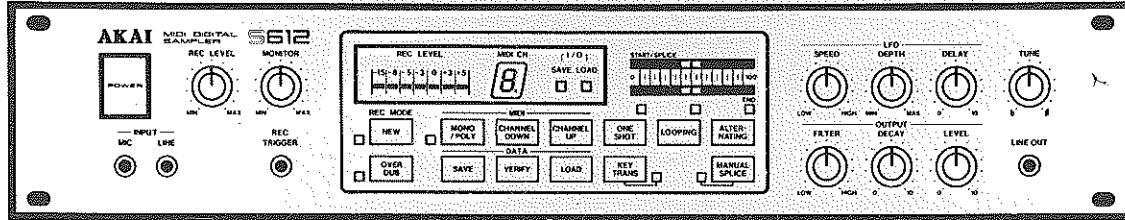


# **SERVICE manual**

MIDI DIGITAL SAMPLER  
**MODEL S612**  
SAMPLER DISK DRIVE  
**MODEL MD280**

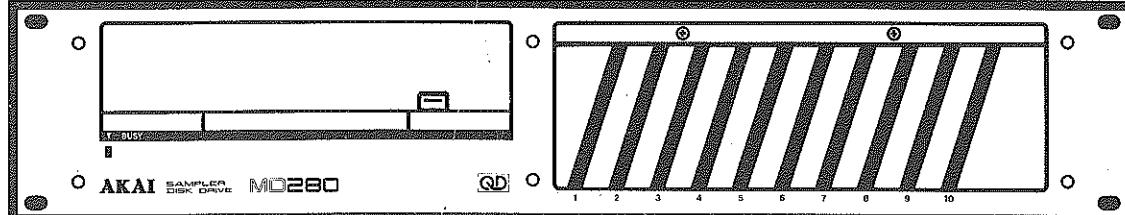
**AKAI**

# AKAI SERVICE MANUAL



MODEL S612

MIDI DIGITAL SAMPLER  
**MODEL S612**  
SAMPLER DISK DRIVE  
**MODEL MD280**



MODEL MD280

## ABBREVIATION FOR SERVICE MANUAL

**MODEL S612**

ABBREVIATION	EXPLANATION	ABBREVIATION	EXPLANATION
ALTER	ALTERnating	MON	MONitor
BUSDIR	BUS DIRection	RFSH	ReFreSH
CASSR	CASStette Read	RXD	Receive Data
CASSW	CASStette Write	RD	RdaD
CH	CHannel	SHOT	one SHOT
CS	Chip Select	SIN	Signal INput
DUB	over DUB	SLTSL	SLoT SeLect
IORQ	I/O ReQuest	TRANS	TRANSpose
LOOP	LOOPing	TRIG	TRIGger
M1	Machin cycle 1	TXD	Transmit Data
MREQ	Memoly REQuest	V.REF	V.REFERence
MIDI	Musical instrument Digital Interface	WR	WRite

**MODEL MD280**

ABBREVIATION	EXPLANATION	ABBREVIATION	EXPLANATION
B/A	channel B/channel A	MTON	MoTor ON
C/D	Command/Data	QD	Quick Disk
CE	Chip Enable	RD	ReaD
CRC	Cyclic Redundancy Check Character	RDDT	ReaD DaTa
CS	Chip Select	RTSA	Request To Send A
CTSA	Clear To Send A	RTSB	Request To Send B
D	system Data bus	RXCA	Receive Clock A
DCDA	Data Carrier Detect A	RXDA	Receive Data A
DCDB	Data Carrier Detect B	SIO	Serial Input Output
DIR	DIRection	SLTSL	SLoT SeLect
DTRB	Data Terminal Ready B	TXCA	Transmit Clock A
IEI	Interrupt Enable In	TXDA	Transmit Data A
IORQ	Input/Output ReQuest	WR	WRite
M1	Machine cycle 1	WRDT	WRite DaTa
MDST	Media SeT	WRGA	WRite GAt
MERQ	MEmory ReQuest	WRPR	WRite PRotect
MFM	Modified Frequency Modulation	φ	system clock

# AKAI SERVICE MANUAL

## (ADDITIONAL)

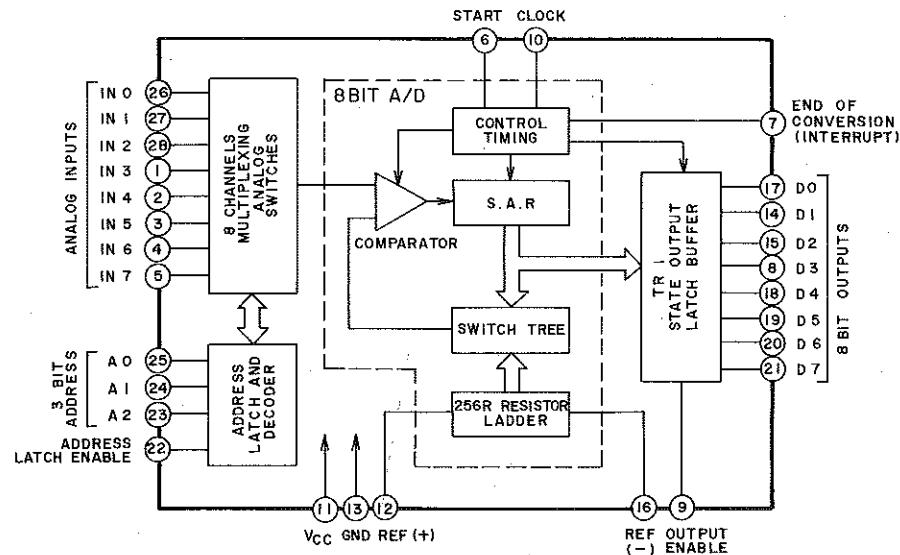
This additional Schematic Diagram is made for the Main PCB of model S612.

Use this additional Schematic Diagram with the model S612 Service Manual which published previously.

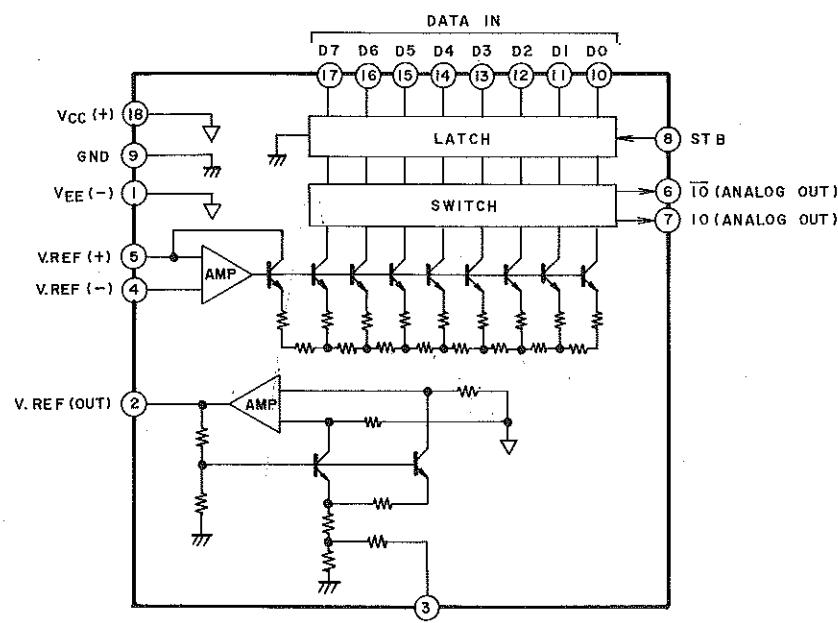
### DIGITAL SAMPLER

### MODEL S612

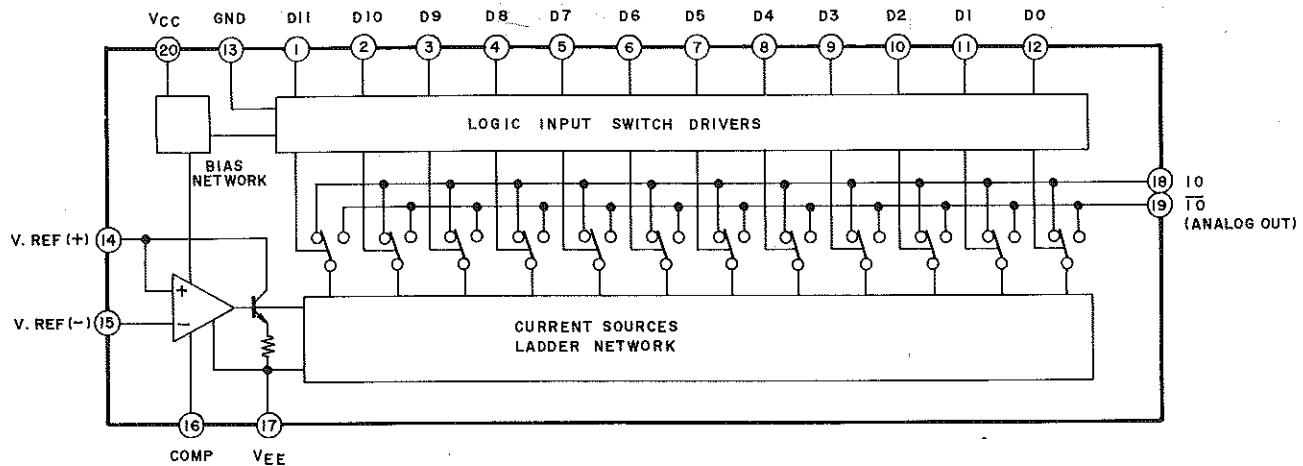
ADC0809 [8 BIT A/D CONVERTER]  
(IC58)



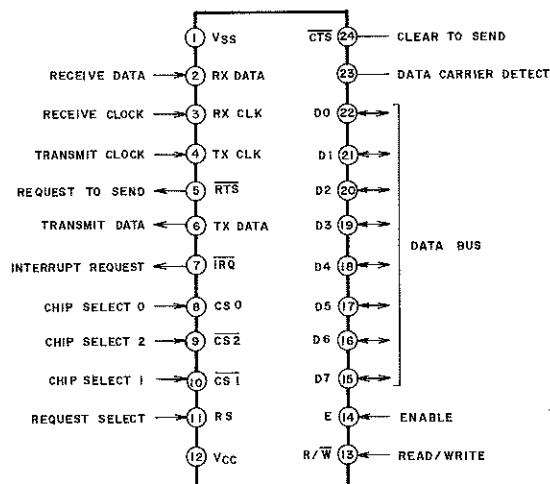
BA9201 [8BIT D/A CONVERTER]  
(IC90 to 95)



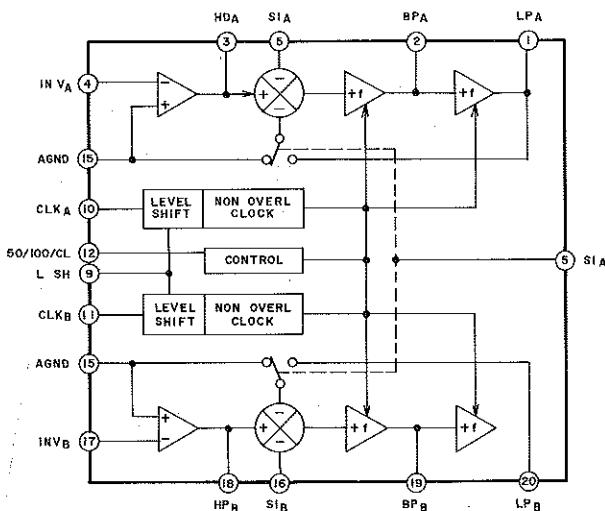
**BA9221 [12BIT D/A CONVERTER]  
(IC57/67)**



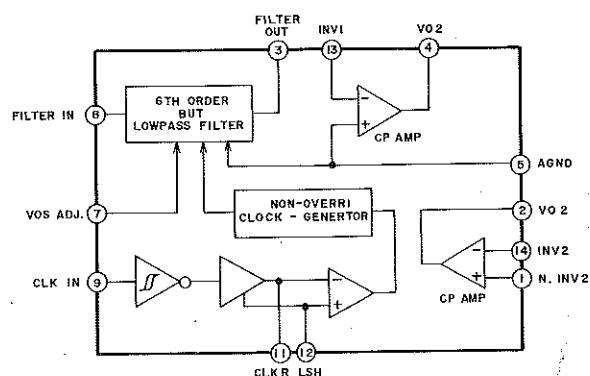
**HD6850P (IC4)  
[COMMUNICATION INTERFACE ADAPTER]**



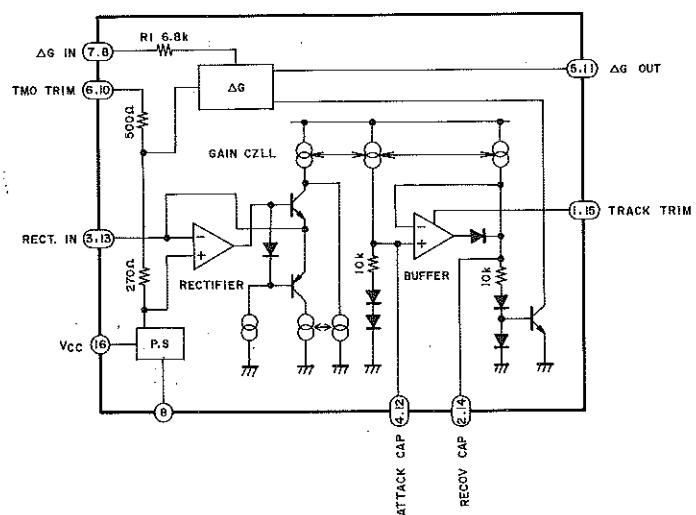
**MF10CN (IC52)  
[DUAL SWITCHED CAPACITOR FILTER]**



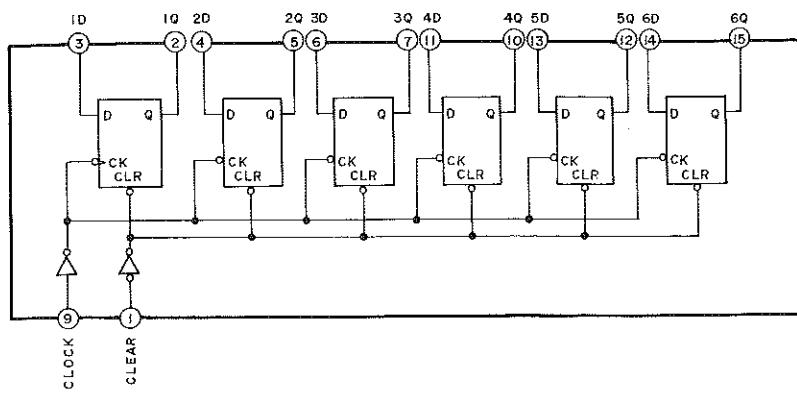
**MF6CN-50 [LOWPASS FILTER]  
(IC77 to 82)**



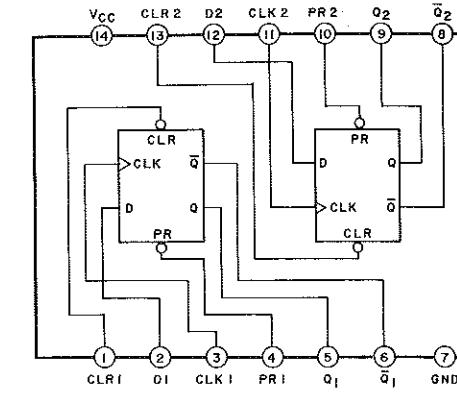
**NE572S [ANALOG COMPANDOR]  
(IC83,84,85)**



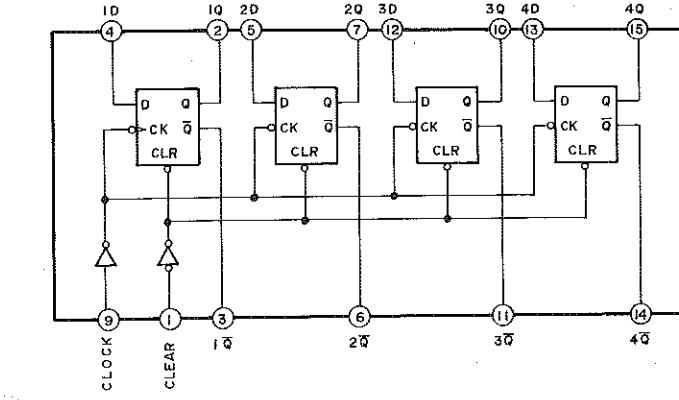
**TC74C174P [HEX D-FFs]  
(IC61, 62, 63)**



**TC74HC74 [DUAL D FLIP-FLOP]  
(IC17 to 19)**



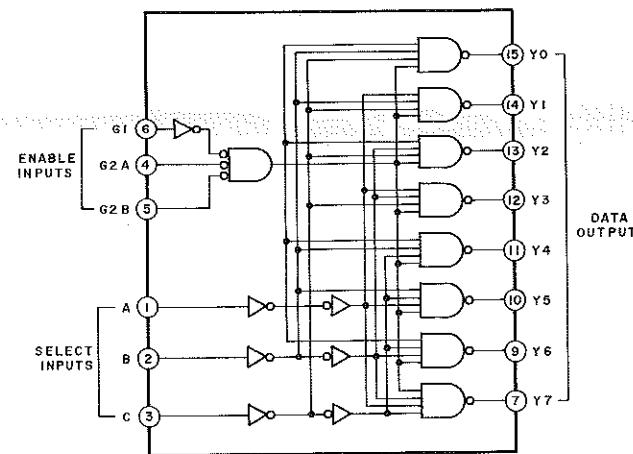
**TC74HC175P [QUAD D-FFs]  
(IC60)**



**FUNCTION TABLE**

INPUTS		OUTPUTS	
Clear	Clock	D	Q
L	X	X	L
H	↑	H	H
H	L	X	L
H	H	Q <sub>0</sub>	Q <sub>0</sub>

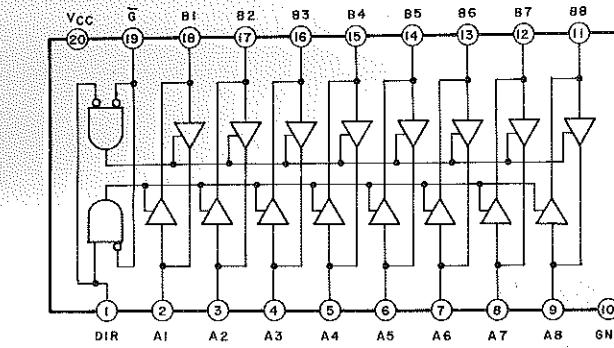
**TC74HC138P [3 to 8 DEMULTIPLEXER]  
(IC11, 12)**



**FUNCTION TABLE**

INPUTS				OUTPUTS	
PR	CLR	CLK	D	Q	Q-bar
L	H	X	X	H	L
H	L	X	X	L	H
L	L	X	X	H'	H'
H	H	↑	H	H	L
H	H	↑	L	L	H
H	H	L	X	Q <sub>0</sub>	Q <sub>0</sub>

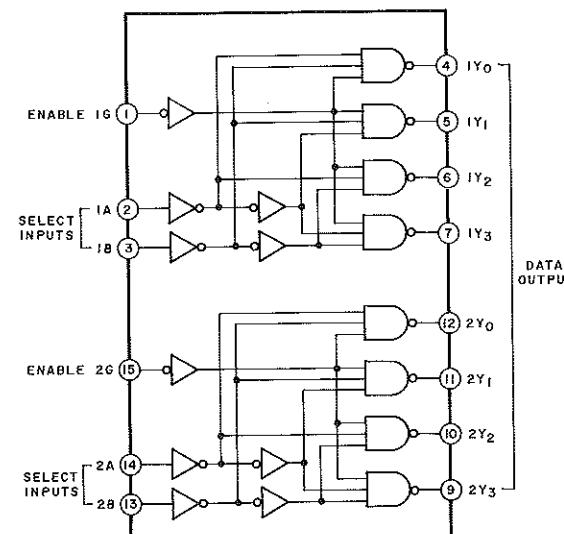
**TC74HC245P [OCTAL 3 STATE TRANSCEIVER]  
(IC25)**



**FUNCTION TABLE**

Control Inputs		Operation
G	DIR	
L	L	B data to A bus
L	H	A data to B bus
H	X	Isolation

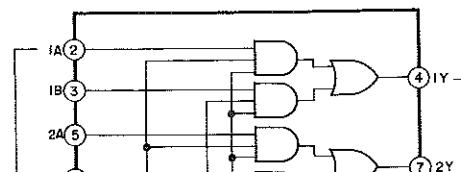
**TC74HC139P [DUAL 2 to 4 DEMULTIPLEXERS]  
(IC2)**



**FUNCTION TABLE**

INPUTS		OUTPUTS		
ENABLE	SELECT	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>
G	B A	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>
H	X X	H	H	H
L	L L	L	H	H
L	L H	H	L	H
L	H L	H	H	L
L	H H	H	H	H

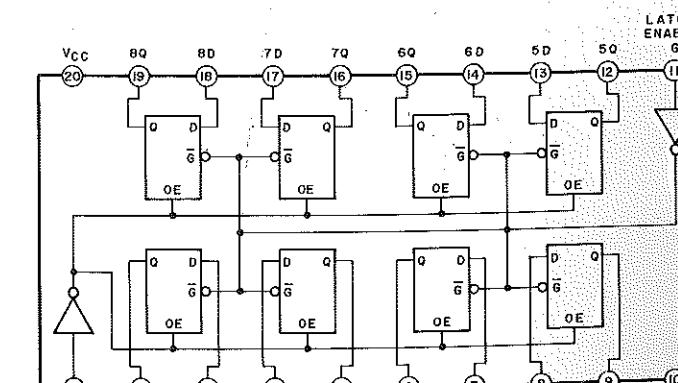
**TC74HC157P [2 to 1 DATA SELECTORS]  
(IC32, 33)**



**FUNCTION TABLE**

INPUTS		OUTPUT
Select	Strobe G	Y
X	H	L
L	L	A
H	L	B

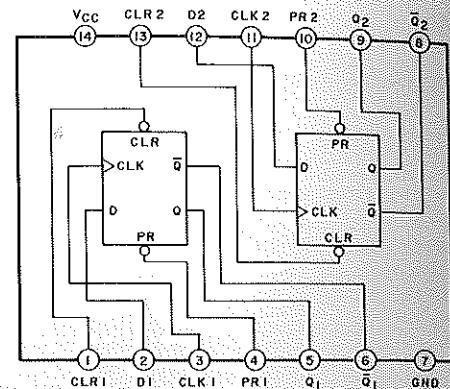
**TC74HC373 [3 STATE OCTAL D-TYPE LATCH]  
(IC21)**



**FUNCTION TABLE**

Output Control		Latch Enable G	Data	373 Output
L	L	H	H	Z
L	H	L	X	X
H	L	X	X	X
H	X	X	X	Z

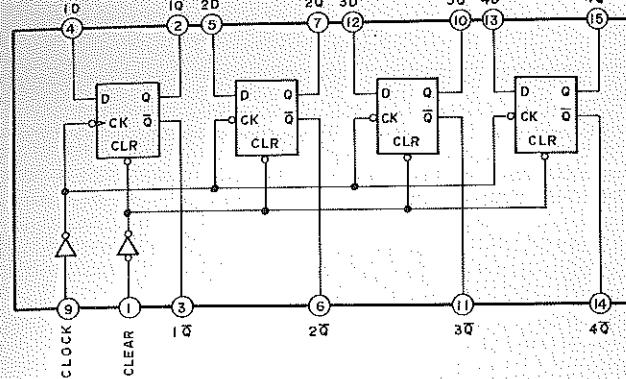
**TC74HC74 [DUAL D FLIP-FLOP]**  
(IC17 to 19)



FUNCTION TABLE

INPUTS			OUTPUTS	
PR	CLR	CLK	D	Q
L	H	X	X	H L
H	L	X	X	H H
L	L	X	X	H' H'
H	H	I	H	H L
H	H	L	X	Q0 00

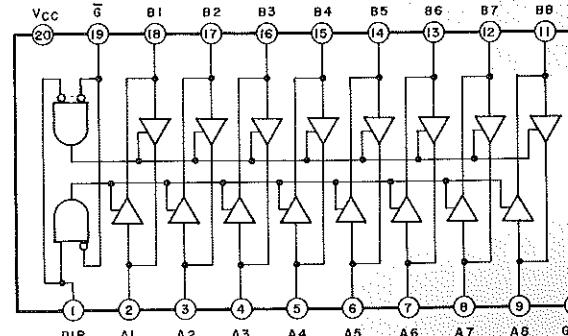
**TC74HC175P [QUAD D-FFs]**  
(IC60)



FUNCTION TABLE

INPUTS			OUTPUTS	
Clear	Clock	D	Q	$\bar{Q}$
L	X	X	L	H
H	I	H	H	L
H	L	X	L	H
H	H	I	O <sub>0</sub>	$\bar{O}_0$

**TC74HC245P [QCTAL 3 STATE TRANSCEIVER]**  
(IC25)



FUNCTION TABLE

Control Inputs		Operation
$\bar{G}$	DIR	
L	L	B data to A bus
L	H	A data to B bus
H	X	Isolation

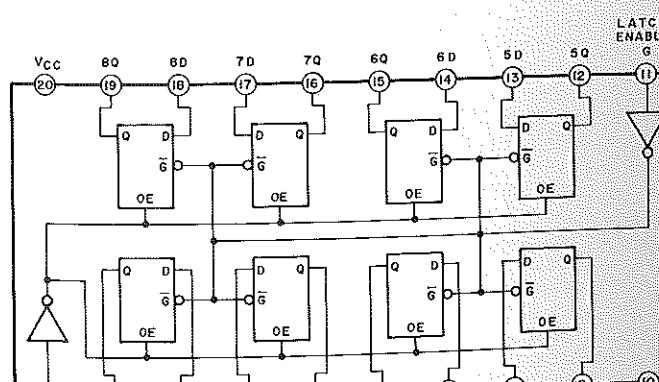
FUNCTION TABLE

INPUTS		OUTPUTS						
ENABLE	SELECT	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>	Y <sub>3</sub>	Y <sub>5</sub>	Y <sub>6</sub>	Y <sub>7</sub>
G1	G2*	C	B	A	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>	Y <sub>3</sub>
X	H	X	X	X	H	H	H	H
L	X	X	X	X	H	H	H	H
H	L	L	L	L	H	H	H	H
H	L	L	L	H	H	H	H	H
H	L	L	H	L	H	H	H	H
H	L	H	L	L	H	H	H	H
H	L	H	L	L	H	H	H	H
H	L	H	H	L	H	H	H	H
H	L	H	H	H	H	H	H	H

FUNCTION TABLE

INPUTS		OUTPUTS			
ENABLE	SELECT	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>	Y <sub>3</sub>
G	B	A	Y <sub>0</sub>	Y <sub>1</sub>	Y <sub>2</sub>
H	X	X	H	H	H
L	L	L	L	H	H
L	L	H	H	L	H
L	H	L	H	H	L
L	H	H	H	H	H

