Chapter 3
User Interface Basics

Chapter 3 will show you how to get around the front panel of your K2500. Your interactions can be divided into three primary operations: mode selection, navigation, and data entry.

Mode Selection

The K2500 is always in one of eight operating modes. The modes are selected by pressing one of the eight buttons beneath the display—the ones with LEDs to their right. Selecting a mode gives you access to a large set of related parameters. Only one mode can be selected at a time. The modes are:

- PROGRAM MODE: Select and play programs, and modify them with the *Program Editor*. Rearrange and modify samples in the Keymap and Sample Editors.
- SETUP MODE: Select and play setups (eight keyboard zones with independent MIDI channel, program and control assignments), and modify them with the Setup Editor.
- QUICK ACCESS MODE: Select from a list of preset banks, each containing a list of ten programs and/or setups that can be viewed in the display for easy selection. Modify the preset banks and create your own with the Quick Access Editor.
- EFFECTS MODE: Define the behavior of the on-board global effects processor. Modify the preset effects and create your own with the Effects Editor.
- MIDI MODE: Define how your K2500 sends and receives MIDI information, and configure each channel to receive independent program, volume, and pan messages that override the normal Program mode settings.
- MASTER MODE: Define performance and control characteristics for the entire K2500.
- SONG MODE: Use the K2500's sequencer to record and play back your keyboard performance, play type 0 MIDI sequences, and record multi-timbral sequences received via MIDI.
- DISK MODE: Interface with the K2500's floppy disk drive, an external SCSI device, or an optional internal SCSI disk to load and save programs, setups, samples, and more.

Mode Buttons

The mode buttons are labeled in white. When you press a mode button, the LED to its right lights up to indicate that the mode has been selected. If pressing a mode button does not light its LED, press the EXIT button one or more times, then try again.

The green labeling under each mode button indicates special functions that relate to some of the K2500's editors. These functions are described in Chapter 5.

Navigation

The navigation section of the front panel consists of the display and the buttons surrounding it. These navigation buttons will take you to every one of the K2500's programming parameters.

The Display

Your primary interface with the K2500 is its backlit graphic display. As you press various buttons, this fluorescent display reflects the commands you enter and the editing changes you make. The ample size of the display (240-by-64 *pixels*) enables you to view lots of information at one time.

Pages

Within each mode, the functions and parameters are organized into smaller, related groups that appear together in the display. Each one of these single-screen groups of parameters is called a *page*. Each mode has what we call an entry level page; it's the page that appears when you select that mode with one of the mode buttons. Within each mode and its editor(s), the various pages are selected with the navigation buttons. There are many pages, but there are a few features common to each page. The diagram below shows the entry level page for Program mode.

```
ProgramMode     XPose:0ST     <>Channel:1
                           200*Analog Jam
┌─────────────────────┐    202*Heart Strings
│ KeyMap Info         │     █1 Righteous Piano█
│  Grand Piano        │      2 Mondo Bass
│                     │      3 Killer Drums
│                     │      4 Weeping Guitar
└─────────────────────┘
Octav-  Octav+  Panic  Sample Chan- Chan+
```

The Top Line

On the top line of most pages, there's a reminder of which mode you're in and which page you're on. Many pages display additional information in the top line, as well. The Program mode page above, for example, shows you the current amount of MIDI transposition and the currently selected MIDI channel. The top line is almost always "reversed"—that is, it has a white background with blue characters.

The Bottom Line

The bottom line is divided into six (sometimes fewer) sets of reversed characters that serve as labels for the six buttons directly beneath the display. These labels—and the functions of the buttons—change depending on the currently selected page. Consequently the buttons that select these functions are called "soft" buttons.

The Soft Buttons

The soft buttons are called "soft" because their functions change depending on the currently selected mode. Sometimes they perform specific functions, like changing MIDI channels in Program mode. In the Program Editor, they're also used to move to different pages of programming parameters.

The Cursor Buttons

To the right of the display are four buttons arranged in a diamond fashion. These are called the cursor buttons. They move the cursor around the currently selected page, in the direction indicated by their labels. The cursor is is a highlighted (reversed) rectangle (sometimes it's an underscore). It marks the value of the currently selected parameter.

Programming the K2500 involves selecting various parameters and changing their values. Parameters are selected by highlighting their values with the cursor. The highlighted value can be changed with any of the data entry methods described in the data entry section below.

