MA

CASIO
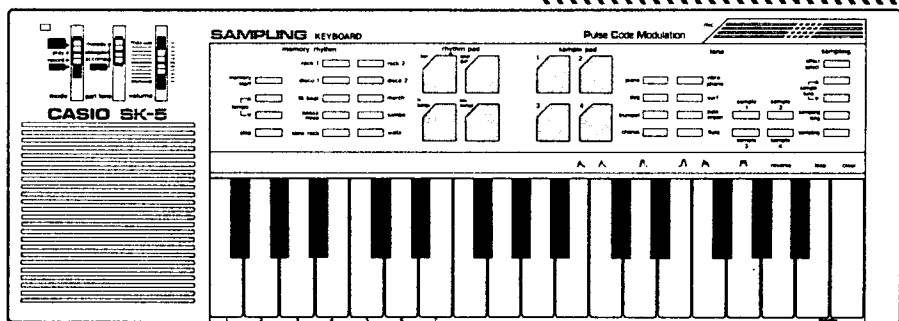# SK-5

ELECTRONIC MUSICAL INSTRUMENT
INSTRUMENTO MUSICAL ELECTRONICO

OPERATION MANUAL 2

MANUAL DE OPERACION 25

英 西

CASIO SK-5
ELECTRONIC MUSICAL INSTRUMENT

Thank you and congratulations on your purchase of the Casio SK-5 Sampling Keyboard. Your new keyboard features such functions as 4 sample sounds, 8 tones, 10 rhythms, as well as real-time memory, 7 demonstration tunes and 4 rhythm pads. Every sound from piano and trumpet to a dog's bark and rolling surf is PCM-produced.
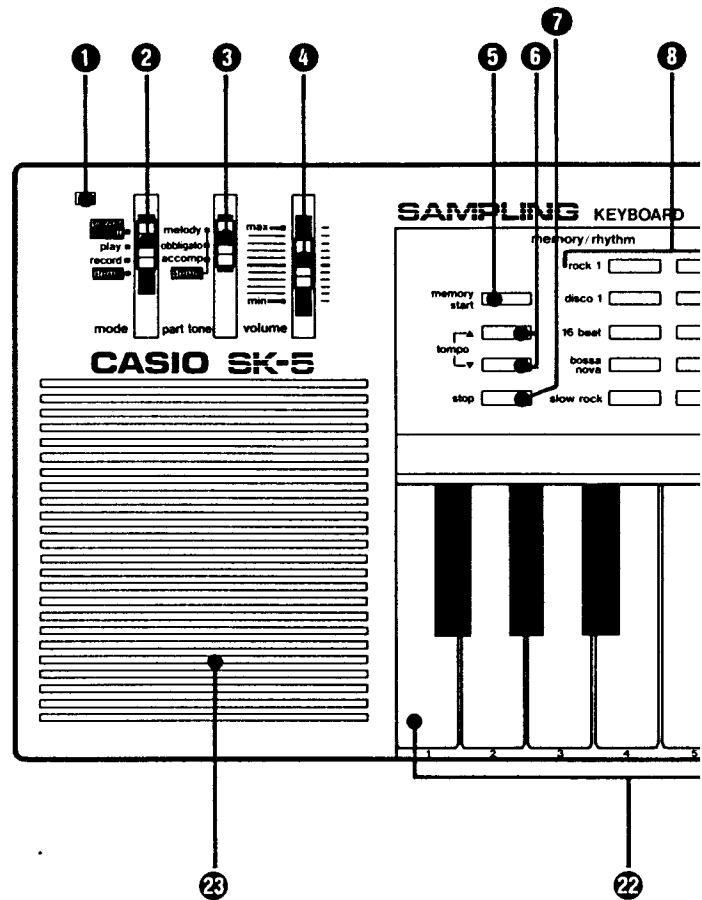To obtain optimum performance and assure long-term reliability, be sure to read this manual carefully before using this sampling keyboard.
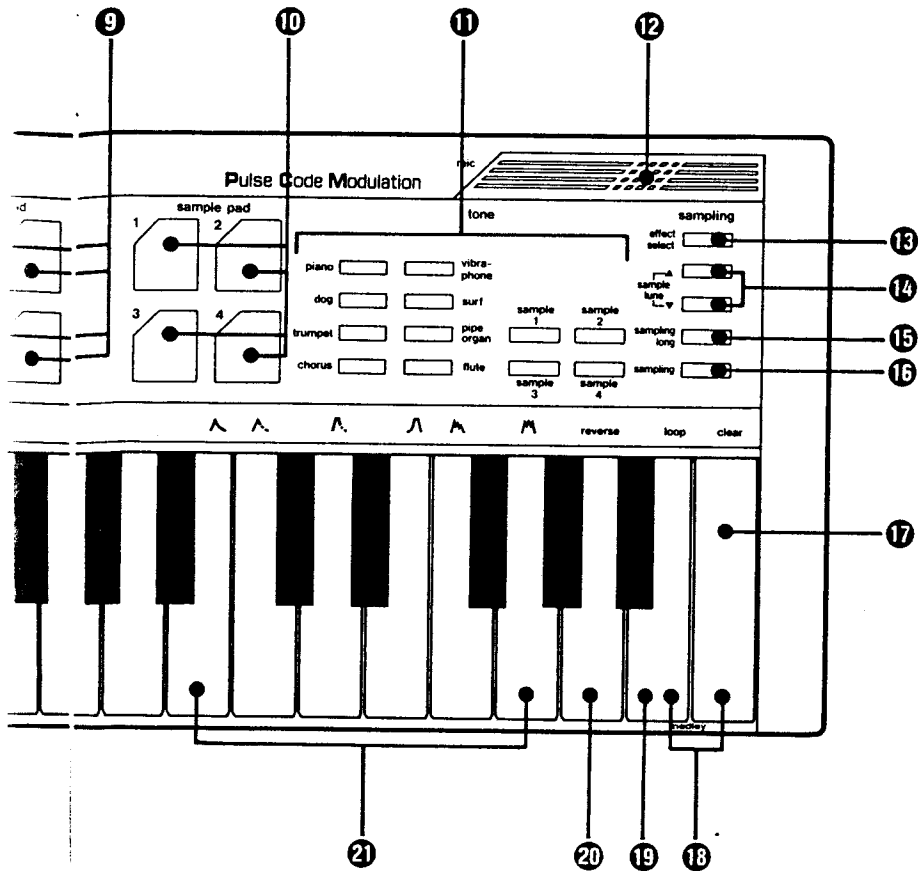
Contents