**TC74HC373 [3 STATE OCTAL D-TYPE LATCH]**  
(IC21)



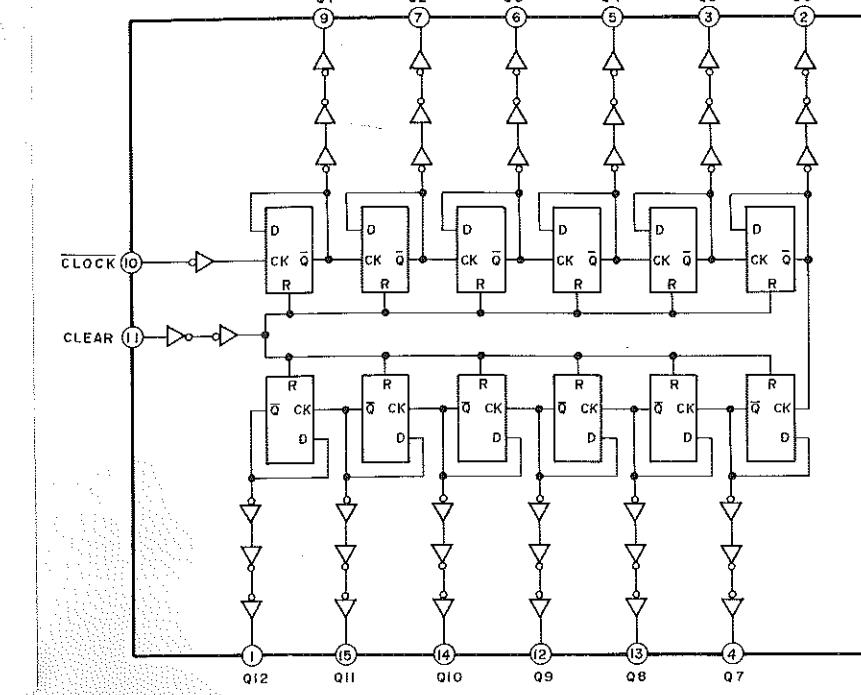
FUNCTION TABLE

Output Control	Latch Enable G	Data	373 Output
L	H	H	H
L	L	X	$\bar{Q}_0$
H	L	B	Z

FUNCTION TABLE

Inputs	Strobe G	Output Y
Select		
X	H	L
L	L	A
H	L	B

**TC74HC4040P [12-STAGE BINARY COUNTER]**  
(IC23, 24)

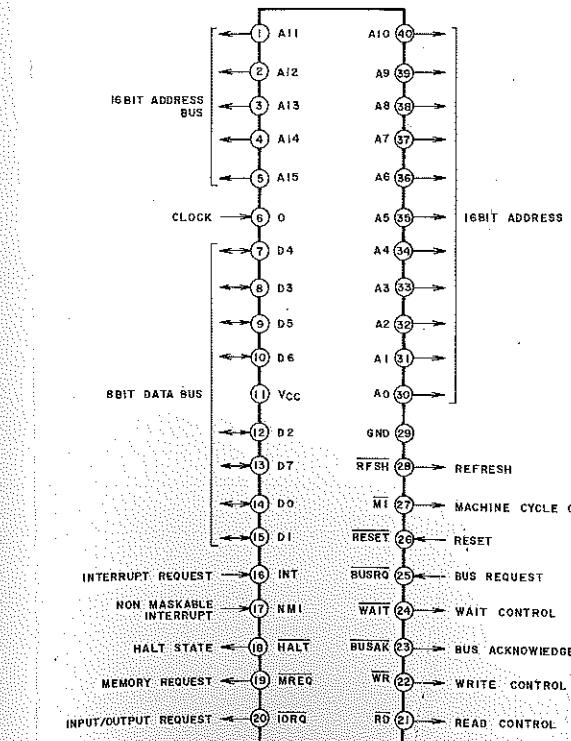


FUNCTION TABLE

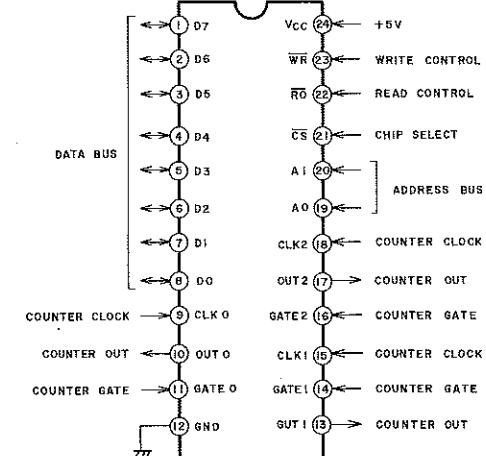
CLOCK	CLEAR	OUTPUT STATE
X	H	ALL OUTPUTS = "L"
	L	NO CHANGE
	L	ADVANCE TO NEXT STATE

X: DON'T CARE

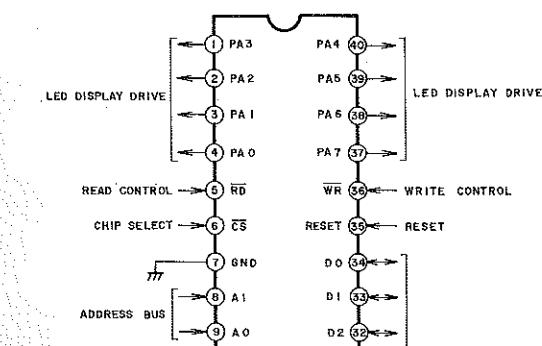
**$\mu$ PD780C [8 BIT CPU]**  
(IC1)



**$\mu$ PD710540P [PROGRAMMABLE INTERVAL TIMER]**  
 **$\mu$ PD8253C-2**  
(IC5, 6, 7, 8)



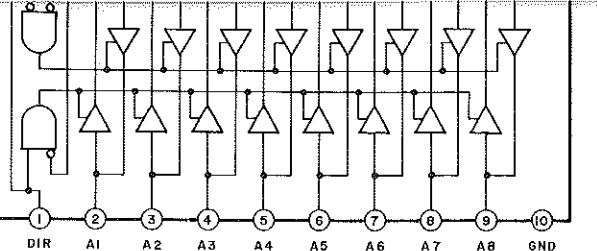
**$\mu$ PD8255 AC-2 [INTER FACE]**  
(IC41)



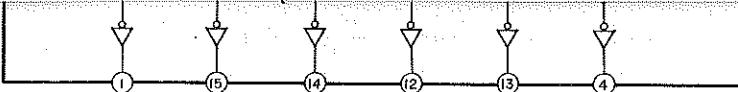
H H L X 00 00

### FUNCTION TABLE

INPUTS		OUTPUTS							
ENABLE	SELECT	Y0	Y1	Y2	Y3	Y4	Y5	Y6	Y7
X	H	X	X	X	H	H	H	H	H
L	X	X	X	H	H	H	H	H	H
H	L	L	L	H	H	H	H	H	H
H	L	L	L	H	H	H	H	H	H
H	L	H	L	H	H	L	H	H	H
H	L	H	L	H	H	L	H	H	H
H	L	H	L	H	H	H	L	H	H
H	L	H	L	H	H	H	H	L	H
H	L	H	H	H	H	H	H	H	L



G	DIR	B data to A bus A data to B bus Isolation
L	L	B data to A bus
L	H	A data to B bus
H	X	Isolation

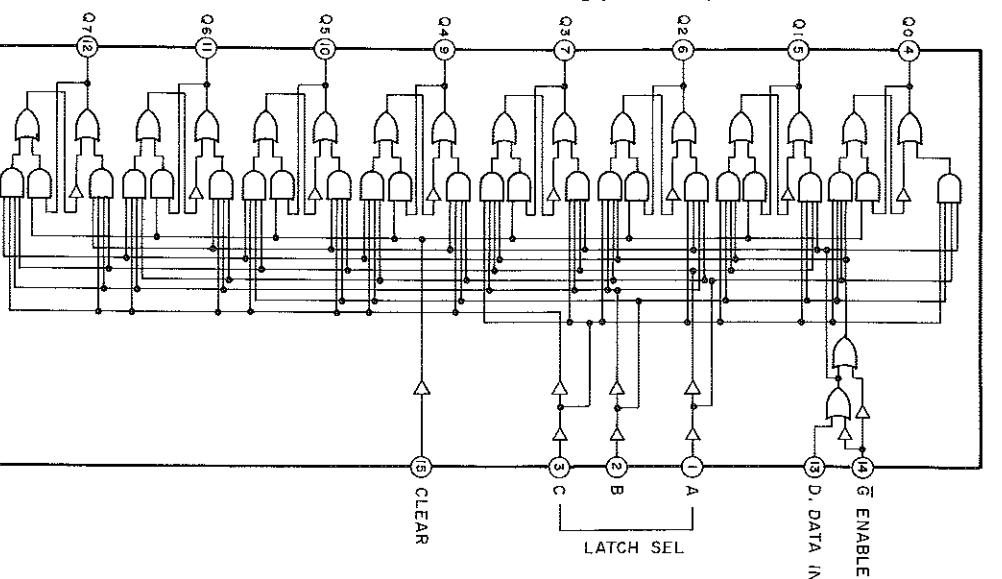


### FUNCTION TABLE

CLOCK	CLEAR	OUTPUT STATE
X	H	ALL OUTPUTS = "L"
X	L	NO CHANGE
L	L	ADVANCE TO NEXT STATE

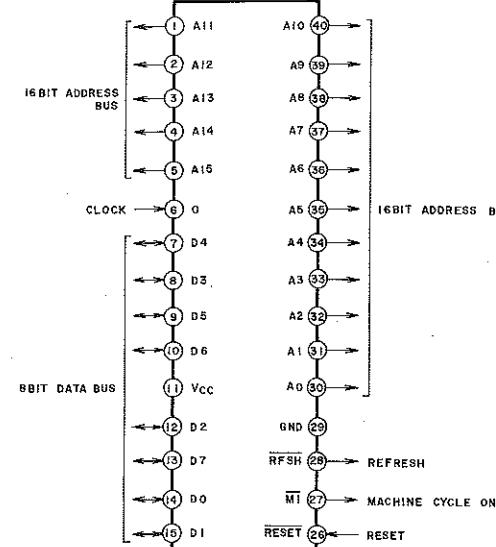
X: DON'T CARE

TC74HC259P [8 BIT ADDRESSABLE LATCHES] (IC42, 43)

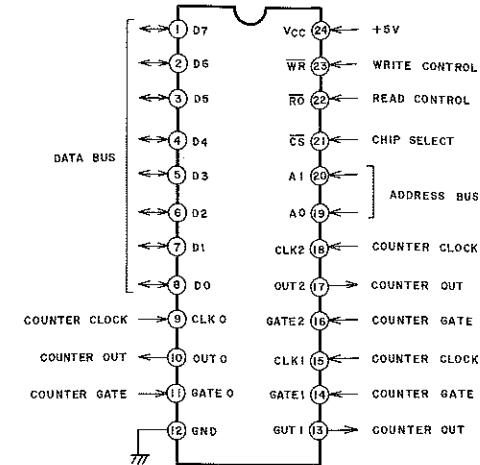


### μPD780C [8 BIT CPU]

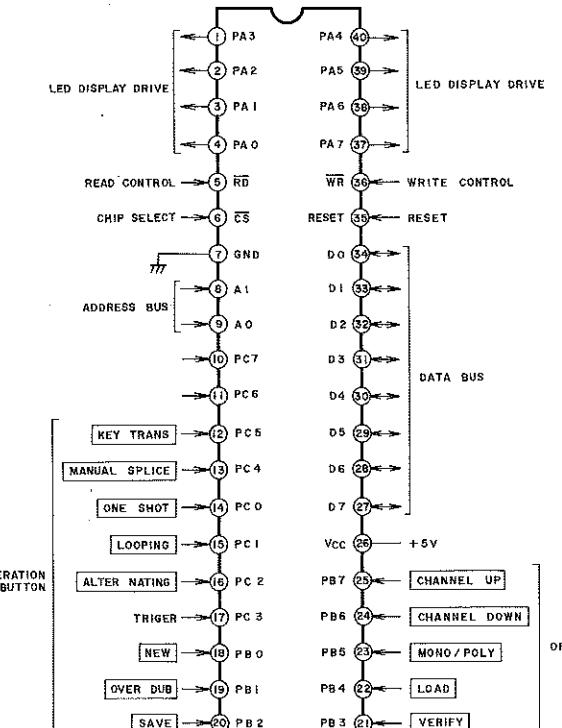
(IC1)



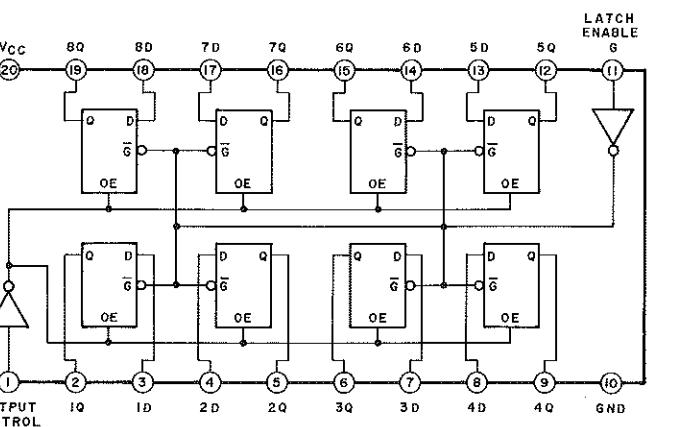
μPD710540P [PROGRAMMABLE INTERVAL TIMER]  
μPD8253C-2 [PROGRAMMABLE INTERVAL TIMER]  
(IC5, 6, 7, 8)



μPD8255 AC-2 [INTERFACE]  
(IC41)



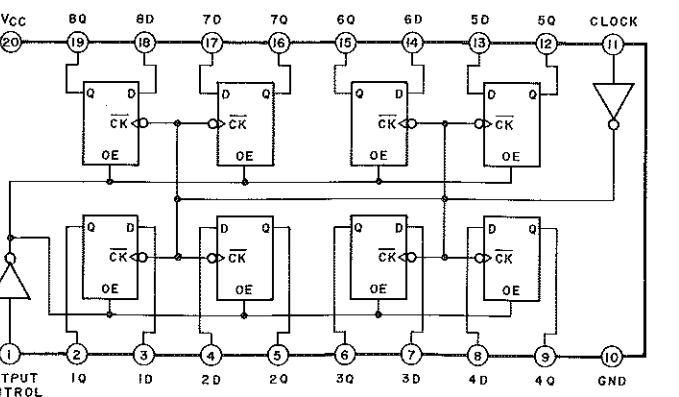
TC74HC373 [3 STATE OCTAL D-TYPE LATCH]  
(IC21)



### FUNCTION TABLE

Output Control	Latch Enable G	Data	373 Output
L	H	H	H
L	L	A	
H	L	B	

TC74HC374 [3 STATE OCTAL D-TYPE FLIP-FLOP]  
(IC54)

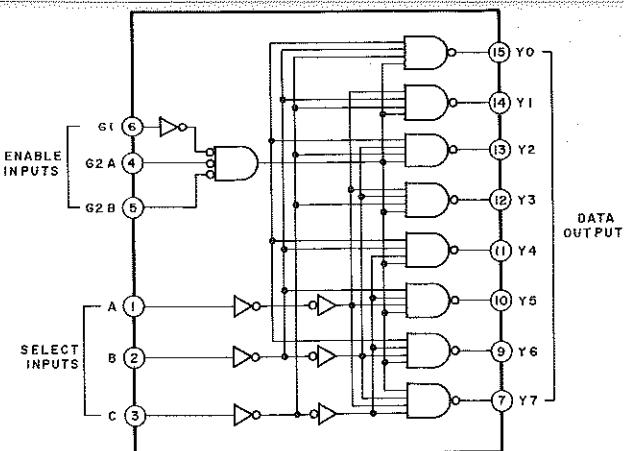


### FUNCTION TABLE

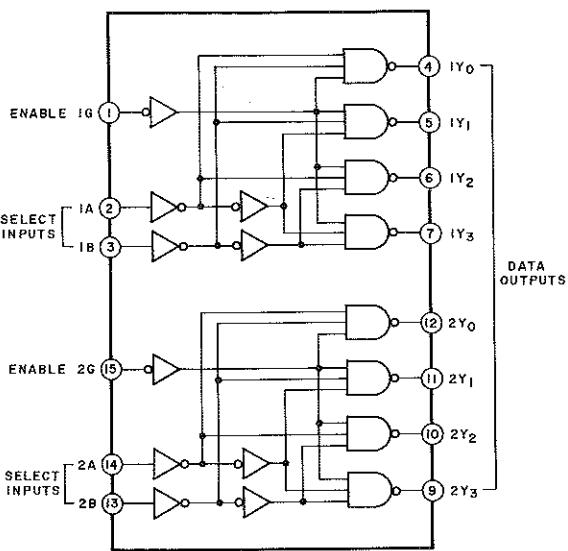
Output Control	Clock	Data	Output
L	H	L	H
L	X	H	
X	H	X	
H	X	X	

### FUNCTION TABLE

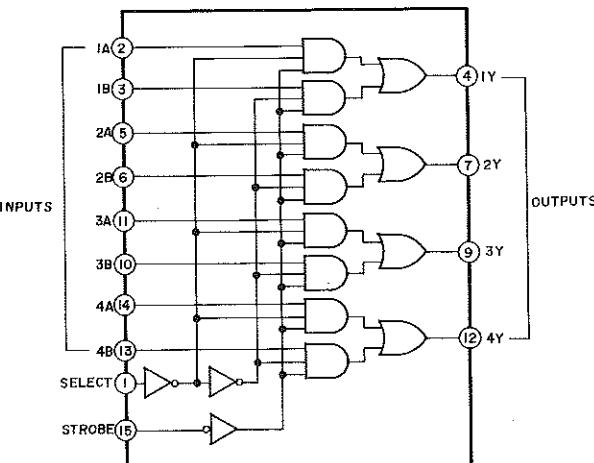
INPUT		Enable		Output control		OUTPUTS OA ~ QD	
Clear	CK	G1	G2	M	N	OA	~ QD
L		L	L	-	-	1D ~ 4D	
L		H	X	-	-	-	
X		X	H	-	-	LLLL	
				H	X		Z
				X	H		



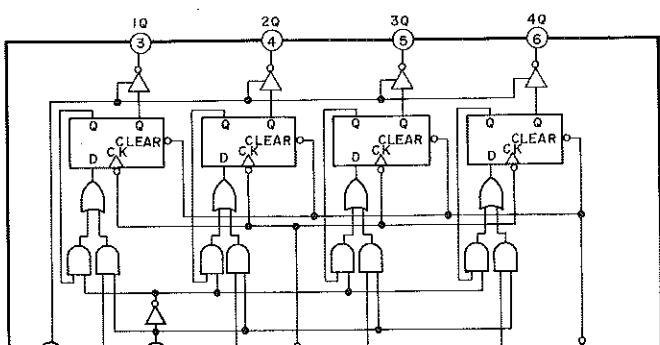
**TC74HC139P [DUAL 2 to 4 DEMULTIPLEXERS] (IC2)**



**TC74HC157P [2 to 1 DATA SELECTORS] (IC32, 33)**

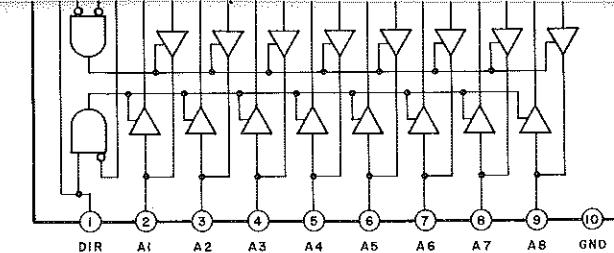


**TC74HC173P [4BIT REGISTER 3-STATE] (IC55)**

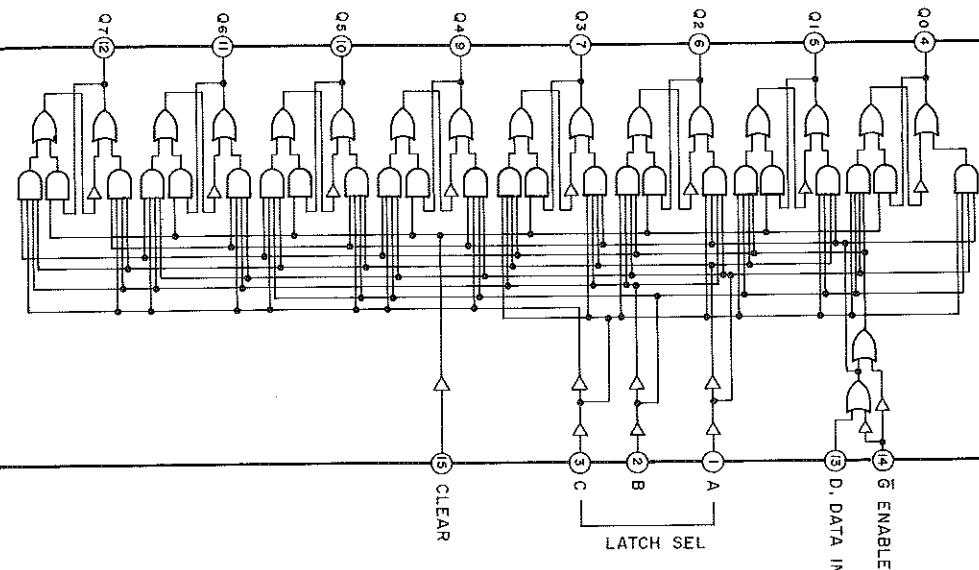


**FUNCTION TABLE**

INPUTS			OUTPUTS										
ENABLE	SELECT	G1 G2*	C	B	A	Y0	Y1	Y2	Y3	Y4	Y5	Y6	Y7
X	H	X	X	X	X	H	H	H	H	H	H	H	H
L	X	X	X	X	X	H	H	H	H	H	H	H	H
H	L	L	L	L	L	L	H	H	H	H	H	H	H
H	L	L	H	L	L	H	L	H	H	H	H	H	H
H	L	L	H	H	L	H	H	H	L	H	H	H	H
H	L	H	L	H	L	H	H	H	L	H	H	H	H
H	L	H	L	H	L	H	H	H	H	L	H	H	H
H	L	H	H	L	H	H	H	H	H	H	L	H	H
H	L	H	H	H	H	H	H	H	H	H	H	H	L



**TC74HC259P [8 BIT ADDRESSABLE LATCHES] (IC42, 43)**



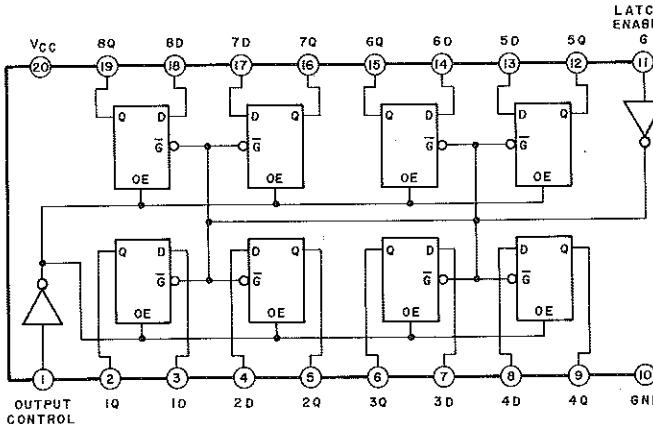
G	DIR
L	L
L	H
H	X

B data to A bus  
A data to B bus  
Isolation

**FUNCTION TABLE**

INPUTS			OUTPUTS					
ENABLE	SELECT	G	B	A	Y0	Y1	Y2	Y3
H	X	X	X	X	H	H	H	H
L	L	L	L	L	L	H	H	H
L	L	H	L	L	H	L	H	H
L	H	L	L	H	H	H	L	H
L	H	H	L	H	H	H	H	L
L	H	H	H	H	H	H	H	L

