storage.
- When the ▲ or ▼ button is pressed, the lamp of the pressed button may not always light. If the currently set pitch is below normal pitch, the lamp of the ▼ button will remain lit; if it is above normal pitch, the lamp of the ▲ button will remain lit. Even if the ▼ button is pressed, therefore, the lamp of the ▲ button may remain lit in certain cases.



START
When this button is turned on, the rhythm starts immediately to stop the rhythm, press the button again.

SYNCRO START
If you press this button instead of the START button, the rhythm will wait for you to press either a lower or pedal keyboard note and then will begin from the first beat. This feature is handy when you plan to play the accompaniment using the Auto Base Chord or Arpeggio Chord feature.