SAMPLING KEYBOARD

memory/rhythm

rock 1

disco 1

16 beat

bossa nova

slow rock

memory start

tempo

stop

play
record

mode

melody
obbligato
accomp

part tone

max

min

volume

CASIO SK-5

Pulse Code Modulation

mic

sample pad

piano | vibra-phone
dog | surf
trumpet | pipe organ
chorus | flute

tone

sample 1 | sample 2
sample 3 | sample 4

sampling
effect select
sample tune
sampling long
sampling

reverse | loop | clear

medley

—5—

❶ **Power indicator**
❷ **Mode selector**
Used to switch power on/off and to select one of the thr

❸ **Part tone selector**
Used to select a tone for each melody, obbligato, and ac
in the demonstration tunes.

❹ **Volume control**
Used to control overall volume.

❺ **Memory start button**
Used to start recording in real-time memory in the record
start playback of memory contents in the play mode.

❻ **Tempo control**
Used to raise or lower rhythm tempo.

❼ **Stop button**
Used to stop auto-rhythm, real-time memory, demonstratic

❽ **Auto-rhythm selectors**
Used to select preset auto-rhythms.

❾ **Rhythm pads**
Used to tap out 4 rhythm pad sounds.

❿ **Sample pads**
Used to tap out 4 sample sounds.

⓫ **Tone selectors**
Used to select preset tones or sample sounds.

⓬ **Built-in microphone**

⓭ **Effect select button**
Used to select reverse effect and/or loop effect, desired enve

⓮ **Sample tune buttons**
Used to adjust pitch of sampled sounds.

⓯ **Sampling long button**
Used to perform 1.4-second sampling.

⓰ **Sampling button**
Used to perform 0.7-second sampling.

⑰ Clear key

Used to clear sampled sounds after effect select button **⑬** is pressed.

⑱ Medley keys

Used to play 7 preset demonstration tunes successively in demo mode.

⑲ Loop key

Used to set loop effect after effect select button **⑬** is pressed.