Navigation — Data Entry

Mode Selection
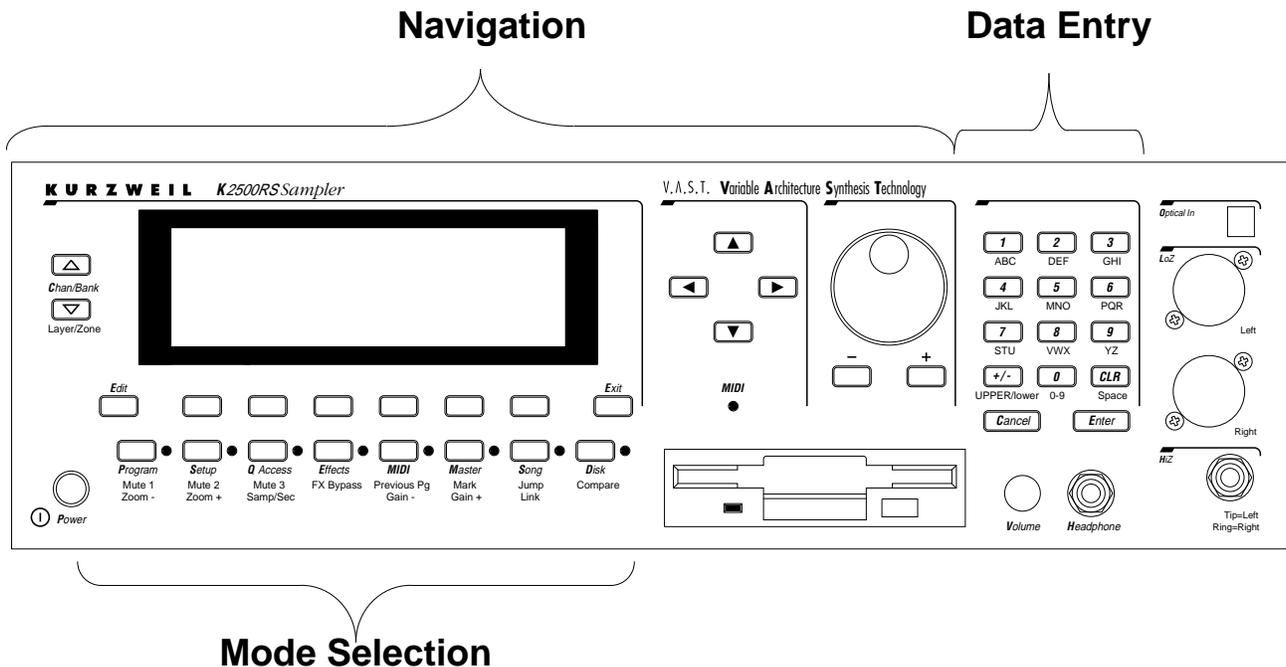
The MIDI LED

Below the cursor buttons is a red LED labeled MIDI. This LED will flash whenever the K2500 receives MIDI information from your MIDI controller.

The CHAN/BANK Buttons

To the left of the display are two buttons labeled "CHAN/BANK." Their function is related to the two small arrows—▉▉▉—that appear in the top line of many different pages. When you see these arrows, you can use the CHAN/BANK buttons to scroll the values of the parameter that appears to the right of the arrows. The arrows don't have to appear in the top line, however, for the CHAN/BANK buttons to have an effect. In Program mode, for example, they shift through the MIDI channels, showing the program assigned to each channel.

When you're in the Program editor, the CHAN/BANK buttons let you view each layer in the program. You can see the corresponding parameters in each layer by scrolling through the layers with these buttons. In the Setup editor, the CHAN/BANK buttons scroll through the zones in the current setup. In Quick Access mode, they scroll through the Quick Access banks, and in Song mode they scroll through record tracks.

We'll let you know, when applicable, what the CHAN/BANK buttons do.

The EDIT Button

The EDIT button activates each of the K2500's editors, and acts as a shortcut to many pages within the Program Editor. Pressing the EDIT button tells the K2500 that you want to change some aspect of the object marked by the cursor. For example, when a program is selected and you press EDIT, you enter the Program Editor. If a setup is selected, you enter the Setup Editor.

There are editors accessible from every mode except Disk mode. To enter an editor, choose one of the modes (mode selection), and press EDIT. An editing page for that mode will appear. You can then select parameters (navigation) and change their values (data entry). If the value of the selected parameter has its own editing page, pressing the EDIT button will take you to that

page. For example, in the Program Editor, on the PITCH page, you might see LFO1 assigned as the value for Pitch Control Source 1. If you select this parameter (the cursor will highlight its value—LFO1 in this case), then press the EDIT button, you'll jump to the page where you can edit the parameters of LFO1. Naturally, you can find every page in the current editor by using the soft buttons, but often it's easier to use the EDIT button shortcut.

