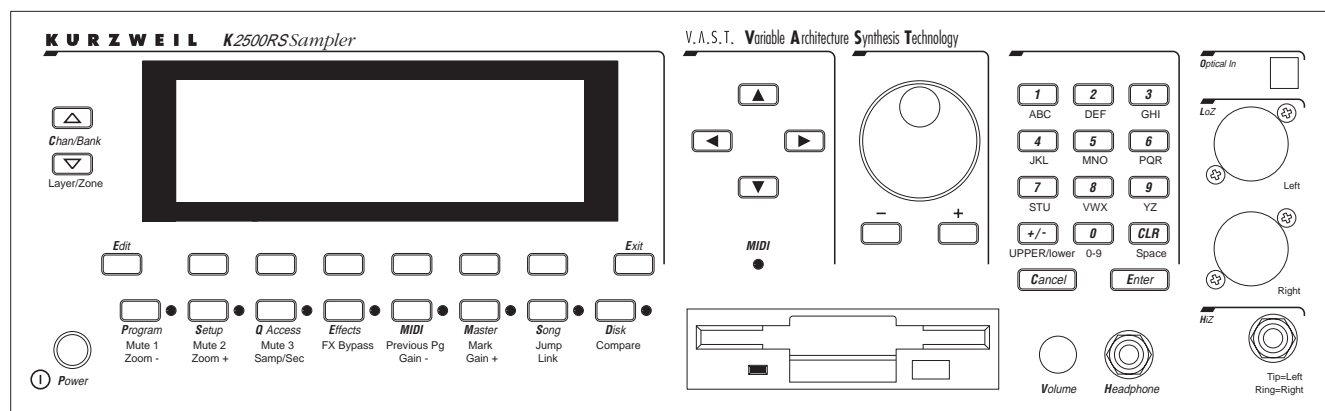


Chapter 20

Front Panel

Front Panel Quick Reference

Note: Rack model is shown; keyboard models generally have the same features.



Volume Knob

Controls mixed audio outputs and headphone jack only. Does not send MIDI Volume (MIDI 07).

Mode Buttons

Press any of these eight buttons to enter the corresponding mode.

Chan/Bank Buttons

Scroll through the layers of the current program while in the Program Editor. Scroll through the zones in the current setup while in Setup mode. Scroll through the Quick Access banks while in Quick Access mode.

Edit Button

Functional in most modes. Press Edit to modify the currently selected object or parameter. If it's not editable, pressing Edit will do nothing.

There are editors available from every mode but Disk mode. The effect of pressing Edit in each of the modes is listed below.

When in this mode—Pressing the Edit button...

Program mode—

...enters the Program Editor, where you can edit the currently selected program. Chapter 6 in the *Performance Guide* covers the Program Editor.

Setup mode—	...enters the Setup Editor, where you can edit the currently selected setup. Chapter 7 in the <i>Performance Guide</i> describes the Setup Editor.
Quick Access mode—	...enters the Quick Access Editor, where you can change the program or setup assigned to the bank slot that was selected when you entered the Quick Access Editor. See Chapter 8 in the <i>Performance Guide</i> .
Effects mode—	...enters the Effects Editor, where you can edit the currently selected effects preset. Chapter 9 in the <i>Performance Guide</i> explains the Effects Editor.
MIDI mode—	...enters the Velocity Map or Pressure Map Editor if the Velocity or Pressure Map parameter is selected on either the XMIT page or the RECV page. See Chapter 17 in the <i>Performance Guide</i> . Enters the Program Editor if the Program parameter is selected on the CHANLS page. See Chapter 6 in the <i>Performance Guide</i> .
Master mode—	...enters the Velocity Map, Pressure Map, or Intonation Table Editor if the VelTouch, PressTouch, or Intonation parameter is selected.
Song mode—	...enters the Song Editor. The Song Editor is discussed in Chapter 12 in the <i>Performance Guide</i> . Enters the Program Editor if the Program parameter is highlighted when Edit is pressed.
Disk mode—	...has no effect.

Soft Buttons

Functions change depending on current display page. Function of each button is displayed on bottom line of display.

EXIT Button

Press to leave various editors. If you've made any changes while in the editor, you will be prompted to save them.

Cursor Buttons

Press the corresponding button to move the cursor up, down, left, or right in the display. Different parameter values will be highlighted as buttons are pressed.

Alpha Wheel

For data entry. Rotate clockwise to increase value of currently selected parameter, counterclockwise to decrease.

Plus / Minus Buttons (- and +)

Under the Alpha Wheel. Press to increase or decrease the value of the currently selected parameter by the smallest possible amount.