⑳ Reverse key

Used to set reverse effect after effect select button **⑬** is pressed.
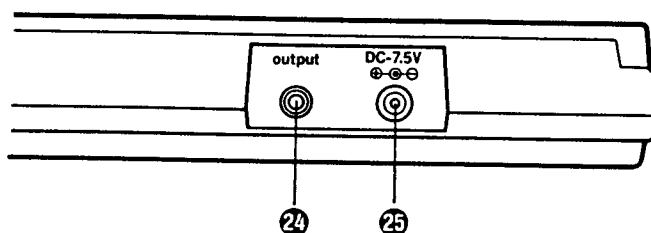
㉑ Envelope keys

Used to specify envelope of sampled sounds after effect select button **⑬** is pressed.

㉒ Demonstration tune keys

Used to select demonstration tunes from 1 to 7.

㉓ Built-in speaker

(Back panel)

㉔ Output jack

For connection of optional headphones, audio amplifier or keyboard amplifier. Connecting headphones automatically cuts speaker output.
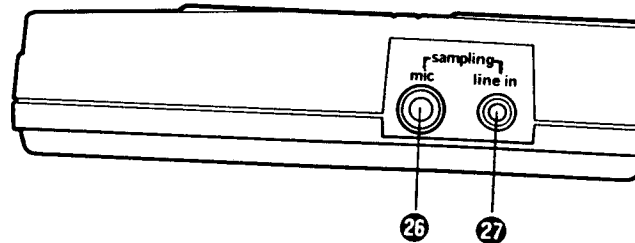
㉕ AC adaptor jack

For connection of optional AC adaptor (AD-1) or car adaptor (CA-1).

(Right side panel)

㉖**Microphone input jack**

For connection of external microphone for sampling soun

㉗**Line input jack**

For connection of audio equipment for sampling.

(Bottom panel)

㉘**Tuning control**

Adjusts the pitch of the entire keyboard within ±30 cents and provides easy tuning with other instruments.

2 *Power Supply*

This unit operates on both AC and DC power.

(DC Power)

•Dry batteries
This unit can be powered by five AA size (SUM-3) manganese dry batteries. Weakened batteries will result in lower volume or poor tonal quality. The power indicator lamp will gradually lose its brightness when battery power weakens. At this time, change batteries or shift to one of the alternate power sources mentioned below.

Battery replacement:
① Open the battery compartment cover on the bottom of the unit and take out used batteries.
② Load new batteries taking care that polarity is correct.
  * It is advisable to replace all five batteries at the same time for longer battery life.
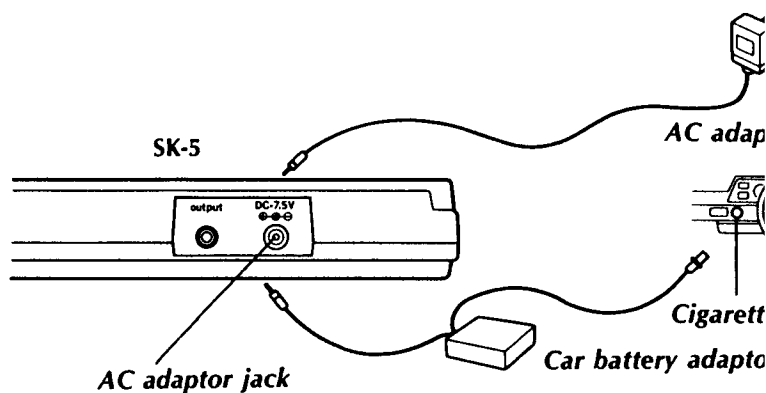 * Refer to the specifications for standard battery life.

•Car battery
With the car battery adaptor (CA-1, optional), DC power is supplied from a car battery through the cigarette lighter socket.

AC Power

An AC adaptor (AD-1, optional) is required to connect to an AC outlet. Use only an adaptor with the same voltage rating (100, 117, 220, or 240V) as the power supply in your area to prevent component damage. Plug the AC adaptor into the AC outlet and the cord into the unit. This will automatically cut off the battery power supply.

SK-5

output   DC-7.5V

AC adap

Cigarett

Car battery adapto

AC adaptor jack

★ Auto power off function

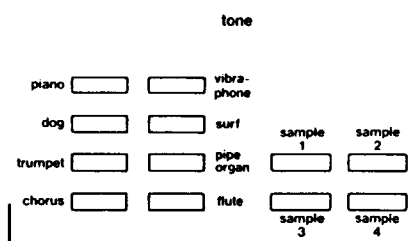Power is automatically cut off approximately 7 minutes afte
ation of the unit. Power supply can be restored by switchi
and then ON again.