The EXIT Button

Press EXIT to leave the current editor. If you've changed the value of any parameter while in that editor, the K2500 will ask you whether you want to save your changes before you can leave the editor. See Chapter 5 for information on saving and naming. The EXIT button also takes you to Program mode if you're on the entry level page of one of the other modes. If at some point you can't seem to get where you want to go, press EXIT one or more times to return to Program mode, then try again.

Data Entry

The data entry section of the front panel includes the Alpha wheel, the Plus/Minus buttons, and the 14-button alphanumeric pad.

The Alpha Wheel

The Alpha Wheel is especially useful because it can quickly enter large or small changes in value. If you turn the Alpha Wheel one click to the right, you'll increase the value of the currently selected parameter by one increment. One click to the left decreases the value by one increment. If you turn it rapidly, you'll jump by several increments.

The Plus/Minus Buttons

These buttons are located just under the Alpha Wheel. The Plus button increases the value of the currently selected parameter by one, and the Minus button decreases it by one. These buttons are most useful when you're scrolling through a short list of values, or when you want to be sure you're changing the value by one increment at a time. One press of the Plus or Minus button corresponds to one click to the right or left with the Alpha Wheel. These buttons will repeat if pressed and held.

Pressing the Plus and Minus buttons simultaneously will move you through the current list of values in large chunks instead of one by one. Often this is in even increments (10, 100, etc.). Don't confuse these buttons with the +/- button on the alphanumeric pad. This button is used primarily for entering negative numeric values and switching from uppercase to lowercase letters (and vice versa).

The Alphanumeric Pad

As its name implies, this set of 14 buttons lets you enter numeric values, and to enter names one character at a time. Depending on where you are, the K2500 automatically enters letters or numerals as appropriate (you don't have to select between alphabetic or numeric entry).

When you're entering numeric values, press the corresponding numeric buttons, ignoring decimal places if any (to enter 1.16, for example, press 1, 1, 6, ENTER). The display will reflect your entries, but the value won't actually change until you press ENTER. Before pressing ENTER, you can return to the original value by pressing CANCEL. Pressing CLEAR is the same as pressing 0 without pressing ENTER.

When entering names, you'll use the left/right cursor buttons or the ◀◀ / ▶▶ soft buttons to move the cursor to the character you want to change. Use the labels under the alphanumeric buttons as a guide to character entry. Press the corresponding button one or more times to insert the desired character above the cursor. 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.

Double Button Presses

Pressing two or more related buttons simultaneously executes a number of special functions depending on the currently selected mode. Make sure to press them at exactly the same time.

In This Mode:	*These Buttons:* (Pressed simultaneously)	*Will Do This:*
PROGRAM MODE	**Octav-, Octav+**	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Chan-, Chan+	Set current MIDI channel to 1.
	Plus/Minus	Step to next Program bank (100, 200, etc.)
MASTER MODE	**CHAN/BANK**	Enables Guitar/Wind Controller Mode.
SONG MODE	**left/right cursor buttons**	Toggle between Play and Stop.
	up/down cursor buttons	Toggle between Play and Pause.
	Plus/Minus	Select Quantize Grid values on MISC page and Edit Song:TRACK Quantize page. Select duration for a step on Edit Song:STEP page. Increment Gate Time by 20% intervals on Edit Song: STEP page.
	CHAN/BANK	Select all tracks on any Edit Song:TRACK page.
DISK MODE	**2 leftmost soft buttons**	Issue SCSI Eject command to currently selected SCSI device.
	CHAN/BANK	Hard format SCSI device. List selected objects when saving objects.
	left/right cursor buttons	Select all items in a list. Move cursor to end of name in naming dialog.
	up/down cursor buttons	Clear all selections in a list. Move cursor to beginning of name in naming dialog.
PROGRAM EDITOR	**CHAN/BANK**	Select Layer 1.
KEYMAP EDITOR	**Plus/Minus**	With cursor on the Coarse Tune parameter, toggles between default Coarse Tune of sample root and transposition of sample root.
SAMPLE EDITOR	**2 leftmost soft buttons**	Toggle between default zoom setting and current zoom setting.
	Plus/Minus	Set the value of the currently selected parameter at the next *zero crossing*.
ANY EDITOR	**Plus/Minus**	Scroll through the currently selected parameter's list of values in regular or logical increments (varies with each parameter).
	2 leftmost soft buttons	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Center soft buttons	Select Utilities menu (MIDIScope, Stealer, etc.).
	2 rightmost soft buttons	Sends all notes/controllers off message on all 16 channels (same as Panic soft button).
	left/right cursor buttons	Toggle between Play and Stop of current song.
	up/down cursor buttons	Toggle between Play and Pause of current song.
SAVE DIALOG	**Plus/Minus**	Toggle between next free ID and original ID.