Alphanumeric Pad

For Numeric Characters


Enter the value numerically instead of using the Alpha Wheel or Plus/Minus buttons. Press ENTER when finished. Press CANCEL to restore a parameter to its previous value. Pressing CLEAR is equivalent to pressing 0 without pressing ENTER.

For Alphabetic Characters

When naming objects, you can use the alphanumeric pad to enter letters instead of numbers. If you're renaming a program, for example, just position the cursor under the character you want

to change, then press the corresponding numeric button, as labeled. Press the button as many times as necessary to enter the desired character. Pressing CLEAR will enter a space before the selected character. The “0” button will enter the numerals 0–9 when pressed repeatedly.

Here’s an example. To enter the letter “C” in a blank space, press “1” three times. You can press the +/- button before or after entering the letter.

The CANCEL button is equivalent to the  soft button, and ENTER is the same as OK. The CLEAR button replaces the currently selected character with a space. The “+/-” button toggles between uppercase and lowercase letters.

When you press the +/- button on the alphanumeric pad, the currently selected character (the one with the cursor under it) will switch from upper case to lower case, and vice versa. The +/- button is a toggle; that is, if you switch from lower to upper case, all further entries will be in upper case until you press the +/- button again.

There are several punctuation characters available as well, but they can be entered only with the Alpha Wheel or Plus/Minus buttons. The punctuation characters are between “z” (lower case) and “0.”

Special Alphanumeric Pad Functions

When you’re in Quick Access mode, the Alphanumeric pad can be used to select the entries in the current Quick Access bank. The layout of the alphanumeric pad corresponds to the layout of Quick Access bank entries as seen on the Quick Access mode page.

There’s also a shortcut for selecting different QA banks while in QA mode. Just press the +/- or CLEAR button on the alphanumeric pad, and you’ll be prompted to enter a bank number. Type the desired number on the alphanumeric pad, then press ENTER. The bank will be selected, and you’ll return to the Quick Access page.

You can also use the alphanumeric pad to select strings to search for in the currently selected list of objects, and to enter new strings to search for. The search function is described fully in Chapter 3 in the *Performance Guide*.

The Display

You may want to adjust the contrast of the display for different lighting conditions. The Contrast parameter in Master mode lets you set the contrast to your liking.

MIDI LED

Lights when the K2vx is receiving MIDI information at its MIDI In port.

Mode Button Functions

The mode buttons do more than select modes; when you’re in the Program or Setup Editor, they have special functions, as indicated by the green labeling under each button. They also work as track mutes on the Mixer page of Song Mode.

PROGRAM / Mute 1

When you’re in the Program Editor, this button will mute Layer 1 of the current program or the currently displayed layer for drum programs. While in the Setup Editor, it will mute Zone 1 of the current setup. On MIXER page of Song mode, mutes either track 1 or 9.

SETUP / Mute 2	When you're in the Program Editor, this button will mute Layer 2 of the current program, if any. For drum programs, solos currently displayed layer. While in the Setup Editor, it will mute Zone 2 of the current setup. On MIXER page of Song mode, mutes either track 2 or 10.
QUICK ACCESS / Mute 3	When you're in the Program Editor, this button will mute Layer 3 of the current program, if any. For drum programs, solos currently displayed layer. While in the Setup Editor, it will mute Zone 3 of the current setup. On MIXER page of Song mode, mutes either track 3 or 11.
EFFECTS / FX Bypass	When you're in the Program Editor, pressing this button will bypass (mute) the preset effect assigned to the current program, letting you hear just the sound of the layer(s) without effects. On MIXER page of Song mode, mutes either track 4 or 12.
MIDI / Prev pg	In the Program Editor, pressing this button will take you to the previously selected editing page. The K2vx remembers the four most recently selected pages, so you can press this button up to four times to backtrack through the pages you've viewed. Pressing it a fifth time will take you back to the ALG page. On MIXER page of Song mode, mutes either track 5 or 13.
MASTER / Mark	This is handy for marking Program Editor pages that you use frequently. Pressing this button will mark the currently selected page. You can mark as many pages as you like. Then you can use the Jump button to select the marked pages in the order you marked them. Marked pages will show an asterisk in the top line of the display, just before the name of the page. A marked page can be unmarked by pressing the Mark button while the page is visible. On MIXER page of Song mode, mutes either track 6 or 14.
SONG / Jump	Use this button to jump to pages in the Program Editor that you've marked with the Mark button. This will cycle through all the currently marked pages in the order they were marked. On MIXER page of Song mode, mutes either track 7 or 15.
DISK / Compare	This button works in most editors, and lets you compare your edits with the original version of the object you're editing. When you press the Compare button, the display changes to remind you that you're listening to the original version. Press any button to return to the currently selected page of whatever editor you're in. On MIXER page of Song mode, mutes either track 8 or 16.