**TC74HC373 [3 STATE OCTAL D-TYPE LATCH] (IC21)**



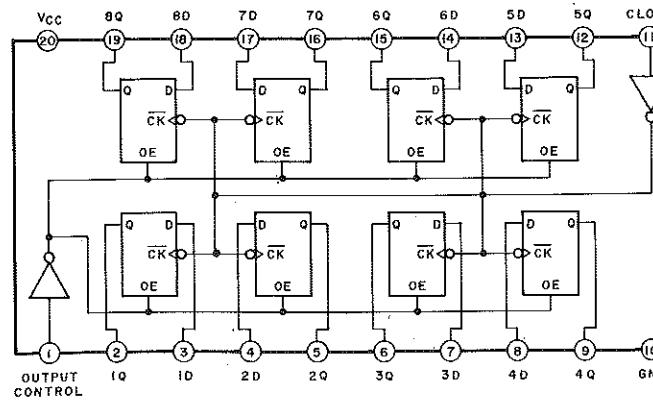
**FUNCTION TABLE**

Output Control	Latch Enable G	Data	373 Output
L	H	H	H
L	H	L	L
H	X	X	Z

**FUNCTION TABLE**

INPUTS		OUTPUT	
Select	Strobe G	Y	
X	H	L	
L	L	A	
H	L	B	

**TC74HC374 [3 STATE OCTAL D-TYPE FLIP-FLOP] (IC54)**

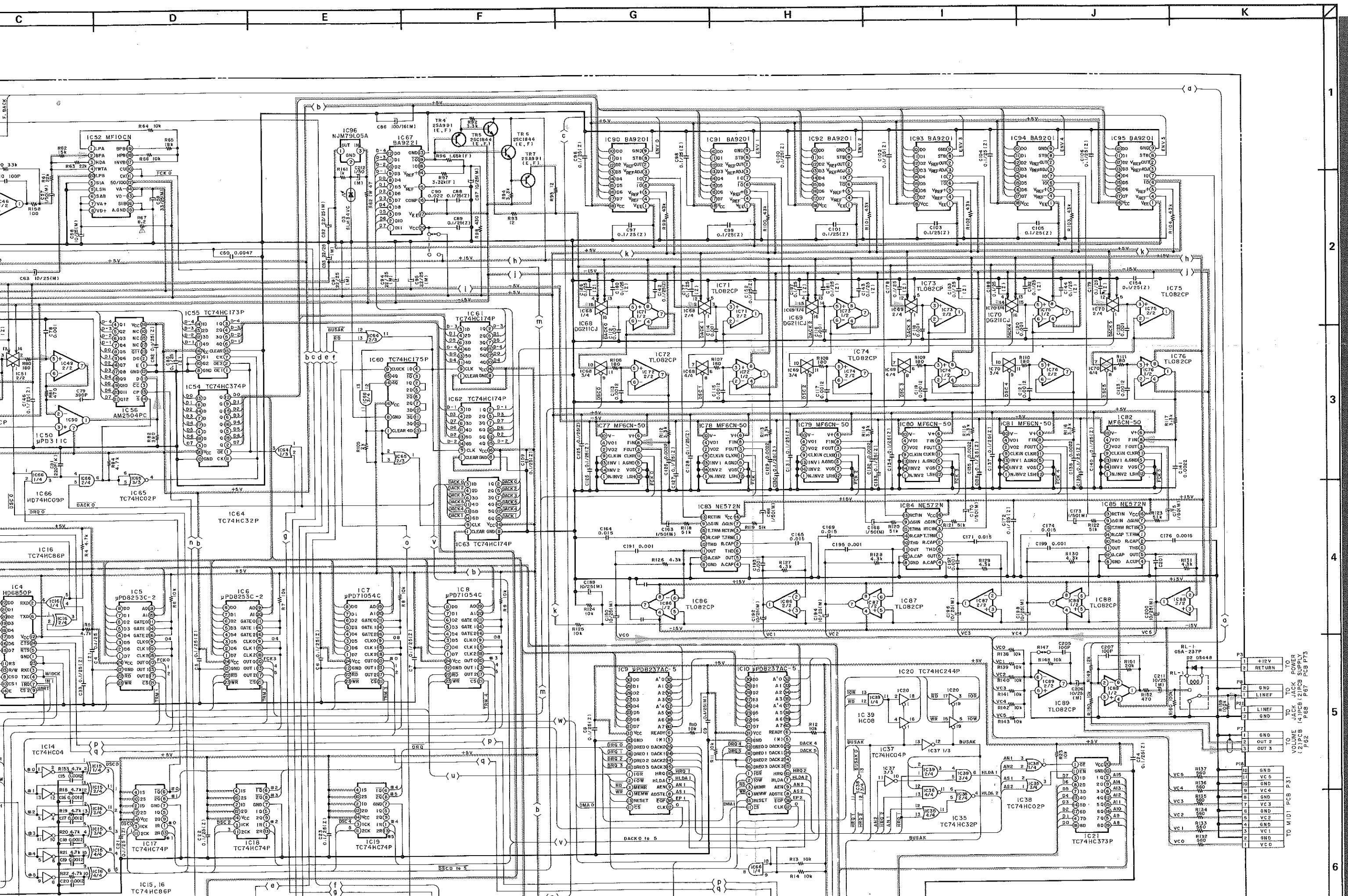


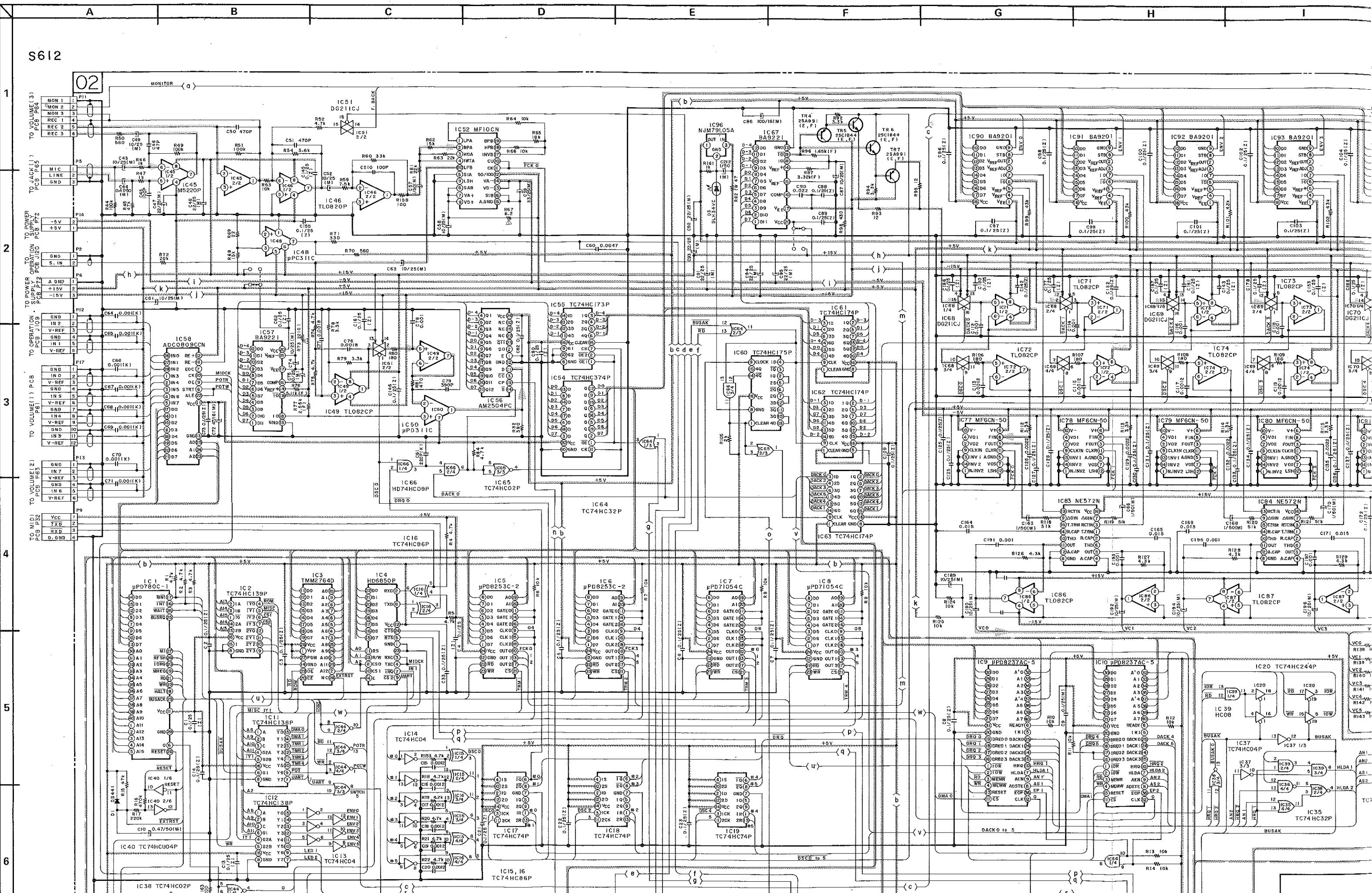
**FUNCTION TABLE**

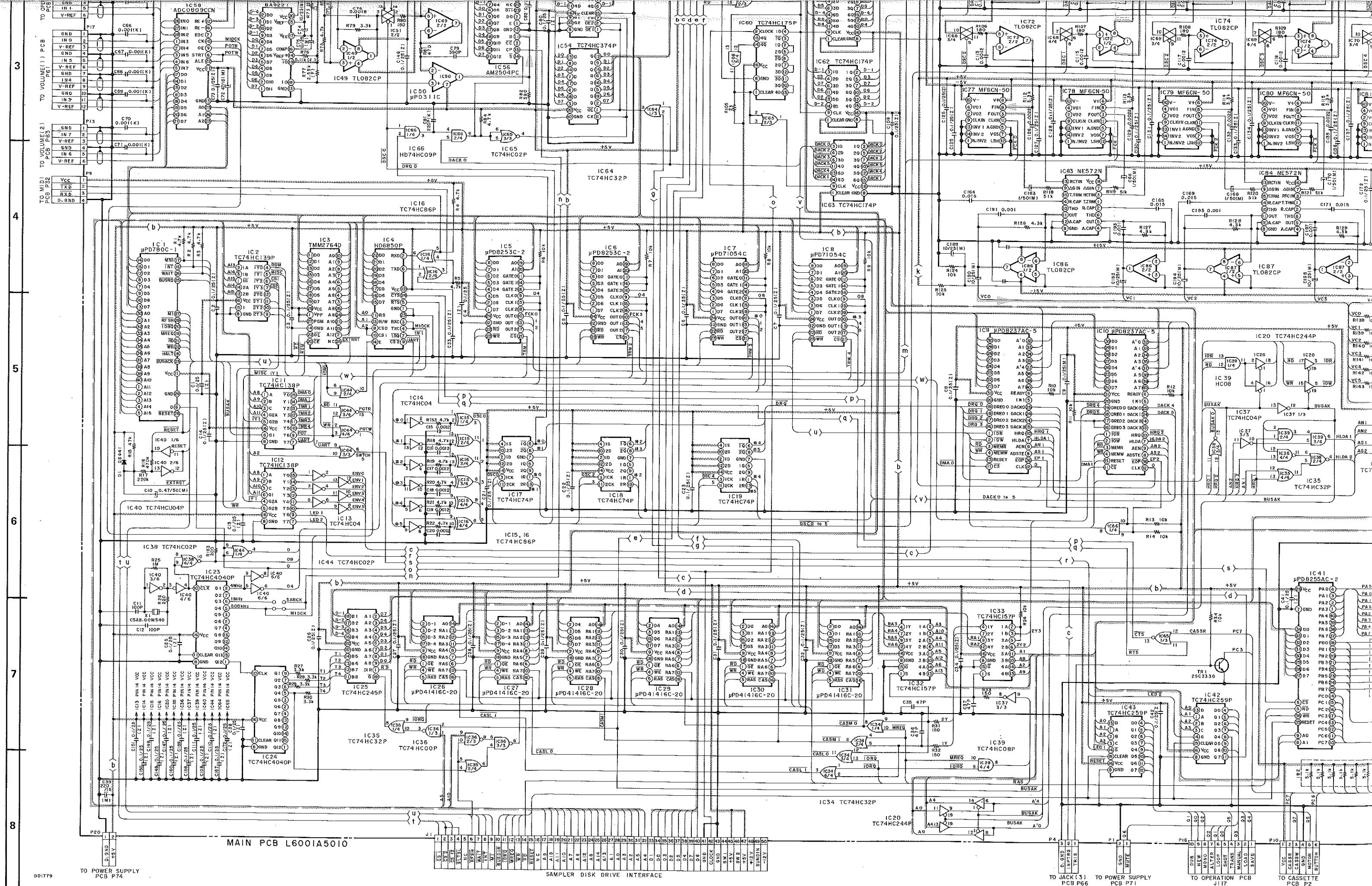
Output Control	Clock	Data	Output
L	H	H	H
L	L	L	L
H	X	X	Z

**FUNCTION TABLE**

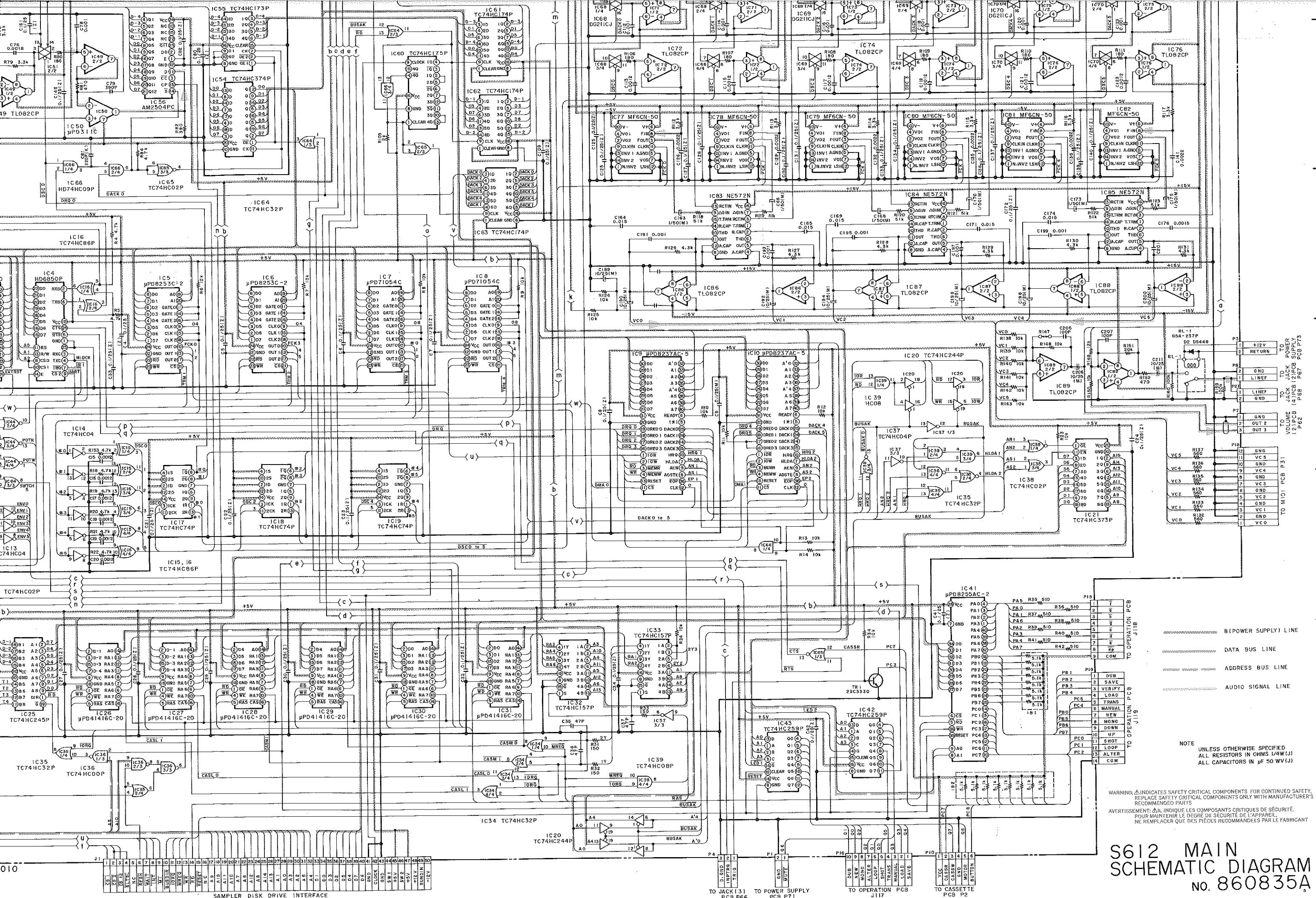
Clear	CK	Enable		Output control	Outputs Q0 ~ QD	
		G1	G2		M	N
L		L	L	-	-	1D ~ 4D
L		H	X	-	-	-
X	H	X	H	-	-	-
					H	X
					X	H
					Z	

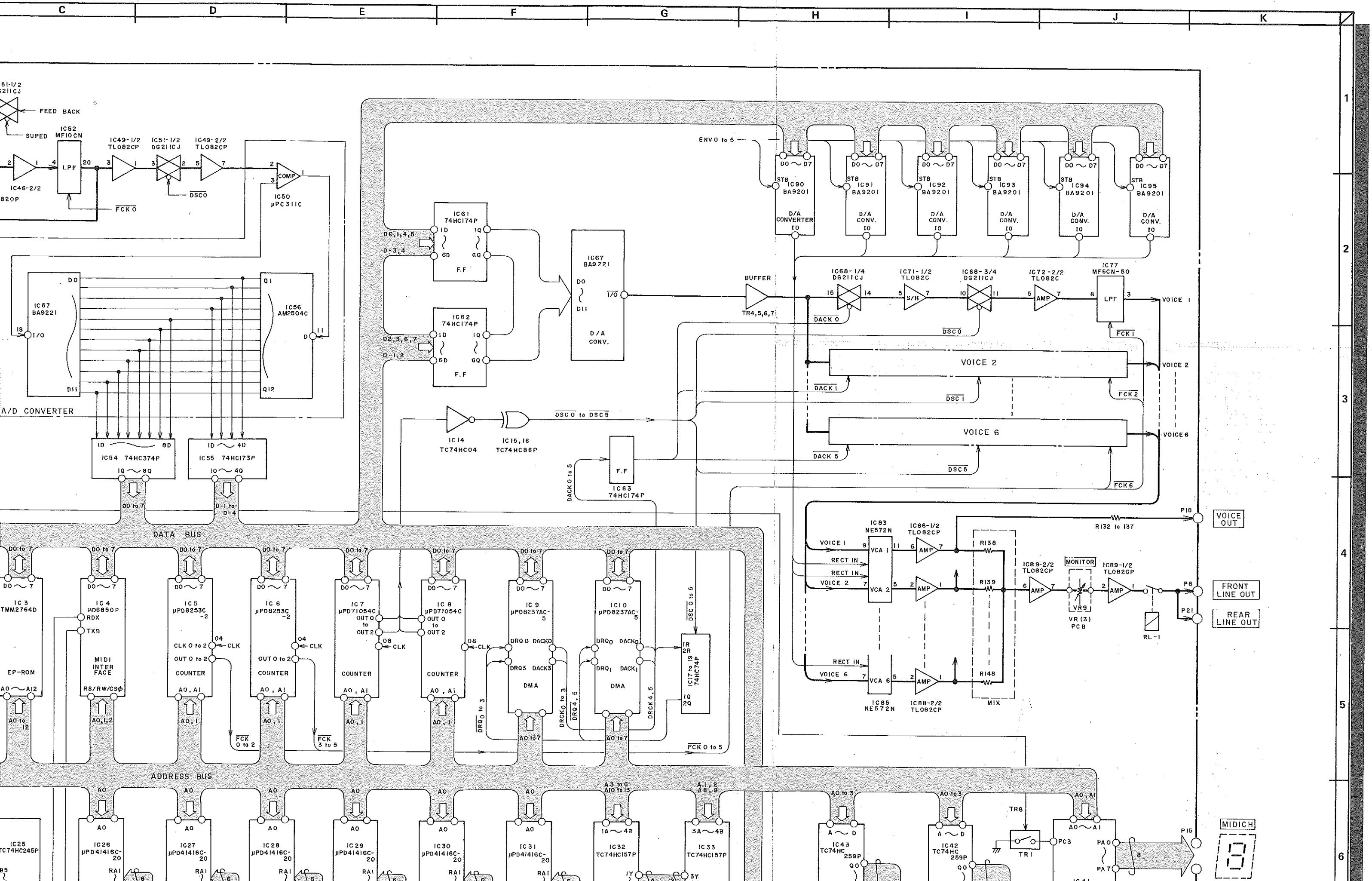


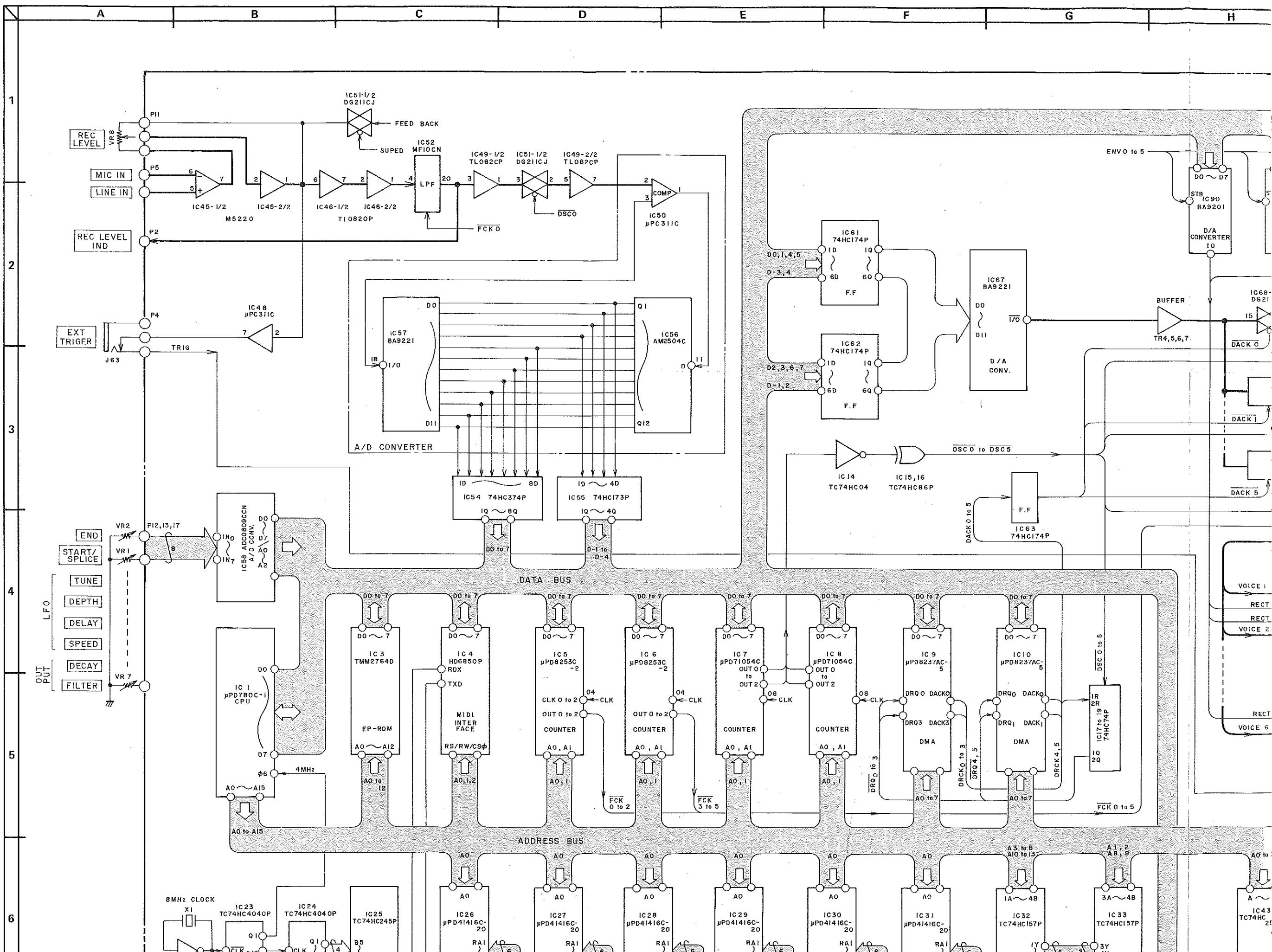


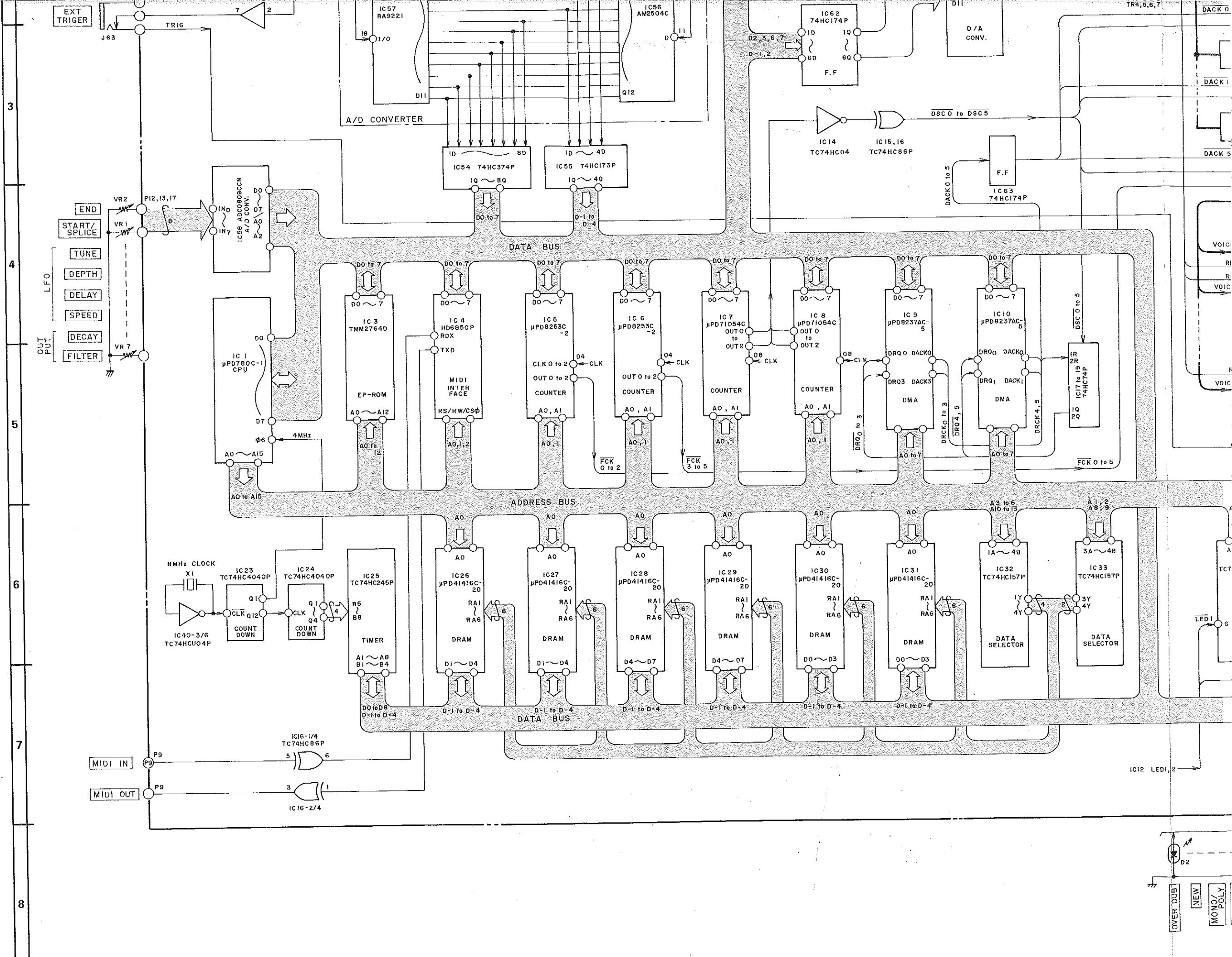


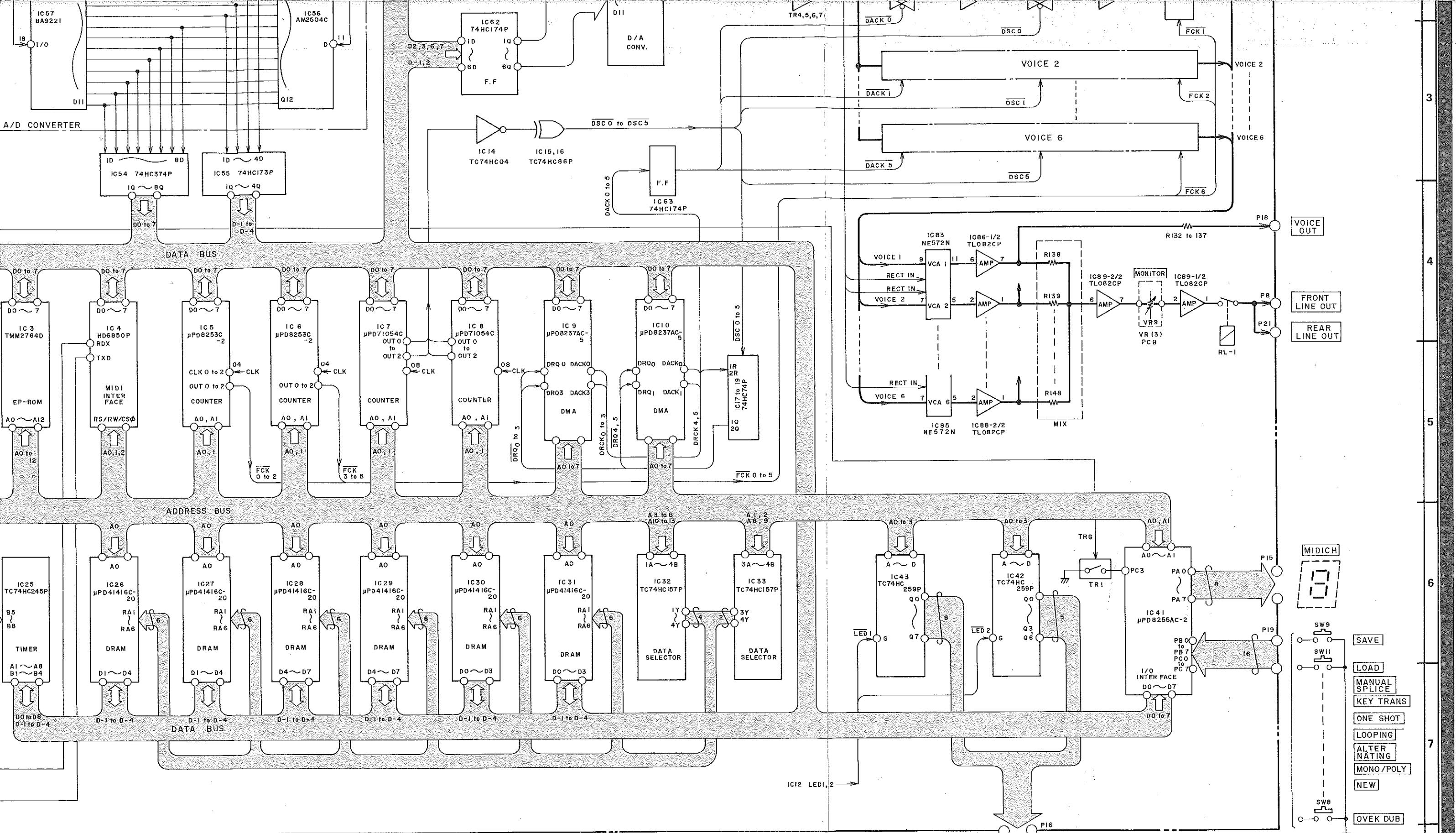
# S612 MAIN SCHEMATIC DIAGRAM No. 860835A











S612 MAIN  
BLOCK DIAGRAM  
No. 860836A



## MIDI DIGITAL SAMPLER

MODEL **S612**

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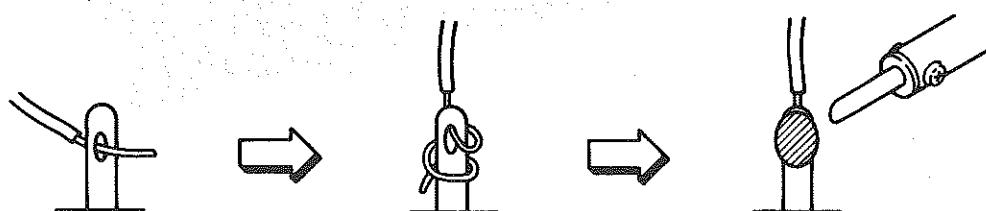
# SAFETY INSTRUCTIONS

## SAFETY CHECK AFTER SERVICING

Confirm the specified insulation resistance between power cord plug prongs and externally exposed parts of the set is greater than 10 Mohms, but for equipment with external antenna terminals (tuner, receiver, etc.) and is intended for **C** or **A**, specified insulation resistance should be more than 2.2 Mohms (ground terminals, microphone jacks, headphone jacks, line-in-out jacks etc.).

## PRECAUTIONS DURING SERVICING

1. Parts identified by the  $\Delta$  symbol parts are critical for safety.  
Replace only with parts number specified.
2. In addition to safety, other parts and assemblies are specified for conformance with such regulations as those applying to spurious radiation. These must also be replaced only with specified replacements.  
Examples: RF converters, tuner units, antenna selector switches, RF cables, noise blocking capacitors, noise blocking filters, etc.
3. Use specified internal wiring. Note especially:
  - 1) Wires covered with PVC tubing
  - 2) Double insulated wires
  - 3) High voltage leads
4. Use specified insulating materials for hazardous live parts. Note especially:
  - 1) Insulation Tape
  - 2) PVC tubing
  - 3) Spacers (Insulating Barriers)
  - 4) Insulation sheets for transistors
  - 5) Plastic screws for fixing microswitch (especially in turntable)
5. When replacing AC primary side components (transformers, power cords, noise blocking capacitors, etc.), wrap ends of wires securely about the terminals before soldering.



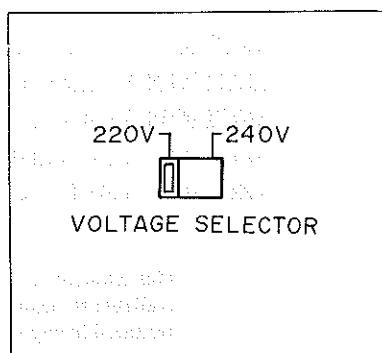
6. Observe that wires do not contact heat producing parts (heatsinks, oxide metal film resistors, fusible resistors, etc.).
7. Check that replaced wires do not contact sharp edged or pointed parts.
8. Also check areas surrounding repaired locations.
9. Use care that foreign objects (screws, solder droplets, etc.) do not remain inside the set.

## Voltage conversion

Models for Canada, USA, and Japan are not equipped with this facility. Each machine is preset at the factory according to its destination, but some machines can be set to 110V, 120V, 220V or 240V as required.

If your machine's voltage can be converted:

Before connecting the power cord, turn the VOLTAGE SELECTOR located on the bottom panel with a screwdriver until the correct voltage is indicated.



# SECTION 1 OPERATING MANUAL

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# Controls

**MONITOR Control**  
This control adjusts the monitor level while sampling a live sound. The monitor level is not affected by the output LEVEL control. When sampling by microphone and the monitor level is too high, "howling" may result.

**REC LEVEL Control**  
This control adjusts the recording level of the incoming signal.

**POWER Switch**  
Use the POWER switch to turn the power on and off.

**Note:** Do not attempt to connect the sampler disk drive MD280 after the S612 has been turned on.

**MIC INPUT Jack**  
This jack is used for sampling from a microphone or an electric guitar. The input sensitivity is -63 dB. Connect a standard 6.3 mmφ phone plug to this jack.