Intuitive Data Entry

Many parameters have values that correspond to the standard physical controls present on most MIDI controllers (primarily keyboards). In many cases, you can select these values "intuitively," rather than having to scroll through the *Control Source* list. This is done by selecting the desired parameter, then holding the ENTER button while moving the desired physical control.

For example, on the LAYER page in the Program Editor, you can set the range of the currently selected layer as follows: use the cursor buttons to move the cursor to the value for the "LoKey" parameter, press (and hold) the ENTER button, then use your MIDI controller to trigger the note you wish to be the lowest note for the currently displayed layer. The note you triggered (it has to be between C 0—C 8) will appear as the value for the LoKey parameter. Repeat the process for the HiKey parameter.

Another example: select Program 199 while in Program mode. Press EDIT to enter the Program Editor. Press the PITCH soft button to select the PITCH page. Move the cursor to the Src1 parameter. Hold the ENTER button, and move your controller's Pitch Wheel. PWheel will be selected as the value for Src1.

You can also use the keyboard of your MIDI controller to choose control sources, since most key numbers correspond to a value on the control source list. If you have a certain control source that you use over and over (for example, LFO1), this can be the quickest way to enter its value. To do this: highlight a parameter which uses a value from the control source list, hold down ENTER, then strike the key corresponding to the control source you want to choose. LFO1, for example, is assigned to B5. You'll find a complete chart of these keyboard shortcuts in Chapter 6 of the *Reference Guide*.

Also, for almost every parameter, holding the ENTER button links the K2500 to your MIDI controller's Data slider, if it has one. Moving the Data Slider will run through the range of values for the currently selected parameter. This is not as precise as the Alpha Wheel, but much faster.

Changing the Current Layer in Multi-Layer Programs

When editing a multi-layer program (including drum programs), you can quickly switch between layers by holding the ENTER button, then striking a key. The K2500 will change the current layer to that key's layer. If the key is part of more than one layer, subsequent key strikes will cycle through each layer that has that key in its range.

Note: This method for changing the current layer in a multi-layer program will NOT work if the currently highlighted parameter has a note number or control source for its value. In this case, the key you strike will function as described in "Intuitive Data Entry," above.

Search Function

There's a convenient way to find any alphabetic or numeric string of characters within the currently selected list, or range of values. Hold the ENTER button and press any of the numeric keys. A *dialog* such as the one shown below will appear.

```
Search string:  Soul Rebels
```

```
Delete  Insert   <<<    >>>     OK    Cancel
```

Type in the string of characters you want to find. For example, if you're looking at the Program list and you want to find all programs containing the word "Horn," you would type h-o-r-n. This function is not case sensitive; it will find upper and lower case characters regardless of what you type.

When you've typed the string of characters you want to find, press ENTER. The K2500 searches through the current list of values and finds all values that match the string of characters you typed. Hold ENTER and press one of the Plus/Minus buttons to search for the next higher- or lower-numbered object that contains the string of characters.

The string you select will remain in memory. You can store and select a string of characters with each of the numeric buttons. Hold ENTER and press one of the numeric buttons at any time to select that string for a search. When the string appears, you can change it, or just press ENTER to find that string.

The Panel Play Feature (Rack Models)

You can play notes on the K2500R even if you don't have a MIDI controller connected to its MIDI In port. Using the alphanumeric pad, you can play the octave from C 4 to C 5 and send the notes to the MIX and Headphone outputs.
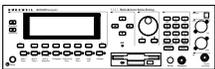
While in any mode, press and hold the CANCEL button on the alphanumeric pad. Press one of the other alphanumeric buttons to play various notes: 1 is C 4, 2 is C# 4, and so on up to ENTER, which plays C 5. Notes are sent to the K2500's sound engine on the current MIDI channel.

Pressing the Up or Down cursor buttons while holding CANCEL will transpose up or down an octave while using this feature. This transposition will be remembered the next time you use this feature, but does not affect the K2500's normal MIDI transposition.