CAUTION

* Use only genuine CASIO adaptors to avoid risk of dama
* Remove batteries from the battery compartment when the u
  for extended periods. (Battery leakage can damage electr
* The adaptor may become warm when left connected to a
  is normal, but the adaptor should be disconnected when
* THE FOLLOWING CONDITIONS CAN CAUSE BATTERIES
1. *Use of adaptors other than genuine CASIO adaptors.*
2. *Loading batteries with polarities reversed.*

3 | *Preset Tones*

♪
♪ SK-5 is equipped with 8 factory preset tones including a dog's bark
and rolling surf.

tone

piano ☐ ☐ vibra-phone

dog ☐ ☐ surf   sample 1 sample 2
                     ☐   ☐
trumpet ☐ ☐ pipe organ

chorus ☐ ☐ flute ☐   ☐
                  sample 3 sample 4
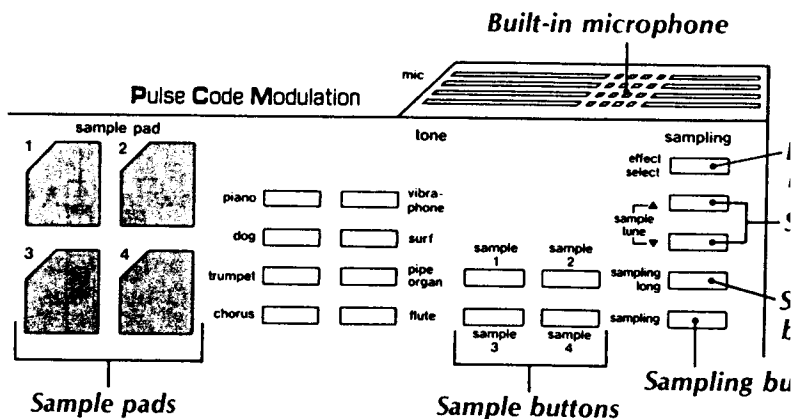
Tone selectors

Mode selector

- Set the mode selector to "play", and select the desired tone. Up to 4 notes can be played simultaneously on the keyboard (4-note polyphonic). The piano tone is selected immediately after power is turned on.

  * *Sample buttons 1—4 are used to select sampled sounds keyboard play after sampling is performed.*

4 | *Sampling Function*

With the SK-5, up to 4 sampled sounds can be :
0.7-second sampling. With 1.4-second sampling, up t(
sounds can be performed.

*Two sampling methods are available: direct PCM sar
built-in microphone, and line input from another sour
cassette tape recorder.*

Built-in microphone

Sample pads   **Sample buttons**   **Sampling bu**

[SAMPLING PROCEDURE]
Sampling is always performed in the "play" mode.

① Select one of the 4 sample buttons.
 * *Press sample button 1 or 3 for long sampling.*
 * *Sample 1 is automatically selected when sampling is performed without specifying a sample button.*

② Press the sampling button.
 * *Press the sampling long button for 1.4-second sampling.*

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③Enter the sound using the built-in microphone, an external microphone or line in.
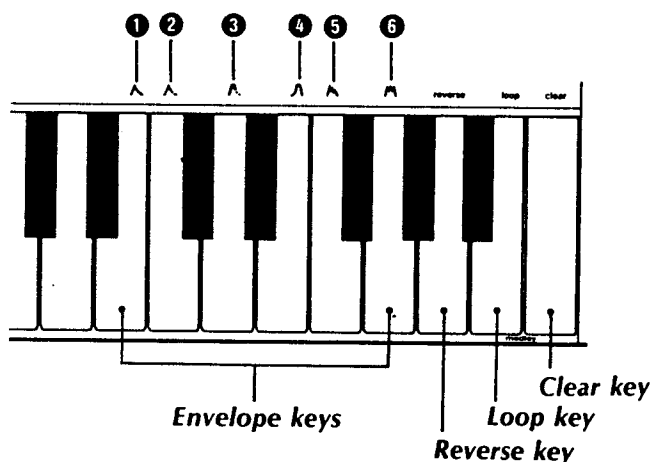* *Any sampled sound previously present in the selected memory is deleted.*
* *A snare drum sound will be heard to indicate that sampling is complete.*
* *If no sound is entered for approximately 12 seconds, a bass drum sound will be heard to indicate that sampling standby is cancelled.*
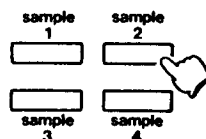
④Now the sampled sound can be played on the 32 keyboard keys or tap out on the corresponding sample pads.