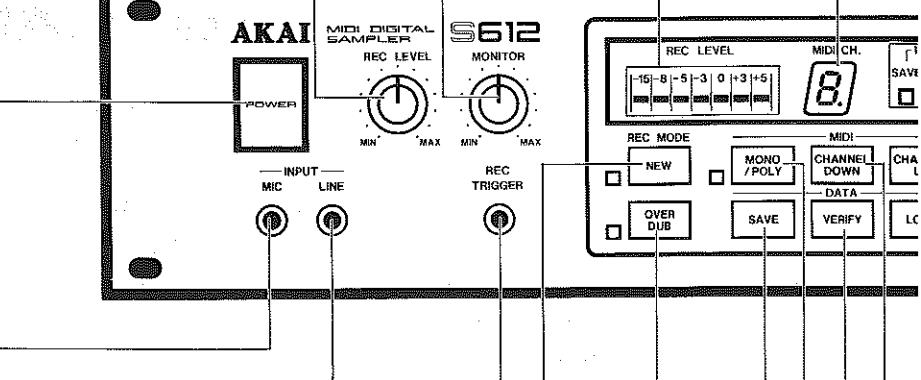
**LINE INPUT Jack**  
This jack is used for sampling the line out from keyboards or audio equipment, etc. The input sensitivity is -27 dB. Connect a standard 6.3 mmφ phone plug to this jack.

**Note:** When both MIC and LINE input jacks are used, the MIC input has priority.

**MIDI CH. Display**  
Normally, this will indicate the MIDI reception channel. However the display will light up to confirm proper operation when saving, verifying and loading tone data.

- \* When the power is on, the display will show "0" (omni on). When the unit receives MIDI signals, such as key-on, key-off, etc., the display will brighten momentarily.

**REC LEVEL Indicator**  
Shows the recording level which can be adjusted by the REC LEVEL control.



**REC TRIGGER Jack**  
This jack allows the use of a foot switch to trigger the sampling process.

**Note:** Connect a standard 6.3 mmφ phone plug to this jack. Use the Akai PS-X80 or the circuit is opened when the connected switch is pushed down.

**NEW Button**  
Press this button when you make a new sample.  
\* The previous sample will be erased.

**OVERDUB Button**  
Press this button when you wish to overdub one or more sounds.  
\* You can overdub many times.

**MIDI MONO/POLY Mode Select Button**  
This button is used to switch between the MIDI mono and poly modes. The indicator lights when the mono mode is set.

**LOOPING Button**  
Press this button to set the scanning mode to looping. The LED indicator will light.

**ONE SHOT Button**  
Press this button to set the scanning mode to one-shot. The LED indicator will light.

**Save Load Indicator**  
The **SAVE**, **LOAD** LED will light when the respective function has been selected.

**END Point lever**  
This lever sets the end-point of the sampled sound.

**START/SPICE Lever**

This lever sets the start/splice point of the sampled sound.

**Note:** Normally, this lever sets the starting point. However, when the **MANUAL SPICE** button is pressed, it will set the splicing point.

**ALTERNATING Button**  
Press this button to set the scanning mode to alternating. The LED indicator will light.

**KEY TRANS Button**

Press this button to transpose the sampled sound. The LED indicator will light.

**MIDI CHANNEL UP Button**

Press this button to increment the MIDI channel number.

\* Pressing once increases the channel by one. Pressing the button while "9" is displayed on the **MIDI CH.** display will forward the display to "0".

**MIDI CHANNEL DOWN Button**

Press this button to lower the MIDI channel number.

\* Pressing once decreases the channel by one. Pressing the button while "0" is displayed on the **MIDI CH.** display will revert the display to "9".

**VERIFY Button**

Press this button to verify the sound data saved on disk or tape.

**LOAD Button**

Press this button to load the sound data, saved on disk or tape, into the S612.

**FILTER Control**

This control adjusts the low-pass filtering on the sampled sound. The replayed sampled sound will become mellower as the control is turned towards the **LOW** position.

**TUNE Control**

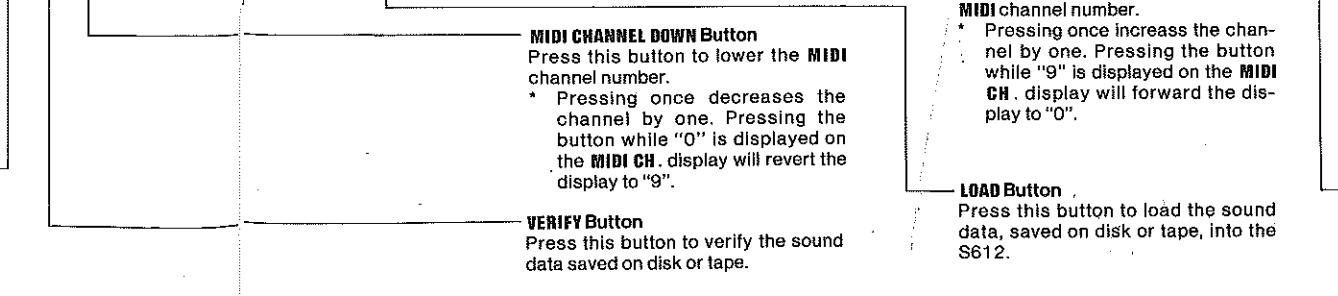
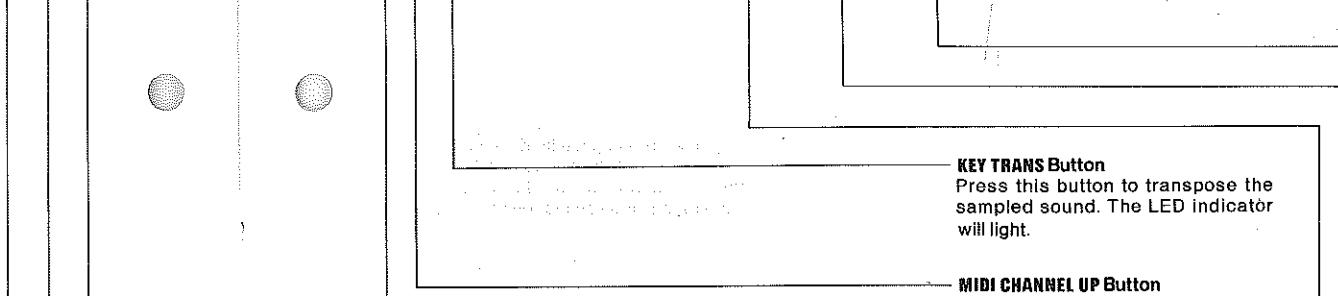
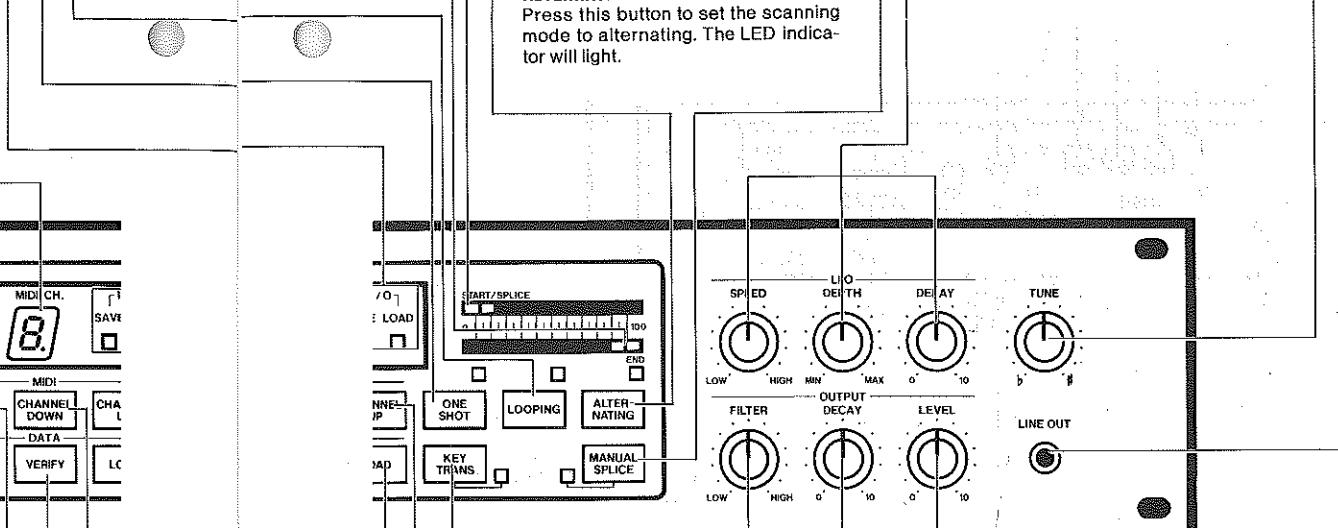
The sampled sound can be fine tuned using this control. It will also serve as a pitch control when replaying sampled sound.

**LINE OUT Jack**

The monitor/output signal of the S612 appears at this **LINE OUT** jack, which can be connected to the line input of mixers or amplifiers.

\* Connect a standard 6.3 mmφ phone plug to this jack.

**Note:** This jack is connected in parallel with the **LINE OUT** jack on the rear panel.



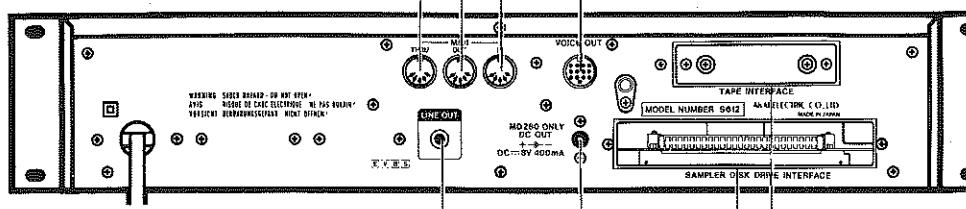
## Connections

**MIDI OUT Jack**

This jack is for sending **MIDI** system exclusive information to other **MIDI** equipment.

**MIDI THRU Jack**

This jack provides a direct copy of data coming in the **MIDI IN** jack.



**LINE OUT Jack**

The monitor/output signal of the S612 appears at this **LINE OUT** jack, which can be connected to the line input of mixers or amplifiers.

- Connect a standard 6.3 mm  $\phi$  phono plug to this jack.

Note: This jack is connected in parallel with the **LINE OUT** jack on the front panel.

**DC OUT Jack**

This jack provides a DC power supply [8 V] for the MD280.

**MIDI IN Jack**

This jack is for receiving **MIDI** information from other **MIDI** equipment.

**VOICE OUT Jack**

The six voices of the S612 can be individually accessed through this jack.

**Commodore Cassette Recorder Connector**

This connector allows the S612 to save/load sound data to/from a Commodore cassette recorder.

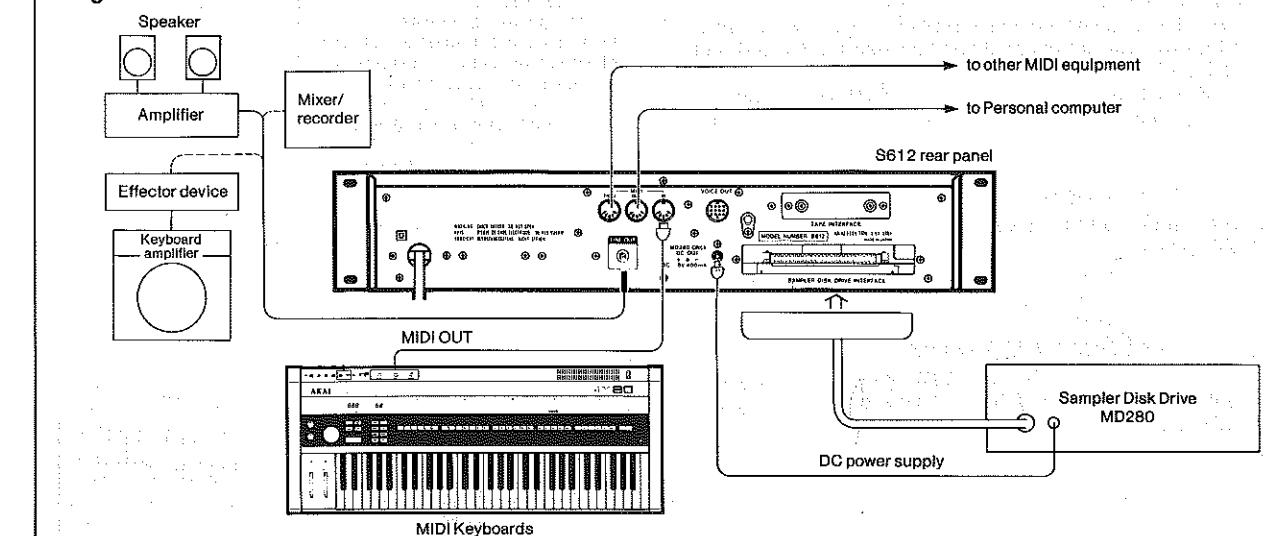
**MD280 connector (MD280 ONLY)**

This connector is specially designed for connection of the Sampler Disk Drive MD280, and is used for save/load operation onto sampler disks.

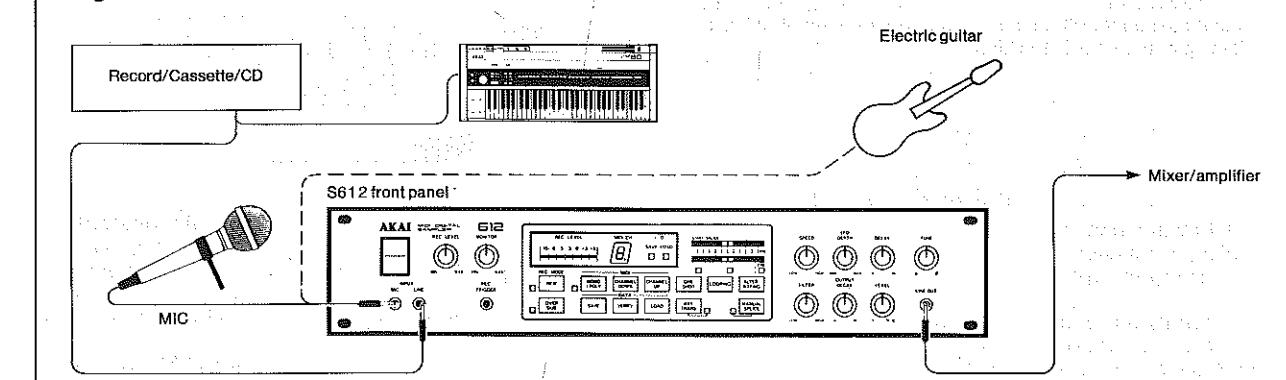
The S612 is a **MIDI** digital sampler which will function only if input information is received at **MIDI-IN**. Ensure that all the correct connections have been made between the **MIDI-IN** and **MIDI-OUT** of the S612 and any keyboards (such as the Akai

AX80) or sequencers. Obviously, unless a sound is being input or a sample has been loaded into the S612, it will not reproduce any sounds. The S612 will not "remember" any data after it has been switched off.

**Diagram 1**



**Diagram 2**



### Sampler Disk Drive MD280

The Sampler Disk Drive MD280 (optional) is the device which quickly and accurately saves the sound data. The format of 2.8" disk makes the filing space very compact.

Note: If the MD280 is to be used, it should be connected with the S612 before switching on the S612. Any sampled data in the S612 will be lost if the MD280 is plugged in or unplugged while the S612 is switched on.

# Sampling

## PREPARATIONS

### Before Turning the Power On

Make sure the various connections with **MIDI** and audio equipment have been completed before turning the power of the S612 on. (Refer to the chapter concerning connection with external equipment on page 6.)

When using the specially designed MD280 Sampler Disk Drive, ensure that the correct connections between the MD280 and the S612 have been made.

**Note:** Connecting the MD280 while the S612 is switched on will result in the loss of sound data sampled in the S612.

### Connections to Input

Connect the sound source that you want to sample to the **MIC** or **LINE INPUT** jacks.

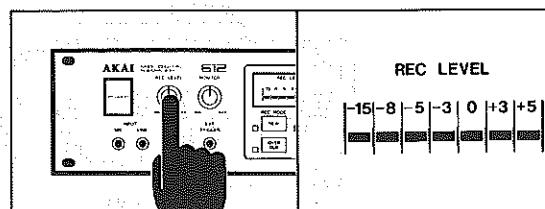
**Table 1** Equipment to be connected and input sensitivity

Equipment to be connected.	Input	Input Sensitivity
Equipment or devices, such as guitars or microphones, have low output levels.	MIC	-63 dB
Audio equipment, such as televisions, cassette tape decks, CD players, tuners or preamplifiers, or musical instruments, such as synthesizers or electric keyboards have higher output levels (line level).	LINE	-27 dB

**Note:** When both the **MIC** and **LINE INPUT** jacks are connected, the **MIC** jack overrides **LINE** jack.

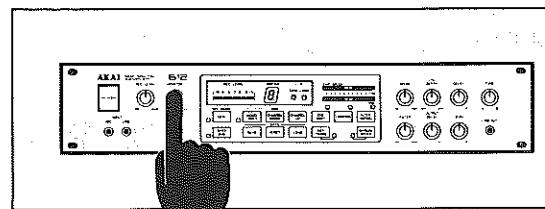
### Adjustment of Recording Level

Set the recording level by the **REC LEVEL** control. To obtain the best results in sampling, bring the level close to "+3" on the **REC LEVEL** indicator.



### Monitor Level

Use the **MONITOR** level control when monitoring the sound source to be sampled. When using a microphone, feedback may occur if the monitor level is too high.



### Designation of the Sampling Frequency

This brief outline may help to clarify some different aspects of sampling technique:

Are you trying to reproduce (a) high or (b) low frequency sounds?

(a) To faithfully reproduce high frequency sounds, a faster (therefore, shorter) sampling time will be required.

The S612 can be "instructed" to accept a wider bandwidth sample by pressing a higher note on the **MIDI** keyboard prior to making the sample; see Table #1.

(b) The reproduction of lower frequency sounds, typically much longer in duration, will require a longer sampling time.

The S612 can be "instructed" to accept a long sample by pressing a lower note on the **MIDI** keyboard prior to making the sample; see Table #1.

(c) For accurate reproduction (pitch) of a sampled sound it is necessary to first press the same note on the **MIDI** keyboard as that being sampled.

This process can be extended to allow for pitch transposition if required.

**Example:** Press A2 (lowest A) on the **MIDI** keyboard, then play (sample) A3 (A string) on a guitar. Now when A3 is played on the **MIDI** keyboard the actual pitch of the reproduced note will be A4: The pitch has been transposed up by one octave.

This technique can be used to transpose from 1/2 stops through to several octaves if required.

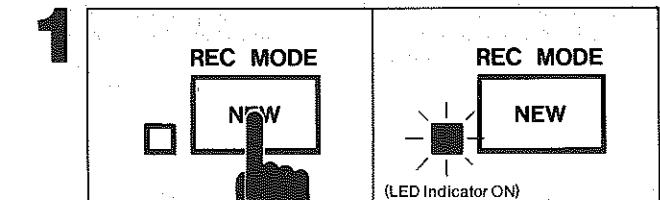
**Note:** If the **MIDI** keyboard or the S612 have just been switched on and no key has been pressed before sampling, the S612 will automatically designate C4 as the desired pitch.

Key No.	C2	C3	C4	C5
MIDI Note No.	36	48	60	72
Sampling Frequency	4 kHz	8 kHz	16 kHz	32 kHz
Sampling Time	8 sec.	4 sec.	2 sec.	1 sec.

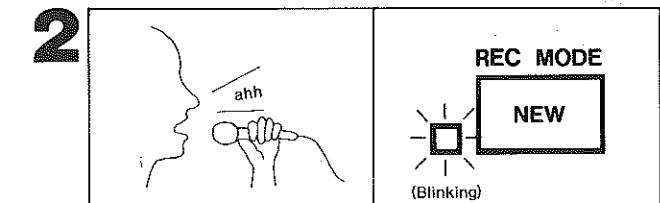
**Note:** Although only four (4) keys are depicted, other keys may be selected if intermediate frequencies are desired.

## Sampling

- Once you have adjusted the recording level and designated the desired sampling frequency, you are ready to sample. Press the **NEW** button. The LED indicator will light. This indicates that the unit is standby for sampling.



- Using a microphone, make a sample. Say "ahh..." for example. The LED indicator should start blinking from the moment you begin speaking into the microphone. After blinking for the length of time of the designated sampling frequency, the LED indicator will go out automatically. This indicates the completion of the sampling process.



### Automatic Trigger

Because the S612 contains an automatic trigger circuit, it will automatically start the sampling process when the sound level reaches a certain preset level. You will notice that the unit may start off the process prematurely by picking up surrounding noise when the sampling is done through a microphone. On the other hand, when the recording level is too low,

the sampling process may not begin because the sound level is not high enough to trigger the circuit. In which case, after increasing the recording level, reset the unit by pressing the **NEW** button again to get it into the standby mode, then start sampling.

### Cancelling the Sampling Standby Mode

To cancel the sampling standby mode, press the **NEW** button again. The LED will go out.

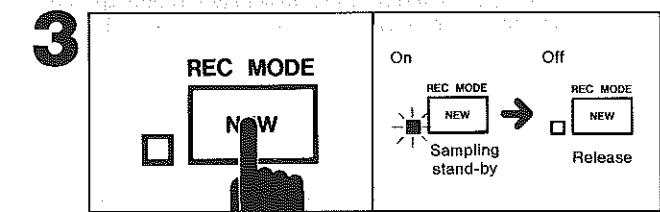
- Thus, sampling has been completed. This sampled sound data will be maintained until either the power is turned off, the process is repeated for another sampling or other sampled data is loaded from the disk (tape).

\* If necessary, save the sound data for later use with the specially designed Sampler Disk Drive MD280 (optional). Refer to page 22.

- You should now be able to enjoy six-voice polyphonic, velocity touch sensitive sounds, from the S612, by playing **MIDI** keyboard instruments.

**Note:** All six voices may not be able to be heard when music is played mostly on the keys around the fifth octave (the highest octave range for the AX80). This is not a defect in the unit.

- After connecting the **MIDI** keyboards, if sampling is done without any keys being pressed down, the sampling frequency will be set at 16 kHz with a sample time of 2 seconds.



### Cautions when Designating the Sample Frequency

1. Because the last key to be pressed down will determine the sampling frequency, if connected with **MIDI** keyboards, make sure to press down the key to designate the frequency before going through the sampling process.

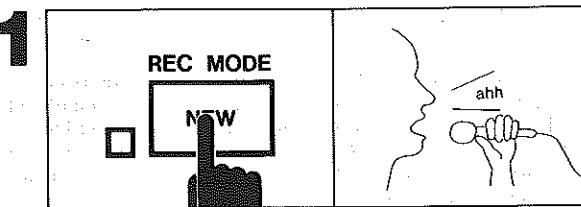
2. The range of the keys to which a sampling frequency can be designated is between **MIDI** key number 36 (C2) and 72 (C5). The keys out of this range are invalid.

## Overdubbing

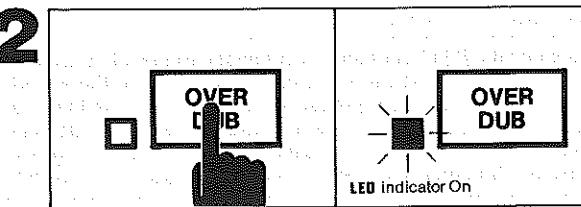
By means of pressing the **OVERDUB** button instead of the **NEW** button for the above mentioned sampling process, you are able to overdub a newly sampled sound without erasing the previously sampled sound.

Let's try to overdub (ohh...) as a second sound over the first sound (ahh...). The setting-up process is identical to the previous chapter for sampling (Refer to page 8).

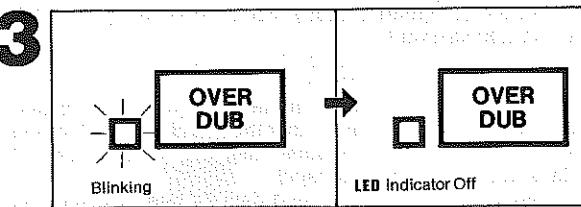
- After adjusting the recording level and designating the sampling frequency, press the **NEW** button. Sample your voice (ahh...).



- You are about to overdub (ohh...) on (ahh...), which you have just sampled. (It is possible to designate the sound to a different frequency.) Press the **OVERDUB** button. The LED next to the button will light. This indicates the unit is in standby for overdubbing.



- Say (ohh...) into the microphone. From the moment you started to say (ohh...), the LED should start blinking. This blinking indicates overdubbing is in progress. After blinking for the length of time equivalent to the designated frequency, the LED will go out automatically.



- Thus, the overdubbing process has been completed. When you play the **MIDI** keyboard, you should be able to hear the combined sounds of (ahh...) and (ohh...).

Overdubbing can be done as many times as you wish.

**Note:** Once the overdubbing is done, there is no way to single out the individually sampled sounds. We, therefore, recommend that you store and save the individual sounds on disk if they are needed for later use.

### OVERDUB SOUND LEVEL

As with any overdubbing process, there will be some attenuation (reduction) of previously recorded material (approximately -6 dB) for each "take".

If it is desired that the combined sounds are to be of equal level when replayed, then, the last sound to be sampled should be recorded at a lower level to compensate for the attenuation of previous samples.

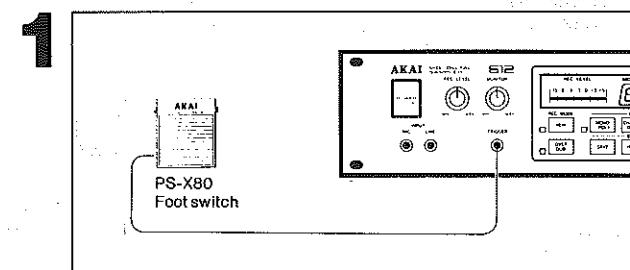
## Sampling by Rec Trigger

Although the S612 contains an automatic trigger system, it is possible to start sampling at any desired time by connecting a foot switch to the **REC TRIGGER** jack. (It can be used for overdubbing as well.)

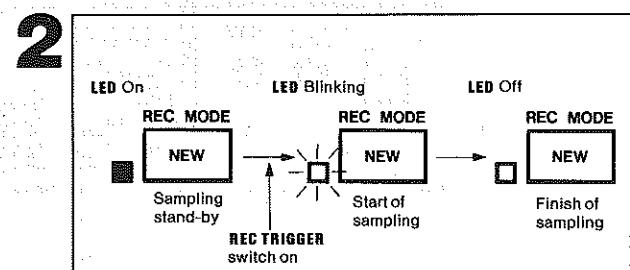
This **REC TRIGGER** feature becomes especially useful and effective in situations where the sound is slow in reaching the required trigger level, and therefore, "its" initial attack may not be sampled.

- Connect the Akai PS-X80 foot switch to the **REC TRIGGER** jack. \* In this case, the automatic trigger system will be overridden. \* Use a foot switch of the type shown below, if you do not use the Akai PS-X80 foot switch.

**Normal (closed)**  
Press Down (open)



- The setting-up process is identical to the chapter for sampling (Refer to page 7). After adjusting the recording level and designating the sampling frequency, press down the **NEW** button (or **OVERDUB** button). The LED next to the button (either **NEW** or **OVERDUB**, depending on the process you are using), should light. This indicates the unit is ready for sampling (or overdubbing).



- Sampling (or overdubbing) is initiated by pressing the foot switch connected to the **REC TRIGGER** jack.

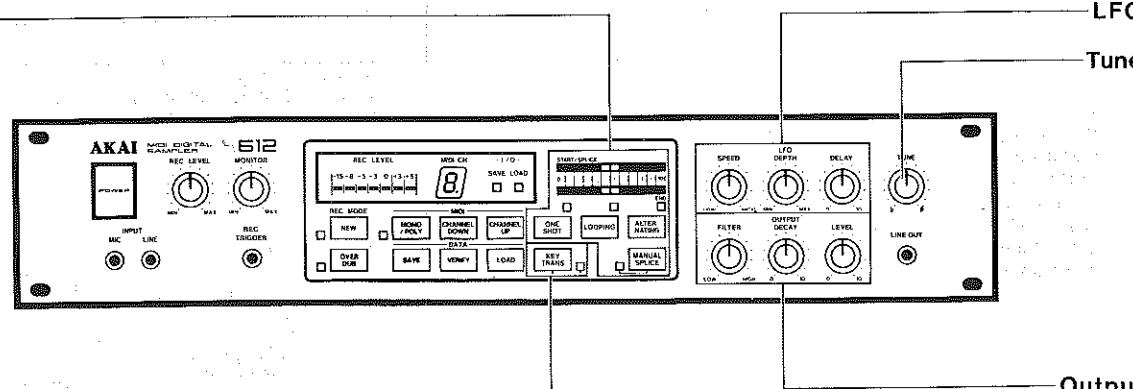
## EDIT

### Edit

The S612 contains various editing functions so that sampled sounds can be applied more effectively for your musical expressions. These functions include the following:

- Scanning
- LFO
- Output
- Transpose
- Tune

### Scanning



### Transpose

#### 1. SCANNING

This is the function that is controlled by the "START POINT" and "END POINT" levers, in conjunction with the "ONE SHOT", "LOOPING" and "ALTERNATING" mode buttons, that enables you to decide how the sample will be replayed.

#### 2. LFO

It is possible to add a vibrato effect to sampled sounds.

#### 3. OUTPUT

It is possible to control the degree of mellowness of the sampled sound (FILTER). It is also possible to adjust the length of time the note sounds after the key-off (DECAY).

#### 4. TRANSPOSE

It is possible to transpose the samples.