Notes are played at approximately the mf velocity level. You can adjust the attack velocity of the notes using the Plus/Minus buttons while holding down the CANCEL button. The velocity values will continue to change if you hold the buttons down.
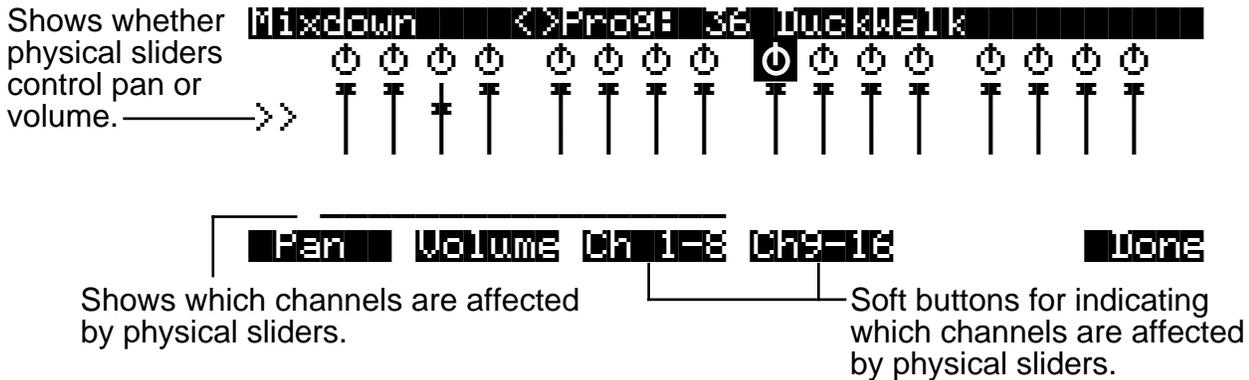
You can press the Right cursor button while holding CANCEL to sustain notes (if this doesn't work, set a value of Sustain for the FtSw1 parameter on the MIDI mode XMIT page). The Left cursor button will release notes.

The Mixdown and MIDI Faders Pages (Keyboard Models Only)

There are two buttons below the SOLO button, labeled MIXDOWN and MIDI Faders. These call up pages which are not Setup mode specific, but which can be used with setups.

The Mixdown Page

This page temporarily turns the K2500's 8 sliders into MIDI pan and volume controls. You can access this page from any mode by pressing the MIXDOWN button, located below the SOLO button. Press MIXDOWN, and the screen looks similar to what you see on the Song mode MIXER page. However, there are a few differences. On the Mixdown page, the sliders relate to *MIDI Channels* instead of *Tracks*. If you highlight 1-8 for instance, moving slider D will always affect volume or pan for MIDI channel 4.

Shows whether physical sliders control pan or volume. ————>>

Shows which channels are affected by physical sliders.

Soft buttons for indicating which channels are affected by physical sliders.

On the Mixdown page , pan and volume messages are sent to the internal K2500 sounds, to MIDI Out, or both. All Mixdown page channels have the same destination, which is determined by the Control parameter on the MIDI Transmit page. You can assign either volume or pan to the sliders. The soft buttons at the bottom of the Mixdown page let you select Pan or Volume control, on channels 1-8 or 9-16, allowing you to temporarily use the 8 sliders as pan or volume faders. Keep in mind that MIDI volume is a channel-specific message. Therefore, if you have more than one Zone assigned to the same channel, moving any one of the associated sliders will affect all those Zones.

The MIDI Faders Page

The button just below Mixdown is called MIDI Faders. This page allows you to create a preset configuration of any controller number assignment for each slider, along with an initial preset value for that controller. For each slider, you assign the MIDI channel, MIDI Controller number, and a value. You can enter the value using any normal data entry method, or by moving the slider. You can also assign several sliders to the same channel, but assign each one to a different controller number. There are four different configurations, which you select with the soft buttons. Each configuration remembers the last value you set for each slider. If you want to send those values without moving the slider, press the **Send** button.
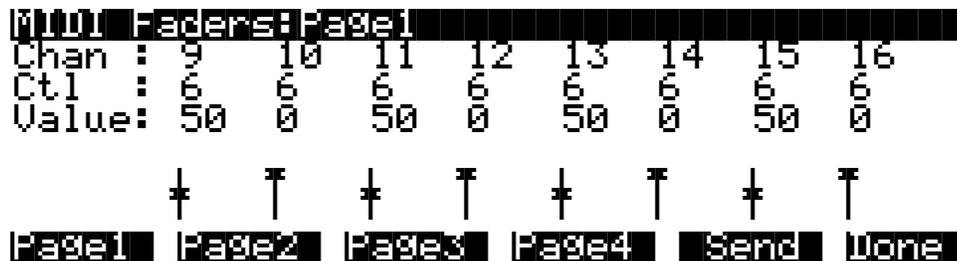
You can save the settings on the four MIDI Faders pages to disk in a Master file. For more on saving Master files, see "Saving Master and Everything Files" in Chapter 13.