[LOOP, REVERSE, ENVELOPE]
Loop and/or reverse effects can be added to the sampled sound. Also, an envelope can be applied to the sampled sound.

Envelope keys
Clear key
Loop key
Reverse key

①Select one of the 4 sample buttons.

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②Press the effect select button followed by any desired
effect key (loop, reverse, 6 envelopes).

* *A snare drum sound will mark the engagement of the selec*
* *The reverse effect takes more time to apply than other effe*
Continuous closed hi-hat sounds will be heard during interna
until the final snare drum sound is heard.
* *Loop and reverse effects can be performed and cancelled b*
time the effect key is pressed.
* *Three effects (loop, reverse, one of 6 envelopes) can be sin*
applied to a sample sound.
* *All effects can be cancelled by pressing the effect select butt*
by the clear key.

<6 envelopes>
❶(∧).........Piano/guitar damped tone, slow decay.
❷(∧).........Long release (damped tone), slower deca'
❸(∧).........Reverb, some sustain after decay begins.
❹(∧).........Slow attack, slow increase of volume at b
❺(∧).........Tremolo I, fade out with slight vibrato.
❻(∧).........Tremolo II, slight vibrato.

[SAMPLE PAD]
Sampled sounds can also be tapped out on the sample pads. S:
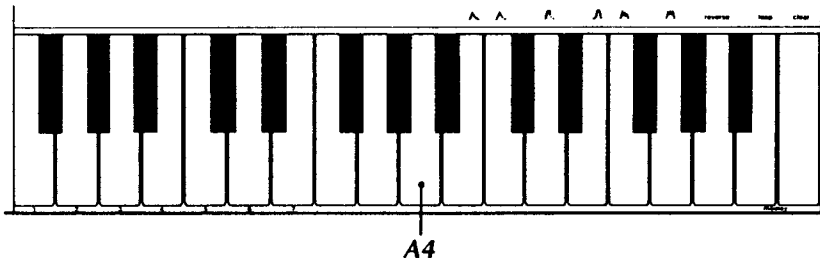1—4 correspond respectively to sample buttons 1—4.

* *The sounds of the sample pads correspond to the preset tone*
when no sampling is performed.
sample 1.........piano
sample 2.........vibraphone
sample 3.........guitar
sample 4.........pipe organ

The pitch of sampled sounds played back with the sample pads corresponds to A4 of the keyboard.
4 sample pad sounds can be simultaneously played back in the play and record modes.
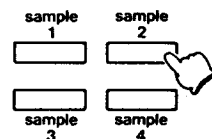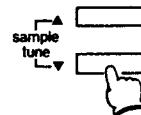

A4

[SAMPLE TUNE]
The pitch of sampled sounds can be easily tuned to standard pitch (A4=442Hz) with the sample tune function.

① Press one of 4 sample buttons to be tuned, followed by either of the sample tune buttons (▲) (▼).
  * *A continuous sound in the standard pitch (A4=442Hz) will be heard together with the sampled sound for comparison.*

② Hold down the tune up button (▲) to raise the pitch, or the tune down button (▼) to lower the pitch. Release the button at the point where the standard pitch sound and the sampled sound are tuned.
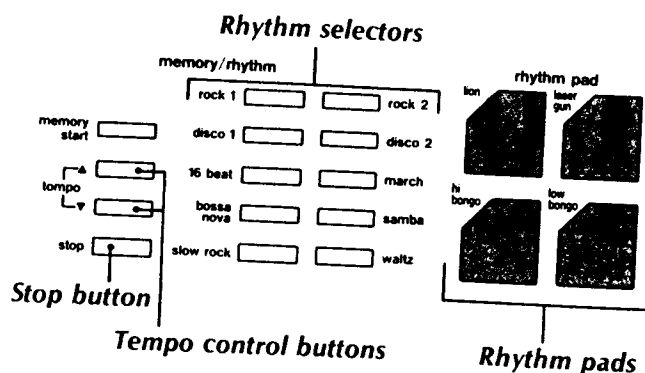 * *The pitch of the sampled sound can be changed in the range of one octave, with the original pitch being at the mid-point of the octave.*
  * *Simultaneously pressing the tune up(▲) and down(▼) buttons allows comparison between the sampled sound and standard pitch (A4=442) without raising or lowering the original pitch of the sampled sound.*
  * *Sample pad sounds are also set at the adjusted pitch.*

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5 Auto-rhythms & Rhythr

The SK-5's auto-rhythm function features a total o
rhythms, and 4 rhythm pads. 4 of the preset rhythm s
(hi bongo, low bongo, lion's roar, laser gun) can be t
these pads.