#### 5. Tune

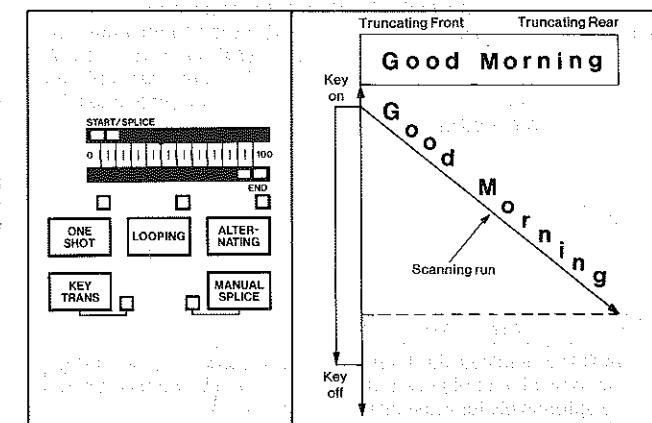
It is possible to tune the samples up or down within the range of  $\pm 100$  cents.

## Scanning

The S612 stores sampled sounds in memory IC's in digital data form and reconstructs the pitch by altering the speed at which the memory data is read. It works on the same principle as a tape recorder. The pitch changes according to the tape speed. However, because sounds are recorded differently in memory IC's than on tapes, it is possible for us, using the internal computer of the S612, to control the ways in which the data in the memory IC's is read. In other words, it is possible to designate the point at which the S612 starts reading or stops reading the data in the memory IC's; to make a loop, or to reproduce a reverse version. We call these functions "Scanning".

### Normal Setting

In order for the scanning functions to be easily understood, let's suppose a situation where we have sampled a phrase "Good Morning". Picture also the situation where the phrase "Good Morning" is stored in digital data form in the memory IC's of the S612, as seen in the diagram. In the normal setting, scanning is done from truncating front to the truncating rear all the way through. This means that with a key-on, the sampled phrase "Good Morning" will be played, and there will be no more sound. In this case, even if the key is held down, there will be no sound after the phrase "Good Morning" is played once.

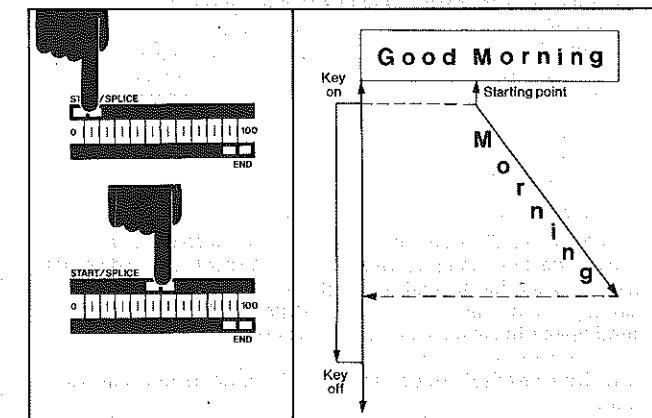


### Starting Point and Ending Point

#### Starting Point

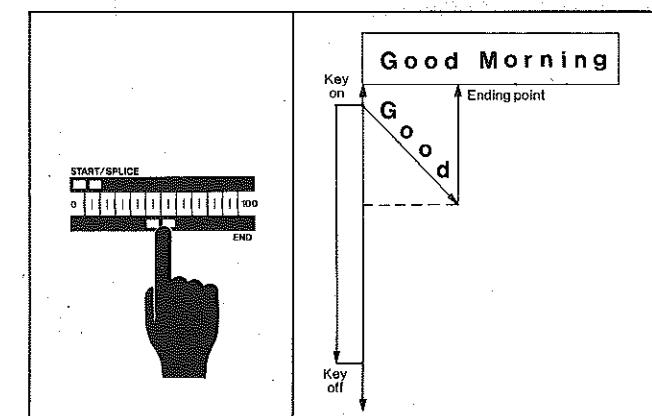
By adjusting the START/SPICE lever, it is possible to set a starting point (the point where the S612 starts replaying from the memory IC's) at any desired point. For example, if you choose "Morning" to be the starting point, after sliding the lever to the appropriate position, the "Morning" portion of the phrase will be replayed when a key is pressed, as seen in the diagram.

**Note:** Re-trigger a key each time the lever is moved to determine (hear) the new starting point.



#### Ending point

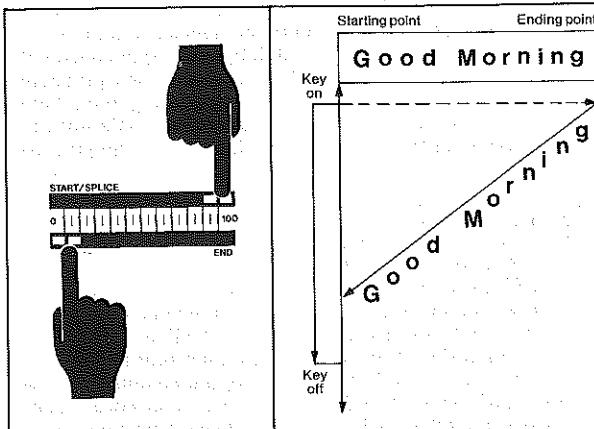
By adjusting the END POINT control, it is possible to set an ending point (the point where the S612 stops replaying from the memory IC's) at any desired point. For example, as seen in the diagram, by adjusting the control to the appropriate point, only "Good" will be played when a key is pressed.



### Playback of Reverse Version

If you set the two levers so that the **END** point lever is positioned before the **START** point lever, the playback will be reversed. For example, as seen in the diagram, when the set up is done with the start point at the truncating rear and with the end point at the truncating front, the reverse version "gninroM dooG" will be played when a key is pressed. It follows, therefore, that it is possible to replay any desired portion of the sample in reverse.

**Note:** Although the **START** and **END** point levers may be reversed, it is not possible to **SAMPLE** in reverse. A sound can only be recorded as it occurs naturally (in its' original form) even though, once sampled, it can be reproduced in reverse.



### Scanning Mode

The S612 employs the latest computer technology so that it is not only able to play sampled sounds, but can also be used very extensively for musical application.

The following are three special scanning modes:

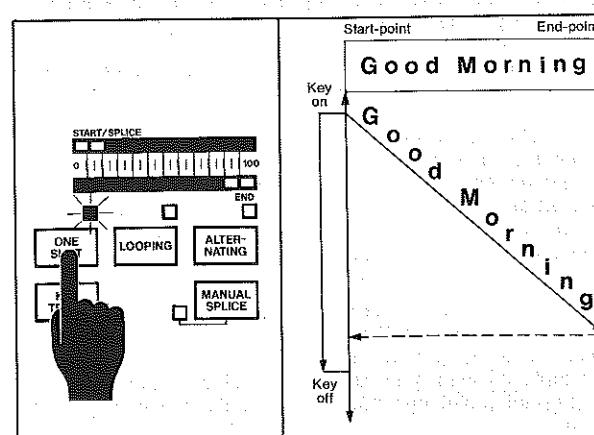
- \* One-Shot
- \* Looping
- \* Alternating

### One-Shot mode

In the "One-Shot" mode, the S612 functions as an ordinary sampling device. For example, when it is set as shown in the diagram (the same as the normal setting), the sampled sound "Good Morning" will be played when a key is pressed. There will be no sound thereafter, even if the key is held down.

With the one-shot mode, scanning is done in the following order:

Starting point — Ending point



### Looping Mode

In the **LOOPING** mode, the setting up of a loop automatically (automatic splicing system) or manually (manual splice mode) within the S612's memory IC's makes it possible for the sampled sound to be played continuously. With this mode, playing the continuous sounds of strings, brasses, chorus, etc., becomes possible. (The sound starts when a key is pressed and will play continually until the key is released.) This makes the application of the S612 very extensive by opening up more paths for your musical expression.

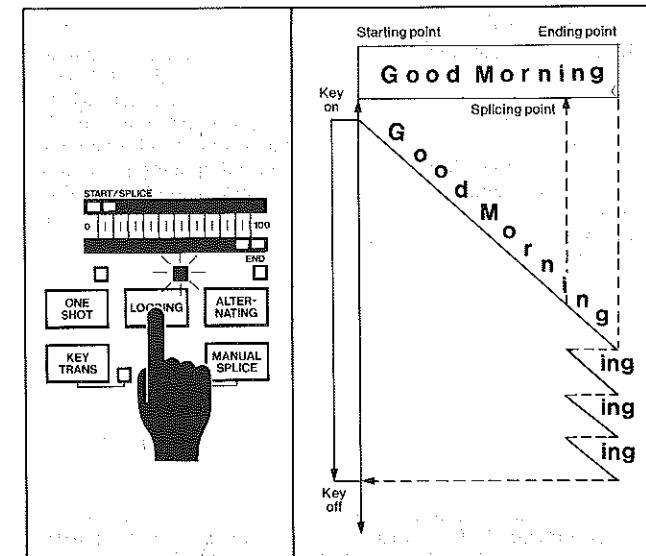
#### Automatic Splicing System

The S612's looping function makes it feasible, by fully applying today's computer technology, to search out and automatically "Splice" any point ("Splicing Point") of the sample instantaneously. This has been said to be very difficult and time consuming without the aid of the computer.

- \* The term "Splicing" is used when joining two audio tapes together with a special adhesive tape to make one continuous tape when editing is necessary. Similarly, we call the restarting point of a scanning loop a "Splicing Point".

The moment the **LOOPING** button is pressed, the automatic splicing system of the S612 finds the most appropriate splicing point of the sampled sound. For example, as seen in the diagram, when the **LOOPING** button is pressed, with the **START/END** point levers in the normal position, the key-on (when a key is pressed) will start the sampled phrase "Good Morning". After "Good Morning" is played once, "ing" will repeat continuously until the key-off (the key is released). This means that the S612's computer selected "O" as the beat splicing point.

In the **LOOPING** mode, the scanning is done in the following order:  
Starting point → Ending point → Splicing point



**Note:** The automatic splicing point is referenced to the position of the **END POINT** lever. Therefore, if the sampled sound does not utilize all of the available memory the computer will be attempting to replay (loop) an "empty" memory; = no sound! This situation can be remedied by repositioning the **END POINT** lever, making a longer sample or, shortening the sample time. Some sound will not loop well. Sounds which are not produced by musical instruments (human voices, effects and so on) or, with erratic or staccato-like sounds which contain much variation, some noise (splicing noise) may be heard. This is not a defect. Experimentation may be necessary with some sounds. The automatic splicing system will be overridden if the **MANUAL SPICE** mode is selected.

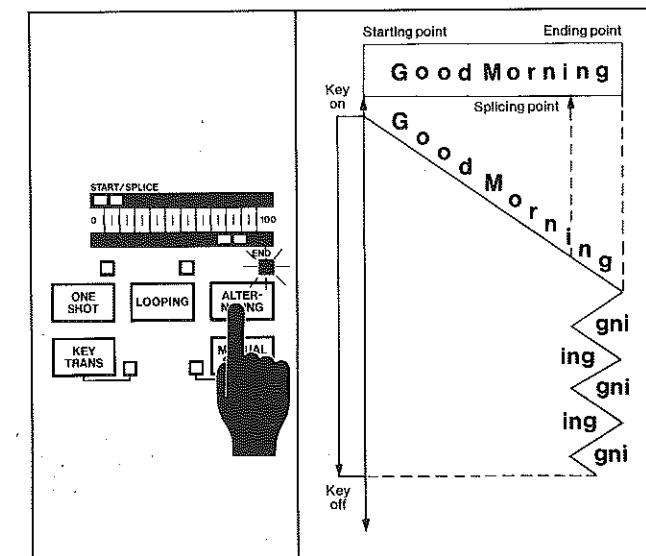
### Alternating Mode

The **ALTERNATING** mode is based on the same idea as the **LOOPING** mode where a loop is built by scanning. But it is different from the **LOOPING** mode in the way the loop is built. For example, as seen in the diagram, when the **ALTERNATING** button is pressed, with the **START/END** point levers in the normal position, the key-on will start the sampled phrase "Good Morning". After "Good Morning" is played once, "ing" will be replayed continually until the key-off. The scanning simply reverses direction between the end point and the splicing point.

In the **LOOPING** mode the scanning "jumps" back to the splicing point; scans only from the splicing point to the end point; does not scan from the end point to the splicing point.

This difference in scanning should be comprehended more easily in the next chapter for "Manual Splice".

In the **ALTERNATING** mode, scanning is done in the following order:  
(Reverse)  
Starting point → Ending point → Splicing point

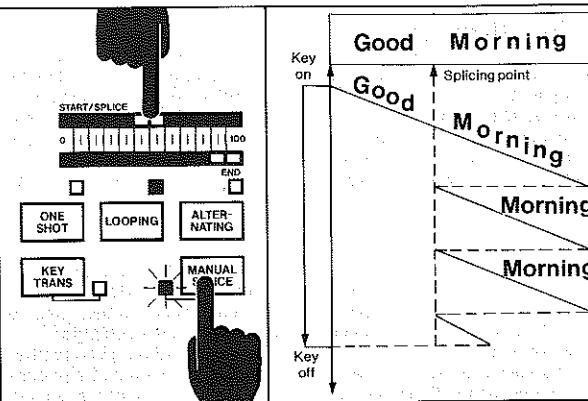


**Note:** The **ALTERNATING** mode is very useful, especially when it comes to building the continuous sounds of strings. But there are some instances where the sound produced by the looping mode is more acceptable. Compare the **LOOPING** mode and the **ALTERNATING** mode when editing and select the continuous tone which sounds better.

## LFO

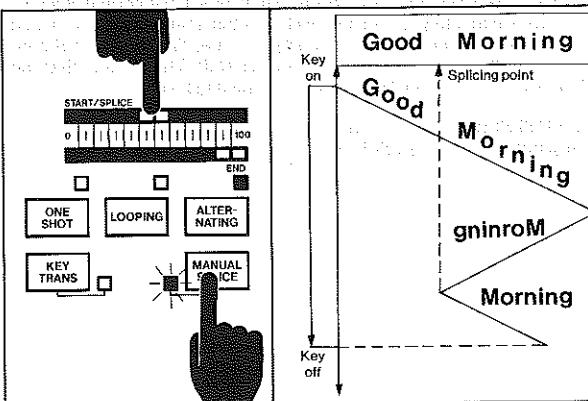
### Manual Splice Mode

The S612 normally sets up a splicing point by using the automatic splicing system. However, by pressing the **MANUAL SPICE** button, the automatic splicing system will be overridden, which makes it possible for you to set a splicing point manually. In this situation, the **START/SPICE** lever's function is to set a splicing point and by adjusting this lever, a different splicing point may be set. For example, in the **LOOPING** mode, when the **MANUAL SPICE** button is pressed and the splicing point is set at "Morning" by the lever, a key-on starts the phrase "Good Morning". After the phrase is played once, "Morning" will be repeated until the key-off.



In the **ALTERNATING** mode however, a key-on starts the phrase "Good Morning". After the phrase is played once, "gninroM-Morning-gninroM" will be repeated until the key-off.

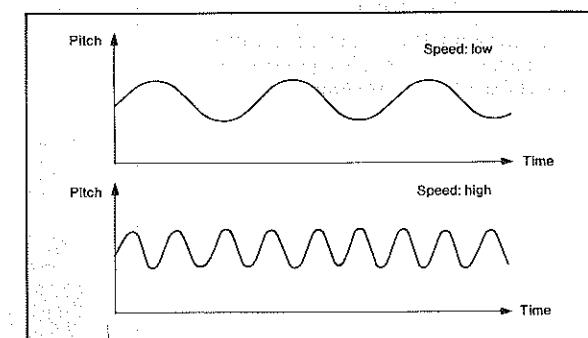
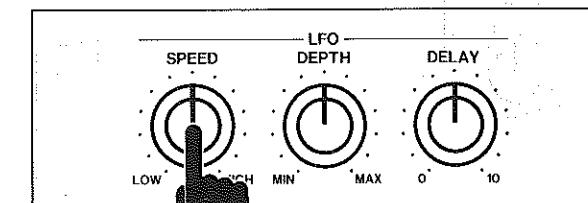
**Note:** The **MANUAL SPICE** button will not function in the one-shot mode.



Because the S612 contains an **LFO** (Low Frequency Oscillator) circuit, it is possible to add vibrato effects to sampled sounds. The waveform of the **LFO** is ~.

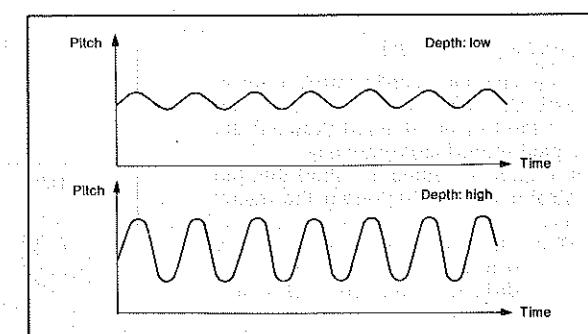
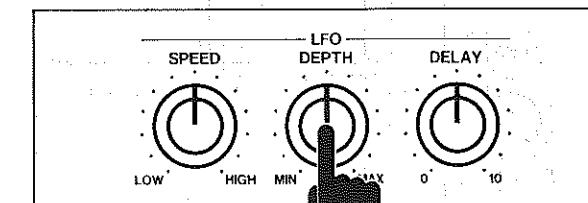
### SPEED Control

This control sets the modulation rate of the LFO.



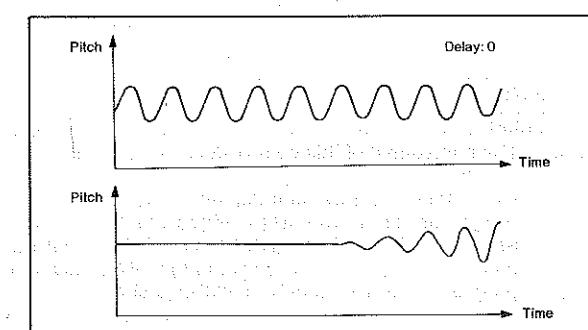
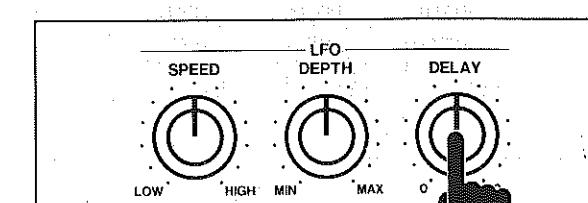
### DEPTH Control

This control sets the depth of the modulation.



### DELAY Control

This control sets the delay time of the vibrato.



**Note:** The three controls for the **LFO** (**SPEED**, **DEPTH** and **DELAY**) are programmable parameters. When sounds are to be saved on disks, these data will be saved along with the sampling data.

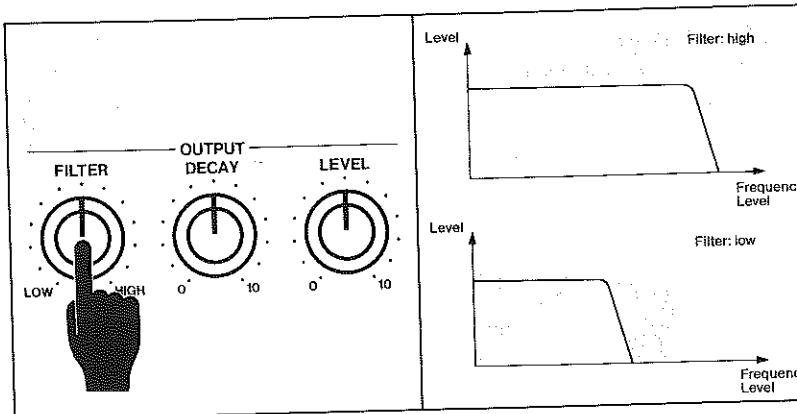
**Note:** It is possible to add a vibrato effect not only with the **LFO**, but also by operating the modulation wheel on external MIDI keyboards. (Refer to **MIDI** on page 20.)

## OUTPUT

The S612 has three **OUTPUT** controls, **FILTER**, **DECAY** and **LEVEL**.

### FILTER Control

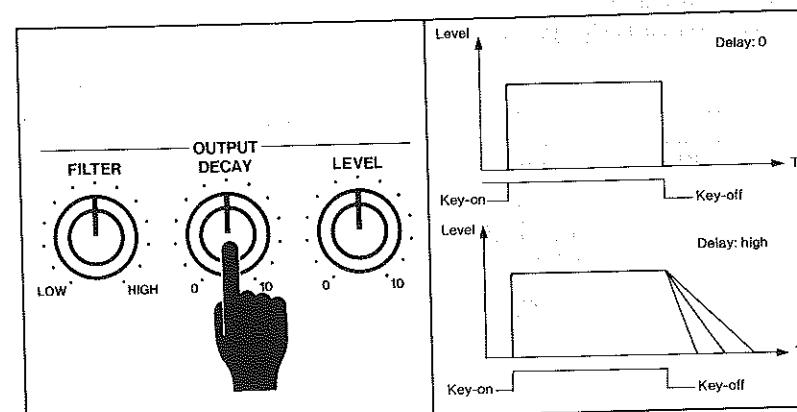
By processing the sampled sound through a low-pass filter, it is possible to give it a milder or a mellow tone.



### DECAY Control

By adjusting the **DECAY** control, a decay (reverb-like) effect can be added, so that when the key is released (key-off) the sampled sound fades gradually. The higher the value (number) that the control is set at, the longer the decay effect.

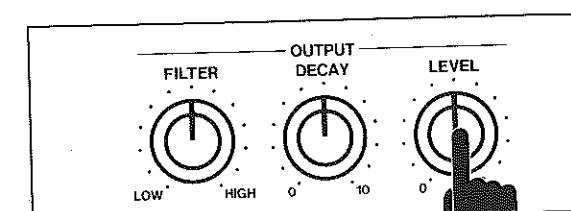
**NOTE:** The S612 can receive decay effect by "Sustain Pedal On" data from external **MIDI** keyboards.



### LEVEL Control

This control is for adjusting the output level of sampled sounds. **Note:** The adjustment of this control does not affect the monitor level.

Of the three **OUTPUT** controls, the **FILTER** and **DECAY** are programmable parameters. When the sound data is saved on disks, they will be saved along with the sampled data. However, because the **LEVEL** data is not programmable, it cannot be saved on disks.



## TRANSPOSE

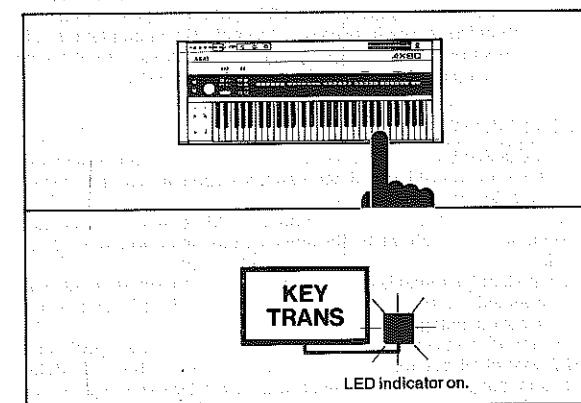
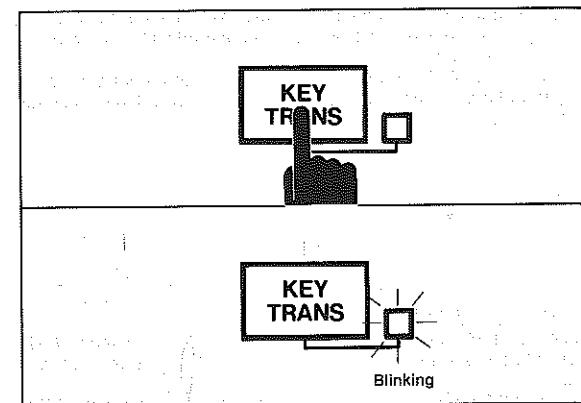
The S612 is able to transpose sampled sounds by a half-step interval through to several octaves, so that they can be played at any desired pitch. The transposition is enabled by the **MIDI** keyboard. For example, let's transpose the sampled sound up by one octave.

### Transposition

For example, let's transpose the sampled sound up by one octave.

**Note:** All transpositions are made relative to middle C.

- Listen to the sampled sound of C4. (Middle C)
- Press the **KEY TRANS** button. The LED indicator will start blinking.



- To move the pitch of the sound by one octave, press down the key of **MIDI** note No. 72 (C5 for AX80). The S612 does not produce any sound in this case.

Upon completion of the key-on process, the LED indicator will stop blinking and stays lit, indicating the completion of the transposition.

At this time when you press down the key of **MIDI** note No. 60, you will get the C5 sound.

The transposition for one octave up has now been completed.

If you wish to transpose to the fifth interval up, press down the key of **MIDI** note No. 67 (G4 for AX80).

When you wish to go back to the original sampled pitch, depress the **KEY TRANS** button while the **KEY TRANS** LED is lit, the transposition mode will be cancelled.

**Note:** The S612 must be connected to **MIDI** keyboards in order to use the transposing function.

The transposing function is programmable. When you wish to save a sound onto disk, the transposition will be saved along with the other data.

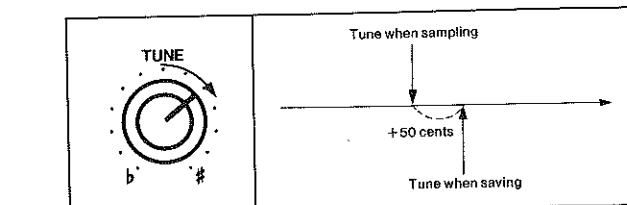
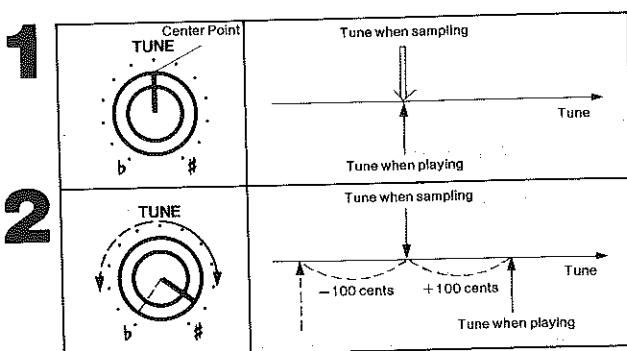
# TUNING

With the S612's "Tuning" function, it is possible to freely tune a sampled sound within a range of  $\pm 100$  cents (a half step), and to save the tuning parameters along with the sampled data. In other words, the data for the **TUNE** control are programmable.

## Tuning when Sampling

When sampling, the tuning is based on the center position of the **TUNE** control.

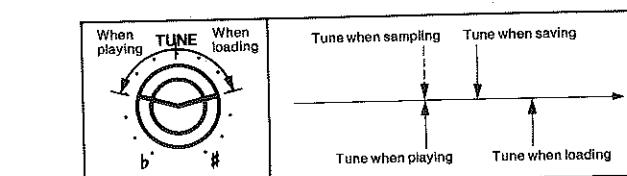
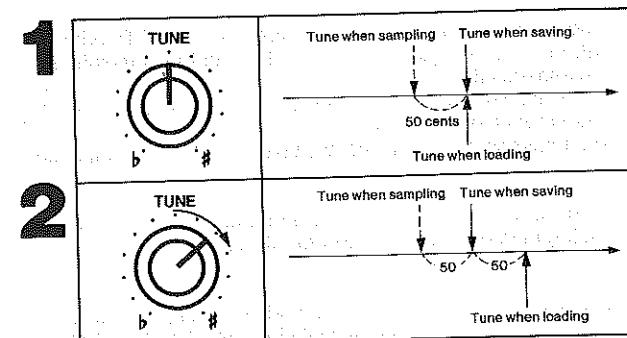
1. When the sampled sound is played and the **TUNE** control points to the center, as shown in the diagram, the sound will be reproduced with the same pitch.
2. When the sampled sound is played, and the **TUNE** control is turned fully right (left) as shown in the diagram, the pitch will be a half step higher (lower).



## Tuning when Loading

Because the **TUNE** control is programmable, the data to be saved on disks (tapes) will correspond to how much to the right (or left) the control is turned.

**Example:** If the note A is sampled and then retuned, using the **TUNE** control, by +100 cent and saved to disk, when the A key is pressed the note A# will be played. However, provided that the **TUNE** control is not reset, once the save is verified the tuning will again move by +100 cents. This means that now, when the A key is pressed, the note B will be played. It is possible to achieve the previously desired note of A# by resetting the **TUNE** control to the center position.



## Tuning when Playing after Loading

As stated earlier, after the sound data is loaded, the pitch of the replayed sound will depend on the present setting of the **TUNE** control (regardless of where the **TUNE** control was set during loading).

For example, suppose that a sample is retuned to +50 cents and then saved to disk (tape). When that sample is loaded from disk (tape), if the **TUNE** control is still set at +50 cents, then the replayed sound will now be at (+50) cents + (+50) cents = +100 cents; a half step higher than the original sample. However, if the **TUNE** control is reset to the center position, the replayed sound will now be at only +50 cents higher than the original sample; the pitch at which the sample was saved. It follows, therefore, that if the **TUNE** control were to be set at -50 cents, the replayed sound will be (+50) cents + (-50) cents = 0 cent; zero change; which means that the sound will now be the same pitch as the original sample.

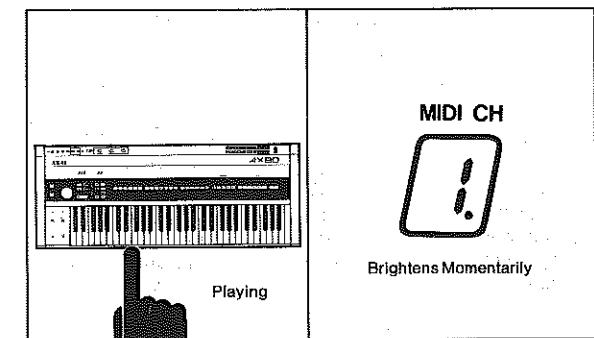
# MIDI

## MIDI (Musical Instrument Digital Interface)

This is the Internationally recognized standard for electronic musical instruments. It is possible for these instruments to exchange any kind of information needed for musical performance, by utilizing their **MIDI** connections. The S612 is able to receive the following **MIDI** information through midi cables:

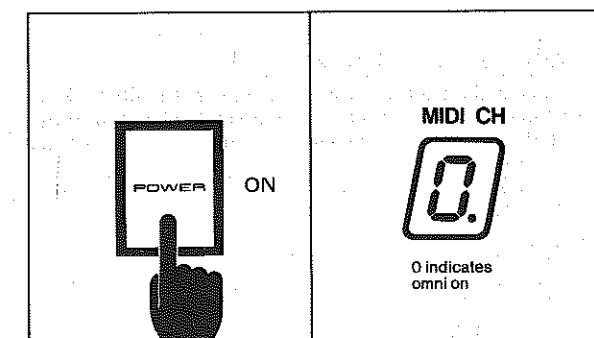
- Note No., Key-On, Key-Off and Key Velocity
- Sustain pedal
- Pitch bend
- Modulation wheel (vibrato)
- Mode change for Mono/Poly
- System exclusive

When the S612 receives the **MIDI** information, its **MIDI CH** display, which indicates the **MIDI** channel numbers, will brighten momentarily to let you know that information has been received. (If the **MIDI** reception channel does not match, the display shows no change.)

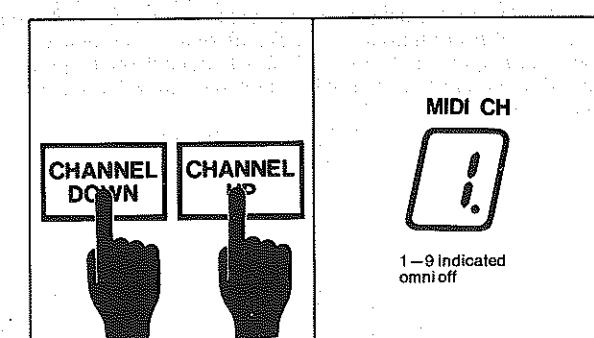


## How to set the MIDI Reception Channel

1. When the power is turned on, the S612 initiates to the **POLY** mode of omni on. In this case, it will receive any channel and play according to the information. The digit "0" on the **MIDI CH** displays shows omni on.



2. When you want to reselect the **MIDI** reception channel (1-9), press either the **CHANNEL DOWN** or **CHANNEL UP** button until you reach the desired number. In this case, the S612 receives information only on the designated **MIDI** channel.



## MIDI Mode

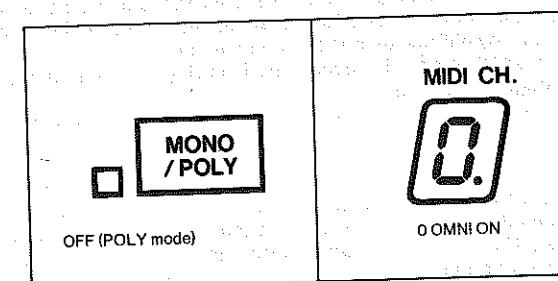
There are four **MIDI** modes possible, from combinations of the **MONO/POLY** mode and the **OMNI ON/OFF** mode.

### OMNI ON, POLY mode

With this mode, the S612 will receive the **MIDI** information from any channel, and 6-voice polyphonic sound can be played simultaneously on a channel.

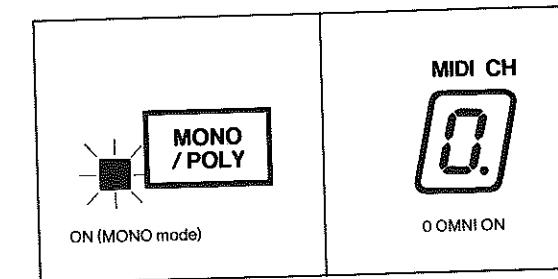
The **OMNI ON, POLY** mode is selected automatically when the S612 is turned on.

(The **MIDI CH** display shows "0" during this mode.)



### OMNI ON, MONO mode

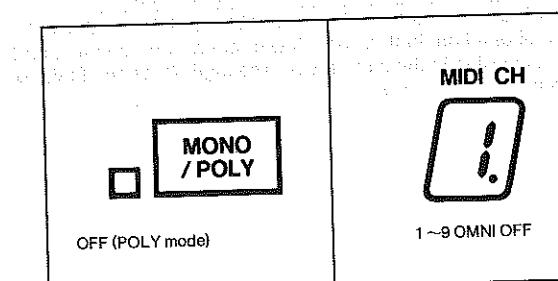
With this mode, the S612 will receive the **MIDI** information from any channel. However, only one sound can be played at a time on any channel. Press down the **MONO/POLY** button once. (The LED indicator will light.)



### OMNI OFF, POLY mode

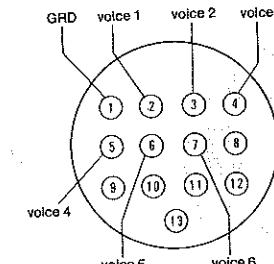
With this mode, the S612 will receive the **MIDI** information only from the channel which has been designated as the reception channel, and 6-voice polyphonic sound can be played simultaneously on a channel.

When the **MIDI CH** display numbers 1—9 are selected, the S612 is in the **OMNI OFF** mode.



### OMNI OFF, MONO mode

With this mode, the S612 will receive the **MIDI** information only from the channel which has been designated as the reception channel. When numbers 1—9 are selected, the One-voice sound corresponding to the designated channel can be played. Also the designated channel voice can go thru the **VOICE OUT** jack.



**VOICE OUT** jack

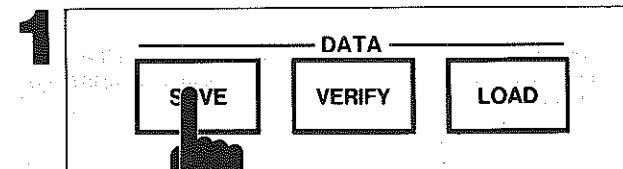
## SAVE, VERIFY and LOAD

The sampled sound data can be saved, verified or loaded by the specially designed sampler disk drive MD280 (optional) or a Commodore cassette recorder. The time it takes to save, verify or load with the MD280 is approximately 8 seconds. The Commodore cassette recorder takes approximately 120 seconds.

\* The sound data is a combination of sampled and edited data.

The operation of the sampler disk drive MD280 or the Commodore cassette recorder, will be controlled by the S612.

Note: Make sure the power switch of the S612 is turned off before plugging or unplugging the connection cord of the MD280.



### Saving

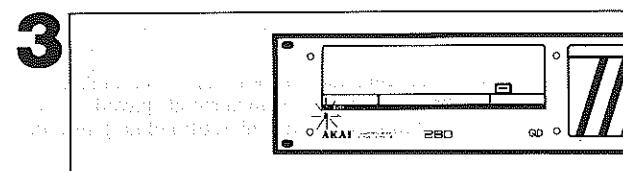
1. Edit the sampled sound of the S612, as required, before saving.  
Place the disk into the MD280 sampler disk drive.  
(Make sure the tab has not been broken.)

- Press the **SAVE** button on the S612. The letter **d** will appear on the **MIDI CH** display and start blinking.



2. Press the **SAVE** button again, while the display is blinking. The **d** display remain lit and the **SAVE LED** lit, indicating that the save function is in progress.

Note: The **d** display will only blink for several seconds. The **SAVE** button must be pressed a second time while the display is blinking to activate the save function, otherwise, the **SAVE** mode will be cancelled.



3. The **BUSY** LED on the MD280 will light indicating that a save function is in progress.

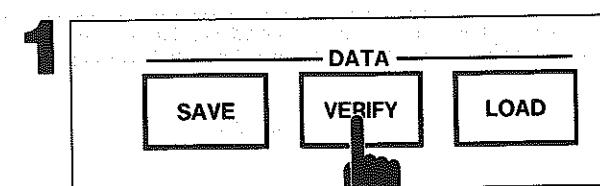
It takes approximately 8 seconds to accomplish the save. Once saving is completed, the **SAVE LED** of the S612 and the **BUSY** LED of the MD280 will go out. After save function, verify that the data has been properly saved.

Note: If you encounter any difficulty when trying to save, check the following, and try saving again.

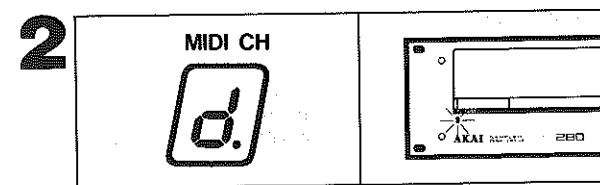
- \* The anti-record tab has been broken from the disk.
- \* You are trying to save without inserting a disk in the MD280.
- \* The power cord of the MD280 is not connected.
- \* There is no sample in the S612.

## Verifying

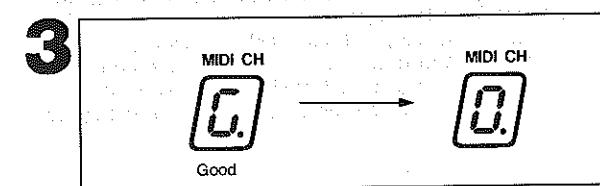
1. After the save process has been completed,  
• Press the **VERIFY** button.



2. The letter **d** will appear on the **MIDI CH** display. At the same time, the **BUSY** LED of the MD280 will light, indicating that it is in the verifying process.



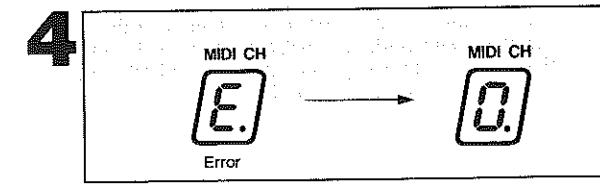
3. The verifying process takes approximately 8 seconds. If the data has been correctly saved, the letter **G** on the **MIDI CH** display will blink for several second. The display will return to its previous condition after a few seconds.



4. If the **MIDI CH** display will indicate the letter **E** and blink for several second the data has not been correctly saved. (After a few seconds, the **MIDI CH** display will return to its previous condition.)

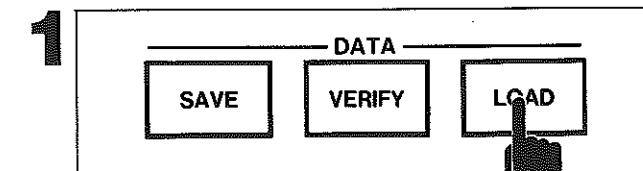
Try to save function once more time.

Note: If several unsuccessful attempts have been made to save and verify, the head may need cleaning or the felt may need changing on the MD280 or the sampler disk may need change. Consult your MD280 Operator's Manual for details.

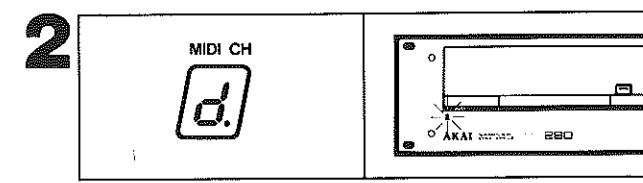


## Loading

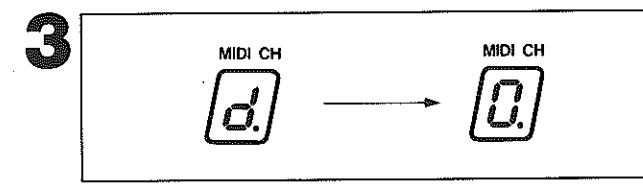
1. Set the sampler disk with sound data into the MD280.  
• Press the **LOAD** button of the S612.



2. The **LOAD** LED will light and loading will begin. At the same time, the letter **d** on the **MIDI CH** display will appear to let you know the S612 is being loaded from the disk. Also, the **BUSY** LED of the MD280 will light, indicating that loading is in progress.

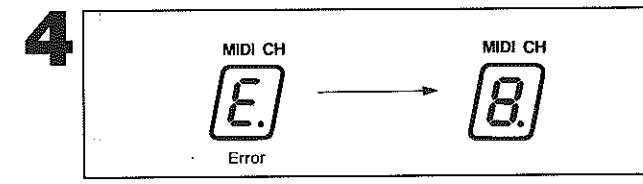


3. Loading will take approximately 8 seconds. If the data has been loaded correctly, the **MIDI CH** display will return to its previous condition.



4. If the data has not been loaded correctly, **E** will appear and blink for few seconds before the **MIDI CH** display returns to normal. If this happens, check the following:

- \* Has the disk been inserted correctly?
- \* Is the disk blank?
- \* Has the disk been close to a strong magnetic field?
- \* Are the power and interface cables connected properly?



**MEMO**

SECTION 2  
SERVICE MANUAL

**SECTION 2**  
**SERVICE MANUAL**

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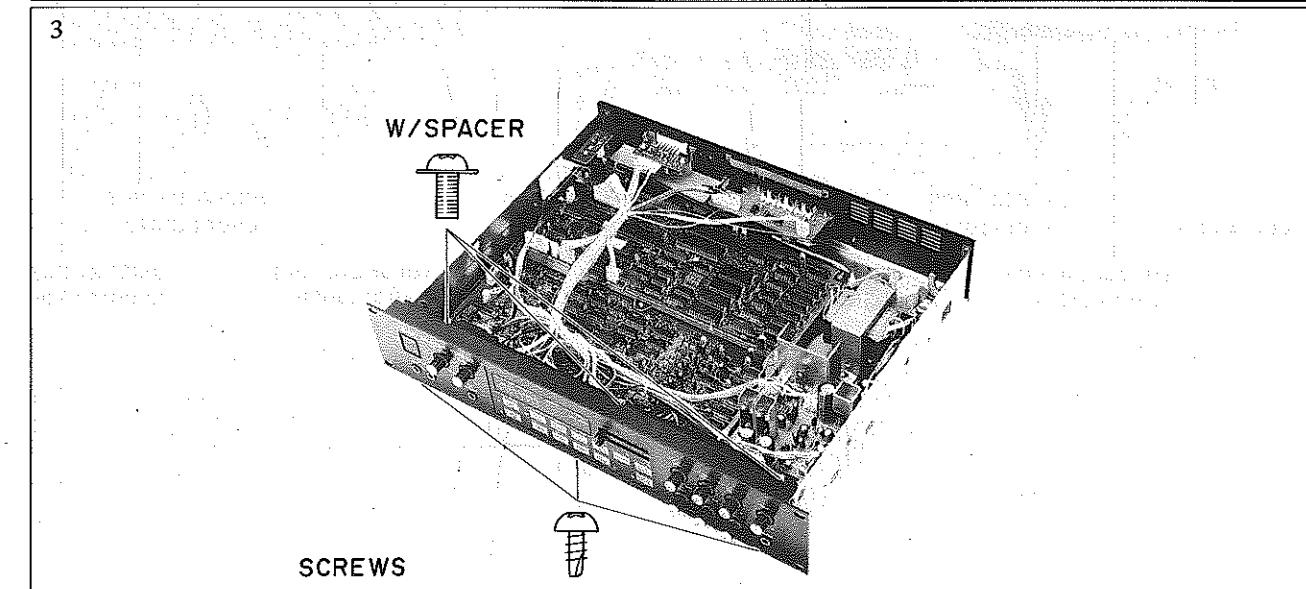
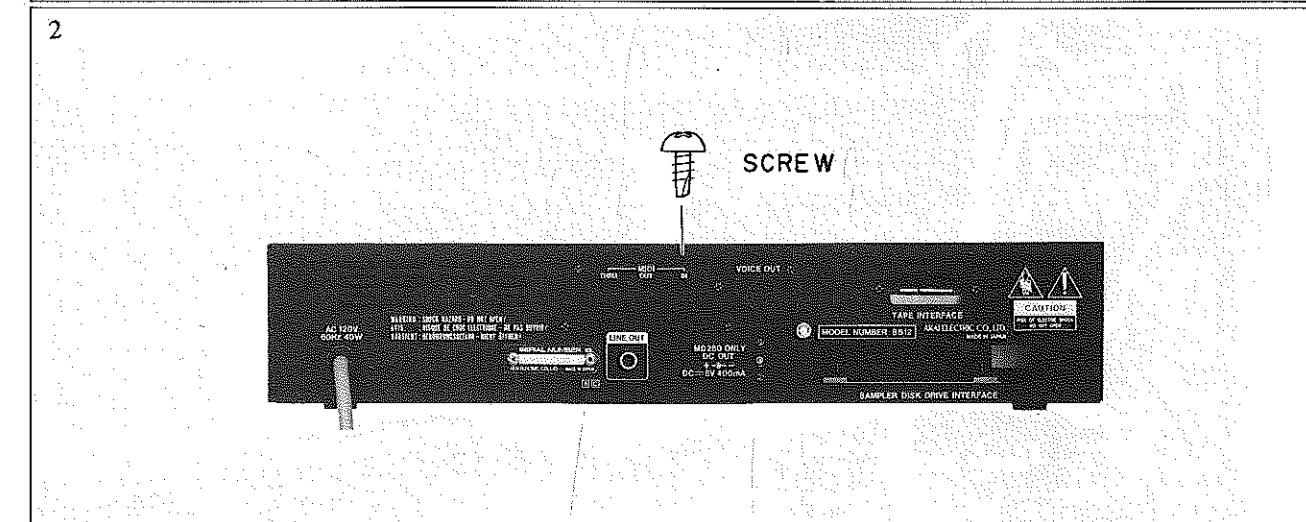
## I. SPECIFICATIONS

FORMAT	12 bit Sampling Sampling Frequency 4 kHz ~ 32 kHz (Min ~ Max) Sampling Time 8 seconds ~ 1 seconds (Max ~ Min) Frequency Response Sampling: 25 Hz ~ 12.5 kHz (-3 dB band width) Playback: 25 Hz ~ 20 kHz (-3 dB band width)
Voice Range	6 voice 5 octave
FUNCTION CONTROL	Power ON/OFF Recording Level Monitor Level Recording Mode New/Overdub Memory Start (0 ~ 100) Memory End (0 ~ 100) Scanning Mode One Shot, Looping Alternating, Manual Splice (0 ~ 100)
Edit Scanning	
Transpose	
Tune	± 100 cent
LFO	Speed (Min ~ Max) Depth (Min ~ Max) Delay (0 ~ 10) Filter (Low ~ High) Decay (0 ~ 10) Level (0 ~ 10)
Output	
MIDI	Mono/Poly Channel Up/Down
Data Display	Save/Verify/Load Rec level MIDI ch 0 : Omni on 1 ~ 9 : Omni off I/O : Save/Load
INPUT (Sensitivity/Impedance)	
Mic	-63 dBm/5.6 kohms
Line	-27 dBm/47 kohms
OUTPUT	
Line	6-voice Mix out × 2 output level +2 dBm/2.8 Vp-p 13p/DIN (6-voice separate) level-4 dBm/1.4 Vp-p
Voice Out	for the MD280 Sampler Disc Drive
DC/8V Out	
MIDI	MIDI IN (5P/DIN) MIDI THRU (5P/DIN) MIDI OUT (5P/DIN)
INTERFACE	for the MD280 Sampler Disc Drive
POWER REQUIREMENTS	100V 50/60 Hz for Japan 120V 60 Hz for USA & Canada 220/240V 50 Hz Convertible for other countries.
DIMENSIONS	483 (W) × 90 (H) × 379 (D) mm
WEIGHT	6.0 kg (13.2 lbs)

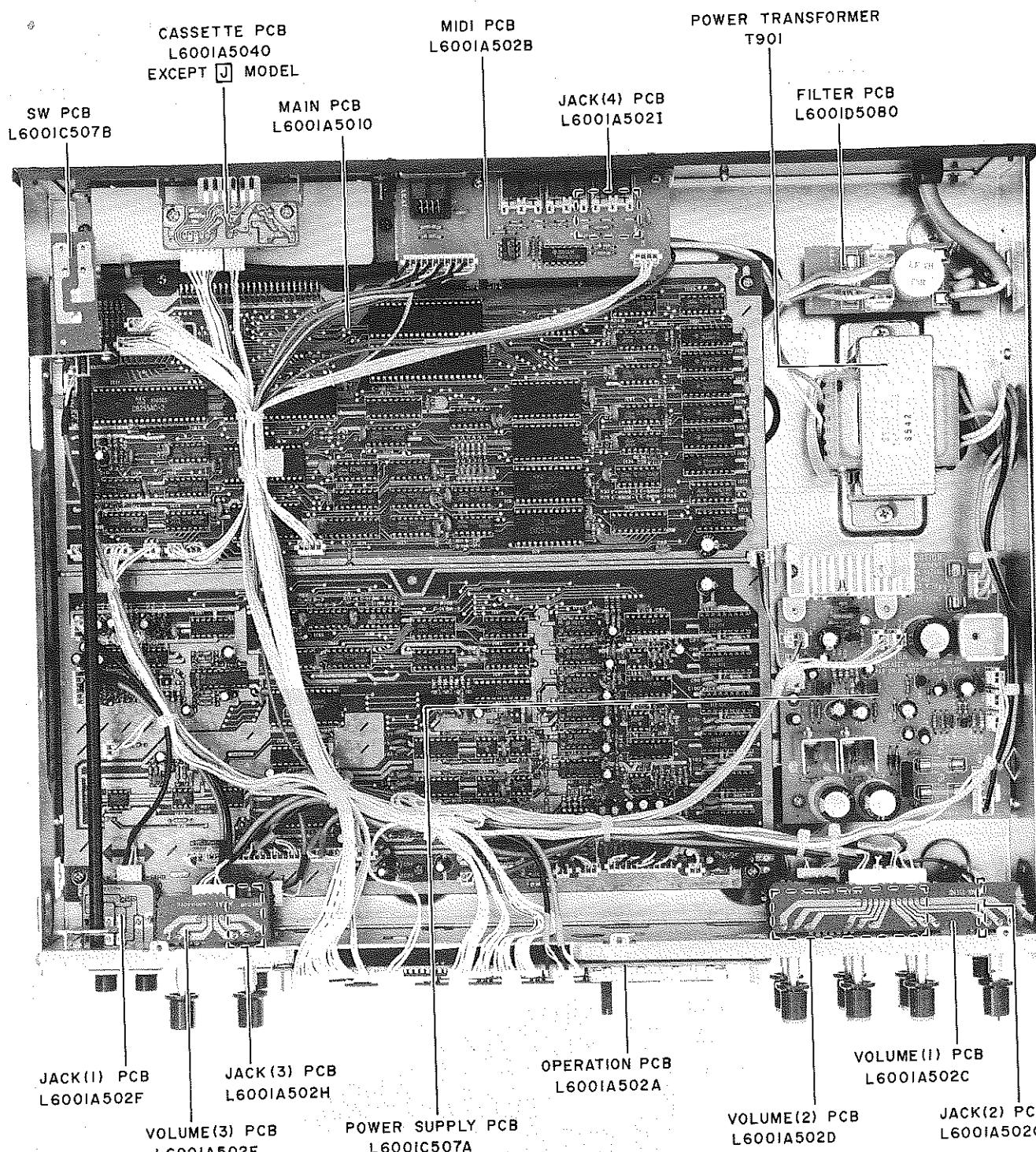
\* For improvement purpose, specifications and design are subject to change without notice.

## II. DISMANTLING OF UNIT

In case of trouble, etc. necessitating dismantling, please dismantle in the order shown in the photographs.  
Reassemble in reverse order.

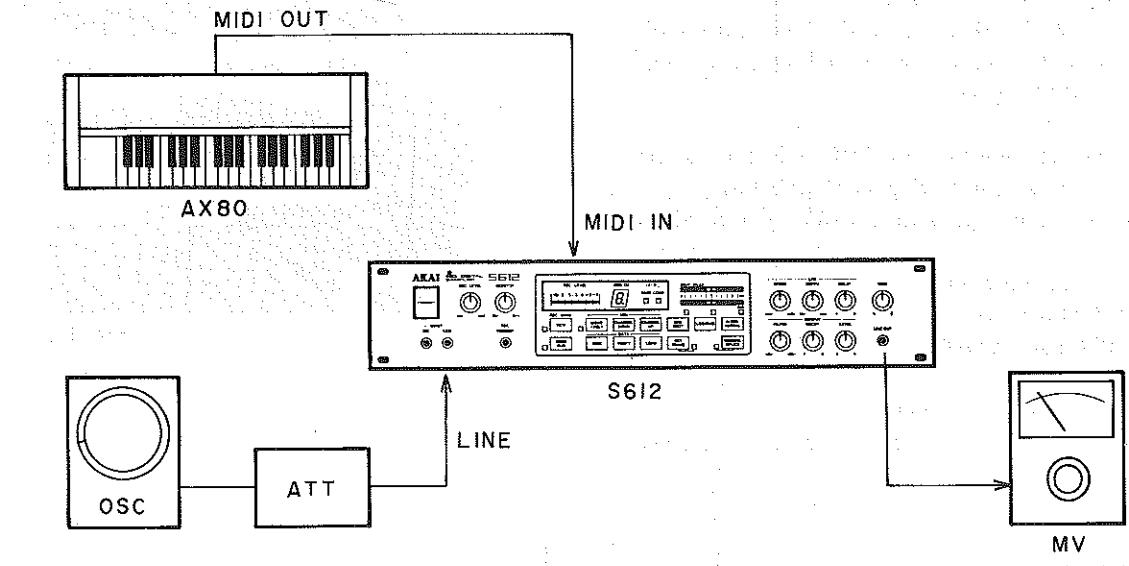


### III. PRINCIPAL PARTS LOCATION



### IV. OPERATIONAL CHECKS

For operational checks on Sampler "S612", make connections as illustrated below.



MV  
Fig. 4-1

#### 4-1. Power-On Checks

By switching power on, check to assure MIDI-CH to display "0" and the [LOOPING] lamp to glow.

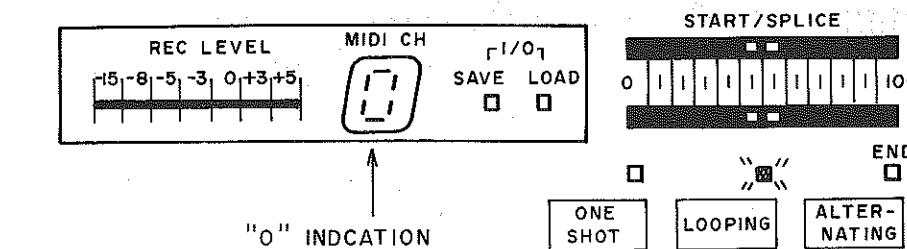


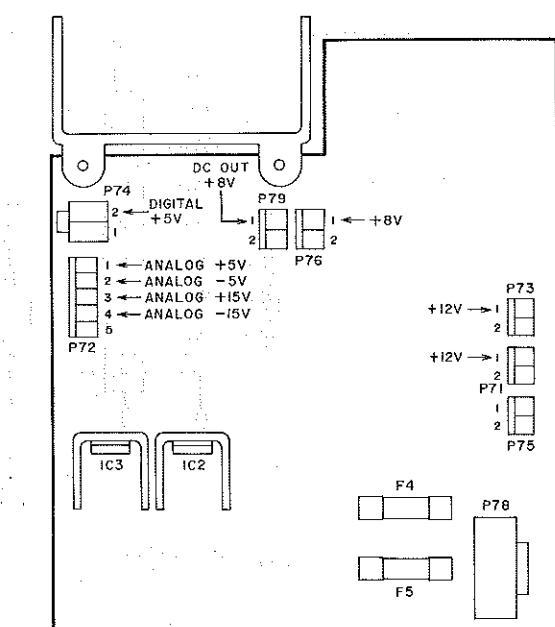
Fig. 4-2 Display of Frontpanel

#### 4-2. B Power Supply Voltage Checks

After switching power on, check to assure the B voltages to be supplied normally.