Rhythm selectors

memory/rhythm

rhythm pad

memory start

rock 1   rock 2

disco 1   disco 2

tempo

16 beat   march

bossa nova   samba

stop   slow rock   waltz

hi bongo   low bongo

lion   laser gun

Stop button

Tempo control buttons   **Rhythm pads**

[AUTO-RHYTHMS]
Set the mode selector to "play", and press one of 10
auto-rhythm selectors to start an auto-rhythm.·

* Press the stop button to stop rhythm play.
* Tempo can be set in the range of $\bd = 54 - 254$ using the ten
  buttons. Pressing the two tempo control buttons at the sam
  tempo to $\bd = 110$.

[RHYTHM PADS]
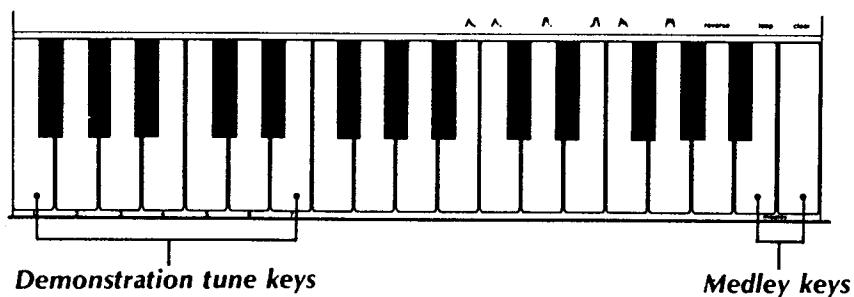Simply tap a pad to produce the sound noted on the panel.
* 4 rhythm pad sounds can be played simultaneously.

6 *Demonstration Function*

The SK-5 features 7 built-in demonstration tunes.

    1.........Picnic (English folksong)
    2.........Turkish march (Mozart)
    3.........Clair de lune (Debussy)
    4.........Eine kleine nacht musik (Mozart)
    5.........Surprise symphony (Haydn)
    6.........Jingle bells (Pierpont)
    7.........American patrol (Meacham)

Demonstration tune keys   **Medley keys**

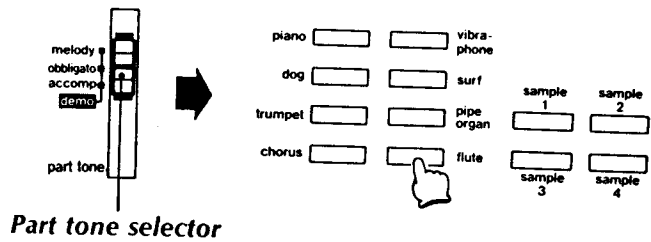- Set the mode selector to "demo", and select the tune number using the demonstration tune keys. The tune starts.

* *Tempo can be changed using the tempo control buttons.*
* *7 tunes are played successively, when either medley key is pressed.*

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[PART TONE SELECT]

Each part of the demonstration tunes can be changed to any tones. Set the part tone selector to one of the three part "obbligato", "accomp"), and press the desired preset tone the tune key. The tune is played with the part tone changed

Part tone selector

7

The real-time memory function of the SK-5 makes it possible to record and store tunes in memory for later playback. Stored tunes are retained in memory even when the power of the unit is switched off.

[RECORDING]

① Set the mode selector to "record".
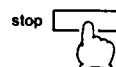
② Press the memory start button.

* *Recording starts with a count sounding.*
* *Select an auto-rhythm if desired before pressing the memory start button.*
* *If an auto-rhythm was not selected, recording starts as soon as a keyboard key or a pad is played, or when an auto-rhythm is started.*
* *An auto-rhythm can be added at any time during recording by pressing the auto-rhythm selector.*
* *Any data previously stored in memory are deleted.*

③ Press the stop button to stop recording.
* *Recording can be halted at any time by pressing the stop button.*

• Total memory capacity is 496 steps, with one step being defined as follows:
    Keyboard play: 1 step/note
    Sample pad play: 1 step/operation
    Rhythm pad play: 0.5 step/operation

• Record operations are automatically terminated when memory capacity is exceeded.