Check Item	Check Point	Result
ANALOG + 5V	P72-1	+ 5V ± 0.5V
ANALOG - 5V	P72-2	- 5V ± 0.5V
ANALOG +15V	P72-3	+15V ± 1.5V
ANALOG -15V	P72-4	-15V ± 1.5V
DIGITAL + 5V	P74-2	+ 5V ± 0.5V
DC OUT + 8V	P79-1	
DC + 8V	P76-1	
DC +12V	P73-1	+12V ± 1.2V
DC +12V	P71-1	+12V ± 1.2V

Chart-1



POWER SUPPLY PCB L600IC507A

Fog. 4-3 Check point of Power Supply PCB

#### **4-3. MIDI Signal Reception Checks**

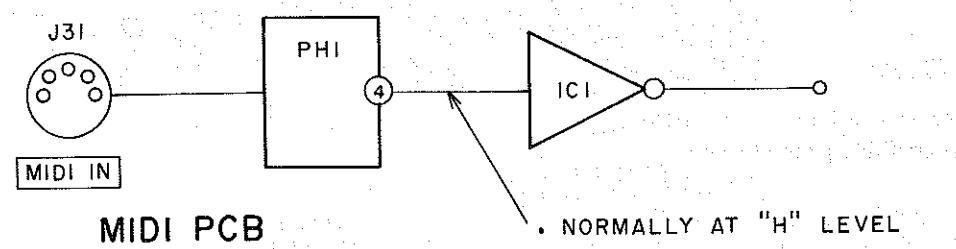
By operating the keyboard of an AX80 (or another MIDI accommodating synthesizer) that has been connected onto Sampler "S612", check to assure the channel indicator LED for MIDI-CH to glow more brightly as Sampler receives a MIDI signal.

When the channel indicator for MIDI-CH fails to be made brighter, check by following the steps below.

- 1) Connect an oscilloscope onto IC4 pin 2 within Main PCB.
  - 2) IC4 pin 2 should normally be at an "H" level.
  - 3) Push the AX80 keyboard keys, and observe the received MIDI signal waveforms. (See Fig. 4-4)

#### A. When no MIDI Signal is observed:

Check IC1 and PH1 in the MIDI signal receiver (MIDI PCB).



- NORMALLY AT "H" LEVEL
- WHEN RECEIVING : SEE FIG 4-4

Fig. 4-5

B. When MIDI Signal is observed but MIDI Indicator fails to glow more brightly:

Check the MIDI-CH indicator driving circuit. (See Fig. 4-6)

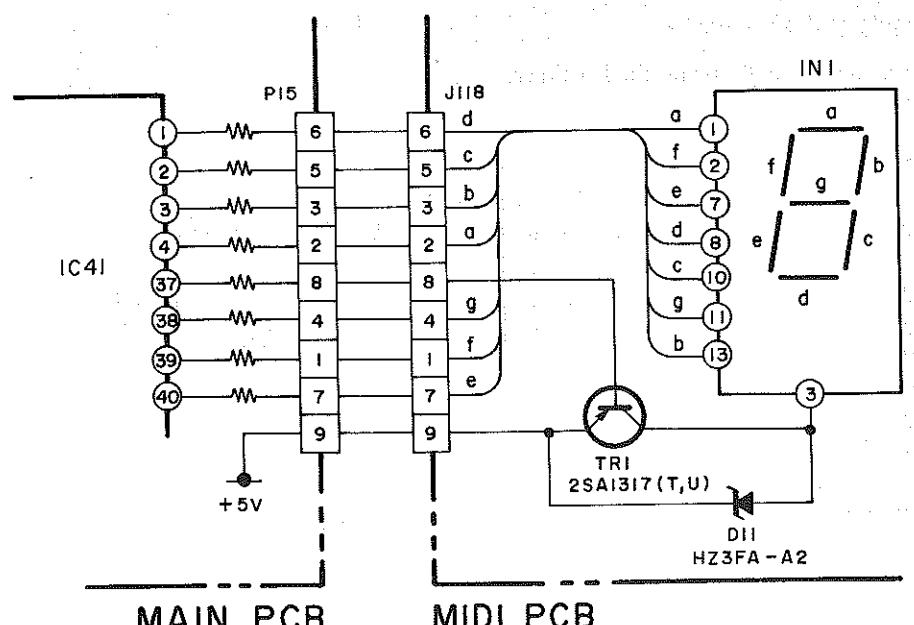


Fig. 4-6 Indicator Driving Circuit

#### 4-4. Operational Checks on Operating Buttons. (See Fig. 4-7)

Check to assure IC41 pins 12 to 25 on Main PCB to be at an "H" level (5 VDC) in a normal mode.

- 1) When Sampler fails to operate despite IC41 pins 12 to 25 at an "H" level in a normal mode, replace IC41.

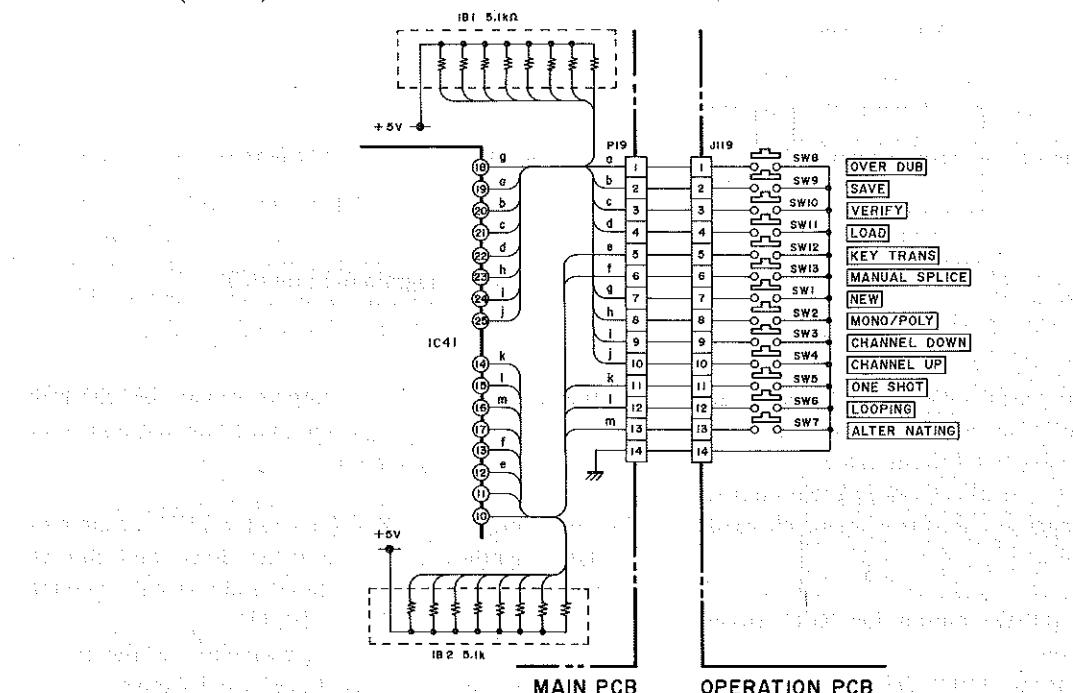


Fig. 4-7 Operation Button Input Circuit

#### **4-5. Operational Check on VR (Control) Input**

- When all the VRs have been set at their minimum positions, IC58 pins 1 to 5 and 26 to 28 within Main PCB should be at an "L" level (0 VDC).
  - By operating the VRs, check to assure the DC levels at IC58 pins 1 to 5 and 26 to 28 to rise in correspondence with the VR positions, and to reach an "H" level.

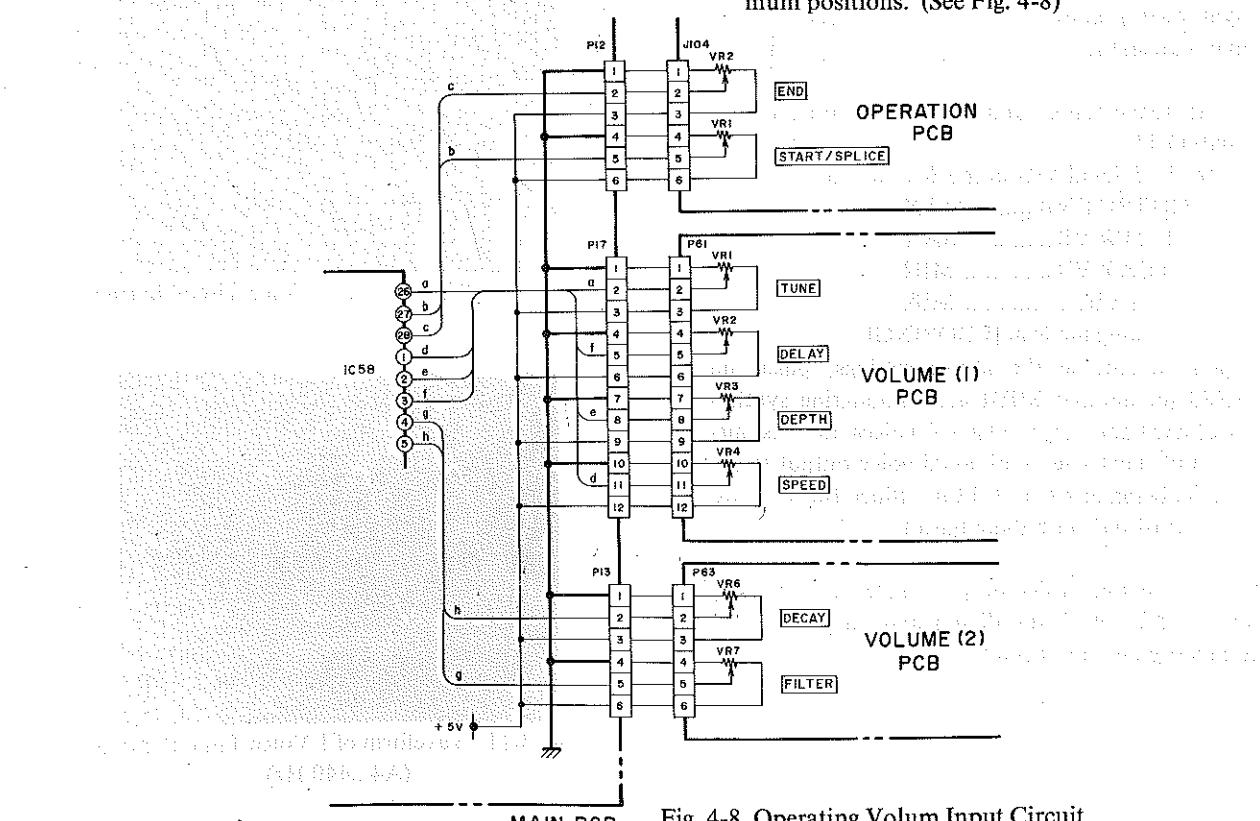


Fig. 4-8 Operating Volum Input Circuit

#### 4-6. Operational Checks on In/Output Circuits (Refer to Fig. 4-9)

The audio signal circuit may broadly be broken down into three blocks, the input circuit (analog), the digital circuit (digital), and the output circuit (analog).

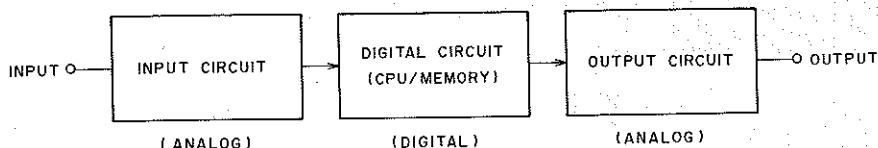


Fig. 4-9 Block Diagram of Main PCB

##### 4-6-1.

When no sound emission or any other trouble due to the audio signal circuit failure has occurred, follow the steps below to localize the trouble to a specific block.

For this job, test signals have already been programmed for. By-block performance should therefore be checked by using these test signals.

- 1) While holding the [NEW] button for REC Mode down, switch power on.  
By the above operation, MIDI-CH should display 8CH, and the indicator LEDs for [NEW] and [OVERDUB] flash on and off for about 25 to 30 seconds.
- 2) As the flashing of LEDs ceases, MIDI-CH should return to "0".
- 3) In this state, a 440 Hz sine wave test signal (key A4 of the synthesizer) should be recorded, irrespective of the input circuit status.
  - a) In the above state, connect a millivoltmeter onto LINE OUT.
  - b) Set the individual VRs of the S612 as shown below.
 

OUTPUT VR.....	MAX
FILTER VR.....	MAX
DECAY VR.....	MIN
Other VRs.....	MIN
  - c) Set the scanning mode at [LOOPING].
  - d) Upon concluding the above settings, push the AX80 (or another MIDI accommodating synthesizer) key board keys to have 6 voices of tones output, and check each individual voice output to assure its being at  $+2 \pm 2$  dBm. (Since the keys are touch sensitive, push them hard.)

\* When individual voice outputs have been checked valid at LINE OUT, the digital and output circuits may be judged to have been trouble-free.

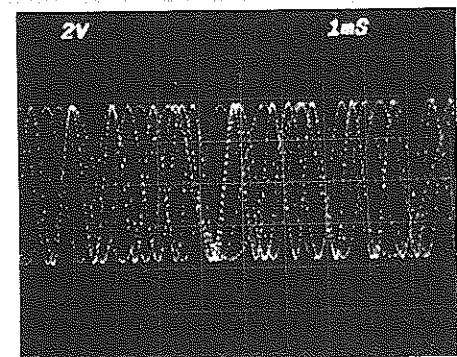


Fig. 4-10 Waveform of 6 Voice Time-Sharing

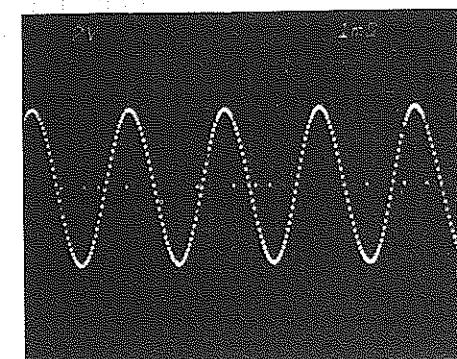


Fig. 4-11 Waveform of 1 Voice Time-Sharing  
(A4...440 Hz)

#### 4-7. Operational Checks on Input, Output, and Digital Circuits

- Check each individual block by observing waveforms at its various locations and checking them against reference waveforms.
- When checking waveforms in the digital circuit, be sure to use a 10 : 1 probe.

##### 4-7-1. Input Circuit (Refer to Fig. 4-13)

- 1) Input a 400 Hz signal at  $-29$  dBm to LINE IN from an audio signal generator.
- 2) Set the REC level VR at its maximum position.
- 3) The voltage waveforms at various locations of the input circuit are shown in Fig. 4-13.

##### 4-7-2. Output Circuit (Refer to Fig. 4-14)

- 1) By the same procedure as 6-1, record test signals.
- 2) Disconnect any external input circuit that may have been connected onto LINE IN of the input circuit.
- 3) Push an AX80 (or another MIDI accommodating synthesizer) keyboard key. In this process, due caution will be required, since the output level varies by the force applied to the key.
- 4) The voltage waveforms at various locations are shown in Fig. 4-14 to which reference is directed. The various waveforms shown apply to the keys for 6 voices that have steadily been held down.

VOICE 1 .....	A4 ( 440 Hz)
VOICE 2 .....	C4 ( 261 Hz)
VOICE 3 .....	C5 ( 523 Hz)
VOICE 4 .....	E5 ( 659 Hz)
VOICE 5 .....	G5 ( 783 Hz)
VOICE 6 .....	C6 (1046 Hz)

The voice numbers will be assigned by the key pushing sequence.

##### 4-7-3. Digital Circuit (Refer to Fig. 4-15)

When observing digital circuit signal waveforms, be sure to use a 10 : 1 probe for the oscilloscope.

- 1) Clock Generator Performance Checks (See Fig. 4-12)  
Connect an oscilloscope onto IC40 pin 1, and check to assure an 8 MHz signal to have been generated.

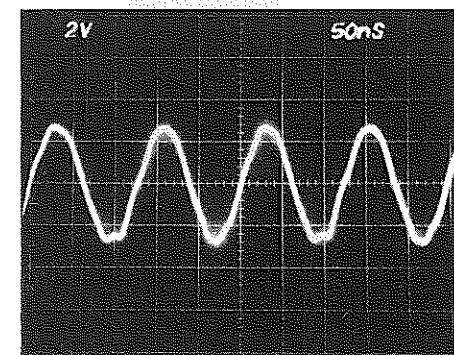


Fig. 4-12

- 2) The system clock signal input waveforms for the various ICs are shown in Fig. 4-15.
- 3) If a short-circuit or equivalent occurs while checking the digital circuit, IC(s) may run away, so that in such an event, switch power off and then back on again to kill the runaway.

### Input Waveform of Input Diagram

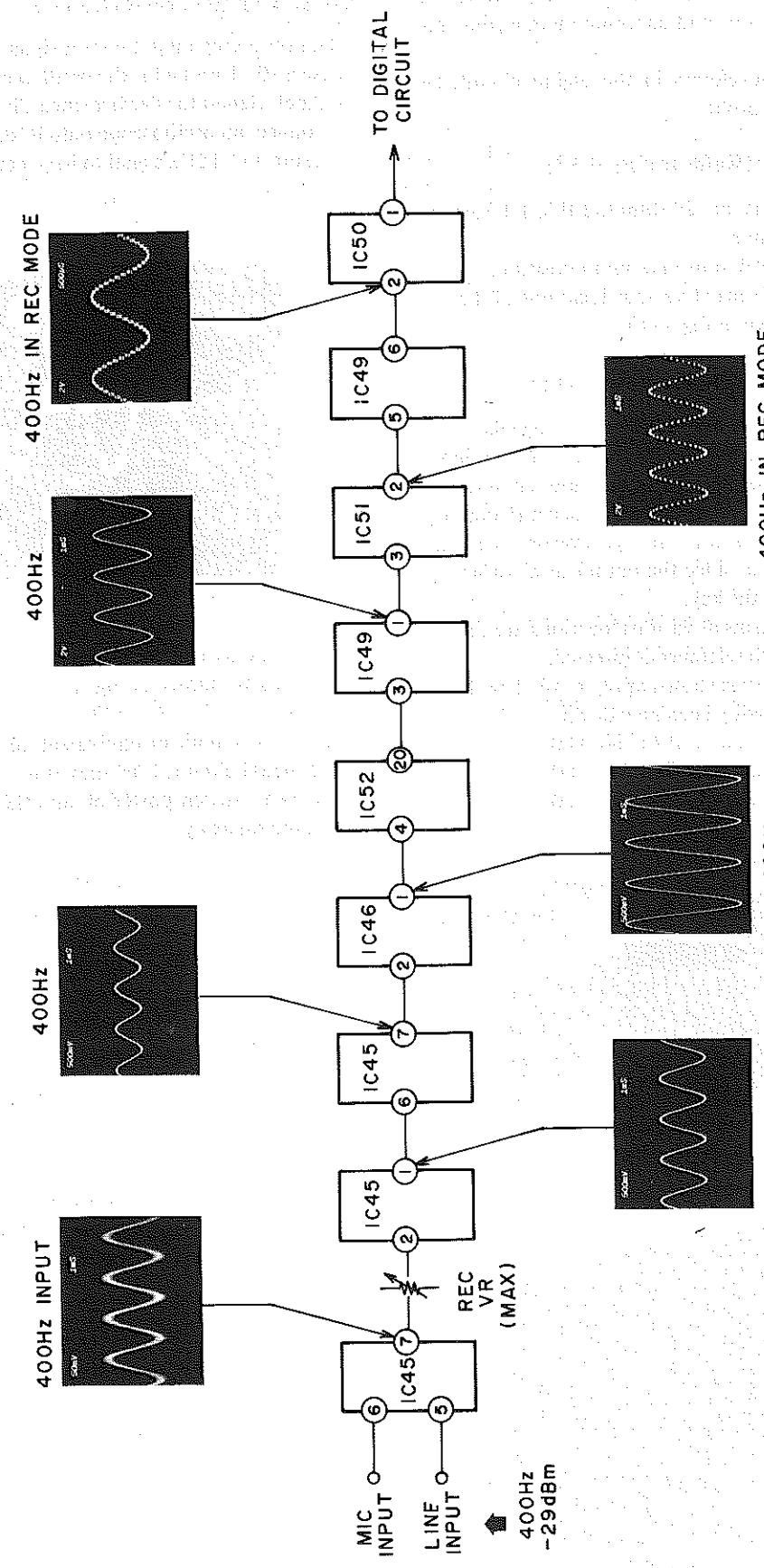


Fig. 4-13 Input Waveform of Input Diagram

### Output Waveform of Output Diagram

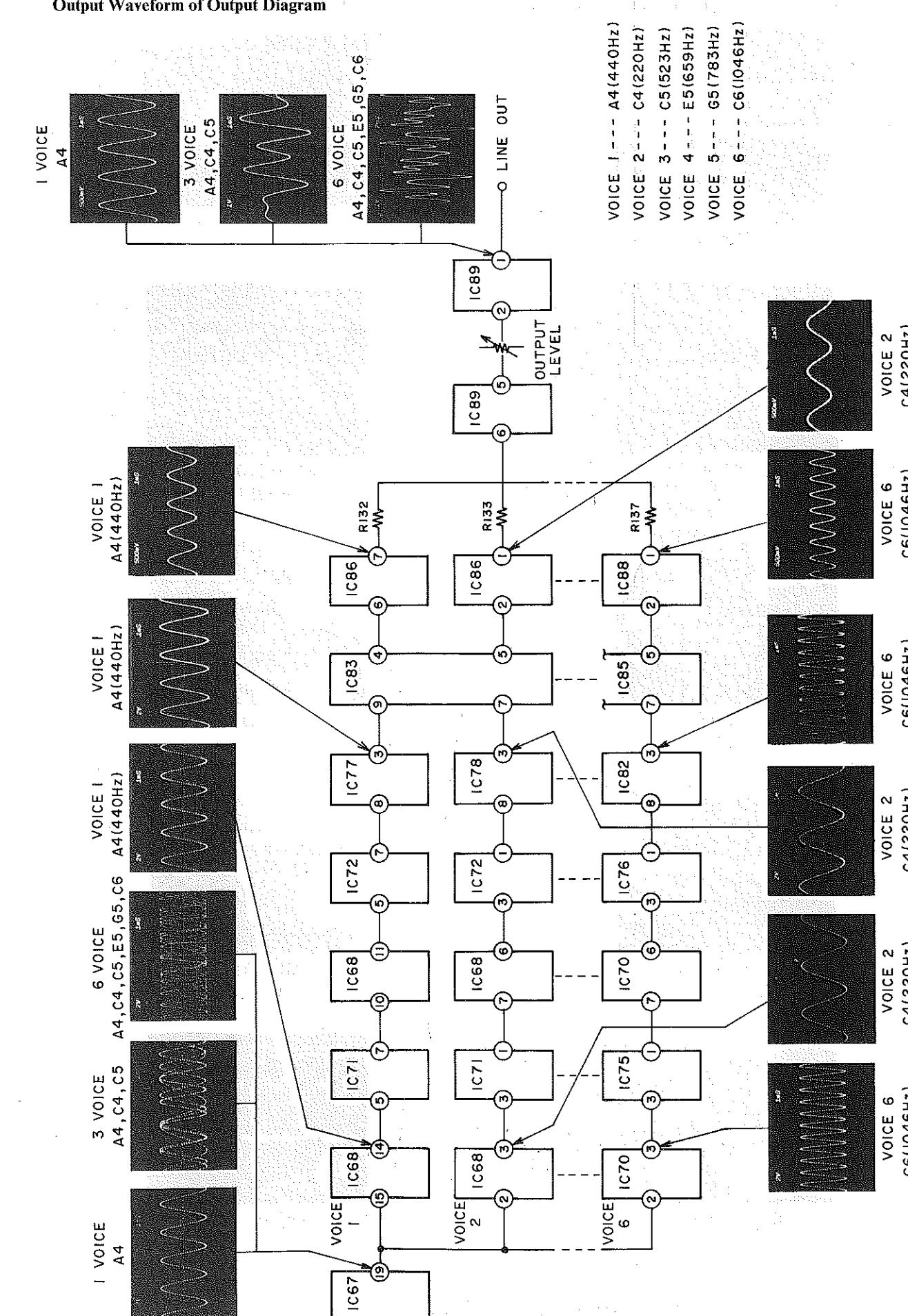
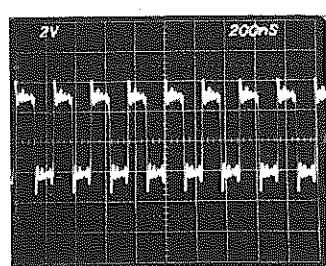
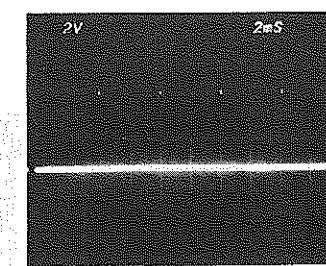


Fig. 4-14 Output Waveform of Output Diagram

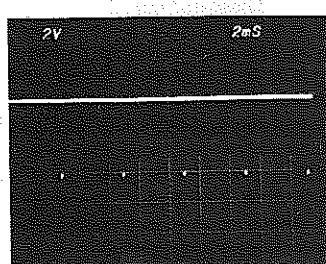
#### System clock signal Waveform for the various ICs



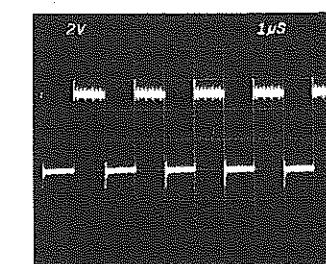
IC5 - ⑨ ⑯ ⑰ PIN  
IC6 - ⑨ ⑯ ⑰ PIN



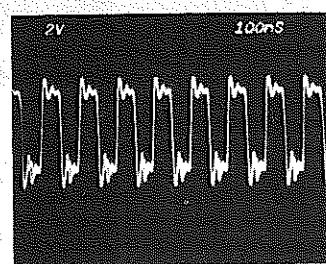
IC54 - ⑪ PIN  
IC55 - ⑦ PIN



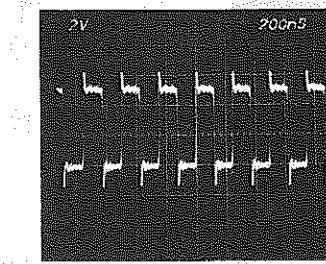
IC17 - ③ ⑪ PIN  
IC18 - ③ ⑪ PIN  
IC19 - ③ ⑪ PIN



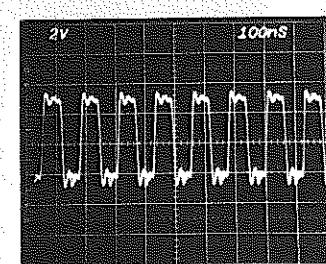
IC4 - ③ ④ PIN  
IC58 - ⑩ PIN



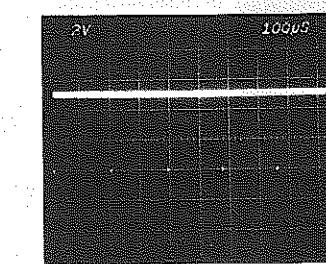
IC7 - ⑨ ⑯ ⑰ PIN  
IC8 - ⑨ ⑯ ⑰ PIN



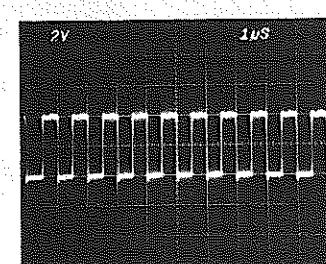
IC60 - ⑨ PIN



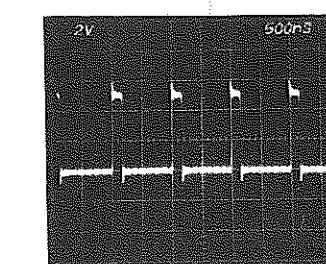
IC23 - ⑩ PIN



IC61 - ⑨ PIN  
IC62 - ⑨ PIN



IC52 - ⑩ PINS



IC63 - ⑨ PIN

#### 4-8. REcord/Playback Level Checks

- 1) Input to LINE IN a 400 Hz signal at -29 dBm from an audio signal generator.
- 2) Set the REC Level VR at its maximum position.
- 3) Set the other VRs as shown below.  

OUTPUT LEVEL VR .....	MAX
FILTER VR .....	MAX
MONITOR VR .....	MAX
Other VRs .....	MIN
- 4) At this point in time, check to assure the indication of a millivoltmeter connected to LINE OUT to have been at 0 dBm.
- 5) Similarly check to assure the REC Level meter indication to have been at 0 dB (with all the green LEDs glowing).
- 6) In the above state, after pushing key A4 of the AX80, push the [NEW] button for REC Mode, and start recording. (The 400 Hz signal may be played back by pushing key A4 of the AX80.)
- 7) Upon concluding the recording operation, set the scanning mode at "LOOPING" by pushing the [LOOPING] button.  
 Also disconnect the audio signal generator that has been connected onto LINE IN.
- 8) Push keyboard keys of the AX80 (or another MIDI accommodating synthesizer), and check to assure the output level at LINE OUT to have been made 0 dB.
  - When pushing the AX80 keyboard keys, the output level will vary in accordance with a force applied to the key, so that push the keys hard. A sound will be emitted while the key is held down.