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[PLAYBACK]

① Set the mode selector to "play".

② Press the memory start button.

re
▣

m

memory
start

* *Playback returns to the beginning and continues to play in a loop when the end of the recorded tune is reached.*

8 Troubleshooting

*For any malfunction, always check battery condition first. (see page 9)

Symptom	Possible cause	Remedy
No sound even when keys are pressed.	Volume control at minimum.	Reset volume control.
Occasional interference.	Refrigerator, washing machine or other electrical appliance.	Use outlet as far away as possible from appliance thought to be cause.
No sound when connected to external amplifier.	1. Keyboard volume set at minimum. 2. Defective connection cord.	1. Adjust keyboard volume control. 2. Connect correctly.

9 *Care of Your Unit*

1. Avoid heat, humidity, and direct sunlight.
Do not overexpose the unit to direct sunlight, place it near a
in any area subject to high temperature.

2. Avoid severe impacts and do not drop.
Severe impacts can result in malfunction. When carrying or
ing the unit, protect the keyboard and buttons by packing with

3. Keep the unit free of liquids, dust, particles, etc.
Do not allow foreign matter to enter between the keys. Be
careful of metallic objects such as hairpins, sewing needles
Also, do not allow the unit to get wet.

4. Never attempt to modify any part of the unit.
Your keyboard is a precision musical instrument made up of
cated electronic parts. Any modification of, or tampering with
components can cause trouble or malfunction.

5. Do not use lacquer thinner or similar chemicals for cle
Clean the keyboard with a soft cloth dampened with a mild (
solution. Soak the cloth in the detergent solution and squee:
almost dry.

6. Remove batteries before extended storage.
Batteries left in the unit for long periods can leak and cause
to electronic circuitry.

7. In case of malfunction...
Check whether buttons and connections are set correctly as i
in the troubleshooting chart. If the unit still does not work prop
tact the original retailer or a nearby dealer. Never attempt to r
unit yourself. This can result in serious damage of the comp

10 Specifications

Model:	SK-5
Number of keys:	32 mini keys
Polyphonic:	4-note polyphonic
Preset tones:	8 (piano, vibraphone, dog, surf, trumpet, pipe organ, chorus, flute)
Auto-rhythms:	10 (rock 1—2, disco 1—2, 16 beat, march, bossa nova, samba, slow rock, waltz)
Rhythm source:	Pulse Code Modulation
Sampling rate:	8-bit
Sampling time:	0.7-second sampling (× 4) 1.4-second sampling (× 2)
Sample tune:	±1 octave
Built-in speaker:	8cm dia. (Output=1W)
Built-in pads:	4 sample pads 4 rhythm pads (lion, laser gun, hi bongo, low bongo)
Real-time memory:	496 steps
Output jack:	Output impedance=68 Ω Output voltage=1.6 V (RMS) max.
Power:	5 AA-size dry cells, AC adaptor AD-1 (option) or car adaptor CA-1 (option)
Auto power off function:	7 minutes after last operation
Power consumption:	1.8W
Dimentions:	470 (W) × 169 (D) × 47 (H) mm [18 1/2" (W) × 6 5/8" (D) × 1 13/16" (H)]
Weight:	1.3 kg (2.9 lb)
Standard accessories:	5 AA-size manganese dry batteries

*Design and specifications are subject to change without notice.

GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THE UNIT IN THE U.S.A. (not applicable to other areas).

This equipment generates and uses radio frequency energy installed and used properly, that is, in strict accordanc manufacturer's instructions, may cause interference to radio ar reception. It has been type tested and found to comply with the Class B computing device in accordance with the specification J of Part 15 of FCC Rules, which are designed to provide protection against such in a residential installation. However, there is no guarantee ference will not occur in a particular installation. If this equip cause interference to radio or television reception, whi determined by turning the equipment off and on, the user is en try to correct the interference by one or more of the following

.... reorient the receiving antenna
.... relocate the computer with respect to the receiver
.... move the computer away from the receiver
.... plug the computer into a different outlet so that cor receiver are on different branch circuits.

If necessary, the user should consult the dealer or an e radio/television technician for additional suggestions. The use the following booklet prepared by the Federal Communicatior sion helpful: "How to Identify and Resolve Radio-TV Ir Problems." This booklet is available from the US Governme Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.