Fig. 4-15. System clock signal Waveform for the various ICs

## V. PC BOARD TITLE AND IDENTIFICATION NUMBERS

P.C. Board Title	P.C. Board Number	Remarks
MAIN	P.C Board	L6001A5010
OPERATION	P.C Board	L6001A502A
MIDI	P.C Board	L6001A502B
VOLUME (1)	P.C Board	L6001A502C
VOLUME (2)	P.C Board	L6001A502D
VOLUME (3)	P.C Board	L6001A502E
JACK (1)	P.C Board	L6001A502F
JACK (2)	P.C Board	L6001A502G
JACK (3)	P.C Board	L6001A502H
JACK (4)	P.C Board	L6001A502I
SW	P.C Board	L6001C507B
CASSETTE	P.C Board	L6001D5040
FILTER	P.C Board	L6001D5080
		[J] EXCLUDE

## SECTION 3

### PARTS LIST

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## ATTENTION

1. When placing an order for parts, be sure to list the parts no., model no., and description of each part. If any of this information is omitted, there are instances in which parts cannot be shipped or the wrong parts will be delivered.
2. Please be careful not to make a mistake in the parts no. If the parts no. is in error, a part different from the one ordered may be delivered.
3. Because part numbers and part definitions and supply in the Preliminary Parts List may have been the subject of changes, please use this parts list for all future reference.

## HOW TO USE THIS PARTS LIST

1. This Parts List shows those parts which are considered necessary for repairs. Other parts, such as resistors and capacitors, are shown in the "Common List for Service Parts" from which these parts should be selected and parts.
2. The Recommended Spare Parts List shows those parts in the Parts List which are considered particularly important for service.
3. Parts not shown in the Parts List and "Common List for Service Parts" will not in principle be supplied.
4. How to read the parts list

a) Mechanism Block

b) P.C Board Block

## 2. HEAD BASE BLOCK

REF. NO.	PART NO.	DESCRIPTION	REF. NO.	PART NO.	DESCRIPTION
2-1x	BH-T2023A320A	HEAD BASE BLOCK GX-F66R	6-1	BA-T2034A070A	PC SYS CON BLK GX-F44R
2-2	HP-H2206A010A	HEAD R/P PR4-8FU C	6-IC1	EI-324536	IC HD14049BP
2-3	ZS-477876	PAN20x03STL CMT	6-IC2	EI-336801	IC MB8841-564M
2-4	ZS-536488	BID20x08STL CMT	6-IC3	EI-331661	IC SN7405N
2-5	ZG-402895	CS ANGLE ADJUST SPRING	6-IC4	EI-336725	IC M54527P
		SP (Service Parts) Classification	6-TR1to4	ET-200985	TR 2SC2603 F,G
		A small "x" indicates the inability to show that particular part in the Photo or Illustration.	6-TR5to28	ET-554657	TR 2SA733A P,Q
		This number corresponds with the individual parts index number in that figure	6-D1	ED-318292	D SILICON H 1S2473T-77 T26
		This number corresponds with the Figure Number	6-D2to4	ED-308952	D GERMA V 1K34A-LR F07
			6-D5to10	ED-318292	D SILICON H 1S2473T-77 T26
			6-X1	EI-318384	OSC X'TAL NC-18C 3.579545MHZ
		SP (Service Parts) Classification			These reference symbols correspond with component symbols in the Schematic Diagrams.

5. The kind of part and its installation position can both be determined by the Part Number. To determine where a part number is listed, utilize the Parts Index at the end of the Parts List. It is necessary first of all to find the Part Number. This can be accomplished by using the Reference Number listed at the right of the part number in the Parts Index.

## WARNING

△ INDICATES SAFETY CRITICAL COMPONENTS. FOR CONTINUED SAFETY, REPLACE SAFETY CRITICAL COMPONENTS ONLY WITH MANUFACTURE'S RECOMMENDED PARTS

## AVERTISSEMENT

△ IL INDIQUE LES COMPOSANTS CRITIQUES DE SÉCURITÉ. POUR MAINTENIR LE DÉGRÉ DE SÉCURITÉ DE L'APPAREIL, NE REMPLACER QUE DES PIÈCES RECOMMANDÉES PAR LE FABRICANT

## RECOMMENDED SPARE PARTS

Because, if the parts listed below are on hand, almost any repair can be accomplished, we suggest that you stock these Recommended Spare Parts Items.

REF. NO.	PART NO.	DESCRIPTION	REF. NO.	PART NO.	DESCRIPTION
1 N	BT-360649	△ TRANS POWER S612 T-10 (J)	71	EQ-348929	RELAY SIG GSA-232P 2TR 12V
2 N	BT-360650	△ TRANS POWER S612 T-30 (C,A)	72	ES-344270	△ SW PUSH SLDL1P003 01-1
3 N	BT-360653	△ TRANS POWER S612 T-50 (E,V,B,S)	73	ES-306430	△ SW SLIDE J-S4013 #01 01-2
4 N	ED-359534	D LED SLH34VC3F-R RED	74	ES-354115	SW TACT SKHCAC021A
5	ED-330319	△ D SILICON DBA10B 100/1.0A	75 N	ET-360687	△ TR 2SB1015 Y, GR
6	ED-200213	△ D SILICON DBA40C-K15 200/2.6A	76 N	ET-356817	△ TR 2SB891 Q,R
7	ED-357754	△ D SILICON DS135D 200/1.0A	77	ET-349883	△ TR2SC3243 D, E
8	ED-301911	D SILICON H DS448	78	ET-354083	△ TR 2SD1189 Q, R
9	ED-343996	D ZENER H HZ12 B1	79	ET-354167	PHOTO SENSOR PC900
10	ED-346592	D ZENER H HZ3 A2	80	ET-349882	TR 2SA1283 D, E
11	ED-331626	D ZENER H HZ3 B2	81	ET-355216	TR 2SA1317 T, U
12	EF-359225	△ FUSE BET T 3.15A 250V (B)	82	ET-338447	TR 2SA991 E, F
13	EF-355374	△ FUSE BET T 500MA 250V (B)	83	ET-316523	TR 2SC1844 F
14	EF-691007	△ FUSE SEMKO T 3.15A 250V (E,V,S)	84	ET-353898	TR 2SC3330
15	EF-593706	△ FUSE SEMKO T 500MA 250V (E,V,S)	85 N	ET-360067	TR 2SC3330 T, U
			86 N	EV-359551	VR ROTARY 16P10 A502
			87 N	EV-359549	VR ROTARY 16P10 B103
			88 N	EV-361200	VR ROTARY 16P10 B502
			89 N	EV-359547	VR ROTARY 16P10 (W/CENTER CLICK) B103
			90 N	EV-360751	VR SLIDE RSGA1

"NOTE" N: New Parts

## SYMBOL FOR DESTINATION

- [A] : AAL (U,S,A)
- [B] : UK(ENGLAND)
- [C] : CSA (CANADA)
- [E] : CEE (EUROPE)
- [J] : JPN (JAPAN)
- [S] : SAA (AUSTRALIA)
- [V] : VDE (WEST GERMANY)

## 1. PC BOARD BLOCK

REF. NO.	PART NO.	DESCRIPTION
1-1	BA-L6001A060A	PC MAIN BLK S612
1-2	BA-L6001A020A	PC OPERATION BLK S612
1-3	BA-L6001A080A	PC CASSETTE BLK S612 (C,A,E,V,B,S) [EXCEPT J]
1-4	BA-L6001A040A	PC POWER BLK S612

NOTE: PC OPERATION BLK CONSISTS OF FOLLOWING PC BOARDS.

- OPERATION PC BOARD
- MIDI PC BOARD
- VOLUME PC BOARD (1)
- VOLUME PC BOARD (2)
- VOLUME PC BOARD (3)
- JACK PC BOARD (1)
- JACK PC BOARD (2)
- JACK PC BOARD (3)
- JACK PC BOARD (4)

PC POWER BLK CONSISTS OF FOLLOWING PC BOARDS.

- POWER SUPPLY PC BOARD
- SW PC BOARD

## 2. MAIN PC BOARD

REF. NO.	PART NO.	DESCRIPTION
2-IC1	EI-354186	IC μPD780C-1
2-IC2	EI-356049	IC TC74HC139P
2-IC3	EI-359608	IC TMM2764D
2-IC4	EI-360021	IC HD6850P
2-IC5,6	EI-354146	IC μPD8253C-2
2-IC7,8	EI-360023	IC P8254
2-IC9,10	EI-360024	IC μPD8237AC-5
2-IC11,12	EI-360025	IC TC74HC138P
2-IC13,14	EI-360026	IC TC74HCO4P
2-IC15,16	EI-360027	IC TC74HC86P
2-IC17 to 19	EI-360028	IC TC74HC74P
2-IC20	EI-360029	IC S612A
2-IC21	EI-360030	IC S612B
2-IC23,24	EI-360031	IC TC74HC4040P
2-IC25	EI-360032	IC S612C
2-IC26 to 31	EI-359609	IC μPD41416C-20
2-IC32,33	EI-360035	IC TC74HC157P
2-IC34,35	EI-360036	IC TC74HC32P
2-IC36	EI-360037	IC TC74HCOOP
2-IC37	EI-360026	IC TC74HCO4P
2-IC38	EI-360038	IC S612D
2-IC39	EI-360039	IC TC74HCO8P
2-IC40	EI-360040	IC TC74HCU04P
2-IC41	EI-354149	IC μPD8255AC-2
2-IC42,43	EI-360042	IC TC74HC259P
2-IC44	EI-360038	IC S612D
2-IC45	EI-360043	IC M5220P
2-IC46	EI-324255	IC TLO82CP
2-IC47	EI-354197	IC μPC311C
2-IC48	EI-324255	IC TLO82CP
2-IC49	EI-354197	IC μPC311C
2-IC50	EI-360045	IC DG211CJ
2-IC51	EI-360046	IC MF10CN
2-IC52	EI-360047	IC S612E
2-IC53	EI-360048	IC TC74HC173P
2-IC54	EI-360049	IC AM2504PC
2-IC55	EI-360050	IC BA9221

REF. NO.	PART NO.	DESCRIPTION
2-IC58	EI-360051	IC ADC0809CCN
2-IC60	EI-360053	IC TC74HC175P
2-IC61 to 63	EI-360054	IC TC74HC174P
2-IC64	EI-360036	IC TC74HC32P
2-IC65	EI-360038	IC S612D
2-IC66	EI-360763	IC HD74HCO9P
2-IC67	EI-360050	IC BA9221
2-IC68 to 70	EI-360045	IC DG211CJ
2-IC71 to 76	EI-324255	IC TLO82CP
2-IC77 to 82	EI-360058	IC MF6CN-50
2-IC83 to 85	EI-360059	IC NE572N
2-IC86 to 89	EI-324255	IC TLO82CP
2-IC90 to 95	EI-390060	IC BA9201
2-IC96	EI-360772	IC NJM79L05A
2-TR1	ET-353898	TR 2SC330
2-TR4	ET-338447	TR 2SA991 E, F
2-TR5, 6	ET-316523	TR 2SC1844 F
2-TR7	ET-338447	TR 2SA991 E, F
2-DI, 2	ED-301911	D SILICON H DS448
2-D3	ED-359534	D LED SLH34VC3F-R RED
2-X1	EI-359563	OSC CE CSA8.00 MS40
2-RL1	EQ348929	RELAY SIG G5A-232P 2TR 12V
2-JB1, 2	ER-360201	R COMP RKCI/8B8 512J
2-R67	ER-331188	R FUSE E RD2FC S10 1/4W 8R2J
2-R76	ER-359556	R MF H F10 1/4W 511IF
2-R77	ER-359555	R MF H F10 1/4W 2551F
2-R96	ER-359557	R MF H F10 1/4W 1651F
2-R97	ER-359558	R MF H F20 1/4W 3321F
2-R162	ER-360773	R OMF H S12 FS 1W 470J
2-C45	EC-360719	C PP V S05 CQMFS92 101J 50DC
2-C50	EC-360717	C PP V S05 CQMFS92 471J 50DC
2-C51	EC-360717	C PP V S05 CQMFS92 471J 50DC
2-C79	EC-360716	C PP V S05 CQMFS92 391J 50DC
2-C205, 207	EC-360719	C PP V S05 CQMFS92 101J 50DC

## 3. OPERATION PC BOARD

REF. NO.	PART NO.	DESCRIPTION
3-IC1	EI-360052	IC IR2E02
3-TR1	ET-355216	TR 2SA1317 T, U
3-DI to 10	ED-359534	D LED SLH34VC3F-R RED
3-D11	ED-346592	D ZENER H HZ3 A2
3-SW1 to 13	ES-354115	SW TACT SKHCAC021A
3-VR1, 2	EV-360751	VR SLIDE RSGA1
3-JN1	EM-359535	IND LE SL-1179
3-IN2	EM-359536	IND LE GL-107S12

## 4. CASSETTE PC BOARD

REF. NO.	PART NO.	DESCRIPTION
4-IC1	EI-359552	IC M5236L
4-TR1	ET-349883	TR 2SA1283 D, E
4-TR2	ET-355216	TR 2SA1317 T, U
4-R1	ER-360725	R OMF H S12 FS 1W 221J

## 5. POWER SUPPLY PC BOARD

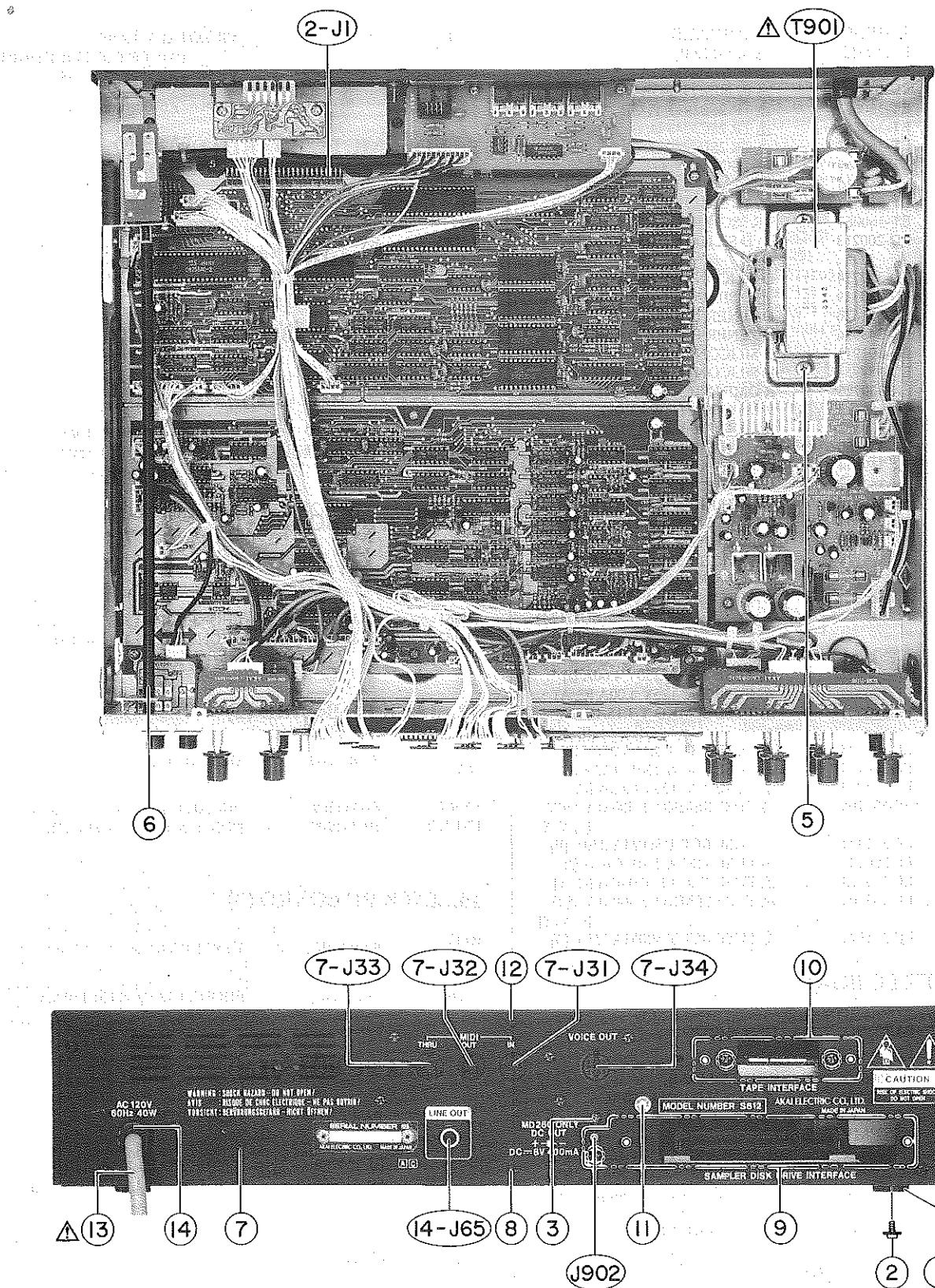
REF. NO.	PART NO.	DESCRIPTION
5-IC1	EI-359552	POWER SUPPLY PC BOARD
5-IC2	EI-359626	△ IC M5236L
5-IC3	EI-359628	△ IC NJM78M15A
5-TR1	ET-360687	△ TR 2SB1015 Y, GR
5-TR2	ET-349883	△ TR 2SC3243 D, E
5-TR3	ET-354083	△ TR 2SD1189 Q, R
5-TR4	ET-360667	TR 2SC330 T, U
5-TR5	ET-355216	TR 2SA1317 T, U
5-TR6	ET-356817	△ TR 2SB891 Q, R
5-TR7 to 9	ET-360067	TR 2SC330 T, U
5-D1	ED-200213	△ D SILICON DBA40C-K15 200/2.6A
5-D2	ED-357754	D SILICON DS135D 200/1.0A
5-D4	ED-330319	△ D SILICON DBA10B 100/1.0A
5-D5	ED-331626	D ZENER H HZ3 B2
5-D6	ED-343996	D ZENER H HZ12 B1
5-D7	ED-301911	D SILICON H DS448
5-D8 to 11	ED-357754	D SILICON DS135D 200/1.0A
5-R1	ER-360725	R OMF H S12 FS 1W 221J
5-R2	ER-356113	R MF H F10 1/4W 1302G
5-R3	ER-360732	R MF H F10 1/4W 4301G
5-R6	ER-355400	R MF H F10 1/4W 1101G
5-R7	ER-359644	R MF H F10 1/4W 3901G
5-R8	ER-357831	R MF H F10 1/4W 5101G
5-R9	ER-359644	R MF H F10 1/4W 3901G
5-C2	EC-322804	C E C V CUT SM 472M 16.0DC
5-C3	EC-313825	C S A V F05 R33K 25DC
5-C6, 7	EC-316188	C E C V CUT SM 102M 25DC
5-1	EZ-200473	SILICON RUBBER SHEET TC-30
5-2	ZW-632226	WASHER INSULATOR (BUSH M)

## 6. FILTER PC BOARD

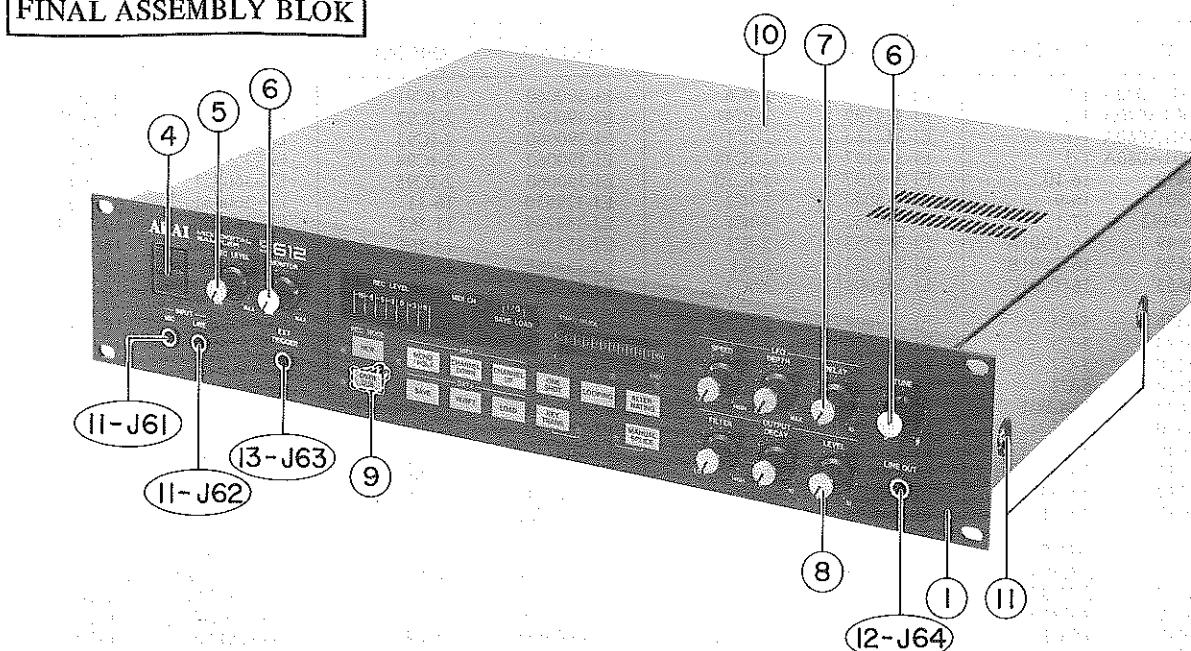
REF. NO.	PART NO.	DESCRIPTION
6-FL1	E0-360068	COIL LFLF-2 B
6-C2, 3	EC-358450	△ C CE V B 102M 400AC
6-F1A	EF-306949	ASSEMBLY BLOCK
6-F1B	EF-308847	△ FUSE TSC A 250V 4.00A [J]
6-F1C	EF-593706	△ FUSE TSC 125V 0.63A [C, A]
6-F1D	EF-355374	△ FUSE SEMKO T 500MA 250V [E, V, S]

## 7. MIDI PC BOARD</h2

### ASSEMBLY BLOCK



### FINAL ASSEMBLY BLOK



### 16. ASSEMBLY BLOCK

REF. NO.	PART NO.	DESCRIPTION
<b>ASSEMBLY BLOCK</b>		
16-1	SA-324129	FOOT
16-2	ZS-344754	ST PAN30x06STL CMT C080 [FOOT FIX]
16-3	ZS-350934	PT BR30x08STL BNI [J902 FIX]
16-4x	TC-516598	TRANS. RETAINER [POWER TRANS FIX]
16-5	ZS-361996	ST BID40x10STL CMT TW [POWER TRANS FIX]
16-6	SZ-360712	JOINT POWER
16-7A	SP-355494C	PANEL REAR S612(J)
16-7B	SP-355494B	PANEL REAR S612(C, A)
16-7C	SP-355494D	PANEL REAR S612(E, V, B, S)
16-8	ZS-447761	T2BR30x06STL BNI
16-9	BC-355501	COVER REAR
16-10	BC-355499	COVER CASSETTE
16-11	EJ-329610	TERMINAL W/SCREW UB-0067 L 1P
16-12	ZS-447761	T2BR30x06STL BNI [COVER UPPER FIX]
16-13A	EW-524845	△ AC CORD 2 CORES VM1165B, VFF J [J]
16-13B	EW-358858	△ AC CORD 2 CORES KP-11 SITA WG18 [C, A]
16-13C	EW-359641	△ AC CORD 2 CORES KP-419C/KS-17 [E, V]
16-13D	EW-358631	△ AC CORD 2 CORES KS-17 LTBS2F BS [B]
16-13E	EW-358630	△ AC CORD 2 CORES KP560 LTS A2F KS17 S [S]
16-14A	EZ-631945	STRAIN RELIEF SR-4N-4 [J]
16-14B	EZ-302906	STRAIN RELIEF SR-6N-4 [C, A]
16-T901A	BT-360649	△ TRANS POWER S612 T-10 [J]
16-T901B	BT-360650	△ TRANS POWER S612 T-30 [C, A]
16-T901C	BT-360653	△ TRANS POWER S612 T-50 [E, V, B, S]
16-S901	ES-306430	△ SW SLIDE J-S4013 #01 01-2
16-J901	EJ-358633	△ SOCKET INLET SOTO17 2P [E, V, B, S]
16-J902	EJ-359643	SOCKET INLET HEC 1757-01-030
16-C901	EC-347832	△ C CE V F 104Z 25DC

### MAIN PC BOARD

2-J1	EJ-359564	SOCKET CONNECT
CF478-25-30-432 50P		

REF. NO.	PART NO.	DESCRIPTION
<b>MIDI PC BOARD</b>		
7-J31	EJ-360770	DIN J TCS4450-01-1111 5P
7-J32	EJ-360770	DIN J TCS4450-01-1111 5P
7-J33	EJ-360770	DIN J TCS4450-01-1111 5P
7-J34	EJ-360771	DIN J TCS5037-01-241 13P
<b>JACK PC BOARD (4)</b>		
14-J65	EJ-354269	PHONE J 3P HLJ0540-110 6.3

### 17. FINAL ASSEMBLY BLOCK

REF. NO.	PART NO.	DESCRIPTION
<b>FINAL ASSEMBLY BLOCK</b>		
17-1	BD-B355492	PANEL FRONT PART S612
17-2x	ZW-330423	UW40x130x025SUP CMT [PANEL FRONT FIX]
17-3x	ZS-344754	ST PAN30x06STL CMT C080 [PANEL FRONT FIX]
17-4	SK-343017F	KNOB POWER-B
17-5	SK-B32952X2	KNOB MONITOR RED RART
17-6	SK-B32952X4	KNOB MONITOR WHITE PART
17-7	SK-B32952X1	KNOB MONITOR GREEN PART
17-8	SK-B32952X5	KNOB MONITOR BLUE PART
17-9	SE-357978	BASE KNOB (C)
17-10	SP-355493B	COVER UPPER-B
17-11	ZS-341960	ST BID40x06STL BNI [COVER UPPER FIX]
<b>JACK PC BOARD (1)</b>		
11-J61	EJ-359642	PHONE J 3P HLJ4307-01-3060
11-J62	EJ-354269	PHONE J 3P HLJ0540-110 6.3
<b>JACK PC BOARD (2)</b>		
12-J64	EJ-354269	PHONE J 3P HLJ0540-110 6.3
<b>JACK PC BOARD (3)</b>		
13-J63	EJ-354269	PHONE J 3P HLJ0540-110 6.3

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BA-L6001A020A	1-2	EI-354146	2-IC6	EI-390060	2-IC91	EV-359549	9-VR6
BA-L6001A040A	1-4	EI-354149	2-IC41	EI-390060	2-IC92	EV-359549	9-VR7
BA-L6001A060A	1-1	EI-354186	2-IC1	EI-390060	2-IC93	EV-359551	9-VR5
BA-L6001A080A	1-3	EI-354197	2-IC48	EI-390060	2-IC94	EV-359551	10-VR9
BC-355499	16-10	EI-354197	2-IC50	EI-390060	2-IC95	EV-360751	3-VR1
BC-355501	16-9	EI-356049	2-IC2	EJ-329610	16-11	EV-360751	3-VR2
BD-B355492	17-1	EI-359552	4-IC1	EJ-354269	11-J62	EV-361200	10-VR8
BT-360649	16-T901A	EI-359552	5-IC1	EJ-354269	12-J64	EW-358630	16-13E
BT-360650	16-T901B	EI-359563	2-X1	EJ-354269	13-J63	EW-358631	16-13D
BT-360653	16-T901C	EI-359608	2-IC3	EJ-354269	14-J65	EW-358858	16-13B
EC-313825	5-C3	EI-359609	2-IC26	EJ-358633	16-J901x	EW-359641	16-13C
EC-316188	5-C6	EI-359609	2-IC27	EJ-358691	2-1	EW-524845	16-13A
EC-316188	5-C7	EI-359609	2-IC28	EJ-359564	2-J1	EZ-200473	5-1
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EC-360717	2-C50	EI-360021	2-IC4	EJ-360771	7-J34	SK-B352952X2	17-5
EC-360717	2-C51	EI-360023	2-IC7	EM-359535	3-IN1	SK-B352952X4	17-6
EC-360719	2-C45	EI-360023	2-IC8	EM-359536	3-IN2	SK-B352952X5	17-8
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ED-200213	5-D1	EI-360026	2-IC13	EO-360068	6-FL1	SP-355494D	16-7C
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ED-301911	5-D7	EI-360027	2-IC15	ER-355400	5-R6	ZS-341960	17-11
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ED-343996	5-D6	EI-360028	2-IC19	ER-359556	2-R76	ZS-350934	16-3
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ED-357754	5-D10	EI-360032	2-IC25	ER-360201	2-IB1		
ED-357754	5-D11	EI-360035	2-IC32	ER-360201	2-IB2		
ED-359534	2-D3	EI-360035	2-IC33	ER-360725	4-R1		
ED-359534	3-D1	EI-360036	2-IC34	ER-360725	5-R1		
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ED-359534	3-D3	EI-360036	2-IC64	ER-360773	2-R162		
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ED-359534	3-D7	EI-360038	2-IC65	ES-354115	3-SW2		
ED-359534	3-D8	EI-360039	2-IC39	ES-354115	3-SW3		
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ED-359534	3-D10	EI-360042	2-IC42	ES-354115	3-SW5		
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EF-593706	5-F4C	EI-360051	2-IC58	ET-349882	4-TR1		
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EL-324255	2-IC46	EI-360054	2-IC63	ET-355216	3-TR1		
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EL-324255	2-IC89	EI-360772	2-IC96	EV-359549	8-VR3		
EL-324255	2-IC90	EI-360869	2-IC90	EV-359549	8-VR4		